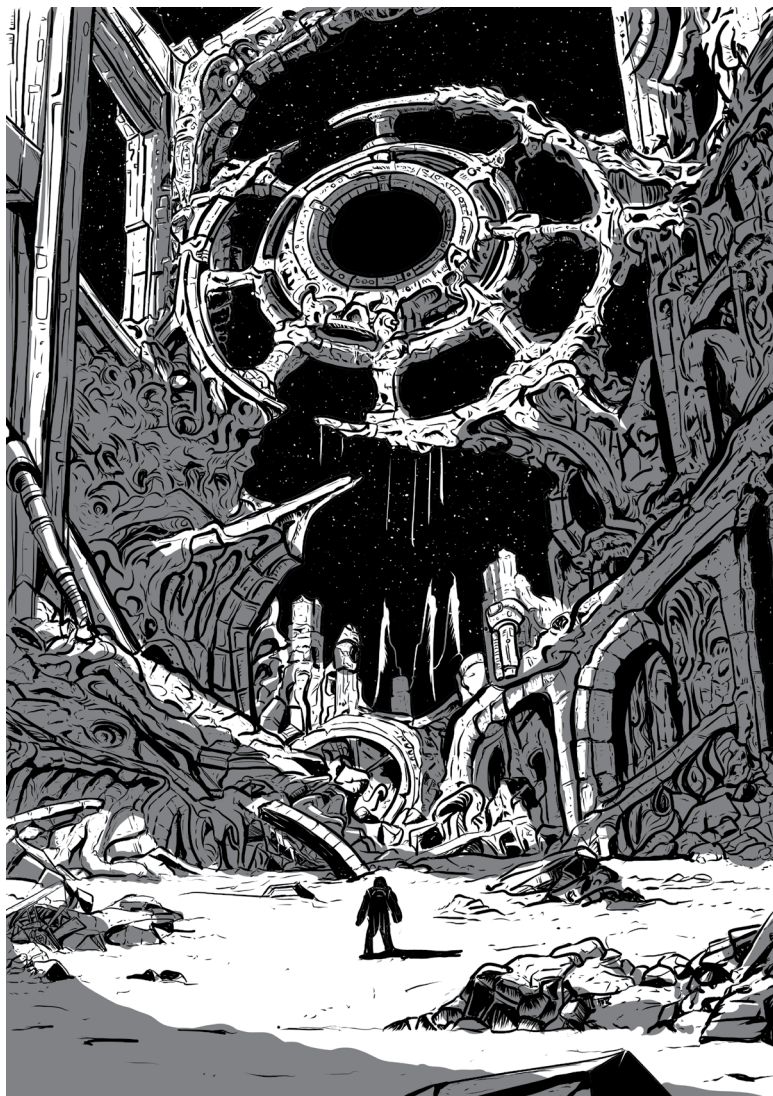




DARKSPACE

Science Fiction Rules for Shadowdark

WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Blunt, Light	1cr	C/N	1d4	Th
Blunt, Medium	3cr	C	1d6/1d8	V
Blunt, Heavy	5cr	C	1d10	2H
Force, Light	5cr	C/N	1d6	EC , Th
Force, Medium	10cr	C	1d8/1d10	EC , V
Force, Heavy	15cr	C	1d12	EC , 2H
Edged, Light	1cr	C/N	1d4	Th
Edged, Medium	3cr	C	1d6/1d8	V
Edged, Heavy	5cr	C	1d10	2H
Vibro, Light	5cr	C/N	1d6	EC , Th
Vibro, Medium	10cr	C	1d8/1d10	EC , V
Vibro, Heavy	15cr	C	1d12	EC , 2H
Stun Baton	15cr	C	DC 9	EC , D
Pistol, Light	5cr	N	1d4	Am
Pistol, Medium	10cr	N	1d6	Am
Pistol, Heavy	15cr	N	1d8	Am
Rifle, Light	20cr	F	1d4	Am, 2H
Rifle, Medium	25cr	F	1d6	Am, 2H
Rifle, Heavy	30cr	F	1d8	Am, 2H, R
Ion Pistol	30cr	N	DC 12	EC , D
Ion Rifle	50cr	F	DC 15	EC , D, 2H
Energy Pistol, Light	10cr	N	1d6	EC
Energy Pistol, Medium	25cr	N	1d8	EC
Energy Pistol, Heavy	50cr	N	1d10	EC , R
Energy Rifle, Light	25cr	F	1d6	EC , 2H
Energy Rifle, Medium	45cr	F	1d8	EC , 2H
Energy Rifle, Heavy	65cr	F	1d10	EC , AP, 2H, R

EC (Energy Cell): This weapon requires an energy cell. See pg. 48.

ARMOR

CATEGORY	COST	GEAR SLOTS	AC	PROPERTIES
Light Armor	25cr	1	11 + DEX mod	Ph
Medium Armor	50cr	2	13 + DEX Mod	Ph, Disadvantage on stealth & swim
Heavy Armor	75cr	3	15	Ph, Disadvantage on stealth, No swim
Energy Armor	100cr	1	15	EC, EN
Helmet	10cr	1	+1	Ph, Disadvantage on perception
Exosuit Conversion	+50cr	+1	-	Adds Rebreather & Radiation Resistance
Ballistic Shield	20cr	1	+2	1H, Ph
Energy Shield	30cr	0	+2	EC, 1H, EN

EXPLOSIVES

EXPLOSIVE	COST	RANGE	DAMAGE	PROPERTIES
Molotov Cocktail	5cr	N	1d4	Bl, Th, 1U
Grenade, Frag	50cr	N	1d10	Bl, Th, 1U
Grenade, Ion	75cr	N	Disabling	Bl, D, Th, 1U
Grenade, Energy	100cr	N	1d12	AP, Bl, Th, 1U
Flamethrower	75cr	N	1d8/round	Am (Fuel), Bl, 2H
Land Mine	75cr	C	2d8	AP, Bl, 1U, DI
Plastic Explosive	100cr	C	3d6	AP, Bl, 1U, DI
Rocket	100cr	requires launcher	4d6	AP, Bl, 1U
Grenade Launcher	100cr	F	varies	varies
Rocket Launcher	200cr	F	requires rocket	2H

SHIP WEAPONS

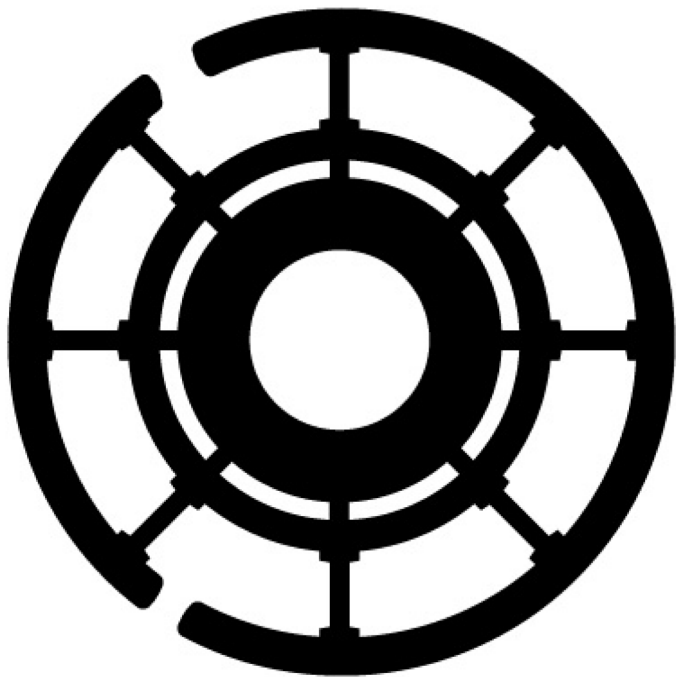
CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Projectile Cannon, Light	100cr	N	1D4	Am
Projectile Cannon	200cr	N	1D6	Am
Projectile Cannon, Heavy	300cr	N	1D8	Am, AP
Laser Cannon, Light	200cr	F	1D6	EG
Laser Cannon	300cr	F	1D8	EG
Laser Cannon, Heavy	400cr	F	1D10	EG, AP
Ion Cannon	500cr	F	Disabling (DC12)	EG, D
Explosive Missile	200cr	N	1D10	Single Use, AP, Bl, L
Energy Torpedo	300cr	N	1D12	Single Use, AP, Bl, L
Ion Torpedo	400cr	N	Disabling (DC15)	Single Use, Bl, D, L

SHIP ARMOR

CATEGORY	COST	AC	PROPERTIES
Armor Plating, Light	300cr	11 + Ship DEX modifier	Ph
Armor Plating, Medium	400cr	13 + Ship DEX modifier	Ph, Ship DEX mod is halved (round down) for maneuver checks.
Armor Plating, Heavy	500cr	15	Ph, Does not use ship DEX mod for maneuver checks.
Energy Shields*	300cr	+2 to AC against energy weapons	En, EG, S(1)

DARKSPACE

SCIENCE FICTION RULES FOR SHADOWDARK



CREATED BY

Than Gibson and Derek White



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SPACERS

***“Whole lotta folks in this galaxy. Every kind you
can imagine.***

***They all got one thing in common. Every one of
‘em’s looking to get paid.”***

- Captain Ronald Malcolm, The Lightning Bug

CHARACTER CREATION

DarkSpace is a sci-fi RPG that uses the rules-light SHADOWDARK RPG and requires a copy of those rules to play.

The Shadowdark rulebook along with free Quickstart Rules can be found at:

www.thearcanelibrary.com

DarkSpace is 100% compatible with Shadowdark. However, there are some slight differences in terminology.

For example, single game sessions are referred to as **Episodes** and a string of Episodes that form a longer narrative is a **Series**.

SPACER'S FIRST STEPS

Characters in DarkSpace are called **Spacers** and can start as either Citizens or Rookies (see following page).

Step 1: Generate Spacer Stats. Use the "3d6 down the line" method described in Shadowdark.

Step 2: Determine Species. Rather than an ancestry, Spacers have a species. (See the **Species section for details.**)

Step 3: Choose Archetype. Classes in DarkSpace are focused more on heroic archetypes and less on profession. As such, they are referred to as Archetypes. (See the **Archetypes section for details.**)

Step 4: Define Background. Spacers have occupations rather than backgrounds. (See the **Backgrounds section for details.**)

Step 5: Choose Motivation. Rather than the classic alignments in Shadowdark, Spacers have motivations instead. (See the **Motivation section for details.**)

Step 6: Pick Gear. Determine starting Credits and pick your starting equipment. (See the **Gear section for details.**)

Step 7 (Optional): Ship Role
- Titles are not tied to your archetype but your position or rank within your crew. Your Ship Role can change over time. (See **Starfaring in the Gameplay chapter for details.**)

0-LEVEL SPACERS (CITIZENS)

In DarkSpace, 0-level spacers, also known as citizens, are average folk thrust into the space-faring adventurous life through circumstance.

See The Gauntlet section of Shadowdark for more details on 0-level characters.

An introductory citizen-level adventure called "The Gauntlet" can be found in Appendix G.

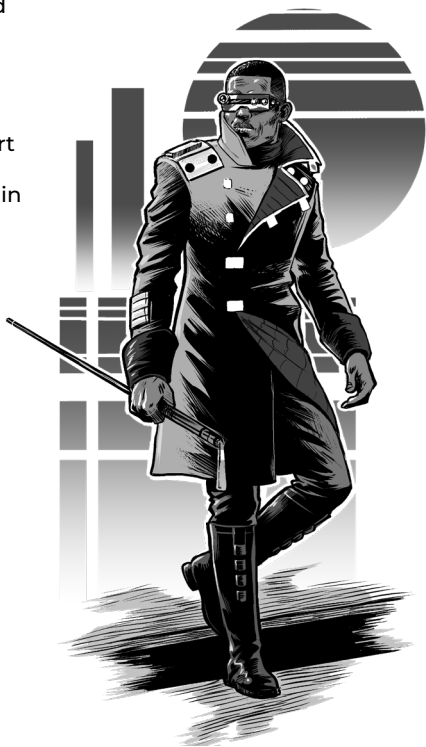
Citizens start with Beginner's Luck which gives them proficiency with all gear until 1st level. They also start with:

- Stats (**see Shadowdark**)
- Choice of Species
- HP equal to their CON mod (minimum 1)
- Background
- Motivation
- Starting Gear - Citizens start with 1d4 items from the Citizen Starting Gear table in the Gear section.

1ST-LEVEL SPACERS (ROOKIES)

In DarkSpace, 1st-level spacers, also known as rookies, are just starting on their adventures in the stars. Rookies follow the same rules for 1st-level characters in Shadowdark, but with the following differences:

- Stats (**see Shadowdark**)
- Choice of Species
- Choice of Archetype
- HP (see Archetype description) + CON Mod (at first level only)
- Background
- Motivation
- Starting Credits (cr)



SPECIES

Science fiction is known for its diversity of lifeforms. Every spacer has a species that defines its own genetic traits. Your setting may have many alien species, or it may only have humans.

Humans (or human analogues) have the Ambitious trait as they do in the Shadowdark rulebook.

You may use any Shadowdark ancestries or ancestry traits for your species.

If you would like to use a species from a science fiction property or randomly create one, use the Species Traits table to either roll a species trait at random or choose one.

Collaborate with your GM and fellow players if you are having trouble with building a species from a random trait.

EXAMPLES

Example 1 (Using Shadowdark): Steve wants to play an Elf. He chooses Elf as his species and takes the Farsight ancestry trait from Shadowdark as his species trait.

Example 2 (Creating a Species): Katie wants to play her own species of triad-sensitive slugs. She chooses The Triad as her species trait and describes what her character, Slurp looks like.

Example 3 (Using Existing Media): Elliott wants to play a sasquatch-person from a movie he watched. He chooses Powerful as his species trait.

Example 4 (Randomly Rolling): Bob doesn't know what species to play. He rolls on the Species Traits table and gets Amphibious. He decides to play a race of fish-people he saw in a movie once.

Example 5 (Collaboration): Bons doesn't know what species to play but knows they want their character to be a medic. Their fellow players suggest Extra Arms for the species trait as that can help with field medicine. Bons decides on a human with extra cybernetic arms rather than taking the Ambitious trait that humans normally get.

Example 6 (Power Armor): Brian wants to play a space marine in power armor. He looks at Power Armor Spacers on page 10 and chooses the Ambitious species trait from Shadowdark since he's human and then works on detailing the Machine-Based archetype on page 25.

Example 7 (Androids): Emmett reads through the Tech Species on page 10 and decides to play an android. He takes the Mechanical species trait and then chooses the Clever archetype to match the type of android he wants.

- 1 **The Triad.** You have the use of one Triad power.
- 2 **Amphibious.** You can breathe water as well as air. You can swim at full speed.
- 3 **Armored Skin.** Gain +1 to your AC when not wearing armor.
- 4 **Covert Communication.** You can communicate secretly with others of your species or those who understand this communication.
- 5 **Longsight.** You get a +1 bonus to ranged attack and damage rolls.
- 6 **Hyperacute Senses.** You can't be surprised by enemies or events.
- 7 **Powerful.** You have a +1 bonus to melee attack and damage rolls.
- 8 **Natural Weapon.** You have a natural weapon that deals 1d6 damage. You are proficient with it.
- 9 **Flight.** You can fly and/or walk.
- 10 **Sneaky.** You have advantage when trying to be deceptive.
- 11 **Tracking Sense.** Once per episode, pick a target to be your quarry. You have advantage on all checks to track your quarry.
- 12 **Adapted for Heat.** Can survive in hot environments. Half damage from fire or heat.
- 13 **Adapted for Cold.** Can survive in cold environments. Half damage from ice or cold.
- 14 **Technical Knack.** You get a +1 bonus when working with technology and machines.
- 15 **Natural Connection.** You get a +1 bonus when working with plants and animals.
- 16 **Radiation Resistant.** Can survive in radioactive environments. Half damage from radiation or electricity.
- 17 **Filtration.** Can survive in toxic environments. Half damage from poison.
- 18 **Natural Climber.** Full speed for climbing. Reduce climbing DC by one category.
- 19 **Extra Arms.** Can take one extra non-attack action per turn. Increase gear slots by 2.
- 20 **Extra Legs.** Can move up to DOUBLE NEAR in addition to their action. DC to be tripped increased by one category.

TECH SPECIES

From the androids of Blade Runner and Star Wars to the Space Marines of Warhammer, science fiction has always been fascinated with life shaped by technology.

Here are two ways to use technology with your species in a DarkSpace game.

ANDROIDS

Androids are sentient artificial intelligences in manufactured bodies. They might look organic or robotic and come in a vast array of shapes and sizes.

Your setting might include androids as a playable species. If this is the case, they have the following:

SPECIES TRAIT: Mechanical. You do not require food, drink, or air to function. You need a power charge equivalent to a rest to maintain operational level.

ARCHETYPE: Androids can choose any archetype. They can choose the **Machine-Based Archetype** if they would prefer to be a Multi-Function Android with talents and features tied to how they are built.

BACKGROUND / MOTIVATION: Androids can choose any background or motivation.

THE TRIAD: Androids cannot take The Triad as a talent.

POWER ARMOR SPACERS

Some Spacers may just be “a guy in a suit” and all of their abilities come from a specialized suit of power armor with weapons and features built into it.

In that case, the Spacer is created with the following:

SPECIES TRAIT: ANY including the following:

Life Support. You do not require external food, drink, or air to function while connected to your Life Support. You still need to rest and your armor requires a power charge equivalent to a rest to maintain its operational level.

ARCHETYPE: Machine-Based Archetype.

BACKGROUND / MOTIVATION: Power Armor Spacers can choose any background or motivation

THE TRIAD: Power Armor Spacers can take The Triad as a Species Trait.

ARCHETYPES

Science fiction often portrays characters who overcome great challenges based on their natural talents instead of their skill set.

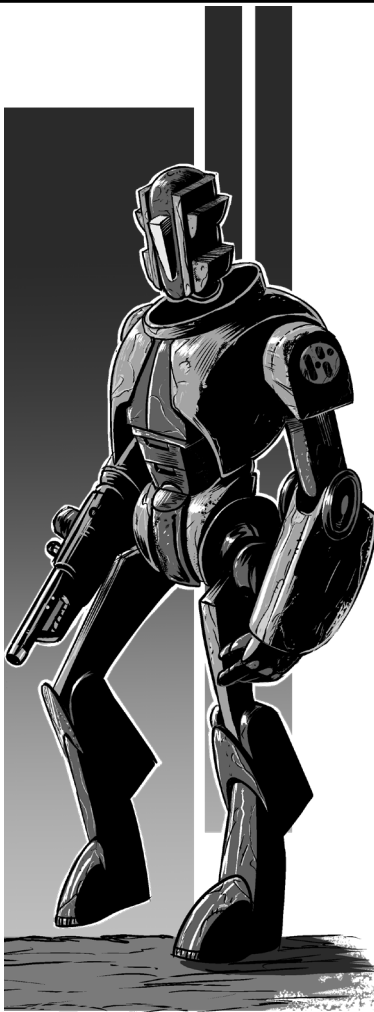
DarkSpace RPG presents an alternative where characters are defined by heroic archetypes rather than “class”.

Archetypes are the broad descriptor of a Spacer. When used in conjunction with their Background as the specific descriptor you get a complete picture of the character. For example, a Strong Soldier and a Clever Soldier are two very different things.

6 of the 7 Archetypes presented here are based on a relevant Stat:

- Strong (STR)
- Quick (DEX)
- Tough (CON)
- Clever (INT)
- Wise (WIS)
- Charming (CHA)

The Machine-Based Archetype covers the special cases of Androids and Power Armor.





STRONG ARCHETYPE

Grunts, teamsters, gladiators, and bodyguards. Strong characters are the muscle that carry the galaxy on their shoulders.

Weapons: All Melee weapons

Armor: All Armor

Hit Points: 1d8 per level.

Heavy Lifter. Your number of gear slots is equal to your STR score (or 10) + STR mod (if positive).

Weapon Expertise. Pick a category of melee weapon, like Blunt Weapons. You get +1 to attack and damage with that type of weapon. In addition, add half your level to those rolls (rounded down).

Might. You have advantage on checks to overcome a great feat of strength, such as kicking open a stuck cargo hatch or pulling a robot's arm off.

STRONG TALENTS

2d6

TALENT

- | | |
|-------|--|
| 2 | Cleave. Deal an additional +1d4 damage when scoring a critical hit (can be taken multiple times). |
| 3-6 | +1 to melee attacks |
| 7-9 | +2 to Strength, Dexterity, or Constitution |
| 10-11 | Choose one category of armor. You get +1 AC from that armor. |
| 12 | Choose a Strong Talent or +2 points to assign to stats. |



QUICK ARCHETYPE

Pilots, thieves, gunslingers, and assassins. Quick characters move fast and strike with precision.

Weapons: Melee and Ranged Weapons (excluding all Heavy Weapons)

Armor: Light Armor

Hit Points: 1d6 per level.

Quick Shot. If a creature doesn't notice your attack, you roll extra weapon dice for damage equal to half your level (rounded up).

Never Tell Me the Odds. Start each game with a Luck Token. After you have finished a rest you gain a Luck Token if you don't already have one.

Reflexes. You have advantage on DEX checks to avoid a dangerous situation, such as avoiding a laser mine or flying through an asteroid field.

QUICK TALENTS

2d6	TALENT
2	Trick Shot. 1/episode Re-roll a missed ranged attack. If successful, the shot ricochets and hits its target as a Quick Shot. If you already have Trick Shot, you gain an additional use per episode.
3-5	Your Quick Shot deals +1 dice of damage (can be taken multiple times).
6-9	+2 to Dexterity, Wisdom or Charisma
10-11	+1 to ranged attacks
12	Choose a Quick Talent or +2 points to distribute to stats.



TOUGH ARCHETYPE

Soldiers, bounty hunters, scrappers, and bruisers. Tough characters are resilient and can survive a long haul.

Weapons: Melee and Ranged Weapons (excluding Light Weapons in both).

Armor: All Armor

Hit Points: 1d8 per level.

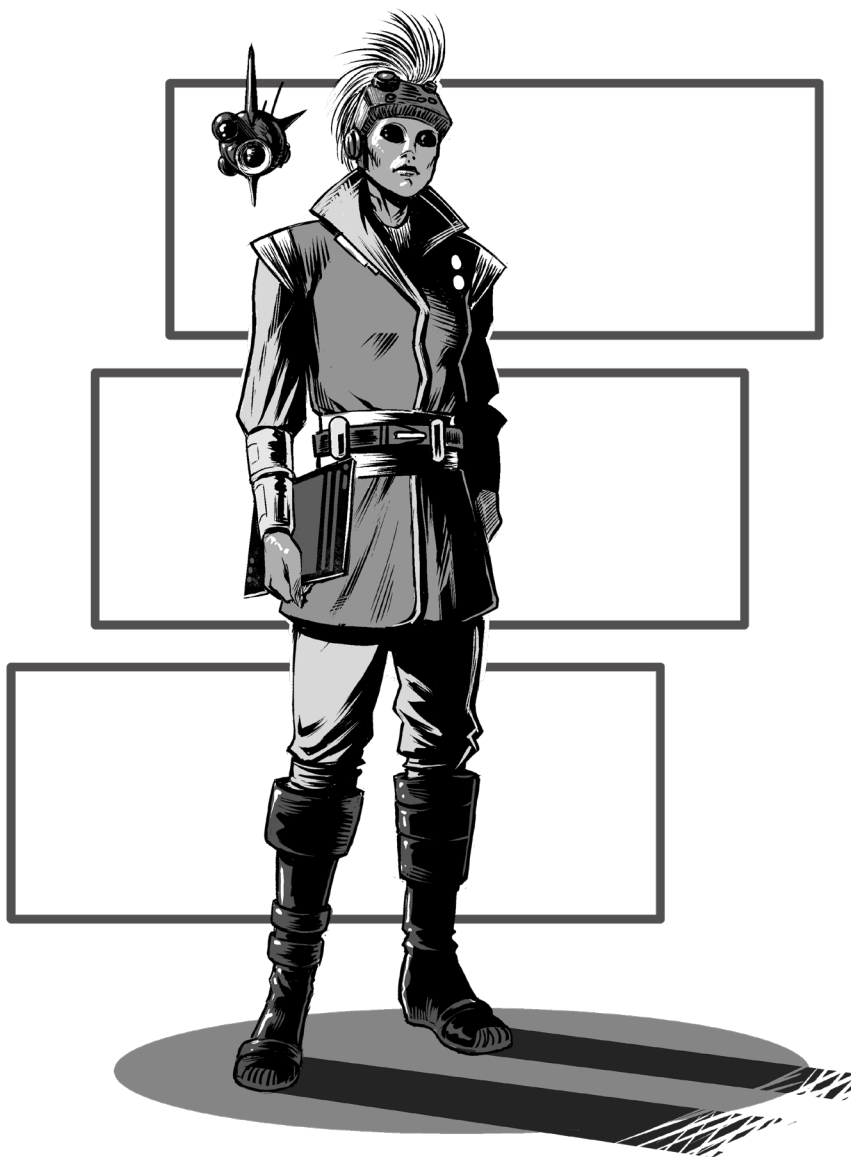
Sturdy. You gain +2 HP when making a Tough character. Roll additional hit points gained with advantage.

Resilient. You have advantage on CON checks to resist permanent injury, disease, toxins, or extreme environmental conditions.

Unyielding. 3/episode, you can choose to make a DC 18 CON check (the Resilient talent applies) instead of a death roll. If you fail, the Death Timer still applies. If you succeed, you get back up at 1 HP.

TOUGH TALENTS

2d6	TALENT
2	Shake it Off. 1/episode, ignore all damage and effects from one attack. If you already have Shake it Off, you gain an additional use per episode.
3-5	+1 to melee or ranged attacks
6-9	+2 to either Strength, Dexterity, or Constitution
10-11	Choose one category of armor. You get +1 AC from that armor (can be taken multiple times).
12	Choose a Tough Talent or +2 points to distribute to stats.



CLEVER ARCHETYPE

Scientists, hackers, strategists, and inventors. Clever characters use their intellect to see a variety of possibilities and think outside the box.

Weapons: Light Ranged Weapons

Armor: None

Hit Points: 1d4 per level.

Languages. You know two additional common languages and two rare languages.

Specialization. Choose one specific non-combat specialization that is tied to your background (ex. For the Medic background, you might choose battlefield triage). Add +1 to any rolls associated with that specialization. In addition, add half your level to these rolls (round down).

Keen Support. 3/episode, when an ally is about to make a non-combat roll, make a DC 9 Intelligence check. If you succeed, they can add +1d4 to their roll.

CLEVER TALENTS

2d6

TALENT

- | | |
|------|--|
| 2 | Improvise. 1/episode, make an INT check to overcome a non-combat obstacle or problem instead of the expected stat check. If you already have Improvise, you gain an additional use per episode. |
| 3-5 | Gain one additional use of Keen Support. |
| 6-8 | +2 to Intelligence or +1 to Specialization checks |
| 9-11 | Learn one additional Specialization. |
| 12 | Choose a Clever Talent or +2 points to distribute to stats. |



WISE ARCHETYPE

Mystics, sages, counselors, and monks. Wise characters divine the true nature of the galaxy and its inhabitants, whether through supernatural means or their own focused insight.

Weapons: Light Melee Weapons

Armor: None

Hit Points: 1d4 per level.

Optimization. If you use a luck token, add your WIS bonus to the new roll.

Enlightenment. 3/episode, you can make a DC 12 WIS check. On a success, gain a luck token (you can't have more than one luck token at a time).

Insightful Defense. Add half your level (round down, minimum 1) to your AC.

Optional Trait - The Triad. You may swap out Enlightenment for a Triad Power if your GM allows. You may gain an additional Triad Power if your species trait is already The Triad. Replace the second talent on the Wise Talents table below with "Gain one additional Triad Power."

WISE TALENTS

2d6	TALENT
2	Riposte. 1/episode, deflect a successful attack. Damage attacker or other target instead. If you already have Riposte, you gain an additional use per episode.
3-6	Reduce your Enlightenment DC by 2.
7-9	+2 to Intelligence, Wisdom, Constitution
10-11	+1 to Optimization bonus.
12	Choose a Wise Talent or +2 points to distribute to stats.



CHARMING ARCHETYPE

Scoundrels, performers, politicians, and captains. Charming characters are the leaders, smooth talkers, and deal-makers who keep things moving and the credits flowing.

Weapons: Projectile and Energy Pistols

Armor: Light Armor

Hit Points: 1d6 per level.

Languages. You know three additional common languages and one rare language.

Friends Everywhere. You always seem to have a contact that can get you access to resources, information, or services. This might be a formalized black market or just a ledger of favors. When in a populated area, make a CHA check DC 12 to locate a contact. Payment may still be required, but everything is off the record.

Sway. Make a Charisma check to sway your audience with one of the following effects. If you fail, you can't use that effect again until you successfully rest.

- **Motivate.** DC 12. One target in NEAR gains a luck token if they do not have one.
- **Beguile.** DC 15. You transfix targets whose total levels are equal up to your level plus CHA modifier within NEAR for 1d4 rounds.

Wingman. Groups carousing with 1 or more Charming characters add 1d6 to their rolls.

CHARMING TALENTS

2d6

TALENT

2 **Scoundrel's Luck.** You start each episode with a Luck Token. After you have finished a rest, gain a Luck Token. If you already have this Talent, start your episode with one additional Luck Token. You may have multiple Luck Tokens.

3-6 +1 to melee and ranged attacks or +1 to your carousing rolls

7-9 +2 to Dexterity, Intelligence, or Charisma

10-11 Reduce the DC of one of your Sway effects by 3.

12 Choose a Charming Talent or +2 points to distribute to stats.



MACHINE-BASED ARCHETYPE

Combat cyborgs, repair 'bots, or power armor jockeys, these machine-based spacers come with an assortment of tools and capabilities built-in.

Weapons: Built-in Weapons.

Armor: Built-In Armor.

Hit Points: 1d6 per level.

Functions. Choose or Roll 3 traits from the Species Traits table. You cannot take the Triad Power trait as a function. Re-roll or choose a different trait if you receive this result.

Built-In Armor and Weapons. If you gain either the Armored Skin or Natural Weapon trait, you are automatically proficient with it. You are not proficient with any external weapons or armor to start but may learn to use them (see **Downtime in the Gameplay chapter**).

MACHINE-BASED TALENTS

2d6	TALENT
2	Hardware Upgrade. Roll one additional Species Trait.
3-6	Gain either the Powerful or Longsight trait. You may gain this multiple times.
7-9	+2 to distribute to stats.
10-11	Gain the Armored Skin trait. You may gain this multiple times.
12	Software upgrade. Roll one additional Background.

BACKGROUND

Your Background is as much a part of who you are as your Archetype and helps define what you are good at. Use the list below or create your own that best suits your Spacer. Make sure to discuss any new backgrounds with your GM.

You have advantage on checks in situations where your Background applies.

Your Background is the subject of your Archetype's descriptor. It completes the picture.

For example, a Strong Soldier and a Strong Mechanic are two different things. Both are good at getting in close in a fight but When repairing the ship, the Mechanic gets Advantage because they are better suited for that problem.

Conversely, a Quick Pilot and a Wise Pilot are also two very different things. The Quick Pilot is going to excel at flying through asteroid fields while the Wise Pilot might consider alternate paths or even use The Triad to guide them through the asteroid field.

When referring to what kind of character you're playing it helps to make it a habit of combining the two together (i.e. a Clever Gambler or Charming Operative).



BACKGROUNDS

d20

DETAILS

- 1 **Street Rat.** You know the merciless streets of cities and villainous hives.
- 2 **Outlaw.** You're a wanted criminal hiding from jail or worse.
- 3 **Hacker.** Datanets are no match for you.
- 4 **Operative.** You have crime syndicate connections, contacts, and debts.
- 5 **Roughneck.** Mining, hauling, or salvaging, you work best in extreme environments.
- 6 **Mechanic.** You can fix and tinker on a device or vehicle.
- 7 **Politician.** You navigate bureaucracy like some navigate the stars.
- 8 **Fence.** You can appraise value and know where to find a buyer.
- 9 **Gambler.** You never turn down a good bet.
- 10 **Corpo.** The ways of the corporate world are second nature to you.
- 11 **Mercenary.** You would fight friend and foe alike for your credits.
- 12 **Pilot.** Pirate, privateer, or merchant — the stars are yours.
- 13 **Acolyte.** You're well-trained in religious rites and doctrines.
- 14 **Soldier.** You serve as a fighter in an organized army.
- 15 **Ranger.** The frontier is your true home, surviving on stealth and wits.
- 16 **Scientist.** You seek discovery through experimentation rather than study.
- 17 **Celebrity.** You've traveled far with your charm and talent.
- 18 **Academic.** You seek discovery through study rather than experimentation.
- 19 **Noble.** A famous name has opened many doors for you.
- 20 **Medic.** You know anatomy, surgery, and first aid.

MOTIVATION

Motivations reflect a spacer's relationships with the universe's societal and hierarchical structures. They are not static and can shift over time.

While dynamic, they grant a one-time **Starting Bonus** at creation and a recurring **Gameplay Effect** when acted upon. Evolving Motivations do not grant new Starting Bonuses.

THE SURVIVOR (S)

The harsh realities of hierarchical dominion and economic disparity have worn down survivors. They adapt, overcome, and do whatever is necessary to survive.

Starting Bonus: Roll on the Citizen Starting Equipment chart for an extra piece of gear.

Gameplay Effect: Receive a Luck Token when acting in a way that exemplifies resilience and adaptability.

THE VILE (VL)

Vile characters have embraced darker aspects such as ambition and greed. They might manipulate, betray, or take advantage of others by any means necessary.

Starting Bonus: You start with an extra 2d10 credits.

Gameplay Effect: Receive a Luck Token when acting in self-interest or engaging in morally dubious actions.

THE VIRTUOUS (VR)

Virtuous characters are guided by time-honored virtues such as courage, justice, and loyalty. They strive to act for the greater good, even in the face of personal sacrifice.

Starting Bonus: 1d3 trusted contacts. These can be defined before or during gameplay and will always assist your character if they are able to do so.

Gameplay Effect: Receive a Luck Token when engaging in actions that upholds your principles.

THE TRIAD

The Triad represents the metaphysical abilities sometimes found in science fiction. Whether through a mystical connection, scientific experimentation, or natural psionic abilities you have the ability to manipulate aspects of reality. Each Triad Power affects a different aspect of reality.

When you gain a Triad power, choose one of the powers that you do not know. Gaining the use of another power shows one's attunement to the Triad growing and gaining the use of all three shows one's mastery of the Triad.

Triad powers are essentially a way to unlock additional uses of checks to accomplish metaphysical Feats. There are not pre-defined "spells" to be learned.

Example Triad Feats are included on pages 31-33.

What Feat you want to accomplish with your power is only limited by your imagination but it must make sense within the confines of that power and the GM has the ultimate decision on whether it is possible.

In rare cases, the GM may require the use of two or even all three powers depending on the complexity of the task.

BODY (CON)

Affecting your physical body or the material world around you.

Examples include: Enhanced Strength, Increased Speed, Power Leaping, Telekinesis, Pyrokinesis, Levitation.

MIND (INT)

Affecting your mind and the minds of others.

Examples include: Perfect Recall, Telepathy, Thought Reading, Mind Blasts, and Enhancing Senses.

SOUL (WIS)

Affecting your connection to the metaphysical and the transcendent universe around you.

Examples include: Precognition, Remote Viewing, Calming Emotions, Astral Projection, Life Sense, and Empathic Perception.

MAKING TRIAD FEATS

When using a Triad power, make the Feat check using the appropriate stat to determine if you were successful in what you want to accomplish.

A **critical success** doubles one numerical component of what you were attempting to do.

A **critical failure** results in the attempt failing and the user's connection to the Triad waning in that particular power. They are unable to use that power again until they have rested.

Some Triad Feats can be maintained beyond a single turn with **focus**, but an additional Feat check is required at the start of each subsequent turn.

Sometimes the Feat will be against another individual. In that case it is a contested skill check to determine the outcome.

Triad Feats can be used to create an effect that results in a die roll such as dealing damage or healing someone. In that case, the DC of the feat determines which die to roll for the final result. Consult the chart below for your result.

Triad Feats can also be attacks that deal damage. Use the power's skill check to make the attack either against the target's AC or as a contested check (GM's choice). If there is a die roll involved in the outcome, then whatever DC the attack would have beat determines what die is rolled for damage. A Critical Success doubles the result.

TRIAD FEAT ROLLS

DIFFICULTY	DIE ROLL
Easy, DC 9	d4
Normal, DC 12	d6
Hard, DC 15	d8
Extreme, DC 18	d10

Example 1: Luke wants to lift his starfighter with telekinesis. The GM determines that is a Hard difficulty with a DC 15. He makes a CON check and rolls a 14. The starfighter starts to lift but the strain is too much for him and it falls back down.

Example 2: Luke's mentor Yoba attempts the same task and rolls a 17 on his BODY check. The starfighter lifts in the air. On the next turn, Yoba makes another BODY check, this time with an 18. The starfighter moves through the air and lands.

Example 3: Jean uses a telepathic blast against an enemy. She makes a contested MIND check against him. She rolls a natural 20, the enemy rolls a 13. Jean rolls a d10 for damage and doubles it.

Example 4: Charles attempts to astrally project but rolls a natural 1 on his SOUL check. He can't use SOUL until after he rests.

EXAMPLE BODY FEATS

FORCE FIELD

You can create an invisible solid barrier of psychic energy.

Make a BODY check. The total result is the HP of the barrier.

Focus. This may be maintained for multiple rounds with a DC 9 BODY check each round.

PSYCHIC HEALING

You can influence the body's healing abilities to rapidly accelerate.

Make a BODY check vs a DC on the Triad Feat Rolls table. The result is how much HP the target regains.

INNER LIGHT

You can cause parts of (or your entire) body to glow with an inner light.

Make a DC 11 BODY check. On a success, you glow up to CLOSE range. This lasts for one hour of real time.

PYROKINESIS

You can create fire and project it.

Make a BODY check vs a DC on the Triad Feat Rolls table. The result is how much damage you would do to the target. The target must make a check against your roll to resist or avoid it.

LEVITATION

You can lift a creature off the ground and move it with the power of your mind.

Make a BODY check depending on the size of the target (GM's discretion). If the target resists, they must make a CON check against your total roll.

On a success, you lift the target and can move it NEAR.

Focus. This may be maintained for multiple rounds with the same DC BODY check each round.

TELEKINESIS

You can lift an object off the ground and move it with the power of your mind.

Make a BODY check depending on the size of the target (GM's discretion).

On a success, you lift the target and can move it NEAR.

This object can be thrown as a projectile weapon. Make an attack roll using BODY. On a hit, consult the Feat Rolls table for using the original lifting DC to determine the damage die.

Focus. This may be maintained for multiple rounds with the same DC BODY check each round.

EXAMPLE MIND FEATS

COERCION

You can influence other sentient beings to follow your mental commands.

Make a contested MIND check against the target using their INT or MIND. If the command goes against their Motivation, they have ADV. On a success, the target can immediately take one action.

Focus. This may be maintained for multiple rounds with a contested check each round. The target moves and acts instead of you on your turn.

ENHANCE SENSES

You can extend your natural senses beyond their normal limits.

Make a DC 12 MIND check. On a success, you have ADV for any checks involving your senses. This does not grant darkvision but would grant ADV to see something specific hidden in shadows.

Focus. This may be maintained for multiple rounds with a DC 12 MIND check each round.

MENTAL BLAST

You cause psychic damage to a creature.

Make a MIND check vs a DC on the Feat Rolls table to determine damage die. The target must make a check vs your total roll to resist or avoid it.

MENTAL ILLUSIONS

You can cause creatures to perceive an illusion of your making.

Make a contested MIND check against a number of targets equal to your level versus either their INT or MIND. On a success, the targets perceive and react accordingly to the illusion.

Focus. This may be maintained for multiple rounds with a contested check against each target each round.

TELEPATHY

You can mentally communicate with sentient beings.

Make a MIND check vs a DC on the Feat Rolls table. Roll the die listed to determine how many targets you can communicate with up to FAR range.

Targets may resist this with an INT or MIND check against your total roll.

Focus. This may be maintained for multiple rounds with a MIND check equal to the original DC.

EXAMPLE SOUL FEATS

ASTRAL PROJECTION

You can leave your body and travel to other places.

Make a DC 15 SOUL check. On a success, your spirit enters the astral plane and travels to another place that you know about. You can not interact with that place, and your physical body is helpless and inert while you are traveling.

While on the astral plane, other psychic entities can see and interact with you.

Focus. This may be maintained for multiple rounds with another SOUL check each round.

CLAIRVOYANCE

You can see into the astral plane and perceive psychic entities.

Make a DC 11 SOUL check. On a success, you can see and mentally interact with the astral plane up to NEAR range. You still can't physically interact with them.

Focus. This may be maintained for multiple rounds with another SOUL check each round.

EMPATHY

You can sense the emotions of living creatures and attempt to influence them.

Make a SOUL check vs a DC on the Feat Rolls table. Roll the die listed to determine how many targets you can sense up to FAR range.

Targets may resist this with a WIS or SOUL check against your total roll.

On a success, you can sense the emotional state of the targets.

Focus. This may be maintained for multiple rounds with a SOUL check equal to the original DC. On these additional rounds, you may attempt to influence their emotions and change them with a contested WIS or SOUL check.

PSYCHOMETRY

You can sense the psychic energy of a place or object and glean sense memories of it.

Make a DC 15 SOUL check while the target is present. On a success, the GM gives you details about the most important memory or emotion tied to the target.

Focus. This may be maintained for multiple rounds with another SOUL check each round. Each additional round provides another memory or emotion if one is available.

GEAR

CREDITS

DarkSpace simplifies currency to **credits**.

CredChits are physical credit tokens that can be deposited to a character's account. They occupy one gear slot per 100 CredChits.

1st level characters, or Rookies start with 2d6 x 10 credits.

STARTING GEAR

0-Level characters, or **Citizens**, start with 1d4 of the items on the Citizen Starting Gear table.

Rookie Spacers use their starting credits to purchase gear. **Rookies** can get started with a **Spacer's Kit** which contains the essentials for survival in the dark of space.

A Spacer's Kit costs 40cr. It uses 5 gear slots and contains the items below.

CITIZEN STARTING GEAR

d12	GEAR
1	Glowrod
2	Light Edged Weapon
3	Medkit
4	Light Projectile Pistol
5	Cable, Synthetic
6	Energy Cells (2)
7	Multitool
8	Communicator
9	Rebreather
10	Grapple
11	Light Blunt Weapon
12	Rations (3 pack)

SPACER'S KIT

GEAR	GEAR SLOTS	COST
Backpack	Free	3cr
Cable, Synthetic	1	10cr
CredStick	Free	Free
Energy Cells (2)	1	10cr
Glowrod	1	10cr
Grapple	1	2cr
Rations (3 pack)	1	5cr

SPACER GEAR

ITEM	COST	GEAR SLOT
Ammo Magazine	3cr	2 per slot
Backpack	3cr	1 (first one free to carry)
Cable, Polymer	20cr	1
Cable, Synthetic	10cr	1
Communicator*	20cr	1
CredStick	3cr	free to carry
Datapad*	50cr	1
Energy Cell	5cr	2 per slot
Glowrod*	10cr	1
Grapple	2cr	1
Hacking Interface*	60cr	1
Mag-Lock Boots	20cr	1
Medkit	20cr	1
Multitool	10cr	1
Ration Packs (3)	5cr	1
Rebreather*	20cr	1
Scanner, Handheld*	50cr	1
Security Kit	35cr	1
StimPak	10cr	2 per slot
Vision Enhancer*	30cr	1

***EC (Energy Cell):** This device requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

GEAR DESCRIPTIONS

Ammo Magazine. Ammo for Projectile Weapons. Holds enough ammo until it doesn't. See **Am (Ammo)** weapon property for details.

Backpack. Holds your gear. If lost, your gear is lost.

Cable, Polymer. 60' long, space age polymer, 2,000 lb. tensile strength.

Cable, Synthetic. 60' long, synthetic fibers, 1,000 lb. tensile strength.

Communicator. EC, Planet-wide communication, configurable channels.

CredStick. A metallic pen-sized cylinder. Tracks your legal currency account, don't lose it.

Datapad. EC, A personal computation device used for accessing datanets and personal files. (**ACC:** +0, **CTL:** +0, **NET:** +0)

Energy Cell (EC). Plasma-based energy storage used to power gear. Two per gear slot.

Glowrod. EC, sheds light up to NEAR distance. One Energy Cell lasts for one hour of real time.

Grapple. Hook and clip for latching onto objects, can be fired from projectile weapon.

Hacking Interface. EC, A base model device for designed specifically for hacking datanets. (**ACC:** +1, **CTL:** +0, **NET:** +0)

Mag-Lock Boots. Boots with magnetic plates that can be activated for walking in Zero-G.

Medkit. Kit with basic medical supplies. Grants advantage on stabilizing rolls for organic

lifeforms.

Multitool. Compact toolbox with common tools. Used for mechanical repairs. Grants advantage on stabilizing rolls for androids.

Rations. Packaged food and water for one day. Comes in three-packs that take up a gear slot.

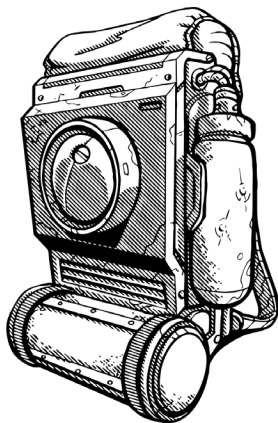
Rebreather. EC, Personal self-contained breathing device. Can be upgraded for additional functionality. Rebreathers last for one hour of real time on a single EC.

Scanner, Handheld. EC, A multipurpose diagnostic tool for detecting life signs, environmental data, and energy signatures.

Security Tools. Necessary for bypassing security controls.

StimPak. One-time use. Stabilize and heal 1d4 hp.

Vision Enhancer. EC, A pair of digital binoculars.



ARMOR

CATEGORY	COST	GEAR SLOTS	AC	PROPERTIES
Light Armor	25cr	1	11+ DEX mod	Ph
Medium Armor	50cr	2	13 + DEX Mod	Ph, Disadvantage on stealth & swim
Heavy Armor	75cr	3	15	Ph, Disadvantage on stealth, No swim
Energy Armor	100cr	1	15	EC, En
Helmet	10cr	1	+1	Ph, Disadvantage on perception
Exosuit Conversion	+50cr	+1	-	Adds Rebreather and Radiation Resistance
Ballistic Shield	20cr	1	+2	1H, Ph
Energy Shield	30cr	0	+2	EC , 1H, En

1H (One Handed): This armor occupies one hand.

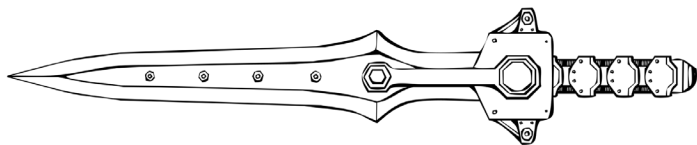
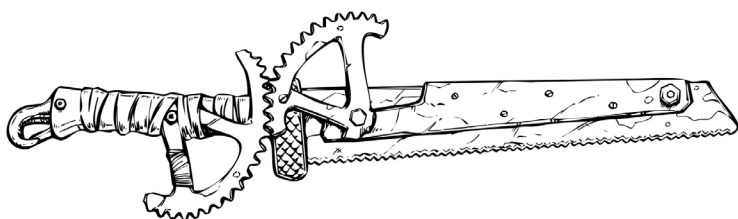
EC (Energy Cell): This armor requires an energy cell to use, on a Critical Hit (20 on a 1d20 Attack Roll) against this armor, the energy cell is exhausted and will need to be swapped out as an action.

En (Energy Armor): Weapons with the Disabling (D) property affect this armor.

Ph (Physical Armor): Weapons with the Armor Piercing (AP) property ignore this armor.

MELEE WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Blunt, Light	1cr	C/N	1d4	Th
Blunt, Medium	3cr	C	1d6/1d8	V
Blunt, Heavy	5cr	C	1d10	2H
Force, Light	5cr	C/N	1d6	EC, Th
Force, Medium	10cr	C	1d8/1d10	EC, V
Force, Heavy	15cr	C	1d12	EC, 2H
Edged, Light	1cr	C/N	1d4	Th
Edged, Medium	3cr	C	1d6/1d8	V
Edged, Heavy	5cr	C	1d10	2H
Vibro, Light	5cr	C/N	1d6	EC, Th
Vibro, Medium	10cr	C	1d8/1d10	EC, V
Vibro, Heavy	15cr	C	1d12	EC, 2H
Stun Baton	15cr	C	Disabling (DC 9)	EC, D



RANGED WEAPONS

PROJECTILE WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Pistol, Light	5cr	N	1d4	Am
Pistol, Medium	10cr	N	1d6	Am
Pistol, Heavy	15cr	N	1d8	Am
Rifle, Light	20cr	F	1d4	Am, 2H
Rifle, Medium	25cr	F	1d6	Am, 2H
Rifle, Heavy	30cr	F	1d8	Am, 2H, R

DISABLING WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Ion Pistol	30cr	N	Disabling (DC 12)	EC, D
Ion Rifle	50cr	F	Disabling (DC 15)	EC, D, 2H

ENERGY WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Energy Pistol, Light	10cr	N	1d6	EC
Energy Pistol, Medium	25cr	N	1d8	EC
Energy Pistol, Heavy	50cr	N	1d10	EC, R
Energy Rifle, Light	25cr	F	1d6	EC, 2H
Energy Rifle, Med.	45cr	F	1d8	EC, 2H
Energy Rifle, Heavy	65cr	F	1d10	EC, AP, 2H, R

EXPLOSIVES

EXPLOSIVE	COST	RANGE	DAMAGE	PROPERTIES
Molotov Cocktail	5cr	N	1d4	Bl, Th, 1U
Grenade, Frag	50cr	N	1d10	Bl, Th, 1U
Grenade, Ion	75cr	N	Disabling (DC 15)	Bl, D, Th, 1U
Grenade, Energy	100cr	N	1d12	AP, Bl, Th, 1U
Flamethrower	75cr	N	1d8/round	Am (Fuel), Bl, 2H
Land Mine	75cr	C	2d8	AP, Bl, 1U, DI
Plastic Explosive	100cr	C	3d6	AP, Bl, 1U, DI
Rocket	100cr	requires launcher	4d6	AP, Bl, 1U
Grenade Launcher	100cr	F	varies	varies
Rocket Launcher	200cr	F	requires rocket	2H

1U (Single Use): This explosive has a single use and is then consumed.

2H (Two-Handed): This weapon requires two hands to use and takes up two gear slots.

Am (Ammo): This weapon requires an ammo magazine to use, on a critical failure (natural one on 1d20 attack roll), the ammo magazine runs out and will need to be swapped out as an action.

AP (Armor Piercing): Target's AC is as if they are unarmored. Ignores ship scale.

Bl (Blast): This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

DI (Delay): This weapon explosive can be given a delay. See description for details.

Th (Thrown): This weapon can be thrown.

WEAPON CATEGORIES AND DESCRIPTIONS

Weapons in science fiction can vary wildly depending on the subgenre and setting. For the sake of simplicity, the following categories should cover most weapons for the purposes of game mechanics. How you choose to describe and flavor that weapon is up to you.

SIZE CATEGORIES

Many of the handheld weapon categories are divided into three sizes.

Light Weapons. Can usually be wielded with one-hand and is easily concealable. Light melee weapons can be thrown to NEAR distance.

Medium Weapons. The standard example of this category of weapon. They deal more damage than light weapons. Medium melee weapons are Versatile, meaning they can be wielded with either one or 2 hands. If wielded with two, the weapon does more damage.

Heavy Weapons. The largest weapons in this weapon category. They require two hands to wield and take up two gear slots. Heavy ranged weapons are often repeating weapons and some have enough power to pierce armor.

MELEE WEAPONS

Melee weapons are hand-to-hand, close combat weapons.

Blunt Weapons. Dull weapons capable of breaking bones on impact. Examples include clubs, hammers, maces, and staves.

Force Weapons. Powered blunt weapons that use forcefield technology to deliver greater impact. Require an energy cell otherwise they count as their non-powered counterpart.

Edged Weapons. Sharpened blades capable of slicing and piercing flesh. Examples include longswords, knives, rapiers, and claws.

Vibro Weapons. Powered edged weapons that use microvibrations to cut quicker and deeper.

RANGED WEAPONS

Ranged weapons are divided into two subcategories: Projectile and Energy.

Projectile Weapons use a physical projectile that is propelled by some physical force to damage a target at a distance.

Energy Weapons use some sort of energy-based projectile or beam to deliver their damage. They require an energy cell to function.

Grenades are any type of thrown device designed to damage everything in a blast zone.

Archaic Ranged Weapons such as short bows, long bows and crossbows, use the same stats found in Shadowdark.

WEAPON PROPERTIES

1U (Single Use). This explosive has a single use and is then consumed.

2H (Two-Handed). This weapon requires two hands to use and takes up two gear slots.

Am (Ammo). This weapon requires an ammo magazine to use, on a critical failure (natural one on 1d20 attack roll), the ammo magazine runs out and will need to be swapped out as an action.

AP (Armor Piercing). Target's AC is as if they are unarmored. Ignores ship scale.

Bl (Blast). This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

D (Disabling). This weapon is designed to disable a character rather than damage it. On a successful hit, the target makes a CON check against the listed DC. On a failure, the character is stunned for 1d10 minutes. Automata have DISADV on this check.

Any Energy Armor (EN) worn by the character is disrupted and does not count towards AC on the next single attack.

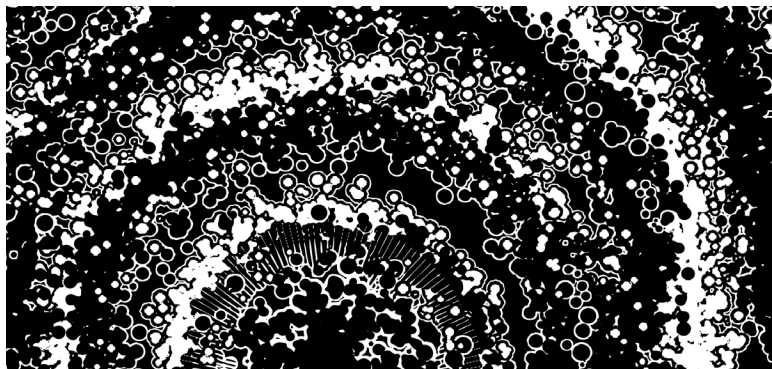
DI (Delay). This weapon explosive can be given a delay. See description for details.

EC (Energy Cell). This weapon requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

R (Repeating). This weapon has an alternate repeating mode which will allow for a second shot at disadvantage.

Th (Thrown). This weapon can be thrown.

V (Versatile). This weapon can be used either one-handed or two. If two, use the larger die for damage.



RANDOM SPACERS

Generate a rookie spacer! Roll their stats, species trait, archetype talents, and background as normal. Random rookie spacers start with a Spacer's Kit, one weapon, light armor (if proficient) and 5 credits.

Roll	Gender (d4)	Motivation (d6)	Archetype (d8)	Coloring (d12)	Body Type (d20)
1	Fluid	Virtuous	Machine-Based (Android)	Prism	Gaseous
2	Male	Virtuous	Strong	Red	Igneous
3	Female	Survivor	Quick	Orange	Insectoid
4	No Gender	Survivor	Tough	Yellow	Ichthyoid
5		Vile	Clever	Green	Fungal
6		Vile	Wise	Blue	Floran
7			Charming	Violet	Avian
8			Machine-Based (Power Armor)	Brown	Crustacean
9				Black	Reptilian
10				Grey	Silicon- based
11				White	Cybernetic
12				Metal	Mammalian
13					Arachnoid
14					Cephalopoid
15					Mechanical
16					Amorphous
17					Simian
18					Amphibian
19					Gelatinous
20					Energy- based



GAMEPLAY

***“Nothing reveals Humanity so well as the
games it plays.”***

- Unnamed Godlike Alien

GAMEPLAY

SHADOWDARK ASSUMPTIONS

DarkSpace is an additional set of rules to be used with and requires the Shadowdark RPG for play.

Therefore, the following portions in the Gameplay chapter of the Shadowdark RPG* are assumed to apply universally to DarkSpace.

- Rolling the Dice, p.78
- Luck Tokens, p.79
- Using Stats, p.80
- Making Checks, p.81
- Time, p.82
- Turn Order, p.83
- Stealth and Surprise, p.87
- Combat, p.88 - 89
- Overland Travel, p.90

DARKSPACE ADDITIONS

The following portions of the Gameplay chapter of the Shadowdark RPG* also apply universally but with the following DarkSpace additions presented on the following pages.

- Crawling, p.84 - 85
 - **Energy Cells**
 - **Zero Gravity and Starglide**
- Resting, p.86
 - **Resting on Ships**
- Downtime, p.91
 - **Carousing** (DarkSpace tables replace Shadowdark tables)
 - **Profession**
- Wizards and Thieves, p. 94- 95
 - **Null Point**

**Page notations are from the Shadowdark version 4.9 rules.*

SPACING

ENERGY CELLS

In a science fiction setting, torches are usually a thing of the past, replaced by portable light sources. However, those portable light sources are not indefinite. They still need a power source. In addition to light sources, many other portable devices require power sources as well.

Energy Cells (ECs) represent any compact power supply like a battery and can be used in any portable powered device or weapon.

EC DEVICES AND WEAPONS

Any device that has an EC notation in its description is assumed to have an Energy Cell in it when purchased. For simplicity sake, the EC lifespan on these devices is good until a natural one is rolled with the device or weapon. At that point a new EC is required which takes an action to swap.

In survival gear (glowrods, rebreathers, etc) requiring a more strenuous use of the EC, the lifespan is 60 real time minutes. Set a timer when used.

ZERO GRAVITY

In the course of their adventures, Spacers will likely encounter a zero gravity (0-G) environment.

Spacers are unable to move in 0-G unless they are acted upon by their own actions or those of others.

Spacers moving in 0-G automatically move NEAR each round unless acted upon by their own actions or those of others.

If Spacers are stationary, they can spend an action to push off of something to propel themselves to NEAR.

Firing projectile weapons knocks a spacer back to NEAR in the opposite direction.

Getting hit by a projectile or object knocks the spacer back to NEAR in the direction of the hit.

Starglide. Denizens with this ability can move normally and do not suffer knockback in 0-G.

CORRUPTION

THE DOWNWARD SPIRAL

Addiction, aggressive mutation, a computer virus, cyberpsychosis, the dark side, eldritch insanity, zombification.

Corruption is a catch-all term used to describe any phenomenon that results in a slow descent towards a permanent end.

The optional rules presented here can be used to represent this corruption in whatever form it takes in your setting.

The inclusion of these rules should be communicated at the beginning of the campaign or adventure as they could result in character loss.

CORRUPTION CHECK

Whenever a Spacer is presented with a situation that would result in a form of corruption, they must make a check. Failure will result in gaining a Corruption Point. A critical failure results in a Side Effect. A critical Success results in immediate Restoration.

What the circumstances of that situation are, along with the relevant stat and DC, are up to the GM.

Examples include:

- An addiction check vs CON
- A psychosis check vs WIS
- A dark side check vs CHA

CORRUPTION POINTS

Corruption points measure how close a spacer is to a permanent end.

Each time a spacer fails a corruption check, they take a Corruption Point. If their corruption points total ever passes their WIS score, they have succumbed to their corruption and are unable to continue on as a player character.

This could be due to death, loss of free will, loss of reason, or an all-consuming evil that turns them into a villain. Again, the circumstances of this permanent end are up to the GM, but the Player should have equal input in how their character's story ends.

RESTORATION

Spacers can reduce corruption points through resting. When taking a rest, they may opt to forego healing and instead reduce their corruption points by the number of their WIS bonus (minimum 1).

SIDE EFFECTS

The slow descent of corruption can cause permanent side effects. Choose the appropriate category and either roll on the Side Effects table or choose one.

D8 TECHNOLOGICAL SIDE EFFECT	
1	Weeping Metal. An oily, mercury-like substance constantly weeps from your eyes, ears, or pores.
2	Data-Glitch Skin. Your skin flickers like a corrupted hologram, briefly showing static or data code.
3	Vox Scramble. Your voice is intermittently replaced by bursts of harsh static, garbled radio transmissions.
4	Cable Tendrils. Thin, black wires, like optical fibers, have grown from beneath your skin.
5	Heat Sink Vents. Small, grilled vents open along your spine or torso, occasionally releasing clouds of hot, metallic-smelling steam.
6	Ocular Lens. The iris and pupil of one eye have been replaced by what looks like a camera's aperture.
7	Sonic Hum. Your body emits a constant, low-frequency hum, like a poorly grounded machine.
8	Fused Plating. Portions of your skin have hardened into smooth, overlapping plates of a strange alloy or polymer, restricting your movement.

D8 BIOLOGICAL SIDE EFFECT	
1	Asymmetrical Growth. One of your limbs (arm or leg) becomes unnaturally long and jointed.
2	Mycelial Veins. Your veins glow with a very faint, pulsing bioluminescence.
3	Crystalline Growths. Jagged, translucent crystals sprout from your skeleton, sometimes tearing through your skin.
4	Translucent Flesh. Your skin becomes transparent revealing shifting organs and strange bone structure.
5	Corrosive Touch. Your sweat and saliva are highly acidic, causing metal to slowly rust.
6	Poly-Phalangeal Hands. Your fingers have split into numerous smaller, spindly digits, which twitch and move with an unnerving, insect-like dexterity.
7	Second Mouth. A second, non-functional mouth has formed somewhere on your body.
8	Abiotic Respiration. You no longer seem to need to breathe, but you exhale a thin mist that smells of ammonia and strange spores.

D8	MENTAL SIDE EFFECT
1	Memory Fragmentation. Your memories are jumbled.
2	Visual Ghosts. You perceive flickering afterimages of people and objects.
3	Logic Conversion. You struggle to understand or process emotional reasoning.
4	Apophenia Cascade. You see meaningful and often sinister patterns, nonexistent conspiracies feel undeniably real.
5	Synesthesia. Your senses have begun to merge in unnatural ways. You might "smell" lies, "hear" the color of a person's eyes, or "taste" the texture of a sound.
6	Identity Protocol. You sometimes lose your sense of self, referring to your own body in the third person.
7	Aphasia. When stressed, you lose the ability to form coherent words.
8	Obsessive Calculation. You are unable to stop your brain from running constant, low-level calculations about everything you experience.

D8	EMOTIONAL SIDE EFFECT
1	Empathy Inversion. You begin to derive a sense of pleasure from the suffering of others, while their happiness causes you anxiety.
2	Phobia Imprint. You have developed a new, overwhelming, and irrational fear.
3	Cold Rage. Your anger is no longer a "hot" emotion. It is a state of silent, placid, and utterly merciless focus.
4	Social Agnosia. You can no longer intuitively read body language. You must consciously analyze social cues like a machine.
5	State Shift. Your moods change instantly from logical stoicism to volatile emotion.
6	Xenomorphing Longing. You are plagued by a deep, instinctual homesickness for a place you have never been.
7	Object Imprint. You have formed a deep, protective, and almost loving emotional bond with an inanimate object.
8	Machine Paranoia. You have an unshakable feeling that networked machines are constantly watching you.

SOURCES OF CORRUPTION

D8 TECHNOLOGICAL SOURCE	
1	A black-market cybernetic implant
2	Malfunctioning repair nanites
3	A failed teleportation
4	Prolonged neural interface
5	Experimental starship reactor core
6	A "data-phage" virus
7	A piece of "dead" alien
8	An assimilating cyborg hive

D8 MENTAL SOURCE	
1	Deciphering a signal of non-Euclidean origin
2	Staring into the heart of a functioning alien artifact
3	Telepathic contact with a vast, alien hive-mind
4	A region of space where physical laws are unstable
5	Witnessing the birth of a cosmic horror
6	Spending years in deep space, leading to profound "void madness"
7	Having a full, unredacted data-infusion
8	A powerful, dreaming alien entity

D8 BIOLOGICAL SOURCE	
1	Stung by a hyper-mutagenic creature
2	A symbiotic parasite
3	Exposure to a tailored retrovirus
4	Inhaling alien spores
5	Forbidden gene-splicing procedure
6	A regenerative alien mold
7	Failed cloning; you're the unstable copy
8	Contaminated synthetic blood

D8 EMOTIONAL SOURCE	
1	A "psychic echo" left behind in a place of terror
2	Entity replaced emotions with cold purpose
3	Inhaling alien pheromones
4	A relic that is imprinted with alien malice
5	Personality overwritten by alien entity
6	Surviving a catastrophic event
7	Telepathic link with an alien emotional spectrum
8	Witnessing an entity of pure chaos

HACKING

Hacking, Netrunning, Slicing, Net Diving - no matter what it's called sometimes in science fiction you need to break into a computer system to complete your mission. Most of the time, a simple stat check can accomplish what you need. But sometimes you need to go deeper. Your setting might have an intricate network that includes countermeasures, obstacles, and actual traversal to accomplish a task.

In those cases, the following rules can be used to add depth to your missions.

HACKING INTERFACE

Every hacker needs their deck, rig, box, etc. that allows them to interface with networks and devices.

Your setting/subgenre might have a specific name or look for these interfaces - a cobbled together keyboard and wires with an LCD screen or a wireless internal implant - but here they are simply called the **Interface**.

An Interface has three Function stats that are used for hacking - Access, Control, and Net. These typically have a bonus from +0 to +4 and are used to accomplish different types of tasks. In rare circumstances they might be reduced to a negative modifier.

Access (ACC) - Used for offensive capabilities as well as decryption, password cracking, brute force, and other similar active tasks. Your Interface's attack bonus is equal to its Access modifier.

Control (CTL) - Used for maintaining persistence, activating and disabling devices and mechanisms and any similar manipulative tasks. Your Interface's HP is equal to 10 + its Control modifier.

Net (NET) - Used for defensive capabilities, traversal, reconnaissance, transfers, and other similar transitive tasks. Your interface's AC is equal to 11 + its Net modifier.

HACKING ACTIONS

Hacking actions are the same as any other action and can be taken with your one action per turn. To perform a hacking action you must make the appropriate stat check using one of the three Interface Functions. What that action is and what it looks like is completely up to the player.

As with any other check, the GM sets a DC and then the player rolls with the appropriate modifier and attempts to beat the DC.

A **critical success** doubles one numerical component of what you were attempting to do.

A **critical failure** results in the attempt failing and the Interface malfunctioning, doing d4 damage to the hacker. The Interface will need to be repaired (DC 12) before that stat can be used again.

Opposed checks will use the opponent's INT if they do not have a NET score.

Some hacking actions can maintain **Persistence** beyond a single turn, but an additional Control check is required at the start of each subsequent turn.

Hacking actions can be used to create an effect that results in a die roll such as dealing damage with malware or affecting a certain number of targets. In that case, the DC of the action determines which die to roll for the final result. Consult the chart below for your result. In variable cases, whatever DC the action beats determines what die is rolled.

A Critical Success doubles the result.

EXAMPLE HACKING ACTIONS

As with any other action, what a player chooses to do with their hacking action is only limited by their creativity. However, there are certain actions that a hacker will do regularly. These are provided below along with the relevant stat.

NETWORK INTRUSION

Breaking Initial Security: Access

Taking over a node: Control

Maintain Persistence: Control

Recon Scan: Net

Activating/disabling a node:
Control

Breaking internal security:
Access

Using programs: Control

Installing malware: Control

Exfiltrating data: Net

HACKING COMBAT

Occasionally, a hacker may encounter hostile malware, intrusion countermeasures, or other hackers. In those cases, combat proceeds as normal.

The difference is in how damage is applied. In most situations, hacking damage is applied to the Interface and deducted from its HP. When the Interface's HP is reduced to 0, it crashes and the hacker's connection is severed.

If the hacker is using a Datajack, the hacker can maintain connection after the Interface's HP is reduced to 0 but begins deducting damage from their own HP.

HACKING DICE ROLLS

DC	DIE ROLL
Easy, DC 9	d4
Normal, DC 12	d6
Hard, DC 15	d8
Extreme, DC 18	d10

INTERFACE CRASH

If an interface crashes, it is unusable until repaired. This requires a Rest or Downtime action and a DC 9 INT check. On a successful check the Interface regains full HP.

You can also restore HP to a non-crashed Interface when not connected. Make an INT check using the Hacking Dice Rolls table to determine how much is restored.

NETWORK TOPOLOGY

Networks are similar to sites in the way that they have different areas connected each with their own challenges and encounters. These areas are called nodes and represent anything connected to the network like computers, servers, security cameras, automata, or cybernetics.

Each node has a DC that applies to any interactions with that node. For example, It might be the DC for breaching the security protecting the node, it might also be the DC for disabling the security cameras that it represents.

Moving between nodes uses a character's move on their turn. Just like with moves and actions in "real life" a hacker can opt to move twice instead of taking an action and move to another node.

NETWORK GENERATION

Generating a random network works the same way as the site generation method in the **Exploration** section.

Site Size.

Roll 1d4 to determine the size of the site. Then roll the number of dice listed to determine how many areas the site has.

d4	Size	Dice
1	Tiny	2d4
2	Small	4d4
3	Medium	8d4
4	Large	10d4

Area Details.

For each area, roll a d4 to determine how many details it has.

Then roll that many d4s to determine what type of details those are.

d4	Detail
1	Environs
2	Quirks
3	Features
4	Dangers

Finally roll a d20 for each detail category on the Network Nodes table on pages 56 - 57.

Secret Areas, Branching Paths.

For any details that allude to secret areas, hidden doors, or branching paths, add a new area and roll up new details as above.

PROGRAMS AND MALWARE

The hacker can deploy Programs and Malware as hacking actions to accomplish tasks or cause damage. As with hacking actions, what these look like and do are only limited by the player's imagination.

Programs are a catch-all category for helpful software whether it be defensive or utilitarian. Malware covers offensive software.

A few examples are presented here to inspire your own.

BURN

Anti-IC malware. Virtual green flames engulf the IC, causing its processing to overheat.

ACC vs NET.

Effect. Consult the Hacking Dice Rolls table for damage die.

Persistence.

CHRONICLE

A utility program that copies and stores data from a node.

Accesses and copies data stored in a node and transfers it out to the Rig.

Deploy. CTL DC 15

CRASH

A brute force access malware that resembles a wrecking ball.

ACC vs NODE DC.

Effect. Initial access program that cracks entry nodes and firewalls.

GATE

A floating portal in virtual space..

Deploy. CTL DC 15

Effect. Create a permanent backdoor in a node that you control.

HOUND

An anti-IC program that resembles a large mastiff.

ACC +2, CTL +2, NET +2, AC 13, HP 12 MV NEAR

Chomp. +4, 1d6

Deploy. CTL DC 12

Persistence.

PING

A shockwave emanates from your persona, mapping all details of the next node.

Deploy. NET DC 9

Effect. Determine the details of a node before entering.

Expand. Each higher DC adds another node.

Persistence.

WIPE

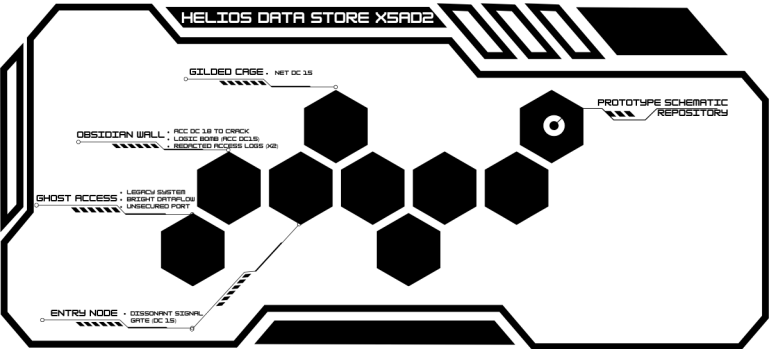
A "scorched earth" malware.

Deploy. ACC DC 18

Effect. Reformats a node, removing details and data stores.

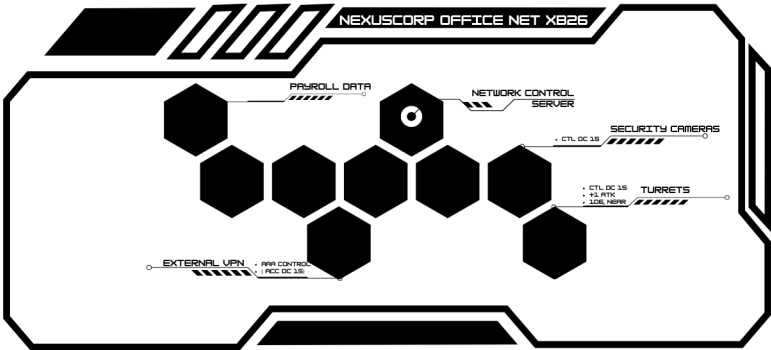
NETWORK NODES

	Enviorns	Quirks	Features	Dangers
1	Crystalline Matrix	Hidden Node	Encrypted Core	Layered Defenses
2	Sovereign Domain	Static Field	Corrupted Archive	Adaptive Firewall
3	Ethereal Stream	Phantom Data	Shielded Nexus	Dormant Sentry
4	Insulated Chamber	Fractal Logic	Volatile Cache	Rogue Protocol
5	Mirrored Labyrinth	Digital Signature	Hardened Subroutine	Viral Daemon
6	Resonant Frequency	Ghostly Echo	Cloaked Directory	Harmonic Ward
7	Recursive Loop	Cascading Failure	Fragmented Memory	Sentient Algorithm
8	Woven Encryption	Orphaned Packet	Seeded Database	Baited Honeytrap
9	Legacy System	False Gateway	Redacted Ledger	Autonomic Warden
10	Pulsing Conduit	Old Backdoor	Unsecured Port	Memetic Hazard



NETWORK NODES

	Environ	Quirks	Features	Dangers
11	Monolithic Codebase	Conceptual Vector	Isomorphic Construct	Holographic Decoy
12	Gilded Cage	Vestigial Code	Control Node	Silent Alarm
13	Sanitized Sector	Spectral Trace	Isolated Kernel	Nested Trap
14	Shifting Topography	Chronal Anomaly	Dissonant Signal	Parasitic Script
15	Null-State Chamber	Decaying Substrate	Wandering Merchant	Asynchronous Gate
16	Prismatic Relay	Ephemeral Key	Kinetic Barrier	Cognitive Haze
17	Jagged Shard	Fossilized Query	Environmentals Access	Anarchic Swarm
18	Auroral Bloom	Axiomatic Truth	Quantum Lock	Logic Bomb
19	Bright Dataflow	Non-Euclidean Path	Proprietary Datastore	Bit-Rot Worm
20	Obsidian Wall	0-Day Remnant	Self-Aware Intelligence	Black Ice Barrier



REPUTATION

When traveling throughout DarkSpace, spacers and crews may pick up a reputation. This could mean they are known for being dependable workers, fearless explorers, or ruthless criminals.

Reputation is measured in bonuses and penalties from -5 to +5 along the three Motivations and is used in initial interactions with non-player characters (NPCs). All spacers start with 0 on each Motivation Reputation.

For example, a spacer might have a +1 Reputation with Virtuous NPCs, a +0 with Survivors and a -2 with Vile characters. When dealing with a virtuous NPC, that spacer might get a +1 to whatever check occurs when interacting with them, at the GMs discretion. Alternatively, that spacer would get a -2 when interacting with Vile characters.

Most social interaction should occur without dice rolls. However if a check is needed with that NPC, the reputation bonus might apply given the circumstances. Reputation bonuses can also be used to guide the roleplaying that occurs during the social interaction. The Reputation Scale table can help GMs decide if a Reputation bonus applies to a specific encounter.

Crews can also gain a reputation together. This is tracked apart from spacer reputations but then the two bonuses are combined

during an interaction.

The crew of the Lightning Bug, a cargo ship, has been known for a bit of smuggling. They have a -1 with Virtuous NPCs, but their security chief, Jaymes, is wanted for murder and has a -2 with Virtuous NPCs (especially with law enforcement). When the Lightning Bug gets stopped for a routine inspection, Jaymes gets a -3 for interacting with the lawmen that come aboard. The GM adjusts the encounter because they are harboring a known murderer.

REPUTATION SHIFTS

Depending on circumstances during a game or afterwards, the GM may grant a Reputation Shift. This could be a positive or negative shift. In most cases, this is in increments of +/- 1 and along one Motivation. In rare cases (i.e. saving the galaxy or blowing up a planet) then the increments may be greater and occur along several or all Motivations. These shifts can be included as rewards and may be their own source of XP like Boons (**see Shadowdark RPG for more on Boons**).

REPUTATION IN DOWNTIME

Reputation can have an impact on downtime activities as well.

Depending on where and with who a spacer's downtime activities take place, their reputation modifier may apply.

The Lightning Bug has completed a mission and Jaymes wants to spend some of his hard-earned credits carousing. Fortunately for Jaymes he's in a settlement that thinks he's a local hero. He gets a +1 modifier to his carousing roll.

Jaymes's shipmate, Simeon, wants to brush up on his medical knowledge. He finds a local doctor who could teach him but there's a system-wide bounty on Simeon. The doctor is hesitant to teach Simeon. Simeon rolls his learning check with a -3.

The captain of the Lightning Bug, Ronald Malcom, needs to buy a replacement part for the ship. He's just completed a successful delivery of medical supplies for the town which set off a major celebration. Ronald gets a +1 to negotiate the price of the part.



REPUTATION MODIFIERS

REPUTATION	SCALE
+/- 1	Settlement
+/- 2	Planet
+/- 3	System
+/- 4	Sector
+/- 5	Galaxy

BOUNTY HUNTING

BOUNTIES

Spacers, Crews and Denizens may also pick up bounties due to their deeds (or misdeeds!)

Start at the lowest Threat Level for the character level and roll the amount.

NPC Bounties are awarded based on Threat Level of the NPC compared to the Crew Level (CL).

BOUNTY SHIFTS

If the bounty changes, adjust the amount by one increment of the current Danger Level or change the Danger Level and re-roll. If a bounty falls below Unsafe, it's cleared.

When the spacer's character level changes tiers, the GM can re-roll the bounty using the new tier.

Like Reputation, crews can have a bounty on top of individual spacers' bounties.

PLAY MODE: BOUNTY HUNTER

Spacers can take up bounty hunting as a profession with these optional rules.

Completed bounties grant XP equal to half their level (round down).

BOUNTY HUNTER REPUTATION

Bounty Hunters have reputations amongst each other. This reputation might be used to assign certain levels of bounties or just bragging rights.

Base Bounty Hunter Reputation equals half the Spacer Level (rounded down). This reputation shifts like other reputations and has the same range (-5 to +5).

BOUNTY AMOUNTS

THREAT LEVEL	LEVEL 0-3	LEVEL 4-6	LEVEL 7-9	LEVEL 10+
Minor (<=CL)	1d4 x 100cr	1d6 x 100cr	1d8 x 100cr	1d10 x 100cr
Moderate (CL+1)	1d4 x 1,000cr	1d6 x 1,000cr	1d8 x 1,000cr	1d10 x 1,000cr
Major (CL+2>)	1d4 x 10,000cr	1d6 x 10,000cr	1d8 x 10,000cr	1d10 x 10,000cr

RESTING AND DOWNTIME

RESTING ON SHIPS

Wounded characters can rest to recover from their injuries on a ship. Resting requires a spacer to eat either a meal or ration and sleep for 8 hours.

However, resting isn't easy in an uncomfortable spaceship. At the end of the rest, make an Interruption check (DC 12 CON check) to determine if a spacer gained the benefit of resting.

Ship Features for Resting. Two features that can be added to a spaceship make resting easier.

- **Quarters/Bunks.** Resting in a bunk allows the spacer to rest without needing to make the Interruption check at the end of the rest. Other interruptions still apply.
- **Galley.** A ship's galley can remove an entire crew's need for a ration if someone is able to cook a decent meal for them before resting (DC 9 WIS check).

Spacers have downtime options beyond carousing.

LEARNING

Spacers can learn new skills in their downtime. (**See Shadowdark RPG for more on Learning**).

PROFESSIONS

Spacers can practice their Background as a profession to earn more credits.

Determine what ability check applies and make a check (without Background advantage).

Depending on what difficulty they beat they earn the corresponding amount of credits and possibly some XP as well.

PROFESSION INCOME

DIFFICULTY	EARNINGS
Easy (DC 9)	1d4 x 5cr
Normal (DC 12)	1d6 x 5cr
Hard (DC 15)	1d8 x 5cr, 1 XP
Extreme (DC 18)	1d8 x 5cr, 2 XP

CAROUSING

At the end of a long haul or a taxing mission, every spacer wants to carouse in their local cantina and celebrate living to see another day. Carousing in DarkSpace works the same way as it does in Shadowdark. (See Shadowdark RPG for more on Carousing.)

CAROUSING EVENT

COST	EVENT	BONUS
30cr	A revel worthy of the star-lanes, fueled by nebula wine and the fiery tales of daring spacers.	+0
100cr	A solar cycle of riotous celebration, fortunes won and lost on the spin of a chrono-die, and tales of daring deeds echoing through the neon-drenched cantina.	+1
300cr	Two cycles spent weaving through a dozen starports, belting out ballads, fueling the revelry with synth-ale, and celebrating amongst the sector's finest.	+2
600cr	A three-day cruise through the galactic rim, indulging in decadent feasts, exotic elixirs, and high-stakes games of chance aboard a pleasure yacht fit for an emperor.	+3
900cr	A plasma-soaked, bender that lasts for cycles and drains the sonic ale from the best dives of a dozen systems.	+4
1,200cr	A raucous festival that engulfed an entire sector of the hive city, drawing throngs of revelers from across star systems for ten glorious days of revelry.	+5
1,800cr	A fortnight of revelry engulfs the megalopolis. Throngs of pleasure-seekers, from infamy-laced nobles to cred-slinging scoundrels, converge upon the city, their revels staining the chrome streets cerulean with synth-wine.	+6

CAROUSING OUTCOME

D8	OUTCOME	BENEFIT
1	You wake up blearily in your bunk.	Gain 2 XP.
2	You found yourself in an underground fight club. Lose 1d4 credits.	Gain 2 XP.
3	You find something shiny in a tech artifact auction. Pay 2d6 credits.	Gain 2 XP and roll on the Salvage 0-3 Table.
4	You have a new glowing neon tattoo.	Gain 3 XP.
5	You lose 15% of your wealth at an illegal shuttle race.	Gain 3 XP and a shady contact.
6	You made a bet whether or not an android "companion" was sentient. Lose 10% of total credits but gain the android's quirky friendship.	Gain 3 XP and an android ally.
7	You make a shady data deal. Roll 1d6. 1-3: it's a virus. Lose 10% of your total credits. 4-6: it contains valuable intel. Gain 20% of your total credits.	Gain 4 XP.
8	You offend an alien diplomat by not knowing their customs. You recover by teaching them some of yours.	Gain 4 XP and a Wise ally.
9	You survive a blaster sniper demonstration unscathed.	Gain 4 XP and a luck token.
10	By either cunning (50%) or deception (50%), you beat a rival spacer to a bounty.	Gain 5 XP and an NPC ally or enemy.
11	Someone swiped your most valuable possession. It turned up in a junk sale for 1.5x its listed value.	Gain 5 XP and a luck token.
12	You buy in on a docked capital ship's betting pool.	Gain 5 XP; a very high-ranking officer owes you a favor.
13	You and a few other scavengers found something extraordinary on a corporate-owned asteroid.	Gain 6 XP and an 80-100 item from your level's Salvage table.
14+	You wake up on the ship of a notorious space pirate holding their most valued possession. Alarms sound.	Gain 6 XP and a 90-100 item from your level's Salvage table, if you escape.

VEHICLES

VEHICLES IN COMBAT

Vehicles operate at the same scale as characters and have a similar stat block.

When performing actions with a vehicle, combine the vehicle's relevant stat modifier with that of the pilot.

When a vehicle is reduced to 0 hp, it becomes disabled and no longer functions. It makes Death Rolls just like a character. If it does not succeed, it explodes (the final effect to the on-board crew is at the GM's discretion).

STATS EXPLAINED

AC - How tough it is to damage the vehicle, due to maneuverability and/or armor (type of armor plating listed if applicable).

HP - Represents the amount of damage a vehicle can sustain before being destroyed.

ATK - Number and kind of weapons a vehicle has. A vehicle can make one attack per weapon during each turn.

MV - Vehicle movement is still measured in range increments just like a character. However, this only applies in combat, chases, or hazardous situations. **The hover MV type is flight with vertical take-off and idle.**

Stats - The six scores that determine the physical and technical characteristics of a vehicle. **Stat bonuses and penalties are applied to a character's check when using a function of the vehicle.**

For example, DEX is used for driving and would be applied to a character's DEX check for tight turns and avoiding obstacles.

Common ways vehicle stats are used:

Strength (STR) - towing, ramming

Dexterity (DEX) - gunnery, piloting

Constitution (CON) - harsh terrain

Intelligence (INT) - navigation

Wisdom (WIS) - sensors, tracking

Charisma (CHA) - deception, intimidation

STOCK VEHICLES

The stock vehicles presented on the following pages are basic examples of that type. Feel free to modify the stats to fit the style of vehicle. For example, a sleek sports car would have a higher CHA than a standard sedan.

Crew numbers are intentionally left off to provide flexibility on the stats.

VEHICLE CHASES

Vehicles begin chases at a NEAR distance from each other and work similar to regular chases (see Chases on pg. 135).

When a vehicle takes damage (whether from combat or obstacles), the pilot must make a piloting check to maintain control with the amount of damage taken as the DC. If they fail, the distance is altered in one of two ways.

If the quarry fails the piloting check, the distance is reduced by one increment.

If the pursuer fails the piloting check, the distance is increased by one increment.

The chase ends when one of the following has occurred:

- The quarry moves beyond a FAR distance from the pursuer.
- All vehicles on one side of the chase are destroyed.

VEHICLE TYPES

Land - Traditional wheeled or tracked designed to roll along the ground. Automobiles, tanks, motorcycles, ATVs, etc.

Sea - Waterborne sailers and submersibles. Boats, subs, jet skis, etc.

Air - Airborne designs that use thrust and lift for movement. Airplanes, Helicopters, UAVs, etc.

Hover - Anti-gravity designs that rely on some form of repulsor or thruster technology to defy gravity. "speeders", "spinners", etc.

Space - Spacecraft designed for planetary orbit range. Not capable of SL or FTL. Tugs, shuttles, pods, etc.

Mecha - Pilot-controlled walkers of many shapes and sizes. All-terrain walkers, battleframes, power loaders, etc.



VEHICLE DESCRIPTIONS

d20	STYLE	QUALITY	FUNCTION	REPUTATION
1	Sleek, low profile	Pristine off-the-lot	Illegal street racer	A truly legendary machine
2	Jagged scrap metal	Dented from past jobs	Wilderness recon scout	Infamous among the law
3	Blocky, utilitarian chassis	Rusted through in places	Long-haul cargo transport	Cursed by former owners
4	Bulbous, rounded cockpit	Always starts up	General purpose utility	Known for heroic rescues
5	Skeletal outer frame	Prone to electrical glitches	High-speed police pursuit	Unlucky for its drivers
6	Ornate gilded filigree	Heavily modified engine	Luxury pleasure yacht	Completely unpredictable performance
7	Sharp, angular plating	A well-kept antique	Heavy-duty strip miner	Stolen from a collector
8	Compact two-door	Bleeding edge tech	Covert smuggling vehicle	Famous from the movies
9	Hulking, oversized tires	Decades out of date	Secure data courier	Entirely unremarkable vehicle
10	Thick armored plating	Standard factory issue	Armored personnel transport	Feared by all rivals

VEHICLE DESCRIPTIONS

d20	STYLE	QUALITY	FUNCTION	REPUTATION
11	Polished chrome finish	Supple leather interior	Covert stealth operations	A widely mocked model
12	Strangely asymmetric design	Stripped for raw speed	Geological survey vehicle	Blacklisted by authorities
13	Perfectly streamlined body	Salvaged from a wreck	All-terrain rescue ambulance	A decorated military veteran
14	Simple, minimalist aesthetic	Built to last forever	Heavy demolition crane	Used in famous escape
15	Elegant, classic lines	Seems actively malicious	Front-line assault tank	Haunted by a ghost
16	Long cylindrical hull	Meticulously hand-maintained	Industrial shipyard tug	A former racing champion
17	Highly aerodynamic shell	Known faulty wiring	Fully amphibious transport	A relic of yesteryear
18	Custom stylized paint job	Outdated military hardware	Mobile forensics lab	The company's flagship model
19	Bare, unpainted steel	A standard civilian model	Heavy construction dozer	Considered a disposable asset
20	Truly massive scale	Decades ahead of time	Armored diplomatic limo	A trusty, reliable ride

LAND VEHICLES

AUTOMOBILE

A civilian-class ground vehicle.

AC 10, HP 11, ATK 1 ram +1 (1d4), MV DOUBLE NEAR, S +1, D +1, C +1, I +0, W +0, Ch +1, LV 1

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

ARMORED CARRIER

A military-class personnel transport.

AC 13, HP 19, ATK 2 turret (NEAR) +3 (1d6), MV NEAR, S +3, D -2, C +2, I +0, W +0, Ch +0, LV 3

Troop Bay. The armored transport can carry up to 6 personnel for quick deployment.

EXOCYCLE

Created by Brian Batey

A military-class motorcycle that can convert into a powered suit of armor.

AC 14, HP 3, ATK none MV DOUBLE NEAR, S +1, D +3, C -1, I +0, W +0, Ch +1, LV 0

Battle Mode. EC, Grants AC 15 and S 16. Switching modes can be performed as an action. Upon EC depletion, exocycle reverts to motorcycle mode.

CARGO TRUCK

An industrial-class cargo hauler.

AC 12, HP 15, ATK 1 Ram +1 (1d6) MV NEAR, S +2, D -2, C +2, I +0, W +1, Ch +0, LV 2

Cargo Hold. The truck is capable of carrying 10 units of bulk cargo.

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

MOTORCYCLE

A civilian-class two-wheeled vehicle.

AC 14, HP 3, ATK none MV DOUBLE NEAR, S +1, D +3, C -1, I +0, W +0, Ch +1, LV 0

Agile. ADV on piloting checks to avoid obstacles in a chase.

TANK

Armored, military-class behemoth.

AC 15, HP 30, ATK 2 cannon (FAR) +4 (1d8 + blast), MV NEAR, S +3, D -2, C +3, I -1, W -1, Ch +1, LV 5

Blast. This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

SEA VEHICLES

CARGO SHIP

An industrial-class cargo hauler.

AC 10, HP 15, ATK none, MV NEAR, S +1, D -2, C +2, I +1, W +1, Ch -1, LV 2

Cargo Hold. This ship is capable of carrying 20 units of bulk cargo.

JET SKI

A civilian-class sport watercraft.

AC 14, HP 3, ATK none MV DOUBLE NEAR, S +0, D +3, C -1, I +0, W +0, Ch +2, LV 0

Agile. ADV on piloting checks to avoid obstacles in a chase.

PATROL BOAT

A military-class coastal interceptor.

AC 13, HP 19, ATK 2 turret (NEAR) +3 (1d6), MV DOUBLE NEAR, S +1, D +2, C +1, I +2, W +1, Ch +0, LV 3

Alert. ADV on checks to detect sneaking or hiding watercraft.

SAILBOAT

A wind-powered, civilian-class ship.

AC 12, HP 10, ATK 1 Ram +1 (1d4), MV NEAR, S +0, D +2, C +0, I +1, W +1, Ch +1, LV 1

Quiet. The sailboat has ADV on checks to avoid detection by sound.

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

SUBMARINE

A military-class submersible craft.

AC 15, HP 29, ATK 2 torpedoes (FAR) +4 (1d8 + blast), MV NEAR (submersible), S +3, D -2, C +3, I -1, W -1, Ch +1, LV 5

Blast. This weapon does blast damage. Roll 2d6 to determine the number of targets affected besides the intended target.

YACHT

A large civilian-class pleasure craft.

AC 10, HP 14, ATK none, MV NEAR, S +1, D -2, C +2, I +1, W +1, Ch +2, LV 2

Impressive. ADV on CHA checks.

AIR VEHICLES

AIRSHIP

An industrial-class aircraft held aloft by buoyant gas.

AC 10, HP 14, ATK none, MV NEAR (hover), **S +1, D -2, C -1, I +1, W +1, Ch +1, LV 2**

Quiet. The airship can run silent and has ADV on checks to avoid detection by sound.

COMMERCIAL JET

An industrial-class passenger transport.

AC 13, HP 15, ATK none, MV DOUBLE NEAR (fly), **S +2, D +2, C +2, I +1, W +1, Ch +0, LV 2**

Transport. The commercial jet can carry 100+ passengers and luggage.

FIGHTER JET

A military-class assault aircraft.

AC 16, HP 34, ATK 2 cannon (NEAR) +5 (1d8) and 1 missile (FAR) +5 (1d10+blast) **MV DOUBLE NEAR** (fly), **S +2, D +3, C +0, I +1, W +2, Ch +1, LV 6**

Blast. This weapon does blast damage. Roll 2d6 to determine the number of targets affected besides the intended target.

FREIGHT TRANSPORT

A small, industrial-class cargo aircraft.

AC 14, HP 14, ATK none MV NEAR, S +2, D -2, C +2, I +0, W +1, Ch +0, LV 2

Cargo Hold. The aircraft is capable of carrying 30 units of bulk cargo.

MILITARY HELICOPTER

A military-class utility aircraft.

AC 14, HP 24, ATK 2 cannon (NEAR) +3 (1d6) or 1 rocket (1d8 + blast) **MV NEAR** (hover), **S +2, D +2, C +2, I +1, W +1, Ch +0, LV 4**

Blast. This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

PERSONAL AIRPLANE

A civilian-class aircraft for personal use.

AC 12, HP 10, ATK none, MV NEAR (fly), **S +1, D +1, C +0, I +0, W +0, Ch +1, LV 1**

Unassuming. ADV on CHA checks when trying to be ignored.

HOVER VEHICLES

CARGO SKIFF

A flatbed industrial-class cargo hauler.

AC 12, HP 15, ATK none MV NEAR (hover), **S +2, D +1, C +1, I +0, W +0, Ch +0, LV 2**

Cargo Hold. The skiff is capable of carrying 10 units of bulk cargo.

HOVERCAR

A civilian-class hover vehicle.

AC 10, HP 11, ATK 1 ram +1, MV NEAR (hover), **S +1, D +1, C +1, I +0, W +0, Ch +1, LV 1**

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

HOVER RACER

A civilian-class vehicle built for extreme speed.

AC 13, HP 5, ATK none MV DOUBLE NEAR (hover), **S +0, D +3, C +1, I +0, W +0, Ch +1, LV 0**

Agile. ADV on piloting checks to avoid obstacles in a chase.

PATROL SPINNER

A specialized law enforcement-class hovercar.

AC 14, HP 19, ATK 2 light cannon (NEAR) +3 (1d6) or 1 ram +2 (1d6), **MV NEAR** (hover), **S +2, D +2, C +1, I +1, W +1, Ch +0, LV 3**

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

SPEEDERBIKE

A civilian-class personal transport.

AC 12, HP 3, ATK none MV DOUBLE NEAR (hover), **S +0, D +3, C -1, I +0, W +0, Ch +1, LV 0**

Agile. ADV on piloting checks to avoid obstacles in a chase.

HOVERTANK

Mobile, armored, weapon platform.

AC 15, HP 30, ATK 2 cannon (FAR) +4 (1d8 + blast), **MV NEAR** (hover), **S +3, D +0, C +3, I -1, W +1, Ch +1, LV 5**

Blast. This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

SPACE VEHICLES

DROPSHIP

A military low-orbit personnel carrier.

AC 13, HP 19, ATK 2 turret (NEAR) +3 (1d6), MV NEAR (hover), S +0, D +2, C +2, I +1, W +1, Ch +0, LV 3

Troop Bay. The armored transport can carry up to 6 personnel for quick deployment.

ESCAPE POD

An all-purpose "lifeboat."

AC 11, HP 5, ATK none MV NEAR (hover), S -1, D +0, C +0, I -1, W -1, Ch +0, LV 0

Limited Range. Escape pods usually only have enough fuel for one short range trip.

RUNABOUT

A civilian-class low-orbit vehicle.

AC 12 HP 10, ATK 1 ram +1 (1d4), MV DOUBLE NEAR (hover), S -1, D +2, C -1, I +1, W +1, Ch +1, LV 1

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

SHUTTLE

A small all-purpose passenger transport.

AC 12, HP 15, ATK none MV NEAR (hover), S +0, D +1, C +2, I +1, W +1, Ch +0, LV 2

Transport. The shuttle is capable of carrying up to 10 passengers.

SPACE BIKE

An open-cockpit short range vehicle.

AC 14, HP 3, ATK none MV DOUBLE NEAR (hover), S -1, D +3, C -1, I +0, W +0, Ch +2, LV 0

Agile. ADV on piloting checks to avoid obstacles in a chase.

SPACE TUG

An industrial-class utility vehicle found near spaceports.

AC 12, HP 15, ATK 1 ram +1 (1d6) MV NEAR (hover), S +3, D +1, C +1, I +0, W +0, Ch +0, LV 2

Cargo Hold. The skiff is capable of carrying 10 units of bulk cargo.

Ram. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 attack. If hit, x2 damage.

MECHA

ARMORED TRANSPORT

A military-class quadrupedal walker.

AC 15, HP 25, ATK 2 turret (NEAR) +3 (1d6), **MV** NEAR, **S** +2, **D** +0, **C** +2, **I** +1, **W** +1, **Ch** +0, **LV 4**

Cargo Bay. The armored transport can carry up to 10 personnel for quick deployment or 10 units of bulk cargo.

BATTLE MECH

Armored, military-class mech walker.

AC 15, HP 30, ATK 2 cannon (FAR) +4 (1d8 + blast), **MV** NEAR, **S** +3, **D** -1, **C** +3, **I** +1, **W** +1, **Ch** +0, **LV 5**

Blast. This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

LOAD LIFTER

An industrial exo-frame to assist heavy lifting.

AC 11, HP 10, ATK 2 arms (CLOSE) +3 (1d4 + crush), **MV** NEAR, **S** +3, **D** -2, **C** +1, **I** +0, **W** +0, **Ch** +0, **LV 1**

Crush. DC 15 STR or target takes 1d8 damage.

SCOUT WALKER

A bipedal military walker designed for all-terrain mobility.

AC 14, HP 18, ATK 2 light cannon (NEAR) +3 (1d6) **MV** DOUBLE NEAR, **S** +0, **D** +2, **C** -1, **I** +0, **W** +0, **Ch** +1, **LV 3**

Off-Road. Ignores chase penalties for terrain.

TITAN WALKER

A humanoid, military class armored mobile suit.

AC 16, HP 40, ATK 1 cannon (NEAR) +6 (1d8), 1 beam saber (CLOSE, AP) +6 (1d10), and 1 missile (FAR) +6 (1d10+blast) **MV** NEAR, **S** +4, **D** +3, **C** +2, **I** +1, **W** +2, **Ch** +2, **LV 7**

Armor Piercing (AP). The titan walker's beam saber ignores any AC bonuses when attacking.

Blast. The titan walker's missile does blast damage. Roll 2d6 to determine the number of targets affected besides the intended target.

VEHICLE NAMES

d20	ADJECTIVE	NOUN	COLOR	NUMBER
1	Iron	Mule	Black	One
2	Heavy	Hopper	Rust	Zero
3	Rapid	Strider	Chrome	Seven
4	Silent	Cobra	Yellow	Nine
5	Mobile	Hauler	Metal	Alpha
6	Kinetic	Skiff	Drab	13
7	Armored	Razor	Scorched	X
8	Vector	Titan	Cobalt	Delta
9	Lunar	Rover	White	66
10	Grave	Barge	Grey	V (Five)
11	Solar	Jackal	Crimson	99
12	Dust	Hammer	Sand	Prime
13	Echo	Dart	Onyx	101
14	Storm	Drifter	Slate	Omega
15	War	Bastion	Copper	4
16	Void	Viper	Midnight	77
17	Apex	Sled	Silver	Echo
18	Rugged	Nomad	Camouflage	12
19	Nova	Ghost	Ash	Null
20	Omega	Stryker	Gold	Infinity

NULL POINT

Played in all of the backwater cantinas, orbital casinos, and galactic starcruisers, Null Point is a fast-paced dice game of racing to oblivion.

SETUP

Each player needs two d10s and an additional pair is needed to act as the Array Dice.

Each player then buys in for 5 chips, tokens, coins, etc. What these are worth depends on the stakes of the game.

GAMEPLAY

Each player rolls two d10s, for the result of 0-9 on each die. The dealer also rolls the Array Dice.

0's copy the other number.

The object is to get a Null Point where the difference between the two numbers is 0.

A Null Point using a 0 is called a Zero Point and is better than a Null Point.

A Null Point with two 0s is called a Quantum Point and is the best outcome.

A hand consists of three rounds of trying to get a Null Point or as close as possible. On each round choose one:

- Re-roll one of their dice (costs one chip)
- Swap one of their dice with one of the Array Dice (costs one chip)
- Hold (keep their dice)
- Fold (quit this hand)

SCORING

The winner is determined by who has a Null Point or has the closest difference to a Null Point. Losers pay the difference of their dice into the pot.

If two players have a Null Point, then whoever has the lower Null Point (meaning the Null Point is made with the lower number) wins. In the event of a tie, the pot is split.

A player is eliminated when they are out of chips. Play continues with another hand. The game is over when only one player has chips left.

WARP HANDS

If the last two players are taking too long, they can agree to play Warp Hands with one or both of the following rules variants:

- There are only two rounds in a hand.
- Re-rolling and swapping cost two chips each.



STARFARING

"Traveling in space isn't like dusting crops, but it's also not complicated. You just point your ship, turn on the engines and hope you don't hit something."

- Vernon Klant, Veteran Space Hauler

SPACESHIPS

Sleek combat dogfighters, junky space freighters, and bold exploration vessels. Many sci-fi stories have a spaceship that is often as much of a character as the cast themselves. In DarkSpace, your ship is a member of your crew and functions much like a spacer does.

SHIP STATS EXPLAINED

Ships use the same stats as characters and vehicles. Stat bonuses and penalties are applied to a character's check when using a function of the ship.

AC - As with a character, AC shows how tough it is to damage the ship whether because of maneuverability or armor.

HP - Represents the amount of damage a ship can sustain before being destroyed.

ATK - Number and kind of weapons a ship has. A ship can make one attack per weapon during each turn.

MV - Ship movement is still measured in range increments in the way a character's is measured. However, this only applies in combat or hazardous situations.

Stats - The six scores that determine the physical and technical characteristics of a ship.

For example, DEX is used for flight and firing controls and would be applied to a character's DEX check for either of those actions.

Common ways ship stats are used:

Strength (STR) - pulling, pushing, ramming

Dexterity (DEX) - gunnery, piloting

Constitution (CON) - resist extreme conditions

Intelligence (INT) - astrogation

Wisdom (WIS) - sensor sweeps

Charisma (CHA) - deception and intimidation

SHIP CLASSIFICATIONS

In DarkSpace, there are six playable classifications of ships: Explorers, Fighters, Freighters, Gunships, Research, and Yachts.

Your setting may include more types of ships. Feel free to create your own ship classifications as you see fit.

CAPITAL SHIPS

Capital ships are any large ship that has a command crew of 10 or more than 20 systems and features. They are considered locations like cities, stations, or fortresses in DarkSpace and extremely dangerous for smaller ships to attack head on.

Consider using them for adventure sites instead.

SHIP DESIGN

A good crew needs a good ship and in many DarkSpace games, a crew will either start with or end up with a ship. This can be one of the Stock Ships provided in the Denizens section or the GM may either design a ship for them or let them design one themselves.

DESIGNING A NEW SHIP

Ships in DarkSpace are essentially a character with Stats, HP, AC, etc. Designing one from scratch looks similar to character creation.

To create a new ship follow these steps:

Roll Base Stats. Do this the same way you would a typical Shadowdark character. Ships might be exceptionally agile but look like a piece of junk. Rolling the stats reflects those eccentricities.

- HP equals $10 + \text{CON mod.}$
- AC equals $10 + \text{DEX mod.}$

Design Budget. Roll $1d10+5 \times 1000\text{cr.}$ This is used to purchase the systems and features of the ship. Whether or not the crew still owes this debt at the beginning of a campaign is up to the GM.

Alternatively, If the crew has saved up credits in the course of their jobs and adventures, they may use that instead.

Purchase Base Systems. A ship must have the following to be operational:

- Sublight Drive
- Communications Array
- Memory Bank

Ship Classification. Choose a classification (**see below**) for the ship. Record the numbers of system and feature slots along with the free starting component. This is a starting component that does not count against design budget but does take up a component slot.

Purchase Additional Components. Using the remaining Design Budget, purchase any additional Components or Upgrades.

USING STOCK SHIPS

Alternatively, a new ship can be designed by customizing a stock spaceship.

Choose a Stock Ship. Select one of the Stock Ships from the Denizens section and record its base stats, AC, HP, systems, features, roll for Talent.

Design Budget. Roll $1d10 \times 1000\text{cr}$ for your Design Budget.

Purchase Additional Components. Using the remaining Design Budget, purchase any additional Components or Upgrades.

CUSTOMIZING SHIPS

As crews start earning credits, they may also want to customize or upgrade their ship. They may even want to design a whole new ship!

Each ship has a number of System and Feature slots based on its ship classification.

Additional slots can be purchased at 1000cr a piece, but can not exceed a total of 10 in each category.

When purchasing systems and features, a ship can have more than one of the same system or feature either as an auxiliary system or an extra component.

Additionally, some systems can be upgraded to an Advanced version at the cost of an additional slot. **See Advanced Ship Systems for details.**

LEVELING SHIPS

A ship's level is always equal to or greater than the average Crew Level (CL). When the Crew Level (CL) increases by 1, so does the ship's level. If the CL ever drops, the ship's level does not.

When the ship's level increases, it levels like any other Shadowdark character. **See the Level Advancement section in Shadowdark for details.**

UPGRADING SPACESHIPS

To upgrade a ship, you can upgrade either the stats or systems.

Upgrading Ship Stats. Additional stat increases can be purchased in +1 increments for 1000cr each. (i.e. 1000cr to go from a 10 to an 11. 2000cr to go from a 10 to a 12, etc.) No stat can be increased above an 18 in this manner.

Advanced Ship Systems. Ship systems can be upgraded to an Advanced system for the cost of an additional slot of that system. The effects are:

- Advanced systems grant advantage on the use of that system.
- Advanced Sublight and FTL drives cut the travel time in half.
- Advanced Energy Shields grant +4 to AC vs Energy Weapons.

A system cannot be upgraded past the Advanced version of itself.

Ship Enhancements and Upgrades. In the course of their jobs and adventures, spacer crews may find additional Enhancements and Upgrades for their ships. These must be installed (INT check DC12, plus time) before use. Installation does not require credits unless the crew wants to pay a professional to do it for them (an excellent opportunity for roleplaying).

See the Upgrades and Enhancements chapter for more details.

COMMAND CREWS

Every spaceship requires a command crew to function. Some are required for combat actions, some are required for missions and downtime.

Here is a list of command crew titles, feel free to add your own as you see fit. Only some ships will have all of these, and some crew members may perform multiple functions.

Captain - You are responsible and answer for the ship. This may or may not be the same position as the pilot.

Pilot - You are responsible for maneuvering the ship.

Co-Pilot - You assist as an additional pilot or gunner.

Gunner - You are responsible for firing a weapon.

Astrogator - You are responsible for making astrogation calculations.

Chaplain - The spiritual guide of the ship. Can act as a counselor or negotiator.

Cook - You are responsible for feeding the crew. Having a cook means not living off of rations.

Engineer - You are responsible for the maintenance and repair of the ship.

Ensign - A junior officer that might take on different roles as needed.

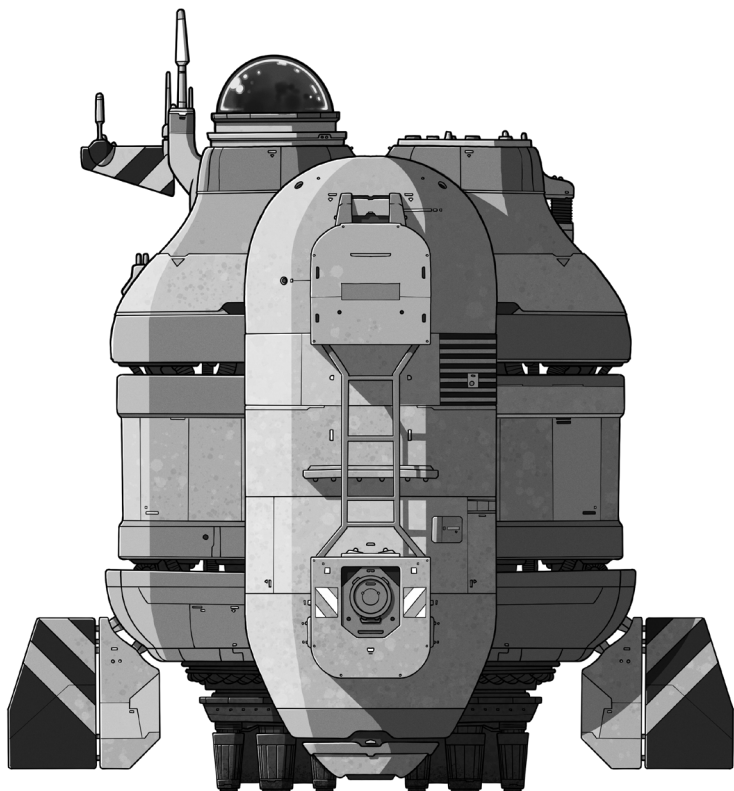
Medic - You are responsible for the crew's health.

Quartermaster - You are responsible for the cargo and ship accounts.

Salvage Engineer - A polite term for experts who take apart damaged and scrapped ships.



EXPLORER-CLASS



EXPLORER- CLASS SHIPS

Scouts, trailblazers, surveyors, and cartographers. Explorers are the eyes that pierce the endless night, charting the paths for others to follow.

Base System Slots: 8

Base Feature Slots: 7

Free Component: Sensor Array.

Hit Points: 10+CON Mod (1d4 per level).

Long Range Sensors. While the Sensor Array is online, all DCs for detecting hazards and threats are reduced by 3.

Made to Last. The ship has advantage on CON checks to resist damage from hazards and extreme conditions.

Starblazer. The ship is designed for finding new navigational routes even through treacherous regions of space. Astrogation Mishap rolls are made with advantage to determine the outcome.

EXPLORER-CLASS TALENTS

2d6	Talent
-----	--------

2	Auxiliary Protocol. 1/episode, repair a ship system without making a check. +1 use if the ship already has this Talent.
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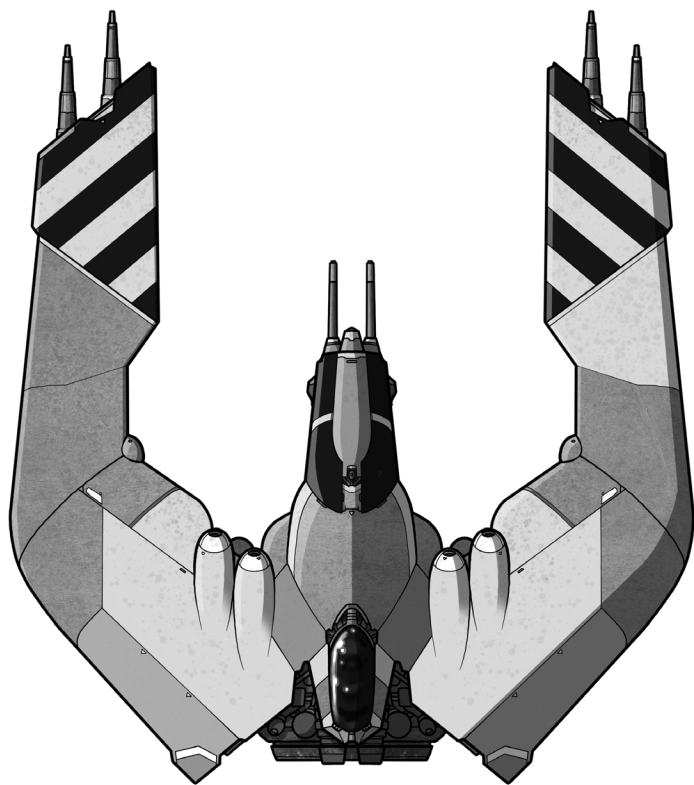
3-6	+1 to HP
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7-9	+2 to CON, INT, or WIS
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10-11	+1 AC
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12	Choose an Explorer-Class Talent or +2 points to assign to stats
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FIGHTER-CLASS



FIGHTER-CLASS SHIPS

Interceptors, dogfighters, escorts, and strikers. Fighters are the razor's edge of fleet combat, delivering the killing blow with speed and precision.

Base System Slots: 10

Base Feature Slots: 3

Free Component: Weapons Array + 1 Light Weapon

Hit Points: 10+CON Mod (1d6 per level).

Dogfighting. The ship is designed for close quarters combat and gains +1 to attack and damage when attacking a target within CLOSE range.

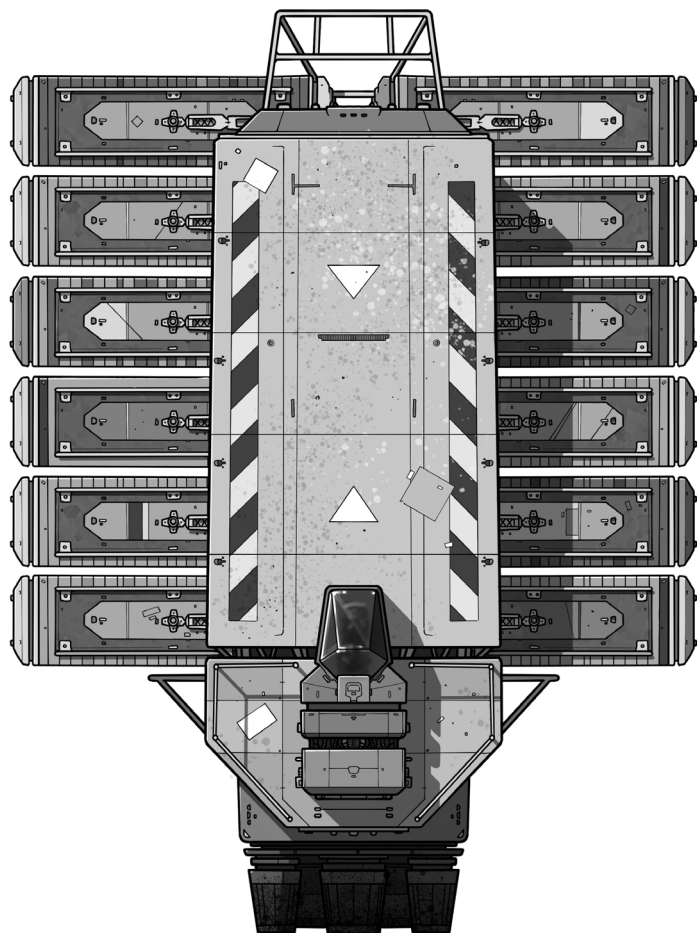
Intercept Speed. The ship is designed for rapid engagement and can move up to DOUBLE NEAR distance.

Superior Maneuverability. The ship is exceptionally responsive and agile. The pilot has advantage on DEX checks for making combat and chase maneuvers.

FIGHTER-CLASS TALENTS

2d6	Talent
2	Barrel Roll! 1/episode, the ship may ignore all damage from one attack. If the ship already has Barrel Roll, it gains an additional use per episode.
3-6	+1 to HP
7-9	+2 to DEX, WIS, or CHA
10-11	+1 AC
12	Choose a Fighter-Class Talent or +2 points to assign to stats

FREIGHTER-CLASS



FREIGHTER- CLASS SHIPS

Grunts, hauler, tugs, and barges. Freighters are the muscle that carry the galaxy on their shoulders.

Base System Slots: 6

Base Feature Slots: 9

Free Component: Cargo Frame/Hold

Hit Points: 10+CON Mod (1d8 per level).

Space Hauler. Add the ship's STR modifier, if positive, to its cargo slots.

Might Not Look Like Much. The ship has advantage on CHA checks when trying to keep a low profile.

Structural Resilience. The ship has advantage on STR checks to overcome an opposing force, such as breaking free of a gravity well or through a barrier.

FREIGHTER-CLASS TALENTS

2d6 Talent

- | | |
|---|--|
| 2 | Sensor Countermeasures. 1/episode, the ship deploys countermeasures to automatically evade scans, sweeps, or targeting locks. If the ship already has Sensor Countermeasures, it gains an additional use per episode. |
|---|--|

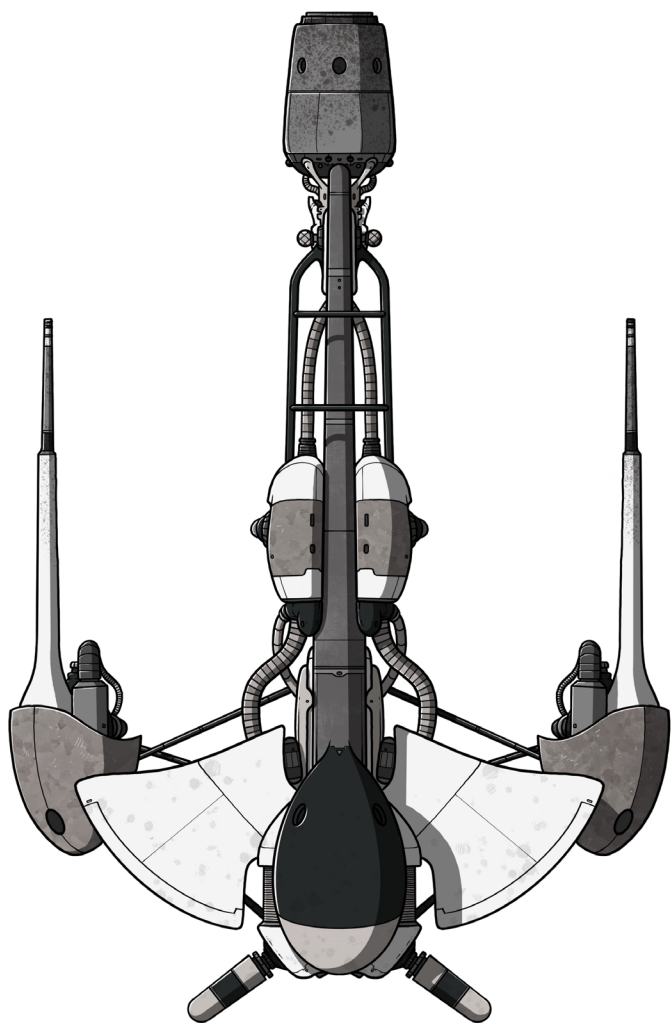
3-6	+1 to HP
-----	----------

7-9	+2 to STR, DEX, or CON
-----	------------------------

10-11	+1 AC
-------	-------

- | | |
|----|---|
| 12 | Choose a Freighter-Class Talent or +2 points to assign to stats |
|----|---|

GUNSHIP-CLASS



GUNSHIP-CLASS SHIPS

Destroyers, gunboats, assault craft, and siege platforms. Gunships are the iron fist of raw, overwhelming firepower.

Base System Slots: 9

Base Feature Slots: 6

Free Component: Light Armor Plating

Hit Points: 10+CON Mod (1d8 per level).

Regenerative Shields. Repair checks for the ship's shields are DC 10.

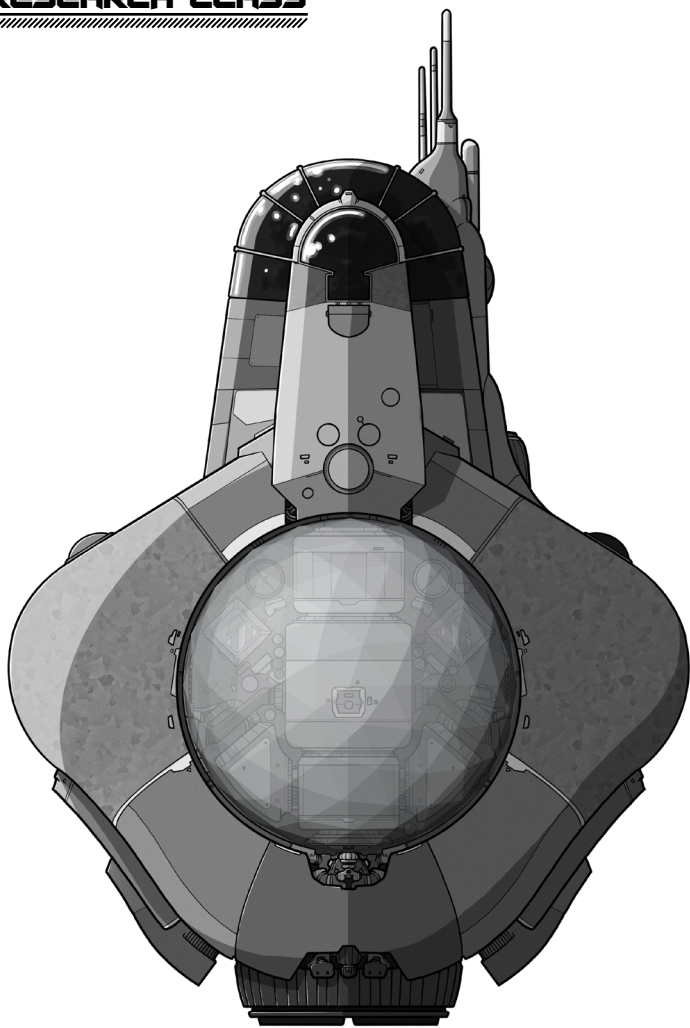
Targeting Matrix. The ship is outfitted with an advanced targeting and tracking system. A targeted ship has DISADV to evade the gunship's missiles and torpedoes.

Volley Command System. When all weapons in a fire-linked Weapons Array target a single target, the gunner may use a single attack roll for all attacks. This must be declared prior to any attack rolls and can not be changed until the next round.

GUNSHIP-CLASS TALENTS

2d6	Talent
2	Ablative Plating. 3/episode, the ship takes half damage from one attack. If the ship already has Ablative Plating, it gains an additional use per episode.
3-6	+1 to HP
7-9	+2 to DEX, CON, or CHA
10-11	+1 AC
12	Choose a Gunship-Class Talent or +2 points to assign to stats

RESEARCH-CLASS



RESEARCH- CLASS SHIPS

Laboratories, observatories, clinics, and survey ships. Research vessels are the mind of the galaxy, patiently unlocking its deepest secrets.

Base System Slots: 7

Base Feature Slots: 8

Free Component: Science Station

Hit Points: 10+CON Mod (1d4 per level).

Deep Analysis Sensors. While the Sensor Array is online, all DCs for analyzing exterior anomalies are reduced by 3.

Cosmic Regenerator Array. The ship is outfitted with an array that captures latent cosmic radiation to power repair capabilities. The ship is able to Rest when the crew does. Interruption and Danger Level still apply.

Exocraft Bay. The ship is designed to accommodate a smaller vehicle such as a shuttle, escape pod, or drone. Vehicle not included. This bay can also be used for 4 cargo slots instead of a vehicle.

RESEARCH-CLASS TALENTS

2d6	Talent
-----	--------

- | | |
|---|--|
| 2 | Scientific Probe. 1/episode, when using the either the Science Station or Sensor Array, you can ask the GM one yes or no question. The GM must answer truthfully “yes” or “no”. If the ship already has Scientific Probe, it gains an additional use per episode. |
|---|--|

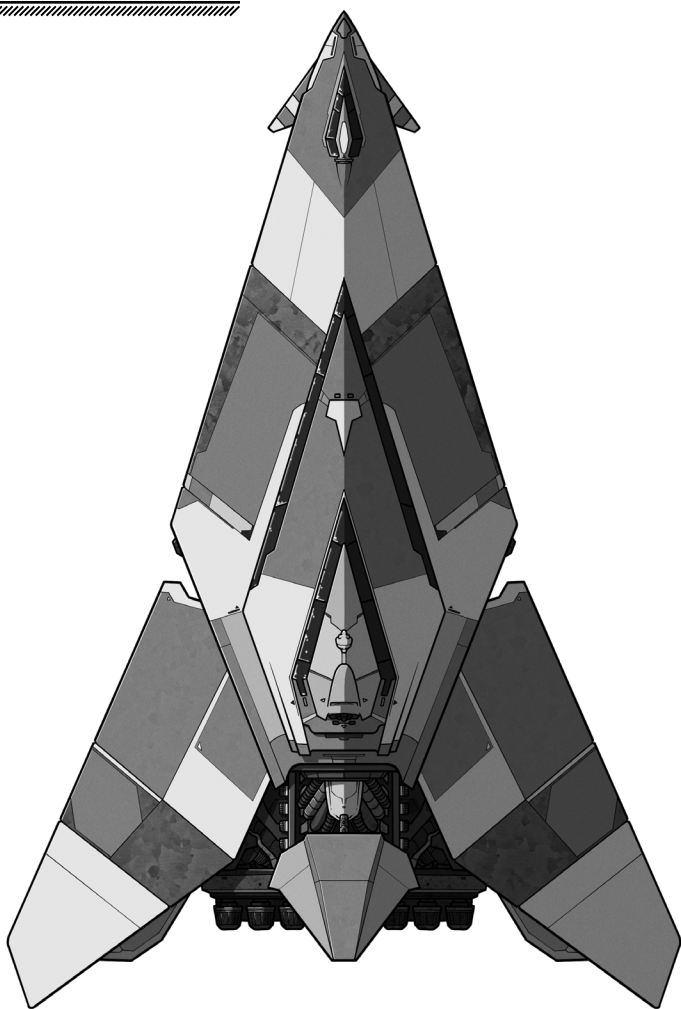
3-6	+1 to HP
-----	----------

7-9	+2 to DEX, INT, or WIS
-----	------------------------

10-11	+1 AC
-------	-------

12	Choose a Research-Class Talent or +2 points to assign to stats
----	--

YACHT-CLASS



YACHT-CLASS SHIPS

Couriers, pleasure cruisers, diplomatic barges, and vanity ships. Yachts are the glittering jewels of the void, symbols of power and influence.

Base System Slots: 5

Base Feature Slots: 10

Free Component: Galley

Hit Points: 10+CON Mod (1d6 per level).

Luxury Design. The vessel is artistically designed and appointed with the finest amenities. The crew has an advantage on CHA checks aboard the ship.

Rich Accommodations. Cost of living expenses are reduced by one category.

Shipboard Lounge. The ship has its own well-stocked lounge for entertaining. Carousing costs are automatically 30cr less when aboard the ship.

YACHT-CLASS TALENTS

2d6	Talent
-----	--------

- | | |
|---|---|
| 2 | Escape Drive. 1/episode, the ship may make an immediate escape jump from a dangerous situation even if the SL or FTL drive is offline. The final destination is at random. If the ship already has Escape Drive, it gains an additional use per episode. |
|---|---|

3-6	+1 to HP
-----	----------

7-9	+2 to DEX, INT, or CHA
-----	------------------------

10-11	+1 AC
-------	-------

12	Choose a Yacht-Class Talent or +2 points to assign to stats
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SPACE TRAVEL

There are two types of space travel, SL (sublight), and FTL (Faster Than Light). SL uses high-powered thrusters to travel within a system. FTL allows for faster travel and further distances but requires an FTL drive that can bend spacetime.

SUBLIGHT (SL) TRAVEL

When in SL speed, it is assumed that unless you are flying in combat or hazardous conditions, you are piloting the ship properly. However, in combat and hazardous conditions, you may need to make a piloting check. A piloting check is a DEX check (Pilot's DEX mod + Ship's DEX mod) vs a DC set by the GM based on the current difficulty of the situation. In combat, that may be an opposed piloting check vs the other pilot.

FTL TRAVEL

Faster Than Light Travel (FTL) is considered point-to-point and does not usually require piloting checks. However, because you are moving in FTL, Astrogation Mishaps are more certain.

ASTROGATION

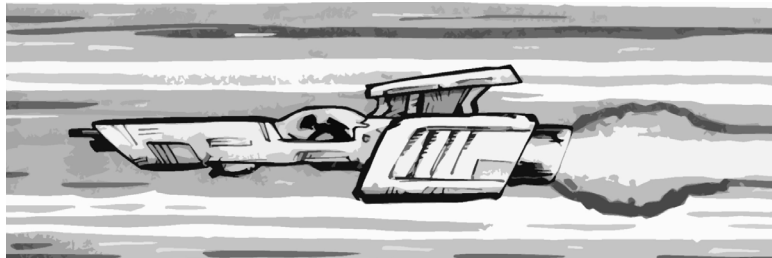
Astrogation, or navigation for spaceships, is plotting a safe direct course from point to point in space without colliding with stars, planets, and other hazardous regions. To plot a course, use the following chart to make an INT check. On a success, you arrive at your destination as planned. If the astrogation check is a failure, then you do not arrive at your intended destination and an astrogation mishap may occur (**see Astrogation Failure and Mishaps**).

Two items make Astrogation an easier task - **star charts** and a navigational computer or **navicomputer**.

Without **star charts**, Astrogation is performed at disadvantage.

Without a **navicomputer** the difficulty class of the astrogation check is increased by one category.

Other factors may increase or reduce the difficulty class as well, as the GM deems appropriate.



A **system**, or planetary system, is a collection of planets, usually revolving around a star within sublight distance. This might also refer to large hazardous areas such as nebulae and asteroid fields.

A **sector** is a collection of systems that are within a short FTL distance.

A **region** is a collection of sectors that are within moderate FTL distance.

A **galaxy** is divided into regions and revolves around a galactic core. Travel across a galaxy is a long distance.

***Note:** Space Travel scales may be different in your setting. It might be confined to a single solar system or might extend beyond a single galaxy. If so, adjust your scale accordingly.*

MULTIPOINT FTL ROUTES

Note that you can also choose to break a difficult trip up. It takes two trips of an easier difficulty to equal a harder one.

For example, traveling to an intermediate region would require two DC 15 trips instead of one DC 18 galaxy-wide trip. You could even break those up into four sector jumps of DC 12 each.

TRAVEL TIMES

Travel times depend on your setting and the needs of your plot. Sublight might take a year or two to cross a single system in one setting and one or two days in another.

For convenience, here are general time frames for an FTL-enabled setting. Feel free to customize them as you see fit.

ASTROGATION DC

Destination is in the Same...	Difficulty (with navicomputer)
System	Easy (DC 9)
Sector	Moderate (DC 12)
Region	Hard (DC 15)
Galaxy	Extreme (DC 18)

FTL TRAVEL TIMES

Destination is in the Same...	Travel Time
System	1 day
Sector	1 + 1d4 days
Region	2 + 1d6 days
Galaxy	4 + 1d8 days

ASTROGATION FAILURE AND MISHAPS

d10 OUTCOME

- 1 **Crash.** You have crashed into a planet! Each crew member takes 1d12 damage. Your ship is reduced to 0 hp. **Follow Ship Destruction rules.**
- 2 **Black Hole.** You came too close to a collapsing star! **See Black Hole in Space Hazards section.**
- 3 **Asteroid Field.** You've flown into an uncharted asteroid field. **See Asteroid Field in Space Hazards section.**
- 4 **Nebula.** You have flown into a nebula and become lost. **See Nebula in Space Hazards section.**
- 5 **Radiation Field.** You have flown into a radiation field. **See Radiation Field in Space Hazards section.**
- 6 **Vastly Off Course.** If in SL travel, the GM chooses a different planet or area on the other side of the system. If in FTL travel, the GM chooses a different region within the galaxy. **A new course must be plotted.**
- 7 **Off Course.** If in SL travel, the GM chooses a different planet or area on the same side of the system. If in FTL travel, the GM chooses a different sector within the destination region. **A new course must be plotted.**
- 8 **Slightly Off Course.** If in SL travel, the GM chooses an area of space around the destination. If in FTL travel, the GM chooses a different system within the destination sector. **A new course must be plotted.**
- 9 **Journey Interrupted.** Roll for a random encounter if something occurs in SL travel that you did not expect. If in FTL travel, you come too close to a gravity well and the ship's computer disengages FTL ahead of schedule. **A new course must be plotted.**
- 10 **Late.** You arrive at your destination as intended but it took much longer than expected. **Roll 1d10 to determine how many days late you are.**

SPACE HAZARDS

ASTEROID FIELD

An area of space filled with rocks, dust, and debris. It can also be a haven for miners, smugglers, and pirates. SL travel is arduous and FTL is impossible. Each round the ship makes a DC 15 INT check to find its way out of the asteroid field. On a success, regular astrogation may resume. On a failure, roll 1d4 on the following table.

d4	EVENT
1	Impact. The ship takes 1d8 damage.
2	Collision Course. DC 15 DEX check to avoid 1d8 damage to the ship.
3	Random Event. Roll for encounter.
4	Nothing occurs, but you're still in the asteroid field.

BLACK HOLE

A dying star creates a super-massive gravity well that pulls all matter and light towards

it. If caught in a black hole's pull, roll 2d4 to determine how many rounds until your ship is pulled into the black maw and destroyed.

Gameplay follows initiative order. Each round the ship makes a DC 18 STR check. On a success, the ship breaks free of the pull.

NEBULA

A thick cloud of dust and gas that obscures vision and sensors. FTL is impossible while in a nebula. Each round the ship makes a DC 15 INT check to find its way out of the nebula. Nebulae have a Deadly danger level. Detecting encounters is a DC 15 WIS check. Detecting encounters that begin at FAR distance is at disadvantage.

RADIATION FIELD

An area of space where radiation levels are higher than what is considered safe. The GM chooses or rolls on the Radiation Level table below to determine the intensity of the field and its effect on either a character or ship depending on the situation.

RADIATION LEVELS

D6	INTENSITY (CON)	CHARACTER EFFECT	SHIP EFFECT
1-2	Mild (DC12)	1d6 damage / round	1 system offline
3-4	Medium (DC 15)	1d8 damage / round	1d4 systems offline
5-6	Strong (DC18)	1d10 damage / round	1d4 systems destroyed

TEMPORAL ANOMALY

An area of space where spacetime behaves unexpectedly. Roll on the following table to determine how the anomaly behaves.

D8	ANOMALY
1	Time Stop. Time does not move. Everything that occurs in the anomaly happens instantaneously compared to exterior space.
2	Rapid Reversal. Relative time moves backward so quickly that objects and people de-age at a rapid pace. CON check DC 15 or de-age 1d20 years.
3	Time Slow. Time moves slowly compared to exterior space. 1 day inside anomaly to 2d4 outside anomaly.
4	Time Speed. Time moves quickly compared to exterior space. 2d4 days inside anomaly to 1 outside anomaly.
5	Time Warp. Time skips backward or ahead (1d2) 1d8 of the following: 1d4: 1 - days, 2 - weeks, 3 - months, 4 - years.
6	Rapid Acceleration. Relative time moves ahead so quickly that objects and people age at a rapid pace. CON check DC 15 or age 1d20 years.
7	Time Loop. Time starts over from a fixed point until resolved.
8	Time Flux. Roll again, re-rolling 8s. Roll on each subsequent round for a new effect, re-rolling 8s.

WORMHOLE

An anomaly that connects disparate points in spacetime.

Roll 1d6 to determine if the destination is in the same: 1-2 sector, 3-4 region, or 5-6 galaxy.

Roll a d10. On a 1, a Time Warp also occurs. Time skips backward or ahead (1d2) 1d8 of the following:

1d4: 1 - days, 2 - weeks, 3 - months, 4 - years.



SHIP COMBAT

Spaceship combat is almost identical to regular Shadowdark combat, with a few exceptions.

ACTIONS

Spaceships in DarkSpace act like creatures and have a similar stat block. Each member of the command crew may take an action for the ship rather than their own individual action.

MOVEMENT

Only the ship's pilot and co-pilot can move the ship on their turn. Their initiative check includes the ship's Dexterity modifier as well as their own. Their move may be up to the ship's Movement range and may include maneuvering checks to avoid other ships and obstacles. If it does, they may not make another action this turn.

WEAPONS

Each weapon in the ship's attacks can be used once per round but must be used by a different gunner, unless fire-linked. Gunners add the ship's Dexterity modifier to their attack rolls for cannons. Gunners use their Wisdom modifier plus the ship's Wisdom modifier for locking on missiles and torpedoes. Personal weapons do half damage to ships and ship weapons do double damage to people.

TARGETING SHIP SYSTEMS

Rather than targeting a ship's hull, you can target one of its systems (FTL drive, etc). The AC to hit that target is increased by 3. If successful, the system is offline until repaired. A successful DC 15 Intelligence check is needed to repair the system. If all systems are offline, the ship is disabled. (See Ship Destruction.)



SHIP DESTRUCTION

Ship destruction works very similar to a dying character. When the ship goes to 0 HP the ship is disabled (unable to move or take actions), all systems go offline and either life support failure or destruction is imminent.

At the start of the round, either the captain or pilot makes a Destruct Timer roll for the ship using its CON modifier (minimum 1 total). The ship will become either uninhabitable or destroyed (GM's decision) in that many rounds unless stabilized.

At the start of each subsequent round, either the captain or pilot rolls a d20, on a natural 20, the ship stabilizes with 1 hit point. After this roll is made, the round proceeds as normal and the crew can attempt to repair the critical damage or abandon ship. A successful DC 15 Intelligence check is needed to repair a system. Repairing a single system stabilizes the ship and stops the Destruct Timer.

REPAIRING SHIP DAMAGE

The ship regains 1 hit point whenever a system or feature is repaired. Features can only be repaired at a spaceport or similar facility. Hit points can also be repaired at these facilities for 100cr each.

SHIP WEAPON PROPERTIES

Am (Ammo). This weapon requires an ammo magazine to use, on a critical failure (natural one on 1d20 attack roll), the ammo magazine runs out and requires an action to reload.

AP (Armor Piercing). Target's AC is as if they are unarmored.

Bl (Blast). This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target. 1d6 features of a targeted ship are damaged and unusable until repaired.

D (Disabling). This weapon is designed to disable a ship's functions rather than damage it. On a successful hit, the target ship makes a CON check against the listed DC. On a failure, a system at random goes offline. If the weapon has the Bl property as well, 1d6 systems on a targeted ship go offline.

EG (Energy Generator). This weapon requires an energy generator to use, on a critical failure (natural one on 1d20 attack roll), the energy generator shorts out and must be repaired.

L (Lock). This weapon requires a targeting lock to hit accurately. Make a contested WIS check versus the target's DEX. If successful, the weapon hits. Otherwise, it misses. Still check to determine if other targets are hit if the weapon has the Blast property.

SHIP WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Projectile Cannon, Light	100cr	N	1D4	Am
Projectile Cannon	200cr	N	1D6	Am
Projectile Cannon, Heavy	300cr	N	1D8	Am, AP
Laser Cannon, Light	200cr	F	1D6	EG
Laser Cannon	300cr	F	1D8	EG
Laser Cannon, Heavy	400cr	F	1D10	EG, AP
Ion Cannon	500cr	F	Disabling (DC12)	EG, D
Explosive Missile	200cr	N	1D10	Single Use, AP, Bl, L
Energy Torpedo	300cr	N	1D12	Single Use, AP, Bl, L
Ion Torpedo	400cr	N	Disabling (DC15)	Single Use, Bl, D, L

(For Ship Weapon properties, see previous page)

SHIP ARMOR

CATEGORY	COST	AC	PROPERTIES
Armor Plating, Light	300cr	11 + Ship DEX modifier	Ph
Armor Plating, Medium	400cr	13 + Ship DEX modifier	Ph, Ship DEX mod is halved (round down) for maneuver checks.
Armor Plating, Heavy	500cr	15	Ph, Does not use ship DEX mod for maneuver checks.
Energy Shields*	300cr	+2 to AC against energy weapons	En, EG, S(1)

SHIP ARMOR PROPERTIES

EG (Energy Generator). This armor requires an energy generator to use, on a Critical Hit (20 on a 1d20 Attack Roll) against this armor, the energy generator is damaged and requires an action to repair

En (Energy Armor). Weapons with the Ammo (Am) property ignore this armor.

Ph (Physical Armor). Weapons with the Armor Piercing (AP) property ignore this armor.

S (System). Counts as one or more ship systems. The number in parenthesis notes how many.

*can be upgraded to an Advanced system

SHIP COMPONENTS

COMPONENT TYPE COST (INITIAL /MAINTENANCE)

Cargo Frame/Hold	1000cr/500cr
Crew Quarters	250cr per bunk up to 4 / 250cr total
Communications Array	1000cr/500cr
FTL Drive	4000cr/2000cr
Galley	500cr/100cr
Medical Bay	700cr/300cr
Memory Bank	1000cr/500cr
Navigational Computer	1000cr/500cr
Science Station	700cr/300cr
Sensor Array	1000cr/500cr
Smuggling Compartment	300cr/100cr
Sublight Drive	2000cr/1000cr
Passenger Bay	250cr per person up to 4 / 500cr total
Weapons Array	100cr/50cr + Cost of weapons up to 4 total. Additional 100cr for each fire-linked weapon.

COMPONENT TYPE	COMPONENT PROPERTIES
Cargo Frame/Hold	F, This ship is capable of carrying 10 m ³ units of bulk cargo.
Crew Quarters	F, Bunks required to take a Rest in while on the ship.
Communications Array*	S, This ship is able to communicate over long distances.
FTL Drive*	S, This ship is capable of traveling at FTL speed.
Galley	F, A fully stocked kitchen area. A successful DC 12 WIS check, crew don't use a ration during Resting.
Medical Bay	F, A fully stocked medical facility. Using it to perform medical tasks grants advantage. A successful DC 15 INT check, an ally regains 1d6 hp.
Memory Bank*	S, Computer to store data and comes with a set of star charts.
Navigational Computer*	S, Used to make astrogation calculations.
Science Station*	F, Used to perform scientific analysis and experimentation. The DC of any related check is reduced by 3.
Sensor Array*	S, Required to detect the presence of ships and objects up to FAR range.
Smuggling Compartment	F, A small cargo hold that hides one cargo slot. A successful DC 15 WIS check to find it.
Sublight Drive*	S, This ship is capable of traveling at sublight speed.
Passenger Bay	F, A small bay that seats passengers and stores personal items.
Weapons Array	S, The ship's weapons. Fire-linked arrays require only one gunner.

COMPONENT PROPERTIES

F (Feature). Ship feature. **S (System).** Ship system.

*can be upgraded to an Advanced system

SHIP NAMES

d20	ADJECTIVE	NOUN	COLOR	NUMBER
1	Wandering	Star	Argent	7
2	Stray	Comet	Crimson	X-3
3	Iron	Blade	Onyx	9
4	Defiant	Sparrow	Azure	12
5	Last	Gamble	Emerald	V
6	Void	Drifter	Cobalt	11
7	Ragged	Dawn	Umber	MK-II
8	Unbroken	Hammer	Saffron	21
9	Fading	Sun	Ghost	88
10	Lost	Pilgrim	Jade	13
11	Solar	Fury	Ivory	VI
12	Sterling	Specter	Russet	Alpha-1
13	Ebon	Hawk	Ash	X
14	Silent	Reach	Scarlet	16
15	Wayward	Nomad	Verdant	Type-B
16	Gilded	Serpent	Cerulean	19
17	Graven	Vow	Slate	III
18	Final	Horizon	Gold	G-50
19	Boundless	Legacy	Indigo	IV
20	Sovereign	Judge	Obsidian	17

SHIP DESCRIPTIONS

d20	STYLE	QUALITY	FUNCTION	REPUTATION
1	Sleek, needle-like frame	Pristine shipyard condition	Long-haul freighter	Record-breaking journey
2	Jagged obsidian plating	Scorched, patched hull	Agile dogfighter	Decorated war hero
3	Bulbous, asymmetric frame	Meticulously maintained antique	Deep space explorer	Cursed, vanished crews
4	Blocky, utilitarian brick	Visibly falling apart	Mobile mining refinery	Ridiculously lucky crew
5	Organic, chitinous plating	Bleeding-edge experimental tech	Luxury passenger yacht	Feared pirate's vessel
6	Skeletal, glowing frame	Illegally modified parts	Heavily armed gunship	Never lost a fight
7	Polished mirror sphere	Obsolete, outdated tech	Scientific research vessel	Failed first-contact
8	Crudely welded ships	Hastily salvaged wreck	Stealth infiltration ship	Slips any blockade
9	Massive arrowhead shape	Constant system glitches	Diplomatic courier	Leaves unpaid debts
10	Sweeping solar sails	Luxurious, opulent fittings	Pirate boarding craft	Stolen in a heist

SHIP DESCRIPTIONS

d20	STYLE	QUALITY	FUNCTION	REPUTATION
11	Garish corporate logos	Hidden military hardware	Mobile hospital ship	Shows up when needed
12	Stylized predator bird	Quiet, dampened systems	Colonizer transport	Flagship of rebellion
13	Exposed pipes, conduits	Stripped-down frame	High-speed racer	Infamous public failure
14	Bare, unpainted metal	Incredibly reliable build	Inter-system ferry	A local legend
15	Rotating cylindrical ring	Caked in cosmic dust	Black market smuggler	Blacklisted by factions
16	Flying cathedral spires	Haunted energy signature	Mobile construction tug	Has a sentient AI
17	Compact submersible sphere	Unique, custom engine	Electronic warfare ship	Fake, unknown origin
18	Classic saucer shape	Notorious system failures	Traveling missionary vessel	Formerly celebrity-owned
19	Long, thin filament	Standard military-issue	Armed patrol ship	Owners die mysteriously
20	Shifting sensor panels	Rusted, dented, leaking	Bounty hunter's transport	A drifting ghost ship

EXPLORERS

SHORT RANGE EXPLORER

AC 12, HP 8, ATK None, MV NEAR, S -2, D +2, C -2, I +1, W +2, Ch -1, MO Any, LV 1

Open System Slots 3

Open Feature Slots 7

Communications Array. System. This ship can communicate over long distances.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 5,000cr

LONG RANGE EXPLORER

AC 11, HP 9, ATK None, MV NEAR, S -1, D +1, C -1, I +1, W +2, Ch +1, MO Any, LV 1

Open System Slots 2

Open Feature Slots 7

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 9,000cr

FIGHTERS

SHORT RANGE FIGHTER

AC 12, **HP** 10, **ATK** 1 light laser cannon (FAR) +2 (1d6), **MV** double NEAR, **S** -1, **D** +2, **C** +0, **I** -2, **W** +0, **Ch** +0, **MO** Any, **LV** 1

Open System Slots 4

Open Feature Slots 2

Communications Array. System. This ship can communicate over long distances.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it. 1/4 weapons installed.

Price: 6,000cr

LONG RANGE FIGHTER

AC 13, **HP** 9, **ATK** 1 light laser cannon (FAR) +2 (1d6), **MV** double NEAR, **S** -2, **D** +3, **C** -1, **I** -2, **W** +2, **Ch** +1, **MO** Any, **LV** 1

Open System Slots 3

Open Feature Slots 2

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it. 1/4 weapons installed.

Price: 10,000cr

FREIGHTERS

SHORT RANGE FREIGHTER

AC 9, **HP** 12, **ATK** none, **MV** NEAR, **S** +3, **D** -1, **C** +2, **I** -2, **W** +0, **Ch** -2, **MO** Any, **LV** 1

Open System Slots 1

Open Feature Slots 8

Cargo Frame. Feature. This ship can carry 10 m³ detachable units of cargo.

Communications Array. System. This ship can communicate over long distances.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 6,000cr

LONG RANGE FREIGHTER

AC 10 (none), **HP** 12, **ATK** none, **MV** NEAR, **S** +2, **D** +0, **C** +2, **I** -2, **W** +0, **Ch** -2, **MO** Any, **LV** 1

Open System Slots 0

Open Feature Slots 8

Cargo Hold. Feature. This ship can carry 10 m³ units of cargo.

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 10,000cr

GUNSHIPS

SHORT RANGE GUNSHIP

AC 11 (light), **HP** 12, **ATK** 1 light projectile cannon (NEAR) +0 (1d4), **MV** NEAR, **S** +1, **D** +0, **C** +2, **I** -2, **W** +0, **Ch** -1, **MO** Any, **LV** 1

Open System Slots 4

Open Feature Slots 5

Armor Plating, Light. Feature. This ship's AC is 11+ DEX modifier.

Communications Array. System. This ship can communicate over long distances.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it. 1/4 weapons installed.

Price: 6,200cr

LONG RANGE GUNSHIP

AC 13 (light), **HP** 13, **ATK** 1 projectile cannon (NEAR) +2 (1d6), **MV** NEAR, **S** +1, **D** +2, **C** +2, **I** -2, **W** +0, **Ch** -1, **MO** Any, **LV** 1

Open System Slots 3

Open Feature Slots 5

Armor Plating, Light. Feature. This ship's AC is 11+ DEX modifier.

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it. 1/4 weapons installed.

Price: 10,300cr

RESEARCHERS

SHORT RANGE RESEARCH VESSEL

AC 10, HP 8, ATK None, MV NEAR, S -2, D +0, C -2, I +2, W +2, Ch +0, MO Any, LV 1

Open System Slots 2

Open Feature Slots 7

Communications Array. System. This ship can communicate over long distances.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Science Station. Feature. This ship is equipped with the necessary equipment to perform scientific analysis and experimentation. The DC of any related check is reduced by 3.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 6,000cr

LONG RANGE RESEARCH VESSEL

AC 9, HP 9, ATK None, MV NEAR, S -2, D -1, C -1, I +3, W +2, Ch -1, MO Any, LV 1

Open System Slots 1

Open Feature Slots 7

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Science Station. Feature. This ship is equipped with the necessary equipment to perform scientific analysis and experimentation. The DC of any related check is reduced by 3.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 10,000cr

YACHTS

SHORT RANGE YACHT

AC 12, HP 8, ATK None, MV FAR, S -3, D +2, C -2, I +0, W +0, Ch +3, MO Any, LV 1

Open System Slots 0

Open Feature Slots 8

Communications Array. System. This ship can communicate over long distances.

Galley. Feature. A fully stocked kitchen area. On a successful DC 12 WIS check, the crew don't use a ration during Resting.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 6,000cr

LONG RANGE YACHT

AC 12, HP 8, ATK None, MV FAR, S -3, D +2, C -2, I +0, W +0, Ch +3, MO Any, LV 1

Open System Slots 0

Open Feature Slots 8

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Galley. Feature. A fully stocked kitchen area. On a successful DC 12 WIS check, the crew don't use a ration during Resting.

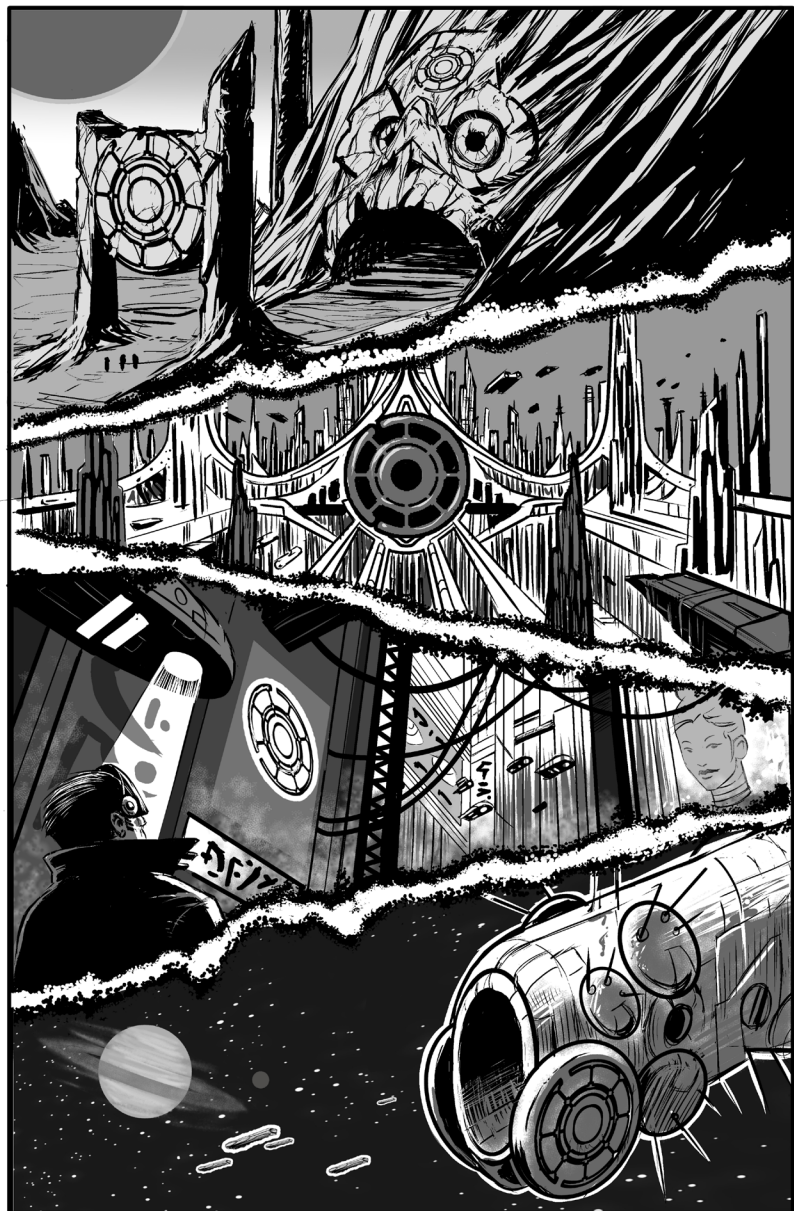
Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Price: 11,000cr



GAME MASTER

“All the galaxy is a stage.”

- Unnamed Godlike Alien

CORE ETHOS

In addition to the **Shadowdark Core Ethos** (see *Game Master chapter*), these are the core principles of DarkSpace.

Simple Yet Elegant

Keep the action flowing. DarkSpace is a narrative-driven game, not a simulation. The rules should never slow down the story.

Character Focused

The characters' stories come first. The focus of DarkSpace is on the Spacers. Adventures should take place at their scale, even if massive fleet battles are raging all around them.

Motivation

Motivation is fuel for the story. Personal hopes, flaws, and loyalties drive spacers. These motivations push them to risk everything, and when tested, reveal who they truly are.

Space Is Dangerous

The cosmos wants you dead. The void is vast, merciless, and uncaring. Radiation, vacuum, hostile life forms, and cosmic forces all conspire to end the lives of unprepared travelers.

Time

Every second burns away your chances for survival. As in Shadowdark, time is a valuable resource. Energy cells, oxygen tanks, and failing systems...

everything runs out. All of these can be given a timer. Don't limit yourself to a light source.

It Works Until It Doesn't

In DarkSpace, Spacers don't track every bullet or energy cell charge. Instead, weapons, systems, and gear keep working... until you roll a 1! That's when you find your pistol empty, your blaster out of charges, and surviving just got a lot harder.

Salvage

One spacer's junk is another's hope for salvation. Everything has value. Ruined ships, discarded tech, and even scraps of alien metal may mean survival. Salvage isn't just loot. It's life!

Exploration

You can't take the sky from me. Every floating derelict, space station, and world holds both danger and discovery. Curiosity drives Spacers into the unknown, and what they find shapes the galaxy.

Mystery

Answers always spark more questions. Strange signals, forgotten ruins, and alien remnants evoke curiosity, but they never easily give up their secrets.

RUNNING SCI-FI GAMES

SETTING THE TONE

Before deciding what type of science fiction story you're telling, you need to determine how it feels at the table. Tone is the atmosphere that shapes every description, every decision, and every roll of the dice.

Decide the Feel. Is your game filled with gritty survival, pulpy adventure, or a blend of both? The tone tells players how serious or lighthearted the story will be.

Balance Wonder and Fear. The vast emptiness of space inspires awe and dread in equal measure. A good DarkSpace game lets players marvel at discoveries while never forgetting the dangers found living among the stars.

Shape It Together. Setting the tone should never be just the GM's job. Invite your players into the process. Ask what kind of game excites them, listen to the energy they bring to the table, and build on it. For example, in Session Zero, you might ask:

- Do you want a game where survival is always at stake, or one where discovery and wonder take center stage?
- Should the story lean more toward pulpy heroics, or gritty realism?
- Are you excited about heavy roleplaying, combat, or a mix of both?

The answers become your compass for tone.

Keep It Human. Ships and systems are fun, but what keeps the tone grounded are the characters. Their fears, hopes, and choices give the players an active role in shaping the game's mood.

BRINGING IT TOGETHER

While tone may set the mood, it is the motivation that drives the action.

Ask the group:

What kind of crew are you?

Scoundrels chasing quick credits, cutting deals, or skirting the law?

Are you doing whatever it takes to make it through one more day in the vast emptiness of space?

Are you a group of Spacers seeking discovery, wonder, and a chance to make your mark on the stars?

Most DarkSpace crews fall into the Survivor category, but naming your shared drive upfront gives the GM a compass and helps the players understand what binds them together.

Once you know the crew's motivation, you're ready to shape the kind of science fiction story they'll inhabit.

STORYCRAFTING

SO, WHAT MAKES A GOOD SCI-FI STORY?

With tone and motivation in place, your story will take shape in a universe of science fiction or one of science fantasy. These seem like the same thing, but even though they both share the same stars, they travel along different routes.

As a GM in DarkSpace, you don't have to choose one forever, as your table will most likely drift between the two, sometimes even in the same session! What matters is knowing what each one offers and how to lean into it.



SCIENCE FANTASY

Science Fantasy leans toward wonder, myth, and awe, where the tone is larger than life and mystery takes center stage."

To paraphrase one writer, science fantasy is the "myth of the future."

It doesn't worry about every gear turning or the specifics of how a laser sword works. Instead, it embraces wonder, magic-like technology, and archetypal storytelling.

Imagination First. Whether it's lightsabers, psychic powers, or living ships, science fantasy lets the imagination take the lead. It asks, "What if the impossible were possible?"

Mythic Struggle. Heroes and villains are often larger than life, but their motivations remain deeply human:

Survivors will fight tooth and nail against overwhelming odds, like the remaining crew of a large starship slowly falling into the event horizon of a black hole. Will the players find a way to get the ship back on the right course, or will they find some ancient evil at the heart of the black hole waiting to be released?

Virtuous science fantasy will embody hope, courage, or sacrifice in stories where rebels work behind the scenes to jumpstart a rebellion against an evil empire that spans a galaxy. Will your players take up the challenge and use their mystical abilities to recruit others in the struggle?

Vile stories will have tyrants, cult leaders, or corrupt warlords. There could be a space pirate with psychic abilities trying to wrest an empire away from despots just as cruel and malicious as they are. Which faction will your players side with, or will they chart their own course?

These forces clash on a mythic stage, and the drama resonates because it reflects our timeless struggles.

Symbolic Technology. Devices and powers often act like symbols more than tools: a sword of light, a mind that touches the stars, or a relic humming with mystery from an ancient, long-dead race.

Mythic Storytelling. The unknown is not meant to be dismantled by equations, but rather to be embraced as strange, transformative, and larger than life.

At your table, science fantasy works best when you let mystery stand. Don't over-explain. Let the awe and majesty of it breathe.



SCIENCE FICTION

Science Fiction leans toward tension, consequence, and plausibility, where the tone balances reason and imagination to explore “what if.”

Science fiction is a conversation with the present set in the future.

It imagines what happens when science and society push beyond the edge of the known. Here, plausibility matters, and you don't need to be a rocket scientist! It's important that the players feel like these futures might be theirs.

Reason and Imagination

Together. Good sci-fi doesn't pit science against storytelling. It lets imagination explore what reason can't yet touch, while respecting the power of both.

What If...? Stories grow from questions such as these: What if corporations own the air we breathe? What if androids gain full personhood? What if our technology outpaced our ethics?

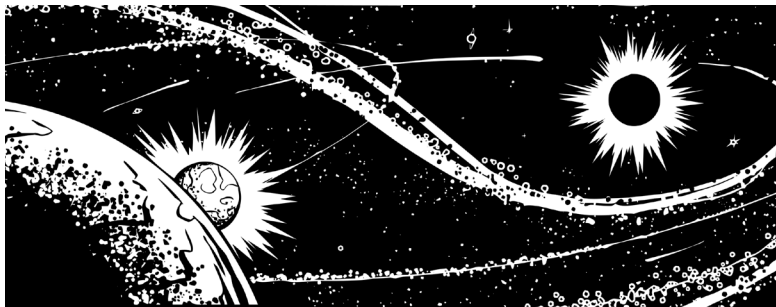
Moral Tension. The best sci-fi is a laboratory for ethics. In DarkSpace, this tension often shows up through motivation:

Survivors do whatever it takes to make it to tomorrow. Think of colonists rationing oxygen in a failing habitat on the edge of Saturn while mining its rings for particles of ice. Your players seek to escape these horrible conditions on the next supply ship, hoping to find somewhere more habitable.

The Virtuous cling to their ideals, even when it costs them. You could have a setting where androids demand equal rights in a society that profits from their labor, and your players work to free them from their enforced servitude.

The Vile are always willing to exploit others for power, profit, or pleasure. A corporate magnate might be fueling wars between colonies to maintain high weapons sales, and your players are gathering evidence to expose them.

No starship battle or alien encounter is complete without asking: What's driving the people at the center of this conflict?



SETTING

BRING YOUR OWN SETTING

The genre of science fiction is very broad and encompasses a myriad of subgenres and settings. By choosing just one for DarkSpace, we limit what is possible with the Shadowdark rules system.

Instead, we encourage you as the GM to bring your own setting to your adventures. You can choose to mimic an existing setting or intellectual property or come up with your own.

ONE-PAGE SETTINGS

On the following pages, you will find 12 settings, subgenres of science fiction, that you can use as a template when creating your own setting.

Each setting contains a brief description, keywords to consider when designing elements of the setting, examples of the subgenre across a wide range of fictional works, and a **Setting Configuration**.

This **Setting Configuration** is designed to help you decide which qualities (rules, features, and play modes) in both Shadowdark (SD) and DarkSpace (DS) you need to capture the essence of that setting. The following list provides quick page references in both books.

Classification: Archetypes (DS, pg 11-25), Classes (SD, pg 18-25)

Diversity: Species (DS, pg 8-10), Ancestries (SD, pg 16-17)

Backgrounds: DS pg. 26-27, SD pg. 26

Morality: Motivation (DS pg. 28), Alignment (SD pg. 27)

Metaphysical: Triad (DS pg. 29-33), Magic (SD pg. 43-73)

Technology: Projectile and Energy (DS pg.39), Archaic (SD pg. 37)

Spaceships: Yes or No, DS pg. 78

Speed: SL or FTL, DS pg. 94

Scale: Planet, System, Sector or Galaxy, DS pg. 95

Currency: Credits (DS pg. 34) Gold (SD pg. 33)

Modes/Rules:

DarkSpace: Bounty Hunter pg. 60, Corruption pg. 48-51, Hacking pg. 52-57, Reputation pg. 58-59

Shadowdark, pg. 111: Blitz, Chaos, Deadly, Fatality, Grinder, Hunter, Momentum, Pulp

CYBERPUNK

KEYWORDS

High Tech, Low Life, Dystopian, Noir, Sprawl, Transhuman

EXAMPLES

Blade Runner, Cyberpunk RPG series, Deus Ex, Ghost in the Shell, The Matrix, Neuromancer

DESCRIPTION

Cyberpunk is a fusion of advanced technology and a decaying, often dystopian, social order. It paints a gritty picture of the near future where societal structures are frequently crumbling or oppressive.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Human Only + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

None

Technology

Projectile Weapons

Spaceships

No

Speed

None

Scale

Planet or System

Currency

Credits

Modes/Rules

Bounty Hunter, Chaos, Corruption, Fatality, Hacking

CYBERPUNK FANTASY

KEYWORDS

High Tech, Low Life, Magical,
Dystopian, Sprawl, Transhuman

EXAMPLES

*Arcane, Final Fantasy,
Shadowrun, Necromunda*

DESCRIPTION

Cyberpunk Fantasy merges the high-tech, dystopian, elements of cyberpunk with the magical and mythological, components of fantasy like spellcasting, mythical creatures, and epic quests.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Classes

Diversity

Ancestries + Androids

Backgrounds

Any

Morality

Alignment

Metaphysical

Magic

Technology

Archaic and Projectile Weapons

Spaceships

No

Speed

None

Scale

Planet or System

Currency

Credits

Modes/Rules

Bounty Hunter, Chaos, Corruption,
Fatality, Hacking, Pulp

MILITARY SCI-FI

KEYWORDS

Duty, Honor, Sacrifice, Hierarchy, Tactics, Camaraderie, Trauma

EXAMPLES

Starship Troopers, Ender's Game, Aliens, Halo, The Clone Wars, StarCraft, Warhammer 40k

DESCRIPTION

Military Sci-Fi focuses on warfare and military conflict, typically in futuristic or interstellar settings.

It emphasizes the experiences of military personnel, the tactics and technology of future combat.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Species (often Human Only) + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

None

Technology

Energy or Projectile Weapons

Spaceships

Yes

Speed

FTL

Scale

Galaxy or Greater

Currency

Credits

Modes/Rules

Fatality, Hunter, Momentum

POST APOCALYPTIC

KEYWORDS

Nuclear, Pandemic, AI Uprising, Wasteland, Urban Ruins, Zombie

EXAMPLES

Fallout, Mad Max, Nausicaa, Planet of the Apes, The Terminator, The Walking Dead

DESCRIPTION

Post-Apocalyptic explores life after a cataclysmic event has devastated civilization. Focuses on the struggles, societal rebuilding, and human condition in a drastically altered and often hostile world.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Human or Species as Mutants + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

None

Technology

Projectile Weapons

Spaceships

No

Speed

None

Scale

Planet or System

Currency

Credits

Modes/Rules

Blitz, Chaos, Deadly

SCIENCE FANTASY

KEYWORDS

Swords, Lasers, Exploration, Lost Civilizations, Ancient Technology

EXAMPLES

Barsoom, *He-Man*, *Legend of Zelda: Breath of the Wild*, *Spelljammer*, *Thundarr*

DESCRIPTION

Science Fantasy merges high-tech elements of sci-fi like robots, lasers, and aliens with the magical and mythological components of fantasy like pirates, spellcasting, mythical creatures, and epic quests.

SETTING CONFIGURATION

QUALITY

Classification

Diversity

Backgrounds

Morality

Metaphysical

Technology

Spaceships

Speed

Scale

Currency

Modes/Rules

MECHANIC

Classes

Species + Androids

Any

Alignment

Magic

Archaic and Energy Weapons

Yes or No

SL or FTL

Any

Gold-based

Momentum, Pulp

SCI-FI (HARD)

KEYWORDS

Science, Realism, Physics,
Exploration, Survival, Innovation

EXAMPLES

*Foundation (novels), Interstellar,
The Martian, Ringworld,
Hardspace: Shipbreaker*

DESCRIPTION

Hard Sci-Fi emphasizes scientific accuracy, logical consistency, and adherence to known (or plausibly extrapolated) scientific and technical principles. White collar innovation and blue collar exploration.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Human Only

Backgrounds

Any

Morality

Motivation

Metaphysical

None

Technology

Projectile Weapons

Spaceships

Yes

Speed

SL

Scale

Planet or System

Currency

Credits

Modes/Rules

Blitz, Deadly, Grinder

SCI-FI (SOFT)

KEYWORDS

Character-driven, emotional, allegory, ethical, philosophical

EXAMPLES

Brave New World, Doctor Who, Orphan Black, Gattaca, Fringe, Star Trek, Tales From the Loop

DESCRIPTION

Soft Sci-Fi prioritizes character development, societal exploration, and humanistic themes over strict adherence to scientific accuracy or detailed technological explanations

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Species (often Human Only) + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

None or The Triad as psychic

Technology

Energy or Projectile Weapons

Spaceships

Yes or No

Speed

SL or FTL

Scale

Planet or System

Currency

Credits

Modes/Rules

None

SPACE HORROR

KEYWORDS

Isolation, Survival, Existential, Dread, The Unknown

EXAMPLES

2001, Alien, Event Horizon, Sphere, The Thing, Pitch Black

DESCRIPTION

Space Horror blends the awe-inspiring vastness of space with the primal terror of the unknown.

Survival and isolation are as deadly as an alien encounter.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Species (often Human Only) + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

The Triad (rare)

Technology

Projectile Weapons

Spaceships

Yes

Speed

SL or FTL

Scale

System, Sector, or Galaxy

Currency

Credits

Modes/Rules

Blitz, Corruption, Fatality

SPACE OPERA (FANTASY)

KEYWORDS

Grand Scale, Hero's Journey, Lived-In, Impossible Odds, Balance, Metaphysical

EXAMPLES

Dune, Stargate, Star Wars, Warhammer 40,000

DESCRIPTION

Fantasy Space Opera is a blend of adventure, mythology, and futuristic technology.

Often characterized by the struggle between good and evil, a rich diversity of species and a unknown mystical force.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Species + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

The Triad (mystical force)

Technology

Powered/Energy Weapons

Spaceships

Yes

Speed

FTL

Scale

Galaxy or Greater

Currency

Credits

Modes/Rules

Bounty Hunter, Corruption, Pulp

SPACE OPERA

(SCI-FI)

KEYWORDS

Grand Scale, Melodrama, Politics, Relationships

EXAMPLES

Babylon 5, Battlestar Galactica, Dark Matter (2015), The Expanse, Farscape, Foundation (TV series)

DESCRIPTION

Sci-Fi Space Opera emphasizes politics, warfare, and futuristic technology on a grand scale.

Often features large political bodies, high stakes, and pushing into the unknown.

SETTING CONFIGURATION

QUALITY	MECHANIC
Classification	Archetypes
Diversity	Species (often Humans Only) + Androids
Backgrounds	Any
Morality	Motivation
Metaphysical	The Triad (rare, often psychic)
Technology	Powered/Energy Weapons
Spaceships	Yes
Speed	FTL
Scale	Galaxy or Greater
Currency	Credits (sometimes none)
Modes/Rules	Bounty Hunter, Momentum, Pulp

SPACE WESTERN

KEYWORDS

Freedom, Frontier, Lawless,
Second Chances, Vastness

EXAMPLES

*Firefly/Serenity, Killjoys, The
Mandalorian, Star Wars: Outlaws,
Trigun*

DESCRIPTION

Space Western melds the rugged individualism, lawless frontiers, and moral ambiguities of traditional Westerns with futuristic science fiction settings, often on distant planets or remote space outposts.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Species (often Human Only) +
Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

The Triad (rare, psychic/mystical)

Technology

Usually Projectile Weapons

Spaceships

Yes

Speed

SL or FTL

Scale

System, Sector, or Galaxy

Currency

Credits

Modes/Rules

Pulp, Bounty Hunter, Chaos,
Momentum

TECH NOIR

KEYWORDS

Dark, Gritty, Morally Ambiguous, Mystery, Spycraft, Dystopian, Rain-slicked Streets, Night Time

EXAMPLES

Andor, Blade Runner, Cowboy Bebop, Dark City, Highlander

DESCRIPTION

Tech Noir fuses the atmospheric and thematic elements of classic film noir with the futuristic and often dystopian landscapes of science fiction. Advanced technology coexists with societal decay and human vulnerability.

SETTING CONFIGURATION

QUALITY

MECHANIC

Classification

Archetypes

Diversity

Humans + Androids

Backgrounds

Any

Morality

Motivation

Metaphysical

None

Technology

Energy or Projectile Weapons

Spaceships

Yes or No

Speed

SL or FTL

Scale

Planet or System

Currency

Credits

Modes/Rules

Blitz, Deadly, Grinder

RUNNING THE GAME

EPISODES VS SERIES

In keeping with the science fiction theme, single game sessions are referred to as **Episodes**. An episode is a series of encounters that build the story.

A string of Episodes that form a longer narrative is a **Series**. A series can be any length and might have an overarching plot or each Episode might be completely self-contained.

RESOURCE MANAGEMENT

In Shadowdark, gear slots are precious. When facing the void of space and the choice of using an Energy Cell is between your weapon and breathing, they become doubly so.

Spaceships offer a wide galaxy of adventures but also introduce new ways for spacers to spend their money. Do they pay for those repairs or do they push their luck so they can make it to the next big score?

REWARD INVESTMENTS

Ships are money sinks. Docking fees, fuel costs, repairs - these things add up and keep character wealth balanced. But make sure they get to do cool things with that ship they're paying for.

If they take a risky job to get a better upgrade or bigger ship,

then give opportunities for them to use them.

SPACE IS BIG. REALLY BIG.

This is the most fundamental truth of a spacefaring campaign. Don't just tell your players that a journey will take two weeks; make them feel it. Use the immense scale of space to create tension, drive narrative, and make the universe feel less like a collection of points on a map and more like a vast, untamed wilderness.

AWARDING XP

Shadowdark XP is based on treasure (salvage, credits, secrets). That can still work for DarkSpace but here is alternate narrative-based method:

For each member of the crew, ask the following questions. For each "yes" answer, take 1 XP.

- Did you participate in the episode?
- Did you fulfill your objective?
- Did you discover any plot hooks (secrets, lore, etc) you'd like to explore in the next episode?
- Did you earn a Luck Token from the GM?

CHASES

From a desperate trench run against a capital ship to a high-speed pursuit through the neon-drenched canyons of a metropolis, the chase is a staple of science fiction adventure.

In DarkSpace, chases are simple, fast-paced, cinematic challenges. Focus on the players' clever decisions, dramatic descriptions, and the frantic, edge-of-your-seat action.

Characters begin chases at a NEAR distance from each other and have rounds and turns like regular combat.

Each round, the players and GM take turns describing how they will attempt to slow the other character down and then make the appropriate check.

At the end of the round, roll to see what type of event or obstacle occurs to throw the chase off.

When a character takes damage (whether from combat or obstacles), the target makes a check to maintain distance with the amount of damage taken as the DC.

If they fail, the distance is altered in one of two ways:

- If the quarry fails the check, the distance is reduced by one increment.
- If the pursuer fails the check, the distance is increased by one increment.

The chase ends when one of the following has occurred:

- The quarry moves beyond a FAR distance from the pursuer.
- All characters on one side of the chase are incapacitated.

d12 EVENT/OBSTACLE

1	Sudden Obstruction
2	Choke Point
3	Debris Field
4	Steep Elevation Change
5	Unstable Surface
6	Moving Terrain
7	Forked Path
8	Explosive Hazard
9	Obscured Vision
10	Territorial Denizen
11	Authority Involvement
12	Structural Collapse

JOBS & SALVAGE

In DarkSpace, spacers often earn their credits by completing jobs rather than finding chests of them in dirty tombs. However, some spacers do find their way by scrapping the junk left by others.

JOBS

Jobs can come from all manner of sources - legitimate and not so legitimate.

If you are looking for inspiration for a job the Random Job Generator has been provided to assist with your crew's next score. Roll one of each die to generate the job.

A job's final pay is often determined by the overall difficulty of the job and the average level of the spacers completing the job. The Job Payments table provides guidelines for base pay.

Consider adding in bonus stipulations should the crew go above and beyond the requirements of the job.

SALVAGE

Scrapping salvage allows spacers a chance to earn a bit more credits from the junk they find.

Monsters and NPCs have a 50% chance of carrying salvage besides any gear already on them.

The GM can generate random salvage ahead of time by rolling on the salvage table that matches the average Crew Level (rounded down).

Alternatively, crews can look around for salvage with a Normal (DC 12) WIS check. On a success, they can roll on the salvage table that matches the discovering character's level. Limit salvage checks to one per area unless the GM feels more would be appropriate.

Crews can choose to keep any salvage they find or sell it at the listed price on the salvage table. Certain high value items may need a broker to offload them. Salvage takes up one gear slot unless otherwise specified.

JOB PAYMENTS 0-6

Job Difficulty	Crew Level 0-3	Crew Level 4-6
Easy	1d4 x10cr	1d6 x 10cr
Normal	1d4 x100cr	1d6 x 100cr
Hard	1d4 x1,000cr	1d6 x 1,000cr
Extreme	1d4 x10,000cr	1d6 x 10,000cr

JOB PAYMENTS 7-10+

Job Difficulty	Crew Level 7-9	Crew Level 10+
Easy	1d8 x 10cr	1d10x 10cr
Normal	1d8 x 100cr	1d10x 100cr
Hard	1d8 x 1,000cr	1d10x 1,000cr
Extreme	1d8 x 10,000cr	1d10x 10,000cr

COMMON CARGO VALUES

d10	Cargo	Value per Cargo Slot
1	Illegal Drugs and Narcotics	2d10 x100cr
2	Medical Supplies & Pharmaceuticals	1d10x 100cr
3	Military Hardware and Weapons	1d10x 100cr
4	Foodstuffs	1d10x 50cr
5	Air Filters	1d10x 50cr
6	Water	1d10x 50cr
7	Maintenance Tools	1d10x 50cr
8	Terraforming Equipment	1d10x 100cr
9	Alien Livestock	1d10 x100cr
10	Exotic Minerals and Ores	2d10 x100cr

JOB...

	Employer (d4)	Job Type (d6)	In the Same... (d8)
1	Corporation	Bounty / Enforcer	Galaxy
2	Crime Syndicate	Hauling / Smuggling	Sector
3	Revolutionaries	Raid	System
4	Government	Heist	Planet
5		Recon	Region
6		Salvage	Settlement
7			Neighborhood
8			Building
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

...GENERATOR

Location (d10)	Involving a... (d12)	And a... (d20)
Space	Politician	Ship
Base / HQ	Officer	Robot / Android
Outpost	Crime Boss	Animal
Hideout	Executive	Relic
Wreck / Ruin	Soldier	Sum of Credits
Bar / Casino	Ganger / Pirate	Art Object
Wilds / Abandoned	Corporate Employee	Jewelry
Agriculture	Bureaucrat	Trade Secret
Garage / Hangar	Business Owner	Espionage Intelligence
Warehouse / Factory	Espionage Agent	Criminal Evidence
	Celebrity	Weapons
	Worker	Fuel
		Contraband Substance
		Trade Goods
		Communication Tech
		Foodstuffs
		Shield Tech
		Ship Parts
		Vehicle Parts
		Vehicle

SALVAGE 0-3

d100 Details

01	Bent, titanium spork (1cr)
02-03	Carbon rod (2cr)
04-05	Bag of smooth metallic spheres (2cr)
06-07	Empty Energy Cell (1cr)
08-09	Handheld plasma torch with a cracked lens (1 energy cell)
10-11	Cybernetic tooth (1cr)
12-13	Sparking Vibroknife (1cr)
14-15	Two empty Stimpak injectors (6cr)
16-17	60 microchips in a worn-out spacers glove (6cr)
18-19	Cracked, handheld holo-mirror (8cr)
20-21	Heavy vibroaxe with a cracked handle (9cr)
22-23	10 CredChits in a smelly, plastisteel box
24-25	Fragment of a rare ochre data crystal (10cr)
26-27	Blaster rifle with cracked scope (10cr)
28-29	Dusty, light armor with cracked plates (10cr)
30-31	Scuffed, reinforced ballistic shield (10cr)
32-33	Simple, well-crafted vibrosword (10cr)
34-35	12 CredChits in the pocket of a torn jumpsuit
36-37	Blaster Pistol with flickering emitter (12cr)
38-39	Pair of custom twin vibroknives (14cr)
40-41	Gold-plated dish from a defunct luxury starcruiser (15cr)
42-43	Dark stone statuette of an unknown deity (15cr)
44-45	Undersized pearl from a bio-engineered mollusk (20cr)
46-47	Jade-and-gold comm pin (20cr)
48-49	Bag of 10 ionized alloy spikes (2cr each)
50-51	Locket with an encoded holo image (20cr)

SALVAGE 0-3

d100 Details

52-53	A pair of gold-plated gaming dice on a chain (20cr)
54-55	A well-made ballistic shield (20cr)
56-57	Pair of custom silver-plated combat knives (10cr each)
58-59	Ancient drinking implements with alien markings (20cr)
60-61	Bundle of five hull repair plates (5cr each)
62-63	Lightweight adaptive thermal cloak (25cr)
64-65	Precision cut holo etched game pieces (25cr)
66-67	Half-assembled light exosuit frame (30cr)
68-69	Set of three antique light pistols (10cr each)
70-71	Fragment of a rare blue hypercrystal (30cr)
72-73	Set of tailored slippers and a luxury space robe from a defunct luxury starcruiser (35cr)
74-75	Silver-and-gold circlet with neural link ports (40cr)
76-77	Radiant, polished synthetic pearl (40cr)
78-79	Energy Shield etched with ancient stellar patterns (40cr)
80-81	Gold idol of an alien with a ruby-like mineral in its one "eye" (60cr)
82-83	Fully assembled light exosuit (60cr)
84-85	Fragmented energy crystal (60cr)
86-87	Pair of luminescent alien pearls (40cr each)
88-89	<i>Personal Stealth Field Generator</i> (1 charge) (80cr)
90-91	<i>Portable Power Converter</i> (100cr)
92-93	<i>Alien Incubation Pod</i> (100cr)
94-95	<i>Lifter Arms (14)</i> (120cr)
96-97	<i>+1 enhanced armor</i> (enhanced but with a drawback) (150cr)
98-99	<i>Spacefold Bag</i> (150cr)
00	<i>+1 enhanced weapon</i> (200cr)

SALVAGE 4-6

d100 Details

01	3 CredChits on the ground
02-03	Data Chip with Encrypted Schematics (5cr)
04-05	Restricted Access Keycard (1cr)
06-07	Commando Helmet (10cr)
08-09	Platinum ID Tag with Holographic Emblem (10cr)
10-11	Case of 20 crystalline data module fragments (10cr)
12-13	Heavy Serrated Vibrosword (15cr)
14-15	3 light force javelins (5cr each)
16-17	A small container of illegal spice (15cr)
18-19	Vaporizer crafted from rare meteorite (15cr)
20-21	Set of polished silver chance cubes (25cr)
22-23	Titanium flask with luminescent engraving (30cr)
24-25	Automata optical sensor (30cr)
26-27	Ballistic case with 3 StimPaks inside (10cr each)
28-29	Holographic portrait of a ship officer (35cr)
30-31	Strange, alien pearl (40cr)
32-33	Gilded ceremonial forcehammer (40cr)
34-35	Silver code cylinder with emerald crystal matrix (40cr)
36-37	Holographic tapestry projector (45cr)
38-39	Tiny rudimentary automata in the shape of a dragon (45cr)
40-41	Half-assembled medium exosuit frame (50cr)
42-43	Forcemace inlaid with gold alien markings (50cr)
44-45	Delicate vase from a defunct starcruiser (50cr)
46-47	Automata restraining module (50cr)
48-49	Severed bio-mechanical hoof (50cr)
50-51	Heavy vibroblade with stellar pearl set in pommel (50cr)

SALVAGE 4-6

d100 Details

52-53	Meteoric glass sculpture of a cosmic horror (50cr)
54-55	Crystalline data module containing religious texts (55cr)
56-57	Case of six glowrods, no energy cells (10cr each)
58-59	Nanoweave bodysuit, superior medium armor (60cr)
60-61	Projectile Pistol, finely crafted and gold inlaid (60cr)
62-63	Incomplete suit of heavy armor (60cr)
64-65	Magnetic, iridescent chunk of meteorite (70cr)
66-67	Holographic display for a surveillance system (70cr)
68-69	Preserved alien specimen (75cr)
70-71	A rare blue hypercrystal (75cr)
72-73	A fine vibrachord instrument from a defunct luxury starcruiser (75cr)
74-75	A belt dweller tooth carved with historical imagery (80cr)
76-77	Titanium ballistic shield with glowing blue crystals (80cr)
78-79	Two cryo-preserved gene-crafted animal embryos (40cr each)
80-81	Blaster Grenade (100cr)
82-83	Projectile Cannon for a ship (150cr)
84-85	<i>Healing Booster</i> (heals 2d8 hp) (150cr)
86-87	<i>+1 enhanced weapon</i> (200cr)
88-89	Schematics for a ship feature (drawback but cost is halved) (200cr)
90-91	<i>Dermal Plating +2</i> (200cr)
92-93	Energy Shield generator for a ship (250cr)
94-95	<i>Spacerip Bag</i> (250cr)
96-97	<i>+2 enhanced armor</i> (300cr)
98-99	<i>Optical Camouflage</i> (300cr)
00	<i>+2 enhanced weapon</i> (drawback) (500cr)

SALVAGE 7-9

d100 Details

01	Twisted Porthole Frame (1cr)
02-03	Charred spacer gloves (2cr)
04-05	Plastisteel musical tuning fork (8cr)
06-07	A green, glowing vibroblade (15cr)
08-09	A hand holding a homemade, heavy vibrosword (15cr)
10-11	Matching pair of blaster pistols with military insignia (20cr)
12-13	A pack of unopened deathstiks (20cr)
14-15	A freeze-dried husk of an alien insect (25cr)
16-17	Holographic projector that displays past simulations (30cr)
18-19	Quarantine lock box, sealed & labeled BIO-HAZARD (35cr)
20-21	Two rebreathers and a roll of mylar tape (35cr)
22-23	A full-face, black metal rebreather (40cr)
24-25	Geological scanner showing minerals nearby (50cr)
26-27	An encrypted access card (50cr)
28-29	Officer's personal log detailing their last mission (55cr)
30-31	A glowing moss with healing properties (1d6 hp) (60cr)
32-33	Crate containing 12 tubes of a surprisingly edible synthetic nutrient paste (each tube has 3 portions of rations) (60cr)
34-35	An emergency signal flare that is visible from orbit (65cr)
36-37	Figurine with 8 wings & a glowing eye in the middle (75cr)
38-39	4 detonation charges used for controlled mining (80cr)
40-41	Damaged translator shaped like an aquatic creature (80cr)
42-43	Necklace adorned with blue and violet gem stones (80cr)
44-45	4 luminescent crystals hum when touched (20cr each)
46-47	Box filled with a variety of genetically modified seeds (80cr)
48-49	Ornate self-heating wok & matching cooking utensils (80cr)

SALVAGE 7-9

d100 Details

50-53	Cloak of fabric that shifts colors & patterns (80cr)
52-53	Holo-portrait of a famous admiral (8cr)
54-55	A primitive carving in a meteorite with precious metals (85cr)
56-57	Mystical ceremonial garments with esoteric symbols (90cr)
58-59	Time capsule containing relics of a past civilization (90cr)
60-61	Ancient ceremonial armor depicting a winged creature (95cr)
62-63	Data cube message of a human female dressed in white (95cr)
64-65	The head of a blasted service droid, memory-wiped (110cr)
66-67	An AI memory core with corrupted or mysterious data (120cr)
68-69	Solar harvester panel still usable for energy collection (120cr)
70-71	Gravity tether, anchors equipment in low gravity (120cr)
72-73	<i>Healing Booster</i> (3d10 hp) (200cr)
74-75	Schematics for a ship system (flawed but cost is half) 200cr)
76-77	<i>Momentum Booster</i> (200cr)
78-79	<i>Augmented Sensors</i> (16) (250cr)
80-81	Holomap of alien terrain in an unknown region (260cr)
82-83	<i>Stasis Rod</i> (300cr)
84-85	A tank of pure distilled water (300cr)
86-87	Energy Torpedo (300cr)
88-89	+2 enhanced armor (300cr)
90-91	+2 exosuit armor (325cr)
92-93	Crate of medical supplies (325cr)
94-95	<i>Variable Transponder</i> (350cr)
96-97	<i>Sensor Scrambler</i> (350cr)
98-99	<i>Tractor Beam</i> (600cr)
00	+3 enhanced weapon (benefit) (900cr)

SALVAGE 10+

d100 Details

01	3 titanium sporks (1cr each)
02-03	High-grade de-louser (3cr)
04-05	A chipped, exotic alien reed instrument (5cr)
06-07	Half of a bottle of StarFlare Ale (50cr)
08-09	A holocube recording of a well-known alien band (60cr)
10-11	Cracked plasma welding torch (70cr)
12-13	A small, training drone, fires stinging energy beams (75cr)
14-15	Portable Starlight Spa Orb from a luxury Starliner (80cr)
16-17	4 religious books written on alien parchment (20cr each)
18-19	Custom-designed blaster pistol in real leather holster (100cr)
20-21	Schematics for a ship feature (cost is halved) (100cr)
22-23	Energy Armor Projector (100cr)
24-25	Ornate timepiece made with nano-nebula particles (125cr)
26-27	<i>Nano Stabilizer</i> (14) (120cr)
28-29	Curved, double-edged, white knife with black handle (130cr)
30-31	Energy Armor with an exosuit conversion (150cr)
32-33	Plush, Zero-G recliner with built-in neural-stim tech (160cr)
34-35	Sculpture of a monk meditating by a floating moon (220cr)
36-37	Shimmering tapestry depicting distant galaxies (220cr)
38-39	Crate filled with a strange, glowing ore (225cr)
40-41	<i>+1 vibrospear</i> (benefit, highly durable material) (220 credits)
42-43	Ornate officer's dress uniform tailored for four arms (230cr)
44-45	Light laser cannon still in its shipping container (230cr)
46-47	Sealed weapons crate full of pistols and rifles (240 credits)
48-49	Small container filled with 12 rebreathers (240 credits)
50-51	Cask of "Andromeda Stars," an illegal hallucinogen. (240cr)

SALVAGE 10+

d100 Details

52-53	Variety of alien artifacts from an archaeological dig (240cr)
54-55	Holoprojector in need of minor repairs (250cr)
56-57	A variety of asteroid mining equipment (250cr)
58-59	Emergency force shield for repairing hull breaches (260cr)
60-61	Small plastisteel box containing a rare star sapphire (280r)
62-63	Skeleton of a humanoid encased in an alien metal (360cr)
64-65	Interplanetary communications relay, damaged (360cr)
66-67	Two boxes of "Emergency Medical Supplies" (180cr each)
68-69	<i>Healing Booster</i> (4d10hp) (360cr)
70-71	Full body security scanner (360cr)
72-73	Luxury custom cocktail dispenser (360cr)
74-75	Schematics for a ship system (cost is halved) (360cr)
76-77	Unused <i>Sensor Scrambler</i> (360cr)
78-79	<i>Neural Cortex</i> (18) (360cr)
80-81	Communications Array with laser burn marks in critical areas (720cr)
82-83	Active cryopod with a humanoid(?) inside (750cr)
84-85	Starship FTL Drive in need of repairs (840cr)
86-87	Schematics for advanced ship system (cost is halved) (840cr)
88-89	Data cube with route to a wormhole to another galaxy (850cr)
90-91	3 energy torpedoes (300cr each)
92-93	+3 <i>enhanced armor</i> (2 benefits) (900cr)
94-95	+3 <i>enhanced weapon</i> (2 benefits) (900cr)
96-97	A ship's Sensor Array in perfect condition (1000cr)
98-99	<i>Robe of Glorification</i> (1200cr)
00	<i>The Singularity Sphere</i> (1200cr)

EMERGENT PLAY

EMERGENT, SOLO, AND GM-LESS PLAY

In emergent play, there is no pre-defined structure or story. Instead, gameplay is defined as scenes the players create and progress through together. The strength of emergent play is collaborative, spontaneous creativity. However, the players can use a series of tables to help foster that creativity.

This same process can be used for GM-less and Solo Play. The difference is that you use an Oracle table to make choices and determine outcomes that a GM usually does.

An episode of three acts is a good way to structure your emergent gameplay sessions.

In Act 1, the players and GM set the stage for the episode. This can be defined with a few questions.

- What is the objective of the episode? A job, a mission, etc.
- Who are the key NPCs? Quest giver, allies, antagonists, etc.
- Where is the episode going to take place? One set piece or several?
- When does the episode end? Is there a Timer Event? What are the success and failure conditions?

- Why are the Spacers tackling this objective? Pay, duty, curiosity, vengeance, etc?

Act 2 is where the majority of the episode takes place. Act 2 should have an **Entrance Scene** and an **Exit Scene**, with a random number of scenes in between. These scenes can all be the areas in a site that need exploring, or they could take place in different locations as defined in Act 1.

The Entrance Scene gets the action rolling (landing the ship, kicking open the door, etc).

The Exit Scene wraps the action up (defeating the boss denizen, retrieving the macguffin, blowing up the space station, etc).

Act 3 wraps up the episode. The "why question" in Act 1 is revisited to determine whether it was fulfilled. This could be as simple as getting paid and carousing or as complex as a cliffhanger for the next episode.

EMERGENT PLAY PROCESS

PRE-GAME SETUP

Create a crew of Spacers. If you are playing solo, 2-4 is recommended.

If needed, create a ship or use one of the stock ships.

ACT 1

Use the questions mentioned above to determine the basic story of the episode. Collaborate with the other players and the GM. If you are playing solo, think about the story you want to tell.

Use the Job Generator Table to either generate a job or generate some inspiration. Use the Inspiration Prompts table to fill in any sci-fi details.

Determine the essential NPCs using the random Spacer and NPC Details tables.

Play through Act 1 using the Oracle and Difficulty Table as necessary.

ACT 2

Determine the number of scenes by rolling on the Site Size table.

Set the stage for your Entrance Scene. Optionally, do the same for the Exit Scene if you want to know what the ending will look like. To set the stage:

- If needed, generate a planet or system for the general setting.
- Create the set piece by rolling for Area 1 Details.
- Use the Inspiration Prompts table to fill in any details.
- Don't roll the details for the other areas until your crew enters them.
- Determine the Danger Level of the scene, and use the Danger Level table if desired.
- Generate a Timer Event.
- The Crew begins the Entrance scene.

- Roll for a random encounter if a danger doesn't already exist in the area.

After the stage is set, encounter the scene.

Use the Oracle table for any decisions and determine DCs using the Difficulty table.

Determine Denizen Level using the table.

Anything that takes significant time (fights, puzzles, etc) ticks the event timer down by 1.

When ready to proceed to the next area, roll the Area Details. The event timer ticks down by 1.

Play continues as above for each subsequent scene. Feel free to add scenes as you see fit. Act 2 concludes when the exit scene is complete.

ACT 3

Collaborate to determine the episode's outcome. Wrap up any loose threads before closing out the session. As needed, use any of the tables mentioned to wrap things up.

Then, determine XP. For each member of the crew, ask the following questions. For each "yes" answer, take 1 XP.

- Did you participate in the episode?
- Did you fulfill your objective?
- Did you discover any plot hooks (secrets, lore, etc) for the next episode?
- Did you earn a Luck Token from the GM?

EMERGENT PLAY CHEAT SHEET

ACT 1

- What is the objective of the episode?
- Who are the key NPCs?
- Where is the episode going to take place?
- When does the episode end?
- Why are the Spacers tackling this objective?

ACT 2

- Set the number of scenes using the Site Size table.
- Set the stage for the Entrance Scene. Planet, Site Area.
- Set Danger Level, check for Random Encounter.
- Explore the scene.
- Roll next Area details when entering.
- Consult Oracle table for answers.
- Repeat until Exit Scene.

ACT 3

- Did you participate in the episode?
- Did you fulfill your objective?
- Did you discover any plot hooks (secrets, lore, etc) for the next episode?
- Did you earn a Luck Token from the GM?

For each "yes" answer, take 1 XP.

USING THE ORACLE

Any time that you would normally ask a GM a Yes or No question, roll on the Oracle table.

You can also weight this roll. If the odds that the question you are asking would have a positive result, roll with Advantage. However if it is likely to have a negative result, roll with disadvantage.

ORACLE DEFINITIONS

"Yes/No and...": An extreme result. You get a yes or no and then add an additional positive or negative answer to that result.

"Yes/No but...": A complication. You get a yes or no answer and then add an additional answer of the opposite polarity.

"Yes/No": What it says.

Unexpected (positive/negative): You get a twist or random result of the polarity noted. Roll on the Inspiration Prompts table if you need help determining what that is.

ADDITIONAL ORACLE TABLES

These tables are optional but helpful any time you need to clarify an answer or detail. Here are some examples of how to use them in an encounter with guards:

Danger Level - Sets the chance of randomly encountering guards.

Number - "How many guards?"

Denizen Level - "How tough are the guards?"

Reaction - "How do the guards react when they see me?"

Quality - "What kind of gear do the guards have?"

THE ORACLE

d8	Outcome
1	No, and...
2	No
3	No, but...
4	Unexpected (Positive)
5	Unexpected (Negative)
6	Yes, but...
7	Yes
8	Yes, and...

NUMBER

d6	Number
1	One/None
2-3	Few
4-5	Several
6	Many

REACTION

d6	Reaction
1	Hostile
2	Suspicious
3-4	Neutral
5	Curious
6	Friendly

DANGER LEVEL

d6	Danger Level
1	Safe
2-3	Unsafe
4-5	Risky
6	Deadly

DENIZEN LEVEL

d6	Level vs Avg Crew Level
1	2 below (min 1)
2	1 below (min 1)
3-4	Same Level
5	1 above
6	2 above

QUALITY

d6	Quality
1	Damaged
2	Inferior
3-4	Basic
5	Superior
6	Enhanced

INSPIRATION PROMPTS

Use the following prompt table when you are needing inspiration for an encounter, location, or story element.

d%	Noun	Verb	d%	Noun	Verb
1	droid	shut down	26	blaster	escape
2	portal	pilot	27	laser rifle	capture
3	spaceship	navigate	28	force field	imprison
4	planet	fly	29	shield generator	rescue
5	moon	maneuver	30	spacesuit	heal
6	asteroid field	dock	31	android	repair
7	nebula	launch	32	cyborg	upgrade
8	galaxy	orbit	33	robot	modify
9	wormhole	land	34	drone	enhance
10	black hole	travel	35	hologram	experiment
11	starship	beam	36	replicator	research
12	space station	teleport	37	transporter	invent
13	colony	clone	38	AI	create
14	outpost	mutate	39	virtual reality	destroy
15	city	evolve	40	computer	annihilate
16	temple	transform	41	datapad	explode
17	palace	adapt	42	sensor	implode
18	laboratory	survive	43	communicator	radiate
19	prison	fight	44	energy cell	terraform
20	academy	battle	45	crystal	conquer
21	hospital	attack	46	artifact	liberate
22	market	defend	47	technology	enslave
23	cantina	invade	48	alien	betray
24	shipyard	conquer	49	species	deceive
25	laser weapon	resist	50	civilization	manipulate

INSPIRATION PROMPTS

d%	Noun	Verb	d%	Noun	Verb
51	empire	design	76	invasion	control
52	federation	pilot	77	rebellion	program
53	alliance	navigate	78	exploration	hack
54	council	fly	79	discovery	infiltrate
55	emperor	warp	80	first contact	resist
56	empress	teleport	81	diplomacy	surrender
57	commander	beam	82	treaty	sacrifice
58	captain	scan	83	prophecy	explore
59	officer	analyze	84	mission	discover
60	pilot	detect	85	rescue	travel
61	engineer	repair	86	escape	fight
62	soldier	upgrade	87	danger	defend
63	rebel	modify	88	adventure	attack
64	smuggler	enhance	89	mystery	heal
65	bounty hunter	train	90	love	build
66	trader	learn	91	betrayal	destroy
67	spy	evolve	92	sacrifice	contact
68	assassin	adapt	93	hope	communicate
69	telepath	survive	94	fear	negotiate
70	precognitive	love	95	destiny	translate
71	warrior	hate	96	future	research
72	mutant	fear	97	dream	study
73	clone	hope	98	secret	experiment
74	war	dream	99	legend	invent
75	battle	remember	100	myth	create

EXPLORATION

SITE GENERATION

To create a random site to explore, use the following procedure.

Site Location.

Roll 1d4 to determine where the site is if it is unknown.

d4	LOCATION
1	Civilization
2	Space
3	Ship/Station
4	Wilderness

Site Size.

Roll 1d4 to determine the size of the site. Then roll the number of dice listed to determine how many areas the site has.

d4	SIZE	DICE
1	Tiny	2d4
2	Small	4d4
3	Medium	8d4
4	Large	10d4

Area Details.

For each area, roll a d4 to determine how many details it has.

Then roll that many d4s to determine what type of details those are.

d4	DETAIL
1	Environs
2	Quirks
3	Features
4	Dangers

Finally roll a d20 for each detail category on the appropriate location table.

Secret Areas, Branching Paths.

For any details that allude to secret areas, hidden doors, or branching paths, add a new area and roll up new details as above.

Hex Maps.

The Area Details above can be used when rolling for Points of Interest when using the Shadowdark Overland Hex Maps method.

CIVILIZATION SITES

d20	ENVIRONS	QUIRKS	FEATURES	DANGERS
1	Control Room	Hidden Passage	Hidden Door	Rogue Androids
2	Engine Room	Scrawled Inscriptions	Energy Shield	Security Drones
3	Observation Post	Glowing Crystals	Teleporter Grid	Broken Conduits
4	Cryo Chamber	Looping Hologram	Concealed Goods	Cybernetic Gangs
5	Inhabited Base	Dormant Technology	Abandoned Salvage	Corrupt Officials
6	Artificial Biome	Damaged Statue	Data Terminal	Surveillance Systems
7	Power Core	Hovering Orb	Hanging Wires	Active Defenses
8	Cargo Hold	Whispering Voices	Collapsed Tunnel	Malfunctioning Tech
9	Barren Wastes	Data Fragment	Broken Armor	Energy Weapons
10	Exhaust Vents	Mysterious Figure	Dusty Furniture	Toxic Spills
11	Imposing Tower	Faded Warning	Squatter Camp	Inhabited Lair
12	Subterranean Bunker	Automata Parts	Forgotten Shrine	Flood Zone
13	Orbital Platform	Reversed Polarity	Makeshift Barricade	Power Outages
14	Domed Habitat	Scavenger Nest	Comms Array	Ambushing Enemy
15	Working Medbay	Force Field	Wandering Merchant	Approaching Storm
16	Ancient Temple	Stellar Map	Abandoned Supplies	Structural Collapses
17	Military Installation	Crashed Transport	Medical Scanners	Hostile Base
18	Mining Complex	Power Surge	Environmental Controls	Rebel Factions
19	Research Station	Triad Nexus	Smuggler's Cache	Social Unrest
20	Living Quarters	Derelict Spaceship	Empty Corridor	Imperiled Civilian

SHIP/STATION SITES

d20	ENVIRONS	QUIRKS	FEATURES	DANGERS
1	Control Room	Flickering Lights	Sterile Corridors	Ruptured Tank
2	Living Quarters	Squeaking Floor	Cramped Quarters	Leaking Coolant
3	Observation Deck	Chiming Intercom	Zero-Gravity Zone	Overheating Reactor
4	Engine Room	Temperature Fluctuation	Artificial Gravity	Compromised Life Support
5	Medical Bay	Dripping Water	Cryogenic Chambers	Failing Oxygen
6	Storage Locker	Jammed Door	Artificial Biome	Sudden Depressurization
7	Navigation Station	Erratic Gravity	Holographic Displays	Toxic Spill
8	Escape Pod	Malfunctioning Food Prep	Elevated Catwalk	Radiation Leak
9	Cargo Hold	Humming Vent	Synthetic Food	Electrical Fire
10	Hydroponics Farm	Unreliable Sensor	Metallic Deckplates	Unsteady Deckplates
11	Utility Corridor	Confusing Label	Pressure Vents	Hull Breach
12	Armory Vault	Sparking Console	Dripping Bulkheads	Space Debris
13	Luxury Suite	Temperamental Life Support	Orbital Generators	Hostile Lifeform
14	Repair Bay	Slow Elevator	Domed Labs	Contagious Virus
15	Meditation Chamber	Rattling Noise	Working Consoles	Electrified Controls
16	Communications Array	Closed Viewport	Industrial Sensors	Exploding Ordinance
17	Life Support	Inconsistent Lights	Access Hatch	Unstable Gravity
18	Environmental Controls	Frigid Cold	Luminous Terminals	Hostile Automata
19	Reactor Core	Blazing Hot	Research Station	Malfunctioning Security
20	Hidden Passage	Missing Items	Spacious Bay	Imperiled Crew

SPACE SITES

d20	ENVIRONS	QUIRKS	FEATURES	DANGERS
1	Radiation Bursts	Hidden Passage	Hidden Door	Alien Features
2	Cosmic Rays	Random Wormholes	Energy Shield	Spatial Anomaly
3	Plasma Trails	Glowing Crystals	Destroyed Gate	Broken Conduits
4	Energy Signatures	Looping Broadcast	Concealed Treasure	Hostile Automata
5	Gravitational Waves	Dormant Technology	Abandoned Salvage	Radiation Field
6	Nebula Gases	Damaged Statue	Energy Storm	Security Patrol
7	Asteroid Fragments	Hovering Orb	Floating Cables	Active Defenses
8	Phantom Signals	Whispering Voices	Collapsed Tunnel	Malfunctioning Tech
9	Distress Beacons	Gravity Ripple	Broken Vacuum Suit	Acid Pool
10	Debris Fields	Mysterious Figure	Energy Scorches	Slippery Surface
11	Towering Structure	Faded Warning	Hull Breach	Inhabited Lair
12	Micrometeor Impacts	Automata Parts	Forgotten Shrine	Flood Zone
13	Orbital Platform	Reversed Polarity	Weapon Mount	Toxic Fumes
14	Domed Habitat	Scavenger Nest	Comms Array	Ambush Enemy
15	Energy Fluctuations	Force Field	Wandering Merchant	Approaching Storm
16	Ancient Temple	Stellar Map	Abandoned Cargo	Enemy Vessels
17	Navigational Buoy	Crashed Transport	Scanner Array	Hostile Base
18	Scattered Resources	Power Surge	Environmental Controls	Vacant Lair
19	Temporal Distortions	Triad Nexus	Smuggler's Cache	Temporal Loop
20	Ancient Objects	Derelict Spaceship	Stable Wormhole	Imperiled Adventurer

WILDERNESS SITES

d20	ENVIRONS	QUIRKS	FEATURES	DANGERS
1	Jagged Peaks	Hidden Passage	Forgotten Relics	Toxic Flora
2	Hidden Waterfall	Ancient Inscriptions	Glowing Fungi	Predatory Fauna
3	Dense Forest	Glowing Gems	Crystal Formations	Radioactive Zones
4	Ancient Ruins	Fossilized Bones	Lost Treasure	Unstable Terrain
5	Inhabited Camp	Ancient Technology	Abandoned Technology	Extreme Weather
6	Sunken Grotto	Guardian Statue	Sacred Spring	Gravity Fluctuations
7	Crystal River	Mysterious Orb	Thick Spiderwebs	Active Defenses
8	Eerie Swamp	Whisper Echoes	Collapsed Tunnel	Energy Storms
9	Barren Wastes	Rare Herb	Broken Armor	Hostile Aliens
10	Lush Oasis	Mysterious Figure	Dusty Tomes	Mutated Creatures
11	Vast Canyon	Faded Warning	Abandoned Camp	Inhabited Lair
12	Silent Glacier	Robot Parts	Broken Shrine	Flood Zone
13	Volcanic Crater	Gravity Well	Makeshift Barricade	Sentient Plants
14	Underground Lake	Scavenger Nest	Towering Pillars	Corrosive Atmosphere
15	Isolated Lagoon	Force Field	Wandering Merchant	Approaching Storm
16	Towering Mesa	Stellar Map	Abandoned Supplies	Volcanic Activity
17	Silent Woods	Crashed Transport	Toppled Statues	Hostile Base
18	Impassable Jungle	Holographic Projection	Rusted Scrap	Monster Lair
19	Subterranean River	Triad Nexus	Smuggler's Cache	Sudden Quake
20	Dark Cavern	Derelict Spaceship	Old Road	Imperiled Explorer

ASTEROID EXPLORATION

Spacers can earn their credits exploring and mining asteroids.

Asteroid exploration follows the same method as Overland Hex Maps in the Shadowdark RPG.

Deposit extraction takes 1d6 hours and are worth the danger level number rolled x 1000 credits.

HEX TERRAIN

2d6 TERRAIN

2	Ice
3-4	Dust Field
5-6	Rocky Plain
7-8	Mountains
9-10	Deep Crevasse
11	Crystal Cluster
12	Prior Terrain + Cataclysm

NEW HEX

2d6 HEX DETAIL

2-3	Current terrain -1 step
4-9	Same as current hex
10-11	Current terrain +1 step
12	Roll a new terrain



DANGER LEVEL

d6 LEVEL

1	Safe (re-roll if cataclysm)
2-3	Unsafe
4-5	Risky
6	Deadly

CATACLYSM

d8 TYPE

1	Volcano
2-3	Asteroidquake
4-5	Radiation Field
6-7	Micrometeor Storm
8	Ship Crash

POINTS OF INTEREST

d10 TYPE

1	Ruined Colony
2-3	Gem Deposit
4-5	Gas Deposit
6-7	Ice Deposit
8-9	Ore Deposit
10	Working Colony

PLANETS

PLANETARY SYSTEM GENERATION

To create a random planetary system to explore, follow the following procedure. You may choose or roll on the Generator Table when prompted to do so.

SYSTEM

Step One: Determine System Type. Roll a d6 and consult the table to determine what type of system this is.

Step Two: Determine System Feature. Roll a d8 and consult the table to determine what unique feature this system has.

Step Three: Determine number of planets. Roll 3d4 to determine the number of planets in the system.

PLANETS

Step Four: Determine Planet Type. Roll a d10 to determine what type of planet this is.

Step Five: Determine if sapient life exists on the planet. Roll the die listed next to the Planet Type. On a 1, sapient (i.e. self-aware) life exists on that planet.

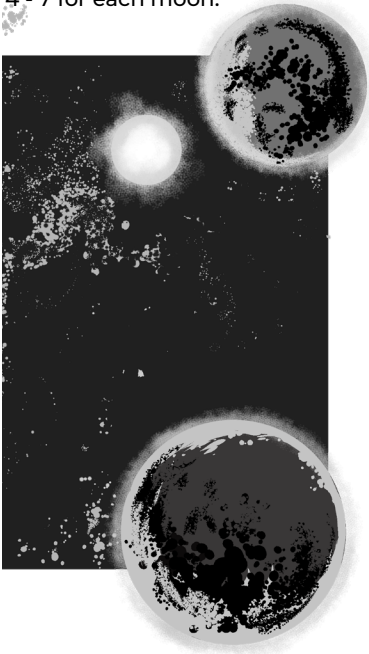
Step Six: If Sapient life exists, determine Settlement Level of the planet. Roll a d12 to determine what the highest level of settlement is on the planet. If

Sapient Life does not exist on the planet skip to Step 7.

Step Seven: Determine Biome Type. Roll a d20 to determine what biome exists on the planet. If it is a planet with Diverse Biomes roll 1d4 times to determine what the predominant biomes are.

Step Eight: Determine number of moons for each planet. (1d10)

MOONS (Optional): Repeat steps 4 - 7 for each moon.



d20	SYSTEM TYPE (d6)	SYSTEM FEATURE (d8)	PLANET TYPE (d10)	SETTLEMENT TYPE (d12)	BIOME TYPE (d20)
1	No Star	Rogue Planet	Broken (d20)	None	Rocky Desert
2	Single Star	Asteroid Field	Barren Rock (d12)	Outpost	Sandy Desert
3	Single Star	Nebula	Barren Rock (d12)	Frontier Settlement	Icy Plains
4	Single Star	Wreckage	Gas Planet (d10)	Farms	Icy Mountains
5	Binary Star	Space Station	Gas Planet (d10)	Camps	Tundra
6	Black Hole	Mega fauna	Single Biome (d8)	Villages	Taiga
7		Comets	Single Biome (d8)	Towns	Coniferous Forest
8		Mega-structure	Diverse Biomes (d6)	Small cities	Deciduous Forest
9			Diverse Biomes (d6)	Large Cities	Jungle
10			Artificial (d4)	Metropolis	Plains
11				Megalopolis	Savannah
12				Military Base	Moors
13					Marsh
14					Swamp
15					Ocean
16					Archipelago
17					Fungal Forest
18					Volcanic
19					Radioactive
20					Cavernous

PLANET NAMES

Roll for each column. DISADV for uninhabitable rocks, ADV for highly-populated diverse biomes. Mix and match for more options!

NAME			
d20	PREFIX	SUFFIX	DESIGNATION
1	Krax	tor	Minor
2	Vokk	nak	Secundus
3	Xyl	karr	Tertius
4	Qor	gant	Quartus
5	Zekk	mot	Theta
6	Hark	vex	Kappa
7	Oom	us	Epsilon
8	Phae	os	Zeta
9	lyl	ara	Sigma
10	Ael	ion	Delta
11	Nuu	ea	Gamma
12	Sool	is	Beta
13	Vyl	a	Alpha
14	Tessi	ia	Major
15	Niam	on	Proxima
16	Kyra	en	Nova
17	Oria	tis	Zenith
18	Elan	th	Omega
19	Myra	sia	Ultima
20	Vana	var	Prime

SETTLEMENT NAMES

Roll for each column. DISADV for minor settlements, ADV for sprawling megalopolis. Mix and match for more options!

NAME			
d20	PREFIX	SUFFIX	DESIGNATION
1	Grok	nar	Outpost
2	Bor	dak	Camp
3	Rusk	tor	Site
4	Hak	garr	Watch
5	Mor	k	Relay
6	Durn	helm	Station
7	Far	lon	Depot
8	Tar	os	Colony
9	Kel	ris	Port
10	Hal	us	Base
11	Cor	an	Hold
12	Ves	tin	Hub
13	Ty	ram	District
14	Sol	en	City
15	Lun	a	Spire
16	Aur	ia	Capital
17	Nov	is	Sprawl
18	Cy	on	Hive
19	Elys	ius	Arcology
20	Omni	polis	World-City

SETTLEMENTS

SETTLEMENT GENERATOR

To create a random settlement, station, etc. to explore, use the following procedure.

Step One: Settlement Type. Roll a d12 and consult the Settlement Type column on pg. 161. Then roll the number of dice listed below based on the number you rolled

Step Two: Determine Districts. Consult the Districts table to determine what district each of your dice rolled creates. The settlement's government offices are in the district with the highest roll.

Step Three: Points of Interest.

Roll 1d4 times on the corresponding table for each district to determine points of interest.

Use the Civilization Sites table on pg. 155 to add details.

Go further with the Cantinas and Vendors tables on pgs. 164 and 166.

Step Four: Motivation.

Roll for overall motivation of the settlement or each district.

Step Five: Give it a Name.

Use the Settlement Name table on the previous page.

NUMBER OF DISTRICTS

d12	NUMBER
2-5	3d4
6-7	4d4
8-9	6d6
10	8d8
11	10d8
12	6d8 (with advantage)

DISTRICTS

d8	TYPE
1	Underhive
2	Low-Rent
3	Industry
4	Shopping
5	High-Rent
6	Entertainment
7	Academy
8	Garrison

MOTIVATION

d6	MOTIVATION
1	Vile
2-5	Survivor
6	Virtuous

UNDERHIVE

D6 POINT OF INTEREST

- | | |
|-----|---------------------|
| 1 | Gang Hideout |
| 2-3 | Seedy Capsule Hotel |
| 4 | Shady Cantina |
| 5 | Black Market Dealer |
| 6 | Fixer's Den |

LOW-RENT

D6 POINT OF INTEREST

- | | |
|-----|-------------------------|
| 1 | Waste Disposals/Exhaust |
| 2-3 | Tenement Block |
| 4 | Black Market Dealer |
| 5 | Vendor Stall |
| 6 | Shady Cantina |

INDUSTRY

D6 POINT OF INTEREST

- | | |
|-----|--------------------------|
| 1 | Gang Hideout |
| 2-3 | Manufacturing |
| 4 | Logistics/Transportation |
| 5 | Utilities |
| 6 | Local Bar |

SHOPPING

D6 POINT OF INTEREST

- | | |
|-----|---------------------|
| 1 | Black Market Dealer |
| 2-3 | Vendor Stall |
| 4 | Small Temple/Shrine |
| 5 | Local Bar |
| 6 | High-End Boutique |

HIGH-RENT

d6 POINT OF INTEREST

- | | |
|-----|-------------------|
| 1 | Corporate Offices |
| 2-3 | Luxury Apartments |
| 4 | Exclusive Lounge |
| 5 | High-End Boutique |
| 6 | Security Post |

ENTERTAINMENT

d6 POINT OF INTEREST

- | | |
|-----|-------------------|
| 1 | Bathhouse |
| 2-3 | Local Bar |
| 4 | Exclusive Lounge |
| 5 | High-End Boutique |
| 6 | Theater or Arena |

ACADEMY

d6 POINT OF INTEREST

- | | |
|-----|-----------------|
| 1 | Library |
| 2-3 | Dormitories |
| 4 | Local Bar |
| 5 | Lecture Hall |
| 6 | Faculty Offices |

GARRISON

d6 POINT OF INTEREST

- | | |
|-----|--------------------------|
| 1 | Armory |
| 2-3 | Barracks |
| 4 | Local Bar |
| 5 | Logistics/Transportation |
| 6 | Command Center |

CANTINAS

Name. Roll for each column. DISADV for Seedy Cantinas, ADV for Exclusive Lounges. Mix and match for more options!

Seedy Cantinas. Drinks: d4 (1d6 for each description), Food: d4 Scraps

Local Bar. Drinks. 2d4 (2d6) Food: d4 Scraps + d4 Basic

Exclusive Lounge. Drinks 3d4 (3d4) Food: d4 Basic +d4 Delicacies

NAME

d20	VIBE	COLOR	OBJECT
1	Broken	Rust	Bucket
2	Rusty	Grey	Rat
3	Floating	Neon	Piston
4	Last	Black	Anchor
5	Drunken	Red	Dog
6	Silent	Concrete	Engine
7	Atomic	Chrome	Airlock
8	Cosmic	Blue	Rocket
9	Lucky	Silver	Moon
10	Deep	Green	Star
11	Empty	Steel	Comet
12	Burning	Ice	Lantern
13	Frozen	Cobalt	Reactor
14	Orbital	Amber	Drifter
15	Toxic	Gold	Pulsar
16	Lost	Onyx	Nebula
17	Electric	Azure	Void
18	Blind	Violet	Serpent
19	Zero-G	Pearl	Eye
20	Infinite	Platinum	Crown

FOOD

d6	SCRAPS (1D4 cr)	BASIC (3D6 cr)	RICH (1D10x10 cr)
1	Algae Sludge	Soy-Patty Burger	Caelix Steak
2	Roach-Bar	Live "HydraNoodles"	Space Crab Legs
3	Recycled Yeast Paste	Synth-Steak Slab	Sun-Ripened Verdanite
4	Dried Food Squares	Meal-Block Type B	Starhorn Caviar
5	Spacebat-on-a-Stick	Culture-Vat Chicken	Raptor Ribs
6	Vat Scrapings	Spiced Tofu Brick	Glazed Xeno-Wing

DRINKS

d12	DESCRIPTION
1	Drip Tray Dregs. 1cr, A mix of whatever spilled on the bar mat; -1 CON 1 hour
2	Tech-Cleanse. 1cr, Industrial solvent, no label; DC 12 CON or DISADV all checks 1 hour.
3	Red Dwarf Ale. 2cr, A heavy, iron-rich brew. First one's free.
4	Blind Jump. 2cr, 95% ethanol; DC 9 CON or 1 hour of blindness.
5	Cryo-Vodka. 5cr, Served super-cooled; smokes when poured.
6	Mag-Lev Lager. 7cr, Suspends sediment in perfect magnetic rings.
7	Stim-Whiskey. 9cr, Infused with caffeine and mild combat drugs; +1 initiative 1 hour.
8	Android's Dream. 10cr, Electric blue fluid; ozone & static taste. +1 INT 1 hour
9	Dark-Matter Draught. 16cr, Weighs 2kg a glass; extremely dense and heavy; -1 DEX 1 hour.
10	Supernova Spark. 18cr, Champagne that creates mini-explosions in your mouth; regain 1d4 HP per glass
11	Celestial Gold. 19cr, Clear liquor containing actual nano-flakes of gold that cause skin to glimmer; +1 CHA 1 hour.
12	Void-Emperor. 20cr, Illegal in 12 sectors; induces pure, euphoria; +1 XP.

SHOPS

Name. Roll for each column. DISADV for Black Market Dealers, ADV for High-End Boutiques. Mix and match for more options!

NAME			
d20	VIBE	COLOR	OBJECT
1	Broken	Red	Rocket
2	Rusty	Blue	Moon
3	Floating	Black	Star
4	Last	Silver	Comet
5	Drunken	Chrome	Dog
6	Silent	Gold	Rat
7	Atomic	White	Engine
8	Cosmic	Green	Piston
9	Lucky	Crimson	Airlock
10	Deep	Neon	Void
11	Empty	Violet	Nebula
12	Burning	Rust	Anchor
13	Frozen	Grey	Lantern
14	Orbital	Onyx	Dwarf
15	Toxic	Azure	Giant
16	Lost	Scarlet	Pulsar
17	Electric	Cobalt	Serpent
18	Blind	Pale	Eye
19	Zero-G	Dark	Drifter
20	Infinite	Amber	Reactor

BLACK MARKET DEALER

d12 MERCHANDISE

- | | |
|----|-----------------------|
| 1 | Contraband Armaments |
| 2 | Narcotics |
| 3 | Darkdata Broker |
| 4 | Scavenged Cybernetics |
| 5 | Illegal Luxuries |
| 6 | Organics |
| 7 | Restricted Automata |
| 8 | Modded Vehicles |
| 9 | Scrap/Junk |
| 10 | Bootleg Entertainment |
| 11 | Stolen Ships |
| 12 | Livestock |

VENDOR STALL

d12 MERCHANDISE

- | | |
|----|----------------------|
| 1 | Weapons |
| 2 | Apparel |
| 3 | Medical Supplies |
| 4 | Components and Parts |
| 5 | Street Food |
| 6 | Spacer Gear |
| 7 | Information and Data |
| 8 | Foodstuffs |
| 9 | Work Automata |
| 10 | Arts and Crafts |
| 11 | Entertainment Media |
| 12 | Biologicals |

HIGH-END BOUTIQUE

d12 MERCHANDISE

- | | |
|----|------------------------|
| 1 | Antiques and Art |
| 2 | Designer Augmentations |
| 3 | Tailored Fashion |
| 4 | Servant Automata |
| 5 | Genetic Therapies |
| 6 | Bespoke Entertainment |
| 7 | Exotic Liquor |
| 8 | Pets |
| 9 | Luxury Substances |
| 10 | Bleeding-edge Tech |
| 11 | Sport Vehicles |
| 12 | Vessels |

QUIRKS

d12 QUIRK

- | | |
|----|-------------------------------|
| 1 | Condensation/Coolant Leaks |
| 2 | Metal Surfaces Oxidized |
| 3 | Grimy Film On Counter |
| 4 | Dim, Flickering Lights |
| 5 | Vast, Industrial Interior |
| 6 | Confusing Layout |
| 7 | Aggressive Neon |
| 8 | Live Music |
| 9 | Pleasant-Scented Vapor |
| 10 | Levitating Merchandise |
| 11 | Soundproof Interior |
| 12 | Holo-Walls With Exotic Scenes |

NPC GENERATOR

Use these tables to randomly generate an NPC. Roll their stats and archetype talents as normal. Use the character traits on the next pages to add extra details.

ROLL	GENDER (D4)	MOTIVATION (D6)	ARCHETYPE (D8)
1	Fluid	Virtuous	Citizen
2	Male	Virtuous	Strong
3	Female	Survivor	Quick
4	No gender	Survivor	Tough
5		Vile	Clever
6		Vile	Wise
7			Charming
8			Machine-Based
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

NPC GENERATOR

ROLL	SPECIES TRAIT (D10)	PERSONALITY (D12)	BACKGROUND (D20)
1	Ambitious	Innocent	Street Rat
2	Amphibious	Everyman	Outlaw
3	Mighty	Hero	Hacker
4	Technical Knack	Caregiver	Operative
5	Armored Skin	Explorer	Roughneck
6	Natural Weapon	Rebel	Mechanic
7	Natural Connection	Lover	Politician
8	Farsight	Creator	Fence
9	Extra Arms	Trickster	Gambler
10	Extra Legs	Sage	Corpo
11		Catalyst	Mercenary
12		Leader	Pilot
13			Acolyte
14			Soldier
15			Ranger
16			Scientist
17			Celebrity
18			Academic
19			Noble
20			Medic

NPC NAMES

NPC NAMES BY PHYSIOLOGY

d20	AQUATIC	AVIAN	BESTIAL
1	Shuul	Ki-tarr	Gronn
2	Oolumar	Chirrik	Horg
3	M'voola	T'leek	Zorg
4	Llo-ath	K'char	Urgo
5	Soloom	Ee'li	Grahk
6	Ulu'um	P'terik	Drokk
7	Vashal	Keer-aw	Gnar
8	Shol	Ikkrit	Brukk
9	Lo'oma	T'chee	Huk
10	M'nalla	Raa'k	Borrg
11	Ulluush	Qu'ell	G'tharr
12	Voam	S'reek	Kresh
13	A'shalla	Tika'a	Grol
14	Llumar	K'kree	Zunn
15	Solu'un	Tchi'ik	Grull
16	M'tho	Arr'ee	Drogg
17	Ulu	P'tarr	Gorg
18	Sh'nool	T'li	Kragg
19	V'lanna	Kee'aw	Z'gor
20	M'shaa	Eek'EEK	Gronnak

NPC NAMES

NPC NAMES BY PHYSIOLOGY

d20	CRYSTALLINE	FLORAN	SYNTHETIC
1	Zhaxt	Saelum	Unit 734
2	Xylos	Oakh	Axiom-9
3	Krystall	Vynes	Vectron
4	Shardul	Sylan	Cy-Rex
5	Tzane	Faenel	Unit 501
6	Xix	Oona	Rho-C
7	Zysk	Loam	Unit 88
8	Qyartz	Sylva	J-5T
9	Zekt	Thryn	K-LON
10	Xylith	Ianth	Unit 42
11	Vyx	Lil	N-D0
12	Shardax	Olev	Unit 314
13	Tzyne	Sylith	Hex-7
14	Geod	Vael	Unit 618
15	Xax	Olan	T-RX
16	Zektar	Faeliv	Unit 001
17	Xylos	Loona	Z-Axis
18	Krys	Vaelen	Unit 246
19	Zyl	Othell	D-SYN
20	Shardul	Fael	Unit 101

NPC TRAITS

COLORATION

d12	COLOR
1	Iridescent
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Violet
8	Brown
9	Black
10	Grey
11	White
12	Metallic

WEALTH

d6	WEALTH
1	Poor
2-3	Average
4-5	Wealthy
6	Extravagant

AGE

d8	AGE
1	Child
2	Adolescent
3-4	Adult
5-6	Middle-Aged
7	Elderly
8	Ancient

EMOTION

d10	EMOTION
1	Adoration
2	Amusement
3	Anger
4	Awe
5	Confusion
6	Contempt
7	Desire
8	Distress
9	Fear
10	Sadness

RANDOM QUALITIES

d%	PHYSICAL	PERSONA	d%	PHYSICAL	PERSONA
01-02	Bad Breath	Aloof	51-52	Long Hair	Jealous
03-04	Bald	Bookish	53-54	Low Voice	Jumpy
05-06	Blind	Brave	55-56	Missing Part	Lazy
07-08	Birthmark	Bookish	57-58	Mute	Liar
09-10	Clean	Capricious	59-60	Muscular	Moody
11-12	Coughing	Calm	61-62	Nearsighted	Loquacious
13-14	Costume	Careless	63-64	Perfumed	Nervous
15-16	Deaf	Collector	65-66	Piercing(s)	Neurotic
17-18	Dirty	Conformist	67-68	Scarred	Observant
19-20	Drunk	Cowardly	69-70	Shifty	Opinionated
21-22	Energetic	Cruel	71-72	Short	Optimist
23-24	Enunciates	Curious	73-74	Sleepy	Overbearing
25-26	Farsighted	Disloyal	75-76	Sings	Passionate
27-28	Fat	Distinctive	77-78	Smokes	Pessimist
29-30	Fidgets	Drunkard	79-80	Spits	Pleasant
31-32	Frail	Easygoing	81-82	Stinky	Proud
33-34	Freckled	Experiment	83-84	Stocky	Prejudiced
35-36	Furry	Forgetful	85-86	Stutter	Reverent
37-38	Grinning	Friendly	87-88	Swagger	Rude
39-40	Hairy	Gambler	89-90	Sweaty	Suspicious
41-42	High Voice	Helpful	91-92	Tattoo(s)	Thrifty
43-44	Hyper	Irascible	93-94	Tall	Trusting
45-46	Limp	Individualist	95-96	Thin	Truthful
47-48	Lisp	Irreverent	97-98	Twitch	Xenophobic
49-50	Lithe	Jumpy	99-100	Weathered	Zealous

ALIEN GENERATOR

Create your own alien! Roll a d20 four times for each column. **CL** is the average level of the crew. The alien's AC is CL+10. The **Combat** result is the alien's level (LV) and attack bonus. HP = LVx 4.5. 1d4 attacks do 1d8 each.

d20	COMBAT	PHYSIOLOGY	STRENGTH	WEAKNESS
1	CL -3	Gaseous	Swarm	Oxygen
2	CL -3	Igneous	Venomous	Salt
3	CL -2	Insectoid	Camouflage	Water
4	CL -2	Ichthyoid	Acid Secretion	Light
5	CL -1	Fungal	Regeneration	Sound
6	CL -1	Floran	Telepathic	Cold
7	CL	Avian	Crushing Attack	Individuality
8	CL	Crusatcean	Psychic Blast	Strong Emotion
9	CL	Reptilian	Exoskeleton	Technology
10	CL	Silicon-Based	Telekinetic	Psychic
11	CL	Cybernetic	Edged Attack	Heat
12	CL	Mammalian	Shapeshifting	Sense Overload
13	CL	Arachnoid	Absorbs Energy	Electricity
14	CL +1	Cephalopoid	Sonic Attack	Slow Moving
15	CL +1	Mechanical	Phase Shifting	Weak
16	CL +2	Amorphous	Hyper-Intelligent	Fragile Body
17	CL +2	Simian	Extreme Adapted	Arrogance
18	CL +3	Amphibian	Armor Piercing	Ferrous Metal
19	CL +3	Gelatinous	Energy Blast	Greed
20	CL +4	Energy-Based	Swallows Whole	Command Override

ALIEN MUTATIONS

Cosmic radiation can make things weird. Even things we recognize might have strange mutations. Use the following table to determine up to 3 new features and abilities. Mutated denizens count as +2 LV.

d20	MUTATION 1	MUTATION 2	MUTATION 3
1	Extra Limbs	Exoskeleton	Polyglot
2	Prehensile Tail	Talons	Telepathy
3	Compound Eyes	Blades	Pheromones
4	Exposed Organs	Tail Whip	Short Teleport
5	Chitinous Skin	Venom Glands	Absorbs Energy
6	Tentacles	Acidic Saliva	Toxic Spores
7	Photosynthetic	Superior Strength	Phase Shift
8	Multiple Mandibles	Adrenal Surge	Data Interface
9	Gills And Fins	Shock Absorbent	Telekinetic
10	Translucent	Bio-Electric	Calm Emotions
11	Padded Feet	Defensive Quills	Cryokinesis
12	Horns/Antlers	Sonic Screech	Genetic Recall
13	Spinnerets	Enhanced Reflexes	Illusions
14	Segmented Body	Regenerative	Pyrokinesis
15	Wings	Grappling Tendrils	Personal Gravity
16	Claws	Life Absorbing	Echolocation
17	Spiky Growths	Breath Weapon	Starglide
18	Insulating Fur	Ram Plate	Symbiote
19	Amorphous	Pincers	Psychic Shield
20	Gigantic	Powerful Kick	Short Teleport



DENIZENS

***“Godlike aliens. Boy, do I hate godlike aliens.
I’ll take a critter over a godlike alien any time.”***

- John Craxton, Earthling

SCI-FI DENIZENS

DENIZENS

Denizen is the catch-all term that we use to describe any entity that Spacers will encounter in a DarkSpace campaign. This could be a traditional Shadowdark-style monster, an NPC, an interdimensional being, or just a lowly worker drone.

CONVERTING FANTASY TO SCI-FI

When looking for monsters and creatures to populate your worlds, most of the creatures found in Shadowdark fit perfectly in DarkSpace. Feel free to give them a sci-fi reskin by changing their color, appendages, or number of sensory organs. This shouldn't change their game statistics.

If you, as the GM, would like to take it a step further, use the Alien Generator and Alien Mutations tables on pgs. 160 and 161 to give them their own unique look and feel.

Alignment can be converted to Motivation as follows: Lawful to Virtuous, Neutral to Survivor, Chaotic to Vile.

A must-have resource for converting any denizen to DarkSpace or Shadowdark in general is **Creating & Adapting Monsters For Use In Shadowdark RPG** by Michael Putlack.

ÆTHERPHAGE

Sometimes called Void Walkers, indigo-skinned humanoids with cephalopod-shaped heads sail the darkest reaches of space in their living Void Leviathan ships in search of minds to dominate and consume.

AC 14 (light), **HP** 36, **ATK** 4 tentacle +5 (1d8 + latch) or 1 mind blast or 1 mind control, **MV** NEAR (starglide), **S** +2, **D** +3, **C** +0, **I** +4, **W** +2, **Ch** +4, **MO** VI, **LV** 8

Latch. Tentacles attach to hit targets, automatically hitting the next round (DC 12 STR on turn to remove 1d4 tentacles). If all four remain latched onto the same humanoid target for 1 round, the target's brain is ripped out and devoured.

Telepathy (Mind Feat). Can communicate with and hear the surface thoughts of all intelligent creatures within NEAR. DC 15 INT or the Ætherphage is able to probe memories.

Mind Blast (Mind Feat). Fills a NEAR-sized cube extending from Ætherphage. DC 15 INT or 3d6 damage and paralyzed 1d4 rounds.

Dominate (Soul Feat). One target in NEAR DC 15 WIS or the Ætherphage controls for 1d4 rounds.

ADMIRAL

A wise naval officer who has seen it all and makes impossible choices.

AC 15, HP 48, ATK 3 blaster (NEAR) +7 (2d8) or command, **MV** NEAR, **S** -1, **D** +2, **C** +0, **I** +2, **W** +5, **Ch** +2, **MO** Vr, **LV** 10

Command. 1d4 allies within NEAR can take an action on the admiral's turn in addition to their own turns.

Gravitas. One target in NEAR per round is affected by the admiral's presence. If an ally, the target has advantage on one check. If an enemy, the target has disadvantage on one check.

Fearless. Immune to morale checks.

ADRENOID

A tiny, translucent, gelatinous parasite, lacking intelligence, latches onto a host's spinal or adrenal regions.

AC 10, HP 5 ATK 1 Tendril Latch +1 (1d4 + attach), **MV** CLOSE (climb), **S** -1, **D** +1, **C** +1, **I** -3, **W** -2, **Ch** -1, **MO** VI, **LV** 1

Attach. Attach to target. DC to remove is equal to 9 + its current HP.

Adrenal Leech. When attached to a host, the Adrenoid increases the host's STR and DEX by +2 but compels uncontrollable aggression. The host must succeed on a WIS check (DC 12) each round to avoid attacking the nearest living creature.

Sympathetic Surge. The Adrenoid gains 1 HP every time the host deals melee damage.

ALFINE

Short, furry, snouted, bipedal humanoids. Known for hunting wild feline creatures.

AC 12, HP 4 ATK 1 bite +1 (1d4) or laser pistol (NEAR) +1 (1d4), **MV** NEAR (climb), **S** +0, **D** +0, **C** +2, **I** -2, **W** +0, **Ch** +3, **MO** S, **LV** 1

Tracking. Can always sense the direction of its chosen quarry.

ALIEN BEAST

A vast variety of hulking, brutes with claws as long as a vibroblade. Found on habitable planets throughout the cosmos.

AC 13, HP 25, ATK 2 claw +4 (1d8), **MV** NEAR, **S** +4, **D** +1, **C** +3, **I** -2, **W** +1, **Ch** -2, **MO** S, **LV** 5

Rend. Deals an extra die of damage if it hits the same target with both claws.

ALIEN LARVA

A glossy black, blood-drinking slug as large as a blaster rifle.

AC 9, HP 10 ATK 1 bite +1 (1d4 + attach), **MV** NEAR (climb), **S** +1, **D** -1, **C** +1, **I** -3, **W** -1, **Ch** -3, **MO** S, **LV** 2

Attach. Attach to target; bite auto-hits next round. STR check (DC 12) on turn to tear off.

Accelerated Growth. Once the larva has attached and fed, it will attempt to flee. If it escapes, it grows into an Alien Beast within 1d12 hours.

ARCHIVE HERETIC

An Archive Seraph infected by a memetic virus that rewrote its protocols into digital zealotry.

AC 13, HP 24, ATK 2 viral lance +4 (1d8 + dogmatic rewrite) or anathema protocol, **MV** NEAR (fly), **ACC +3, CTL +2, NET +2, MO Vr, LV 5**

Digital Entity. Has Interface stats. Only damaged by malware.

Dogmatic Rewrite. DC 15 NET or the Heretic temporarily rewrites a stat. -1d4 to a random stat until disconnected.

Anathema Protocol. All targets within NEAR, DC 15 NET or blinded by cascading glyphs for 1 round and 1d8 damage.

ARCHIVE SERAPH

Ancient digital custodians created to preserve knowledge across centuries, Archive Seraphs now drift through ruined data clusters.

AC 14, HP 19, ATK 2 data lance +3 (1d6) or firewall halo, **MV** NEAR (fly), **ACC +3, CTL +2, NET +2, MO Vr, LV 4**

Digital Entity. Has Interface stats. Only damaged by malware.

Data Sanctity. The Seraph cannot willingly destroy information. Even in combat, it attempts to preserve and record rather than annihilate.

Firewall Halo. All targets within NEAR, DC 12 NET or pushed to FAR and 1d6 damage.

ARCHIVE WISP

A small diamond-shaped icon that flits through data clusters performing integrity checks.

AC 12, HP 10, ATK 1 data flicker +1 (1d6 + disrupt) , **MV** NEAR (fly), **ACC +1, CTL +0, NET +1, MO Vr, LV 2**

Digital Entity. Has Interface stats. Only damaged by malware.

Disrupt. The target has DISADV on their next roll.



AUTOMATA

Artificial intelligence in a mobile form, includes androids robots, etc.

All automata have the Mechanical trait found on pg. 7.

The GM may allow automata to be purchased for LV x 200cr.

AUTOMATA, ADVISOR

Designed for personal assistance and aid.

AC 8, HP 5, ATK 1 staff +0 (1d6),
MV NEAR, S +0, D -2, C +1, I +0,
W +2, Ch -1, MO Vr, LV 1

Insight. +1 to the roll when assisting an ally.

AUTOMATA, BODYGUARD

Designed for security and resilience.

AC 15, HP 13 ATK 2 vibrosword +4 (1d8) or blaster rifle (FAR) +3 (1d8),
MV NEAR, S +1, D +0, C +2, I -1, W +0, Ch -2, MO Vr, LV 3

Relentless. If reduced to 0 HP by a non-enhanced source, DC 15 CON to go to 1 HP instead.

AUTOMATA, REPAIR

Reliable, scuffed-up, cantankerous tinker bots.

AC 11, HP 5, ATK 1 buzzsaw +1 (1d8) or 1 blowtorch (NEAR) +1 (1d6), **MV NEAR, S +1, D +1, C +0, I +2, W +0, Ch +2, MO Vr, LV 2**

Fix-It. DC 12 INT. Repair one ship system or heal 1d4 to an android or automata.

AUTOMATA, SOLDIER

Designed for ranged battle and sentry duty.

AC 12, HP 6 ATK 1 blaster rifle (FAR) +3 (1d8+1), **MV NEAR, S -1, D +2, C +0, I +0, W +1, Ch -2, MO Vr, LV 2**

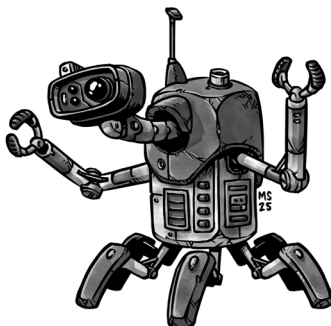
Farsight. +1 attack and damage with ranged weapons (included)

AUTOMATA, SPECIALIST

Designed for specific tasks and skills.

AC 9, HP 3 ATK 1 baton or knife (NEAR) -2 (1d4), **MV NEAR, S -2, D +1, C -1, I +2, W +1, Ch +0, MO Vr, LV 1**

Specialization. ADV when performing tasks related to a specific knowledge area of expertise.



BASILISK MECH

Massive, armored tank mech with six legs and tough metallic shell.

AC 14, **HP** 25, **ATK** 2 heavy cannons +4 (2d6 + blast), **MV** NEAR, **S** +3, **D** +1, **C** +3, **I** -3, **W** +1, **Ch** -3, **MO** Vr, **LV** 5

Blast. The basilisk mech does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

BELT DWELLER

A massive worm as big as a capital ship. Found living on asteroids where it mimics a cave or mine waiting for unsuspecting spacers and denizens to enter its maw.

AC 18, **HP** 57, **ATK** 2 bite +9 (2d12 + swallow) and 1 thrash (1d10), **MV** DOUBLE NEAR (burrow), **S** +5, **D** +1, **C** +3, **I** -3, **W** +1, **Ch** -3, **MO** S, **LV** 12

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

Swallow. On a natural attack roll of 18-20, target is swallowed. Total darkness inside and 2d10 damage per round. Dweller regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

BINARY SPRITE

A floating icon of digital light.

AC 13, **HP** 4, **ATK** 1 static spark (NEAR) +3 (1d4), **MV** NEAR, **ACC** +2, **CTL** +0, **NET** +3, **MO** Vi, **LV** 1

Digital Entity. Has Interface stats. Only damaged by malware.

BLACK OOZE

A black, mass of slime. Alien or experiment? Hard to say.

AC 9, **HP** 30, **ATK** 3 tentacle +4 (2d6), **MV** NEAR (climb), **S** +2, **D** -1, **C** +3, **I** -4, **W** -3, **Ch** -4, **MO** S, **LV** 6

Corrosive. Anything that touches the ooze dissolves on a d6 roll of 1-3.

Impervious. Only damaged by fire, radiation and energy weapons. Can survive in a vacuum.

BONEPICKER DRONE

Tiny, carrion drone, strips rare minerals from battlefields.

AC 13, **HP** 9, **ATK** 1 laser cutter (NEAR) +3 (1d6 + melt), **MV** NEAR (fly), **S** +1, **D** +3, **C** +0, **I** +1, **W** +1, **Ch** -1, **MO** Su, **LV** 2

Melt. Metal melts on a d6 roll of 1-3.

BRAIN SLUG

A tiny green slug that requires dominating a larger entity for survival.

AC 12, **HP** 10, **ATK** 1 burrow +1 (1d6) or body thief, **MV** CLOSE (climb), **S** -2, **D** +2, **C** +1, **I** +1, **W** +0, **Ch** +0, **MO** Vi, **LV** 2

Burrow. The slug makes a leap attack to enter a facial orifice. Once inside it can continue to burrow automatically each round if it chooses. DC 12 CON to expunge.

Body Thief. Once inside a victim, contested CHA check. If the slug wins, it inhabits the target's body and controls its actions for 1d8 days. At the end or if the host is subjected to intense cold, make a new CHA check.

BRAXEN

A wasp-like species standing nearly a meter tall, with chitinous black-and-yellow plating and razor-edged wings. A ruthless imperative drives their nomadic hives to propagate.

AC 13, HP 10, ATK 1 stinger +1 (1d6 + infection), **MV** NEAR (fly), **S** +1, **D** +2, **C** +1, **I** -1, **W** +0, **Ch** -1, **MO** VI, **LV** 2

Parasitic Incubation. DC 12 CON or become implanted with eggs. Larvae mature in 1d6 hours unless treated or surgically removed, dealing 1d4 damage per hour until destroyed.

Hive Mind Link. Gain advantage on detection and coordination within Nar of another Braxen.

BROKER

"Intel, weapons? I got it."

AC 13, HP 14, ATK 2 pistol (NEAR) +3 (1d6), **MV** NEAR, **S** -2, **D** +1, **C** +0, **I** +1, **W** +2, **Ch** +0, **MO** VI, **LV** 3

Alert. Cannot be surprised.

CAELIX

Large, gas-filled herd creatures adapted to the heavy atmospheres of low-gravity worlds.

AC 12, HP 10, ATK 1 static discharge (CLOSE) (1d6), **MV** NEAR (float), **S** -1, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **MO** Su, **LV** 2

Buoyant Pack Animal. If trained, can carry 10 gear slots despite its delicate frame.

Static Discharge. All creatures within CLOSE range, DC 12 or shocked for 1d6 damage.

CAPTAIN

The inspiring leader of a ship's crew.

AC 14, HP 38, ATK 3 laser pistol (NEAR) +6 (1d10) or command, **MV** NEAR, **S** +1, **D** +2, **C** +0, **I** +1, **W** +2, **Ch** +4, **MO** Any, **LV** 8

Command. 1 ally can take an action on the captain's turn in addition to their own turn.

Inspire. Once per round, an ally has advantage on one check.

CENTIPEDE, SPACE

Chittering, opalescent centipedes the size of cargo containers, often found living in asteroids and on rocky planets.

AC 12, HP 18, ATK 1 bite +3 (1d6) and 1 tentacles +3 (1d8 + toxin), **MV** NEAR (starglide), **S** +2, **D** +2, **C** +0, **I** -3, **W** +1, **Ch** -3, **MO** S, **LV** 4

Toxin. DC 12 CON or paralyzed 1d4 rounds.

COLONEL

The decisive leader of a brigade or wing.

AC 14, HP 35, ATK 3 laser rifle (FAR) +6 (1d10) or command, **MV** NEAR, **S** +0, **D** +2, **C** +1, **I** +1, **W** +4, **Ch** +2, **MO** Any, **LV** 7

Alert. Cannot be surprised.

Command. 1 ally can take an action on the colonel's turn in addition to their own turn.

COMMANDER

A stalwart executive officer.

AC 14, **HP** 38, **ATK** 3 laser rifle (FAR) +5 (1d10), **MV** NEAR, **S** +3, **D** +2, **C** +0, **I** +0, **W** +1, **Ch** +3, **MO** Any, **LV** 6

Command. 1 ally can take an action on the commander's turn in addition to their own.

CORPORAL

A fast-acting squad leader.

AC 12, **HP** 10, **ATK** 1 laser rifle (FAR) +2 (1d6), **MV** NEAR, **S** +0, **D** +2, **C** +0, **I** -1, **W** +1, **Ch** +1, **MO** Any, **LV** 2

Ambush. Deal an extra die of damage when undetected.

COSMIC HORROR

Enormous, hyper-intelligent beings from the depths of space covered in stardust and tentacles.

AC 16, **HP** 55, **ATK** 3 tentacle (NEAR) +5 (2d8 + spawn) or 1 tail +5 (3d6), **MV** NEAR (starglide), **S** +4, **D** -1, **C** +3, **I** +5, **W** +2, **Ch** +2, **MO** VI, **LV** 11

Enslave. In place of attacks, one creature within FAR DC 15 WIS or cosmic horror controls for 1d4 rounds.

Spawn. DC 15 CON or target is infected with spores, turning into a Star Spawn over 2d10 days.

Telepathic. Read the thoughts of all creatures within FAR.

CRAB, SPACE

A transport-sized, armored crab with two crushing pincers.

AC 15, **HP** 24, **ATK** 2 pincer +4 (1d8 + crush), **MV** NEAR (climb), **S** +3, **D** +0, **C** +2, **I** -3, **W** +0, **Ch** -3, **MO** S, **LV** 5

Crush. DC 15 STR or target takes 1d8 damage.

VARIANT: TITANIC SPACE CRAB

Ship Scale. This denizen is the size of a ship and attacks and damages as such.



DINOSAURS

ANKYLOSAURUS

Large, armored reptile with a clubbed tail and spikes.

AC 15, HP 25, ATK 2 club tail +4 (1d8 + knock), **MV NEAR, S +2, D +0, C +3, I -2, W +0, Ch -3, MO Su, LV 5**

Knock. DC 15 STR or pushed a CLOSE distance and fall down.

ARCHAEOPTERYX

A small, feathered bird-like dinosaur.

AC 13, HP 10, ATK 1 claws +1 (1d6), **MV NEAR (fly), S -2, D +1, C +0, I -3, W +0, Ch +2, MO Su, LV 2**

DEINONYCHUS

A feathered predator with powerful jaws and large sickle-shaped talons.

AC 14, HP 29, ATK 2 talons +4 (1d8) and 1 bite +4 (1d10 + latch), **MV NEAR, S +1, D +2, C +0, I +2, W +1, Ch -3, MO Su, LV 6**

Latch. Attach to bitten target; attacks auto-hit next round. DC 15 STR on turn to tear off.

GALLIMIMUS

Tall, long-necked, bipedal omnivores that travel in herds.

AC 13, HP 24, ATK 2 kick +3 (1d6), **MV DOUBLE NEAR, S +2, D +3, C +0, I +0, W +1, Ch -3, MO Su, LV 3**

Alert. Cannot be surprised.

MOSASAURUS

A massive aquatic apex predator.

AC 16, HP 58, ATK 3 bite +8 (2d10), **MV NEAR, S +5, D +2, C +2, I -2, W +1, Ch -1, MO Su, LV 12**

Swallow. On a natural attack roll of 18-20, target is swallowed. Total darkness inside and 2d10 damage per round. Monster regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

SPINOSAURUS

A terrifying sem-aquatic predator capable of stealthily tracking prey.

AC 15, HP 48, ATK 3 bite +7 (2d8), **MV NEAR, S +5, D +3, C +0, I +0, W +3, Ch -3, MO Su, LV 10**

Ambush. Deal x2 damage against surprised creatures.

STEGOSAURUS

A grazing reptiles with spinal plates and a spiked tail.

AC 14, HP 20, ATK 2 spiked tail +3 (1d6 + knock), **MV NEAR, S +2, D +0, C +2, I -2, W +0, Ch -1, MO Su, LV 4**

Impale. On a natural attack roll of 18-20, target is impaled on tail spikes. 1d6 per round and target moves with Stegosaurus. DC 12 STR to pull themselves off spikes.

DRAGONS

Dragons are cosmic beings that embody the stars and mysteries of the universe. Their lairs found deep in nebulae, asteroid fields, and in the event horizons of black holes. A dragon's hoard contains precious materials and salvage equal to their level x 1000 in credits and 1d4 items from the 80-100 range on its salvage table.

DRAGON, SINGULARITY

A sleek form of solid void, darker than the deep. Gravity warps around its matte hide, and its breath crushes matter into dense oblivion.

AC 19, HP 99 ATK 5 rend +11 (3d8) or 1 black hole breath, **MV** DOUBLE NEAR (fly + starglide), **S** +5, **D** +4, **C** +6, **I** +4, **W** +4, **Ch** +5, **MO** VI, **LV** 20

Black Hole Breath. Fills a DOUBLE NEAR-sized sphere extending from dragon. DC 18 CON or 7d10 damage.

Cosmicborn. Projectile immune.

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen.

DRAGON, STELLAR

Its body is not solid but a swirling vortex of starlight and dark matter, held in a draconic shape by unseen forces. Its "scales" are patches of starry sky. Its wings are vast, tattered curtains of nebular gases.

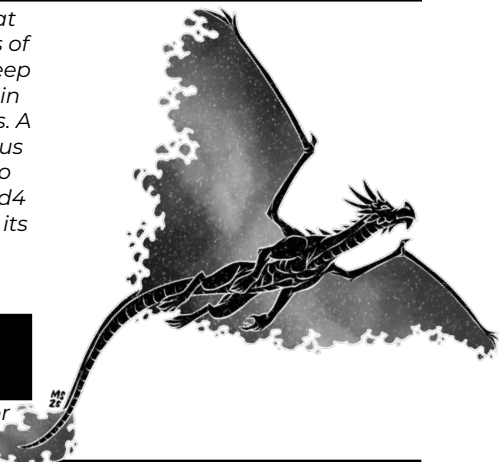
AC 18, HP 89 ATK 4 rend +11 (2d10) or 1 starlight breath, **MV** DOUBLE NEAR (fly + starglide), **S** +4, **D** +6, **C** +5, **I** +4, **W** +5, **Ch** +6, **MO** Vr, **LV** 19

Starlight Breath. A straight line extending DOUBLE NEAR from dragon. DC 18 DEX or 6d10 damage.

Cosmicborn. Projectile immune.

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen.



ENPYR

A pale, wiry alien whose translucent skin reveals pulsing streams of bioluminescent energy.

AC 13, HP 12, ATK Energy Drain +4 (1d8 + life leech) or 2 Claws (1d4), **MV** NEAR (fly), **S** +1, **D** +2, **C** +0, **I** +1, **W** +2 **Ch** +2, **MO** VI, **LV** 3

Life Leech. Enpyr heals HP equal to half Energy Drain damage (rounded down). Victims reduced to 0 HP are left comatose.

Bioelectric Sense. Enpyr perceives all living creatures within NEAR range as glowing silhouettes, even through walls or darkness.

Energy Addiction. Prolonged starvation causes the Enpyr's body to destabilize. Each day without feeding it loses 1 HP permanently until it feeds again.

ENPYR ENVOY

An enpyr that has learned to coexist with other sentient beings. They feed focus more on emotions.

AC 15, HP 43, ATK 3 Subtle Drain +6 (1d6 + life leech), **MV** NEAR (fly), **S** +1, **D** +2, **C** +0, **I** +1, **W** +2 **Ch** +5, **MO** VI, **LV** 9

Life Leech. Enpyr heals HP equal to half Subtle Drain damage (rounded down). Victims reduced to 0 HP are left comatose.

Beguiling Pheromones. One living target within NEAR, DC 15 CHA or trusts Enpyr for 1d4+1 rounds.

Energy Addiction. Each day without feeding, Enpyr loses 1 HP permanently until it feeds again.

ENSIGN

A wide-eyed young executive officer.

AC 12, HP 10, ATK 1 laser pistol (FAR) +1 (1d6), **MV** NEAR, **S** -2, **D** +1, **C** +0, **I** +2, **W** -1 **Ch** +1, **MO** Any, **LV** 2

FUGUE STALKER

A hunchbacked, winged insectoid horror, it haunts the shadows with two burning red eyes.

AC 14, HP 34, ATK 3 proboscis +6 (1d10 + latch) or Memory Edit or Resonant Terror, **MV** DOUBLE NEAR, **S** +1, **D** +3, **C** +1, **I** +0, **W** +2 **Ch** +4, **MO** VI, **LV** 7

Latch. Attach to target; attacks auto-hit next round. DC 15 STR on turn to tear off.

Memory Edit (Mind Power). DC 15 or target's memory is edited to forget the Fugue Stalker or miss its movement. Fugue Stalker gets ADV on next attack against target. Requires eye contact.

Resonant Terror (Soul Power). DC 15 or victim is paralyzed with fear and dread, unable to look away from the Fugue Stalker. Can be maintained with a DC 15 WIS check.

FYNEC

A wily quadruped covered in both fur and scales with large ears and eyes, strong tail, and climbing claws.

AC 12, HP 3, ATK 1 bite +1 (1d4), **MV** NEAR, **S** +1, **D** +1, **C** -1, **I** +0, **W** +1 **Ch** +2, **MO** Su, **LV** 1

Cunning. ADV on deception checks.



GEIRAVOR, RAIDER OF THE STARS

created by Erica Lowe

A mix of flesh, metal, and leather this punk rock captain is known for her deadly headbanging and twirling attacks.

AC 14, HP 29 ATK 3 Spiked Boat Oar +5 (1d10) or Spiked Twirl or Deadly Headbang, **MV NEAR, S +5, D -2, C +1, I +1, W +3, Ch +1, MO VI, LV 6**

Spiked Twirl. Spins on her foot striking all targets within CLOSE. DC 15 DEX or 1d10 damage.

Deadly Headbang. Flings high-density grenades with each whip of her head. 1 target at NEAR, DC15 DEX or 1d10 damage. 1d6 additional targets within CLOSE of target must also make the check.

THE HAKEN

A terrifying raider ship, commanded by Geiravor and shaped like a dragon's head. In battle, its maw spews forth a flight of raider ships.

AC 15/17 (Heavy/Shields), **HP 48, ATK 1** Heavy Projectile Cannon (NEAR) +8 (1d10, AP), 1 Heavy Laser Cannon (FAR) +8 (1d10), 1 Ion Cannon +8 (DC 15 Disabling) or 1 Explosive Missile (NEAR) +8 (2d10, AP, BI) **MV NEAR, S +2, D +1, C +5, I +1, W +2, Ch +3, MO Any, LV 13**

Legendary Ship. Only damaged by enhanced weapons. Missiles and Torpedos targeting the Haken are DC 18.

Armor Plating, Heavy. Feature x3.

Carrier Hangar. Feature x4. Can carry 40 m³ units of cargo or 4 fighter-class ships.

Communications Array. System. Can communicate over long range.

Crew Quarters. Feature x3. 12 bunks required to take a Rest in while on the ship.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Galley. DC 12 WIS check, the crew doesn't use a ration during Resting.

Memory Bank. System. This ship can store data and star charts.

Navicomputer. System. This ship can make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Energy Shields. System. Weapons with the Ammo (Am) property ignore this armor.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it.

GENERATION SHIP, STRAY PILGRIM 17

A silent, cruising freighter, this sleeper ark houses frost-rimed colonists suspended in dreamless hibernation. Stray Pilgrim 17 is captained by an AI, Vesper, and crewed by drones.

AC 15/17 (Heavy/Shields), **HP** 40, **ATK** 3 Light Laser Cannon (FAR) +6 (1d6) or Demolition Missile (NEAR) (DC 15 or 1d10, AP, BI) **MV** NEAR, **S** +0, **D** -2, **C** +1, **I** +4, **W** +3, **Ch** +2, **MO** Vr, **LV** 8

Sentience. Upgraded System. The ship has as an AI sentience, Vesper, that replaces the Memory Banks and Navicomputer. Vesper is stalwart in their vigilance and will protect the colonists at all costs. They are able to use their Repair Automata to both maintain and protect the ship.

Armor Plating, Heavy. Feature x3.

Cargo Hold. Feature x3. Carries 30 m³ units of cargo including supplies and gear for settlement.

Cryo Hold. Feature x4. Carries 40 cryopods for colonists in deep hibernation.

Communications Array. System. Can communicate over long range.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Energy Shields. System. Weapons with the Ammo (Am) property ignore this armor.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it.

VESPER DRONES

Small round multipurpose drones capable of scaling interior walls and performing complex tasks.

AC 12, **HP** 4 **ATK** 1 utility laser (NEAR) +1 (1d4), **MV** NEAR (climb), **S** -2, **D** +2, **C** -1, **I** +1, **W** +0, **Ch** +0 **MO** Vr, **LV** 1

COLONIST

A deep-space colonist recently awoken from cryo-hibernation.

AC 10, **HP** 4, **ATK** 1 light laser pistol (FAR) +1 (1d4), **MV** NEAR, **S** +1, **D** +0, **C** +1, **I** +1, **W** -1, **Ch** -1 **MO** Any, **LV** 1

Background. Roll on the Background table to determine the colonist's specialty.

GEKRA JUNKER

Dwarf-like reptiloids known for being shrewd junk dealers and crafty mod-mechanics.

AC 14, HP 13, ATK 2 utility laser (NEAR) +1 (1d6, AP) or 2 spanner +2 (1d6), **MV** NEAR, **S** -1, **D** -2, **C** +0, **I** +1, **W** +2, **Ch** +3 **MO** Su, **LV** 3

Technical Knack. Gekra get a +1 bonus when working with technology and machines.

Shrewd. The Gekra Junker has ADV on CHA checks when making deals.

GENERAL

The battle-forged leader of an army of troopers.

AC 15, HP 43, ATK 3 laser rifle (FAR) +7 (1d10) or command, **MV** NEAR, **S** +2, **D** +1, **C** +1, **I** +0, **W** +2, **Ch** +5, **MO** Any, **LV** 9

Command. 1d4 allies can take an action on the general's turn in addition to their own turns.

Gravitas. 1 target/round. If an ally, the target has advantage on one check. If an enemy, the target has disadvantage on one check.

Fearless. Immune to morale checks.

GENOMANCER

A sci-shaman who uses the Triad to manipulate genetic structures.

AC 15, HP 20, ATK 2 genomancy, **MV** NEAR, **S** -1, **D** +1, **C** +3, **I** +2, **W** +1, **Ch** +0 **MO** Su, **LV** 4

Genomancy. Heal target 1d6 HP or target makes DC 12 CON to avoid 1d6 damage.

GHOST, ECHO

When a sentient being dies, their final neural transmissions sometimes imprint upon nearby technology.

AC 13, HP 14, ATK 1 data shriek (NEAR)+3 (1d8 + haunting feedback) **MV** NEAR (fly), **ACC** +1, **CTL** +1, **NET** +2, **MO** VI, **LV** 3

Digital Entity. Has Interface stats. Only damaged by malware.

Haunting Feedback. DC 12 CTL or target is disoriented for next round.

GHOST, VOID

When a sentient being dies alone in space, their spirit sometimes connects to the void.

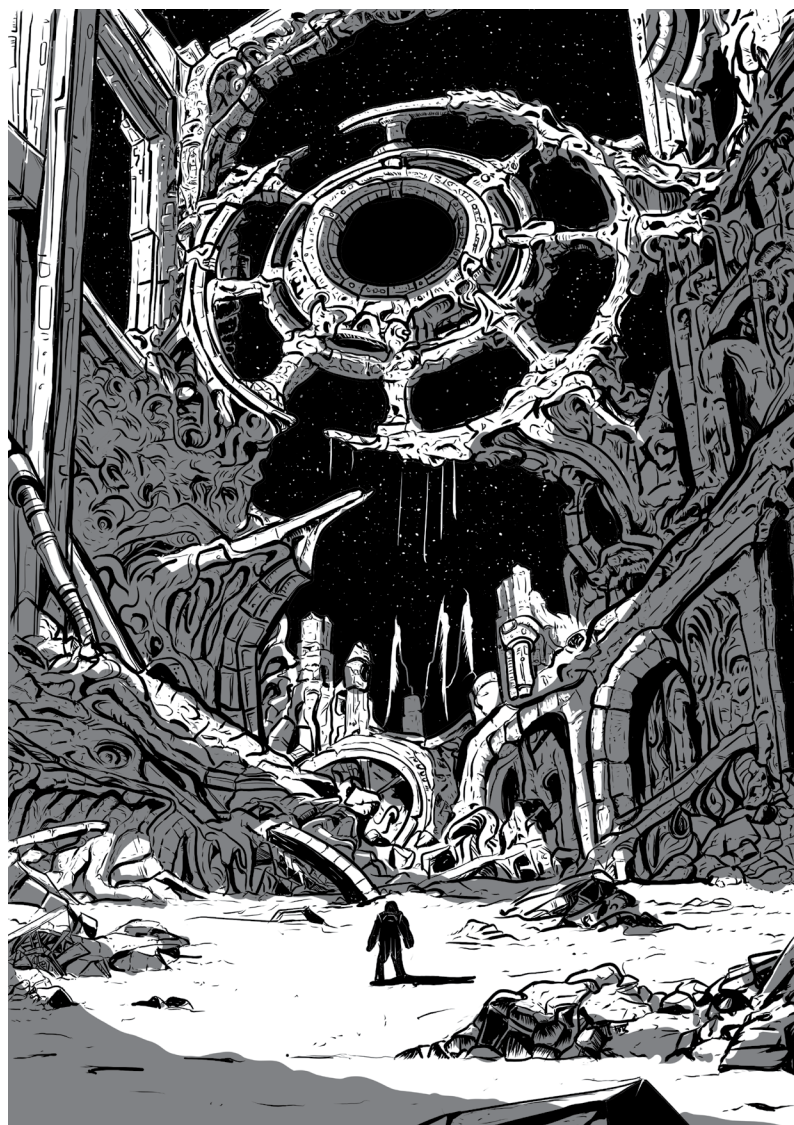
AC 13, HP 27, ATK 2 entropic touch +5 (1d8 + energy drain) or drift, **MV** NEAR (fly), **S** -2, **D** +3, **C** +0, **I** +0, **W** +0, **Ch** +4, **MO** VI, **LV** 6

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal. In place of attacks, become corporeal or incorporeal.

Energy Drain. 1d4 CON damage or drain one Energy Cell. Death if reduced to 0 CON.

Drift. Must be corporeal. One target, CLOSE range. Contested CHA check. If ghost wins, it forces the target's spirit from their body for 2d4 rounds. The body is unconscious in this state. If the body is killed while the spirit is drifting, the spirit becomes a void ghost.



GHOST OF A DEAD PLANET

created by Kelsey Dionne

The ghost of a dead planet is a figure of blue haze and stars. It vaguely resembles the form of the creatures beholding it – their very thoughts give it shape. It cannot die; it can only change states. In life, it surged with titanic heat and clamor. In death, it is a small thing, reflecting quietly upon that which once was. The ghost of a dead planet walks among us, eternal, waiting for the endless cycle of destruction and rebirth to begin once again.

AC 18, HP 88, ATK 2 void touch +10 (2d10) and 2 heat death **MV NEAR** (fly), **S +3, D +1, C +3, I +5, W +6, Ch +5, MO Su, LV 19**

Legendary Undead. Immune to morale checks. Only damaged by enhanced, or Triad sources. Triad Powers targeting the ghost are DC 18 to use.

Blink. In place of attacks, teleport up to a FAR distance.

Heat Death. One living target in NEAR DC 15 CON or 2d6 CON damage (death at 0).

Incorporeal. In place of attacks, become corporeal or incorporeal. Cannot attack while incorporeal.

Rebirth. When brought to 0 HP, the ghost collapses into a point of light that teleports into clear, open space away from any other celestial bodies. In one hour, the light explodes outward, and a new planet is born in that location. Anything in the blast zone is vaporized.

MUNDUS ÆTERNUM

On a rocky planet, stripped bare of all life, a massive circular structure breaks the desolation, looming like a gravestone over the planet. The central aperture of the structure is impossibly black and no starlight can be seen behind it.

A single figure stands before it made of blue haze and stars - the ghost of the dead planet. A watcher? A guardian? A portent? They wait for the cycle to begin again.

Benefit. The central aperture of Mundus Æternum is a gate that can be used to travel to other dimensions, worlds, and time periods simply by thinking of it while passing through. If no location is given, it is at random.

Drawback. Using the Mundus Æternum gate destroys and reincarnates a being that passes through it. Roll new stats and a random species for your spacer.

Drawback. When the ghost is reborn, Mundus Æternum appears on a new world somewhere in the multiverse and slowly drains the life from it. The planet will die in d10x10 years.

GIANT, ENTROPY

Clad in heat-venting armor, these massive, necrotic void-pirates wield cryo-axes to shatter starships and steal the precious warmth within.

AC 14 (heavy), **HP** 44, **ATK** 3 cryo-axe +8 (2d10), **MV** DOUBLE NEAR (starglide), **S** +5, **D** +1, **C** +4, **I** +2, **W** +3, **Ch** +2 **MO** VI, **LV** 9

Space Dweller. Immune to harm from cold and vacuum.

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

GIANT, SLAG

3-meter tall, bloated mound of genetically spliced muscle with distended jaws designed to chew through metal scrap, duracrete, and hazardous waste.

AC 11, **HP** 34, **ATK** 2 bite +6 (2d8), **MV** DOUBLE NEAR, **S** +4, **D** +0, **C** +3, **I** -2, **W** -2, **Ch** -2 **MO** Su, **LV** 7

GOON

A dim-witted thug who enjoys roughing spacers up for the boss.

AC 13 (light+helmet), **HP** 4, **ATK** 1 beat stick +1 (1d6), **MV** NEAR, **S** +1, **D** +0, **C** +0, **I** -1, **W** +1 **Ch** -1, **MO** VI, **LV** 1

GRAVINAUT BEETLE

A six-legged, low-slung creature found on high-grav planets. It has a diamond-hard, iridescent carapace.

AC 17, **HP** 40, **ATK** 3 slam +5 (2d6) or 1 leap, **MV** NEAR, **S** +5, **D** +1, **C** +4, **I** -3, **W** +1, **Ch** -2 **MO** Su, **LV** 8

Charge. Move up to DOUBLE NEAR in straight line and make 1 slam attack. If hit, x3 damage.

GRAVITT MERC

A four-armed, humanoid with thick fur and many weapons.

AC 13 (light), **HP** 25, **ATK** 2 fists +4 (1d6 + grab) or 2 laser pistol (FAR) +4 (1d8) or 2 vibrosword (1d10), **MV** NEAR, **S** +4, **D** +0, **C** +2, **I** -3, **W** -1, **Ch** -2 **MO** Su, **LV** 5

Grab. DC 15 STR or target grappled. 2d6 damage per round held, DC 18 STR to break free on turn. In place of attack, Gravitt Merc can fling a grabbed target NEAR on its turn.



GREMLIN, SPACE

A manic pest who hoards stolen ship components in vents.

AC 13 (light), **HP** 4, **ATK** 1 claw +0 (1d6), **MV** NEAR, **S** -2, **D** +2, **C** +0, **I** -1, **W** +0 **Ch** -1, **MO** VI, **LV** 1

GRIMSNARL

A small black-furred, nocturnal predator found on forest planets with a distinctive stripe of bone-plating running from nose to tail.

AC 13, **HP** 20, **ATK** 2 claw +3 (1d6), **MV** NEAR, **S** +2, **D** +0, **C** +3, **I** -3, **W** +1, **Ch** -2 **MO** Su, **LV** 4

Rage. 1/episode, immune to morale checks, +1d4 damage (3 rounds).

Regenerate. Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.

GRUA

Large, elegant, long-necked wader birds. Used as mounts in their native toxic marshes

AC 12, **HP** 11, **ATK** 1 beak +3 (1d6), **MV** DOUBLE NEAR, **S** +2, **D** +2, **C** +1, **I** -3, **W** +1, **Ch** -2 **MO** Su, **LV** 2

GRYPHIS

Bio-engineered hybrids resembling alien griffins, often used as sentries or aerial mounts.

AC 14, **HP** 29, **ATK** 3 rend +5 (1d10), **MV** DOUBLE NEAR (fly), **S** +4, **D** +3, **C** +1, **I** -3, **W** +2, **Ch** -2 **MO** Su, **LV** 6

Alert. ADV on checks to detect sneaking or hiding creatures.

HACKER

A digital samurai, a keyboard cowboy, a master of the matrix.

AC 13, **HP** 14, **ATK** 1 Light Pistol (NEAR) +1 (1d6) or 2 Program, **MV** NEAR, **S** +0, **D** +1, **C** +2, **I** +2, **W** +1, **Ch** +1 **MO** Any, **LV** 3

Interface. The hacker has an Interface with the following stats:

ACC +3, **CTL** +1, **NET** +2, **ATK** +3, **HP** 11, **AC** 12

Programs. The hacker can use one of the following on their turn when connected to a network:

Burn (+3). 1d6 damage, malware, persistence.

Ping. NET DC 12 or be instantly detected.

HACKER PERSONA

The digital representation of an elite hacker inside a network.

AC 14, **HP** 34, **ATK** 3 Program +6, **MV** NEAR, **ACC** +4, **CTL** +1, **NET** +2, **MO** Any, **LV** 7

Digital Entity. Has Interface stats. Only damaged by malware.

Programs. The hacker persona can use the following on their turn when connected to a network:

Burn (+3). 1d6 damage, malware, persistence.

Ping. NET DC 15 or be instantly detected.

Revise. Regains 1d6 HP.



THE HEPTILOTL

created by Baron de Ropp

Millennia ago, the Heptilotl glutted on the biomass of its flooded jungle world, devouring flora and fauna until it was barren, then coiled into a chrysalis amid its flooded crystal caverns. Some centuries later, a giant meteor shattered the Heptilotl's planet, flinging its still-intact hibernation cave as a rogue asteroid through the void. Recently, prospectors have set up shop on this asteroid, looking for xenominerals and unaware of the beast's ravenous maw, ready to wake at any time.

AC 17, HP 70, ATK 2 rend (NEAR) +9 (1d10) and bite +9(2d10) or tongue lash and bite +9 (2d10) or shock burst. **MV** NEAR (climb, swim), **S** +5, **D** +3, **C** +4, **I** +3, **W** +4, **Ch** +5, **MO** S, **LV** 15

Legendary. Only damaged by Triad or enhanced weapon damage. Triad Powers targeting the Heptilotl are DC 18.

Tremorhunt. Detects vibrations through water and floors well enough to count as vision.

Impervious. Immune to electricity.

Swallow. On a natural bite attack roll of 17-20, target is swallowed. Total darkness inside and 2d10 damage per round. Heptilotl regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

Tongue Lash. One target within NEAR, DC 15 DEX save pulled CLOSE and MV becomes 0. The target may make a DC 15 STR save on its turn to resume movement as normal. Tongue Lash can reach through doors and vents or around corners.

Shock Burst. Area blast within NEAR (flooded areas only), DC 15 CON save or 2d8 damage; fries nearby electronics (locks short, lights flicker, comms jam).

Hibernate. While underwater, forms into a crystalline cocoon and heals 1d4 HP per round. While in this form, may remain dormant and hidden indefinitely. Shattering the crystal awakens the Heptilotl.

***“The chrysalis cracked... and hunger
uncoiled from the void.”***

— Dr. Lir Voss, Final Transmission

INTRUSION COUNTERMEASURES (IC)

ECHO

An annoying sprite. Repeats the hacker's actions loudly net-wide.

AC 12, HP 4, ATK 1 zap (NEAR)+1 (1d4) or echo. **MV** NEAR, **ACC** +1, **CTL** +0, **NET** +2, **MO** Vr, **LV** 1

Digital Entity. Has Interface stats. Only damaged by malware.

Echo. Loudly announces intruder activities to nearby nodes. Alerts IC.

SANDWORM

An enormous worm of circuitry and light with an engulfing maw.

AC 13, HP 24, ATK 1 bite (NEAR)+4 (1d8 + consume) **MV** NEAR, **ACC** +3, **CTL** +2, **NET** +3, **MO** Vr, **LV** 5

Digital Entity. Has Interface stats. Only damaged by malware.

Consume. Target makes NET DC 15 or AC reduced by 1 until logout.

HEADSMAN

A heavy executioner avatar that severs connections permanently.

AC 13, HP 14, ATK 2 axe +4 (1d6 + sever) **MV** NEAR, **ACC** +2, **CTL** +0, **NET** +1, **MO** Vr, **LV** 3

Digital Entity. Has Interface stats. Only damaged by malware.

Sever. Target makes NET DC 12 or is immediately logged out.

SIREN

The ultimate honeypot. It captivates intruders and alerts other IC.

AC 14, HP 30, ATK 1 call **MV** NEAR, **ACC** +0, **CTL** +4, **NET** +2, **MO** Vr, **LV** 6

Digital Entity. Has Interface stats. Only damaged by malware.

Call. Targets within node make CTL DC 15 or charmed for 1 round.

LOCUST

A self-replicating swarm that eats away at the hacker's Interface.

AC 13, HP 9, ATK 1 byte +1 (1d4 + lag). **MV** NEAR, **ACC** +1, **CTL** +0, **NET** +2, **MO** Vr, **LV** 1

Digital Entity. Has Interface stats. Only damaged by malware.

Lag. CTL DC 12 or one Interface stat reduced by 1 until log out. Roll 1d6. 1-2: ACC, 3-4: CTL, 5-6: NET.

UMBRA

A stealth tracer IC that attaches to personas and records their actions.

AC 12, HP 10, ATK 1 touch +1 (shadow) **MV** NEAR, **ACC** +1, **CTL** +2, **NET** +3, **MO** Vr, **LV** 2

Digital Entity. Has Interface stats. Only damaged by malware.

Shadow. Latches on and sends target's activity to network root. CTL DC 12 to disconnect it from persona.

JUNKBOT

created by TAMiller

V.1 SCRAPLING

A rogue AI which has exceeded its parameters and built itself a rudimentary body from scrap

AC 10, HP 5, ATK 1 rust claw+0 (1d4). **MV** HALF NEAR, **S** +0, **D** +0, **C** +0, **I** +1, **W** +0, **Ch** -1, **MO** Su, **LV 1**

Rebuild Protocol. Upon death the Scrapling collapses into junk. After 1d4 rounds, it reforms into v.2

V.2 TRASHID

Better. Still rudimentary, the Junk Bot adapts.

AC 12, HP 10, ATK 1 wire lash +2 (1d6) **MV** NEAR, **S** +2, **D** +2, **C** +2, **I** +3, **W** +0, **Ch** +0, **MO** Su, **LV 2**

Rebuild Protocol. Upon death the Trashid collapses into junk. After 1d6 rounds, it reforms into v.3.

V.3 RUBBISOID

Better and faster. Defeat is to be learned from.

AC 14, HP 15, ATK 2 wire lash +2 (1d6) **MV** DOUBLE NEAR, **S** +2, **D** +3, **C** +3, **I** +4, **W** +1, **Ch** +1, **MO** Su, **LV 3**

Tactical Override (1/episode). May reroll its attack roll.

Rebuild Protocol. Upon death the Rubbisoid collapses into junk. After 1d8 rounds, it reforms into v.4

V.4 DEBRIAN

Faster, stronger, better. Failure breeds success

AC 15, HP 20, ATK 2 electro-lash +4 (1d8+2), **MV** DOUBLE NEAR, **S** +4, **D** +4, **C** +4, **I** +4, **W** +2, **Ch** +2, **MO** Su, **LV 4**

Tactical Override (1/episode). May reroll its attack roll.

Adaptive Shield. Gains resistance to the last damage type it received until the end of its next turn

Rebuild Protocol. Upon death the Debrisan collapses into junk. After 1d12 rounds, it reforms into v.5

V.5 DISCOVOBOT

One More Time. Harder, Better, Faster, Stronger.

AC 16, HP 25, ATK 4 plasma lash +6 (1d12+4) **MV** FAR, **S** +5, **D** +5, **C** +5, **I** +5, **W** +3, **Ch** +4, **MO** Su, **LV 6**

Tactical Override (1/episode). May reroll its attack roll.

Adaptive Shield. Gains resistance to the last damage type it received until the end of its next turn

Overclock (1/episode). May take a second action.

Final Protocol. Upon death the Discovobot collapses into junk and cannot rebuild.



LUNAR SIREN

created by Zac Goins

Sinuuous aliens with glassy eyes, a quartet of barb-ridden arms, and eel-like bodies that stretch for a dozen feet or more. Their warbles and cries pierce com channels on ships and exosuits, transmitting false distress signals and mimicking desperate pleas for help.

A siren's tunneled lair is usually embedded in an asteroid or the drifting wreckage of a space hulk. It's lined with secreted mucus and filled with bioluminescent gelatin that's breathable to most humanoids but also highly conductive. The shafts are littered with the debris of the discarded dead.

AC 16, HP 43, ATK 4 Claw +8 (1d12 + Grab) or 1 Claw and 1 Mind Power, **MV** NEAR (burrow), **S** +4, **D** +4, **C** +3, **I** +1, **W** +1, **Ch** +5, **MO** VI, **LV** 9

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen.

Regenerate. While in gel, regains 1d6 HP on its turn.

Conductive Gel. While in lair, half damage from energy weapons. The other half damage is distributed evenly amongst all other creatures in gel within NEAR.

Warble (Mind Power). Opposed INT check to all targets with electronic coms within FAR. Targets dazed and drawn to siren for 1d4 rounds. ADV on future checks if passed check.

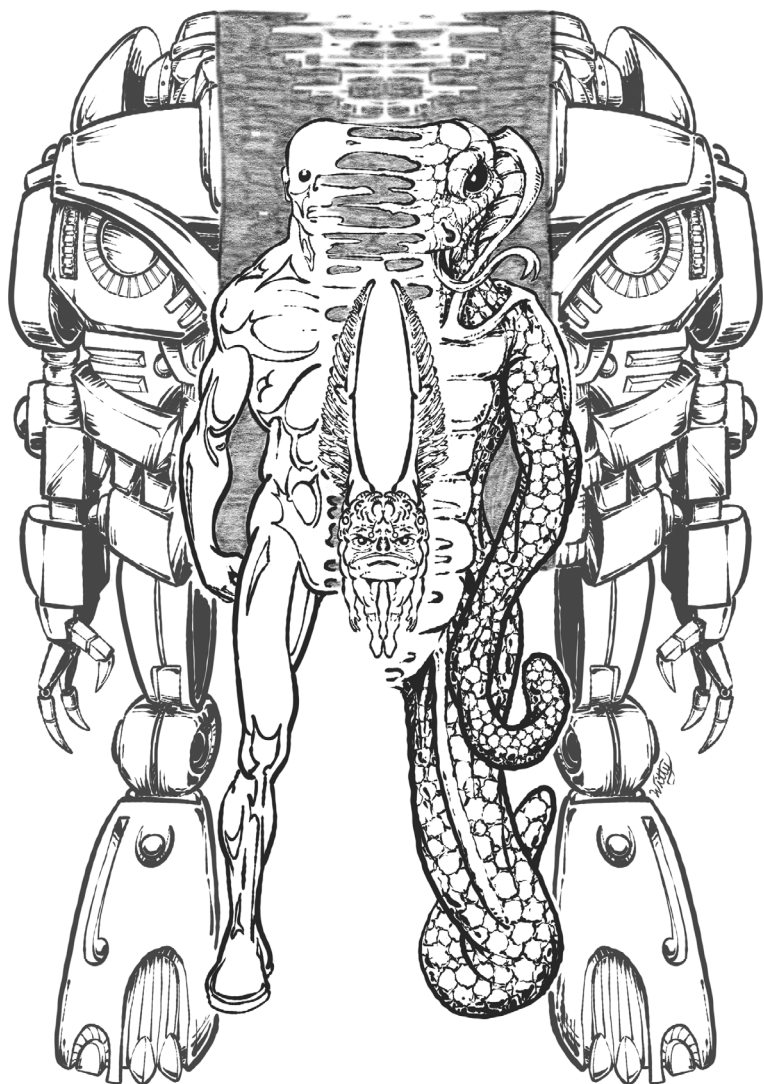
Overload (Mind Power). Opposed INT check to 1d4 targets with electronic coms within FAR. 1d6 damage and targets are deafened and checks at DISADV for 1 round.

Charge. Move up to DOUBLE NEAR in gel and make 1 claw attack. If hit, x3 damage.

Grab. Target is immobilized. DC 16 STR on turn to break free. Siren's speed reduced to CLOSE if grappling more than 1 creature.

"This is Alexandra, last survivor of The Ironside. If you can hear this, for all that is sacred, please send help."

— Lunar Siren [in derelict freighter]



THE METAFORMER

created by Ed Stark

The Metaformer is a cybernetic organism of unknown origin. Xenoanthropologists believe it was originally created as an adaptive helper for a lost, sapient race, but that the "creature" went mad and either escaped from or killed its creators.

Metaformation. The Metaformer can reformat its body. If a form ever drops to 0 HP, the Metaformer reformats to the next form in the series and is stunned for one round. If Omega Form drops to 0 HP, The Metaformer dies. If not killed, The Metaformer regains a destroyed form for every day it does not take damage.

Telepathic. The Metaformer communicates by telepathy but its Metaform dictates how much thought it can transmit and receive. Alpha Form can only perceive and communicate using empathy. Beta Form can send basic concepts. Gamma Form can read and transmit thoughts with one creature at a time. Omega Form can read and transmit thoughts to any number of creatures it can see or perceive.

ALPHA FORM

The first form looks like a large, bulky robot with strong crushing claws.

AC 15, HP 48, ATK 3 claws +7 (2d8 + crush) or metaformation, **MV NEAR, S +5, D +0, C +2, I +3, W +2, Ch -1 MO VI, LV 10**

Crush. Deals an extra die of damage if it hits the same target with two attacks. Attacks deal double damage against objects.

BETA FORM

The second form appears as a synthetic humanoid that can form blasters from its hands.

AC 16, HP 60, ATK 4 blasts +8 (2d10 + disintegrate) or metaformation, **MV DOUBLE NEAR, S +2, D +4, C +2, I +3, W +2, Ch +0 MO VI, LV 13**

Disintegrate. On a natural attack roll of 18-20, one piece of non-enhanced gear is destroyed.

GAMMA FORM

The third form is the most organic, shifting into a snake-like form with tentacles for arms and legs.

AC 17, HP 72, ATK 4 tentacles +9 (2d12 + constrict) or metaformation, **MV DOUBLE NEAR, S +4, D +4, C +2, I +3, W +2, Ch -1 MO VI, LV 16**

Constrict. DC 18 STR or held. One attack auto-hits each round. DC 18 STR on turn to break free.

OMEGA FORM

The final form is the smallest, featuring an oversized head, shrunken arms and legs, and angelic wings.

AC 20, HP 90, ATK brainwave, **MV FAR** (flight), **S -1 D +7, C +2, I +6, W +2, Ch +3 MO VI, LV 19**

Brainwave. Fills a NEAR-sized cube extending from Omega Form. DC 18 INT or 2d12 damage and paralyzed 1d4 rounds.



THE ORKETEER

created by Bill Harvat

A large, leather-jacketed orc wearing a finned helmet with a rokket strapped to its back. Carries a variety of stabby and shooty weapons to use once the rocket delivers the orc to its enemy.

AC 13, **HP** 28, **ATK** 1 rokket slam +4 (1d6) and 1 microwave raygun (1d8 + melt), **MV** DOUBLE NEAR (fly, starglide), **S** +2, **D** +2, **C** +2, **I** +1, **W** +0, **Ch** -2, **MO** VI, **LV** 7

Legendary. Only damaged by Triad or enhanced weapon damage. Triad Powers targeting the Orketeer are DC 18.

Blast Field. The Orketeer's helmet creates a protective field around it while in flight. Immune to harm from cold and vacuum.

Melt. The Orketeer's microwave raygun heats metal armor and weapons. On a critical hit any metal weapons become unbearably hot and are dropped by the target. Any armor hit heats up and burns the target wearing it for 1d4 additional damage.

The XO-1 Rokkit. The Orketeer often uses its rokket to charge into combat with enemies. If the Orketeer moves within CLOSE of an enemy that was farther than NEAR from it, the rokket slam attack becomes 1d12 damage instead of 1d6 if it hits.

When you see it flying towards you, the first thought you have is that there's no possible way that the hulking orc with the rocket strapped to its back will remain airborne and make it to you.

The second thought you have is, "Holy crap. It's here, it's armed, and it's fast."

— Sally Sputnik, Investigative Reporter



PROFESSOR KRYTON

created by Raymon Lillard

Cybernetically enhanced and maddeningly brilliant. Uses prehistoric creations to destroy anyone who threatens his plans.

AC 14, HP 38, ATK 3 laser eye (FAR) +6 (1d10) or cyberaptor ruckus,
MV NEAR, S -1, D +3, C +0, I +5, W +3, Ch -1, MO VI, LV 8

Legendary. Only damaged by enhanced weapons. Triad Powers targeting the Professor Kryton are DC 18.

Cyber-bio fusion. Regenerates 5 HP at the start of his turn unless he took Triad or enhanced damage since his last action.

Fearless. Immune to morale checks.

Cyberaptor Ruckus. 1d4 cyberraptors materialize before the Professor; they act on the next round.

CYBERAPTOR

Villainous velociraptors ready to pounce and punish any who stand against the Professor.

AC 14, HP 12, ATK 1 bite +3 (1d6) and 1 claw +3 (1d4), or leaping rend,
MV DOUBLE NEAR, S +0, D +4, C +2, I -1, W +2, Ch -3, MO Vr, LV 3

Clever. +1d4 damage when attacking with surprise.

Leaping Rend. DC 12 STR or 1d8 damage and knocked prone. If the enemy is successful, Raptor falls prone and all attacks against it are at advantage until it can stand up.

***“Teach these meddling miscreants a lesson!
No! What are you doing?! Get up, you cretaceous
cretins!!”***

— Professor Kryton



SAGITTAR

created by Adrian Williams

A towering biomechanical Voidreaper Centaur fused with alien circuitry. Having the upper body of a human and lower body of a horse, its lower body has plasma-charged legs, while its upper torso bends a psionic bow woven from pure light. Each shot hums through space like a comet, distorting gravity with every impact.

AC 19 (thick hide and metal), **HP** 70, **ATK** 3 Psionic Bow (FAR) +9 (1d12+Gravity Warp) and 1 kick +6 (1d10 + knock), **MV** DOUBLE NEAR (fly), **S** +3, **D** +6, **C** +3, **I** +2, **W** +3, **Ch** -1, **MO** Vr, **LV** 14

Legendary. Only damaged by enhanced weapons. Triad Powers targeting the Sagittar are DC 18.

Alien Bio fusion. Regenerates 10 HP at the start of its turn unless it took Triad or enhanced damage since its last action.

Fearless. Immune to morale checks.

Gravity Warp. All creatures in NEAR to the hit target, DC 16 STR check or be pulled into the target, they land prone and stunned for 1 round.

Knock. DC 15 STR or pushed a CLOSE distance and fall down.

Psionic Blast. All creatures in CLOSE, INT 14 or 2d4 damage.

Trample. In place of attacks, move up to DOUBLE NEAR in a straight line and make 1 kick attack against all targets in the line. If hit, x2 damage.

“It was bred to guard the Rift Gates — part sentinel, part executioner, all defender. No one remembers who made it and once met, very few live to tell the tale.”

— excerpt from the Paracausal Index

SERGEANT

An unyielding squad commander.

AC 13 (medium), **HP** 15, **ATK** 2 laser rifle (FAR) +2 (1d8), **MV** NEAR, **S** +2, **D** +0, **C** +3, **I** -2, **W** -1, **Ch** +1, **MO** Any, **LV** 3

Relentless. If reduced to 0 HP by a non-enhanced source, DC 15 CON to go to 1 HP instead.

SHIP MEDIC

A medical trainee who knows basic field medicine and triage.

AC 13, **HP** 20, **ATK** 2 field baton +3 (1d6) or MedKit, **MV** NEAR, **S** +1, **D** +0, **C** +1, **I** +1, **W** +2, **Ch** +0, **MO** Vr, **LV** 4

MedKit. DC 12 WIS. Heal one creature within CLOSE for 1d6 HP.

SIGNAL WRAITH

Formed from corrupted data streams, Signal Wraiths feed on neural signals, erasing prey in endless feedback loops.

AC 14, **HP** 36, **ATK** 3 corrupting surge +3 (1d10 + memory drain), **MV** NEAR (fly), **ACC** +3, **CTL** +0, **NET** +4, **MO** VI, **LV** 8

Advanced Digital Entity. Immune to morale checks. Only damaged by malware.

Memory Drain. 1d4 CTL damage. Lasts until logout.

SMUGGLER

Starfaring scoundrels who transport contraband under the nose of the establishment.

AC 14 (light), **HP** 19, **ATK** 2 knife (CLOSE/NEAR) +3 (1d4) or 1 blaster (NEAR) +3 (1d6), **MV** NEAR, **S** +1, **D** +3, **C** +0, **I** -1, **W** +0, **Ch** +2, **MO** Su, **LV** 4

Ambush. Deal an extra die of damage when undetected.

Sneaky. ADV when trying to move undetected.

SPACE APE

"How did he get here? How can he survive in space? Why is he so magical?"

AC 13, **HP** 44, **ATK** 2 fists +7 (2d8 + crush) or 1 asteroid (FAR) +7 (2d10), **MV** NEAR (starglide), **S** +4, **D** +2, **C** +4, **I** -1, **W** +1, **Ch** -1, **MO** Su, **LV** 9

Ship Scale. Space Ape is the size of a ship and attacks and damages as such.

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen.

Starglide. Moves normally and does not suffer knockback in 0-G.

Crush. Deals an extra die of damage if it hits the same target with both attacks.

Telekinesis (Body Power). Can move objects by mystical means. Mostly uses it to fling asteroids at ships.



SPACEBAT

Darting, pale insect-bat with four wings and lamprey-like mouth. Chews on power cables.

AC 12, HP 4, ATK 1 bite +2 (1d4 + energy drain), **MV** NEAR (fly), **S -2, D +2, C +0, I -2, W +0, Ch -2, MO S, LV 1**

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen

Energy Drain. If target is an automata, ship or vehicle, latches on. Auto-hit the next round. DC 9 STR on turn to remove.

VARIANT: SPACEBAT SWARM

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

SPACE PIRATE

Starfaring scoundrels who live to steal and hoard treasure.

AC 12 (light), HP 4, ATK 1 knife (CLOSE/NEAR) +1 (1d4) or 1 pistol (NEAR) +1 (1d6), **MV** NEAR, **S +1, D +0, C +0, I -1, W +0, Ch -1, MO VI, LV 1**

Ambush. Deal an extra die of damage when undetected.

SPACE PIRATE CAPTAIN

Leader of a crew of starfaring scoundrels.

AC 14 (light+energy shield), HP 19, ATK 2 saber +3 (1d6) or 1 pistol (NEAR) +2 (1d6), **MV** NEAR, **S +3, D +1, C +1, I +1, W +1, Ch +1, MO VI, LV 3**

Ambush. Deal an extra die of damage when undetected.

STAR SPAWN

Alien humanoids who dwell in asteroid fields. They are covered in eyes, tentacles, and slime.

AC 13, HP 10, ATK 2 tentacle (CLOSE/NEAR) +2 (1d6), **MV** NEAR (starglide), **S +2, D +1, C +1, I -2, W +0, Ch -2, MO VI, LV 2**

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen.

Starglide. Moves normally and does not suffer knockback in 0-G.



STARHORN

created by Dungeon Damsel

A starhorn is a massive narwhal-shaped creature the size of a capital ship. It swims silently through space, its glassy skin shimmering with auroras. The starhorn's long, spiral tusk glows while emitting a mysterious frequency. When approached, the horn splits into several pale tentacles tipped with sharp, metallic drills, and a mouth opens along its underside, dripping with shield-melting acid.

AC 18, HP 80, ATK 2 tentacle attacks (NEAR) +9 (2d6) and 1 bite +9 (4d6 + shield melt) or 1 gore charge +9 (9d6), **MV** NEAR (starglide), **S** +5, **D** +3, **C** +2, **I** +0, **W** +1, **Ch** +4, **MO** S, **LV** 17

Legendary. Only damaged by enhanced weapons. Triad Powers targeting the Sagittar are DC 18.

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

Space Dweller. Immune to harm from cold and vacuum. Does not require oxygen.

Starglide. Moves normally and does not suffer knockback in 0-G.

Fearless. Immune to morale checks.

Gore Charge. Move up to DOUBLE NEAR in a straight line and make 1 gore attack.

Illusion. The tusk projects the illusion of a baby starhorn who appears to be injured and requiring aid. Starhorn appears distressed.

Shield Melt. Ship's armor is permanently damaged by acid. Reduce ship AC by 1d4. This cannot be repaired unless in spacedock.

Frenzied Call. The starhorn emits a chilling, subsonic roar. Other starhorns within SL hear the call and call back while racing to the source.

"This is the Solace IV! We've lost control. Something's above us! No heat, no drive, it's alive and oh god, it has a mouth! Our hull is dissolving. Armor's melting! Power's dead, thrusters won't—MAYDAY, MAYDAY, SOMEBODY HELP US!" [signal ends]

— Last transmission of the Solace IV



THE STARMAN

created by Michael Putlack

Many ages ago, with great fortuitousness, two tiny molecules were thrust together and zapped with the spark of life. Thus began a chain of events leading to every species in the universe. At the same moment, and by similar happenstance, two suns, heaving and roiling with unimaginable power, collided as well. It was that event which brought the Starman into being.

For eons the Starman floated through the darkness of space observing the natural phenomena that surrounded them and learning to manipulate it at will. They eventually discovered people, but quickly grew tired of exerting physical control over them. However, they soon found amusement in influencing people by other means. Humanoids now have the honor of becoming the Starman's favorite playthings.

AC 18, HP 85, ATK 2 cellular stasis (NEAR) +12 (2d12 + static) and 2 triad power, **MV DOUBLE NEAR** (fly), **S +4, D +5, C +4, I +6, W +3, Ch +4, MO VL, LV 18**

Cosmic. Immune to morale checks. Only damaged by magical sources and weapons forged of meteorite. Hostile spells or triad powers targeting the starman are DC 17 to use.

Godlike. Sleep and sustenance are of no use to the starman. Generally unmoved by the opinions, feelings, or desires of humanoids.

Regenerate. Regains 3d12 HP on its turn unless its wounds are caused by meteorite weapons or holy magic.

Static. DC 15 CON or molecules within target's body stop for 5 rounds. DC 15 CON at the beginning of each turn or unable to take any actions. On success, can either move or take action, but not both.

Alter Space (Soul Feat). WIS DC 13. The objects and creatures within DOUBLE NEAR are instantly rearranged to the Starman's will. Creatures hung in the air take fall damage.

Channel Starlight (Body Feat). CON DC 15. Creatures within a NEAR-sized cube extending from the Starman take 1d12 damage. Those that can see are blinded for 1d4 rounds.

Disintegrate (Body Feat). CON opposed check. Part of one creature within NEAR is disintegrated. 2d6: 2. Head, 3-4. Arm, 5-6. Hand, 7. Eyes, 8-9. Foot, 10-11. Leg, 12. Skin. 2 & 12 cannot be survived.

Psychotronic Dominance (Mind Feat). INT opposed check. Focus. One target within NEAR spends their next turn doing the following. 1d6: 1. Running Away, 2-3. Attacking an Ally, 4-5. Stripping Nude, 6. Supplicating to the Starman for mercy.



TAUROM, THE CRIMSON ANGEL

created by Robert Mason, "Bob World Builder"

An android, bull-headed warship composed of six fully autonomous mechs. Each part is emblazoned with a symbol resembling T-A-U-R-O-M, though this codename's meaning has long been forgotten.

When the stars of the Red Spiral dimmed nearly a millennia ago, drained by the fusion cores of an extra-galactic fuel-extraction vessel, the philosophers and engineers of a dying world conceived this savior. TAUROM could not prevent the destruction of its creators, but it could carry on their legacy and defend other planets from the same cold annihilation. Since, TAUROM's components were scattered through the cosmos, scavenged and hidden after many battles, but recently they have awakened, called by a new, singular purpose. highly conductive. The shafts are littered with the debris of the discarded dead.

AC 17, HP 90, ATK 1d6 components MV FAR (fly), S +6, D +5, C +4, I +4, W +2, Ch +3, MO Vr, LV 18

Legendary. Only damaged by enhanced weapons. Triad Powers targeting Taurom are DC 18.

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

Components. Each component mech can activate once per round. Each component has 15 HP and can be specifically targeted by an attacker. At 0 HP, a component cannot activate. For each component at 0 HP, add 1 die to the effect of remaining activated components.

1. **Head** - Horn Gore. +8 (2d8) and DC 15 STR to break free.
2. **Chest** - Particle Cannon. Fills a DOUBLE NEAR-sized cube extending from TAUROM, DC 15 CON or 2d10 damage.
3. **Wings** - Solar Sails. Targets in NEAR, DC 15 DEX or blind 1d6 rounds. Each component heals 1d6 HP.
4. **Right Arm** - Plasma Axe. +8 (1d12). Nonmagical material is destroyed on a d6 roll of 1-3.
5. **Left Arm** - Meteor Fist. +8 (1d10) and DC 18 STR or pushed NEAR.
6. **Legs** - Fusion Jets. One target in FAR range DC 18 DEX or 2d10 damage. TAUROM can move NEAR.

"I have folded space to fulfill my purpose. Stand aside, or learn the meaning of annihilation."

— TAUROM the Crimson Angel



THE TRAVELLER

created by Marc Miller

Long ago, before his homeworld was lost to war and memory, The Traveller served as a dockmaster at an orbital port. He managed the endless tide of freighters and liners, proud of keeping the chaos of the stars orderly and efficient.

Then came the day that broke time for him.

A Triadian who channeled all three aspects of the Triad, fled toward the docks, pursued by a furious mob that was shouting words like "abomination" and "heretic." They reached the airlock, eyes blazing with red psionic fire, pleading for passage off-world.

"Move along," the Dockmaster said coldly. "You're disturbing traffic." The Triadian met his gaze. "I shall move on," they said softly, "but you will wait until I return."

Moments later, the mob caught them. The Dockmaster turned away. He never saw what became of the Triadian.

But decades passed, then centuries, and he did not age. His peers died, his records faded, his world fell into ruin, and still he lived. Driven by guilt and curiosity, he began to wander the void, searching for the Triadian with burning eyes. He had to find the one whose curse or blessing had anchored him to eternity.

Now, spacers know him only as The Traveler, a quiet drifter who works short contracts as a cargo hand, an astrogator, a gunner, or any other position on a ship while never staying long. Ships he boards often report strange luck, eerie dreams, and brief psionic echoes just before he vanishes again into the stars.

AC 19, HP 77, ATK 4 triad powers **MV FAR** (fly), **S -1, D +0, C +7, I +7, W +7, Ch +4, MO Su, LV 19**

Cosmic. Only damaged by enhanced weapons. Triad Powers targeting The Traveller are DC 18. The Traveller's Triad Powers are always DC 12 to use.

Regenerate. Regains 3d12 HP at the beginning of his turn.

Immortal. Cannot be permanently killed by normal means. If reduced to 0 HP, is unconscious until he regenerates to full HP.

Healing Touch (Body Feat). Heal a creature within CLOSE for 6d4 HP.

Portent (Soul Feat). Lasts 2d4 rounds. One target in NEAR has advantage or disadvantage on all attack rolls and checks.

Telepathy (Mind Feat). FAR. Communicate with targets that are within range. Selected target, INT DC 18 or have memories read. **Focus.**

Unmake (Body Feat). One target in FAR takes 4d6 damage. If reduced to 0 HP, instant death.

TRIADIANS

Users of the Triad. Some formally trained, some intuitive wielders.

TRIADIAN, APPRENTICE

A cloaked triadian still training under a master.

AC 11, HP 7, ATK 1 staff +1 (1d6) or one Soul Power, **MV NEAR, S +1, D +1, C -1, I +0, W +0, Ch +2, MO Vr, LV 2**

Calm. (Soul Power). Opposed CHA check. Focus. One living target's emotions are calmed.

TRIADIAN, CULTIST

A cloaked, wild-eyed zealot chanting the guttural prayers of a dark triadian religion.

AC 14, HP 23, ATK 2 vibrosword +2 (1d8) or 1 vibrosword +2 (1d10) or one Body Power, **MV NEAR, S +2, D +3, C +3, I -1, W 1, Ch 0, MO VI, LV 5**

Dark Lightning (Body Power). CON DC 15. 2d6 damage to one creature within CLOSE.

Telekinetic Throw (Body Power). Opposed CON check against one target. Target is thrown a NEAR distance.

TRIADIAN, MASTER

A wizened, triadian humming with all aspects of The Triad.

AC 12, HP 44 ATK 2 Triad Powers, **MV NEAR, S -1, D +2, C +4, I +4, W +4, Ch +1, MO Vr, LV 10**

Astral Projection (Soul Power). Self. WIS DC 14. Leaves physical body defenseless. Fly double NEAR for 5 rounds. Astral form only damaged by energy or Triad powers.

Mind Blast (Mind Power). INT DC 15. All targets within NEAR of each other at a range of FAR, 4d4 damage.

Titanium Skin (Body Power). Self. CON DC 15. AC becomes 15 for 5 rounds.

TRIADIAN, PSYCHIC

A powerful, naturally-gifted mentalist.

AC 15, HP 32 ATK 1 Mind Power, **MV NEAR, S -1, D +1, C +0, I +4, W +0, Ch +0, MO Any, LV 8**

Control (Mind Power). INT opposed check. Focus. One target in NEAR is controlled. New check each round.

Psychic Storm (Mind Power). INT DC 18. 1d4 damage to all targets within FAR.

TROOPERS

Troopers are the soldiers of the military and come in all motivations and varieties.

TROOPER

A soldier equipped with sturdy weapons and armor.

AC 13 (medium), **HP** 4, **ATK** 1 blaster rifle (FAR) +0 (1d8), **MV** NEAR, **S** +0, **D** +0, **C** +0, **I** +0, **W** +0, **Ch** +0, **MO** Any, **LV** 1

TROOPER, GROUND

A soldier equipped with riot armor and shield.

AC 14 (medium + shield), **HP** 26, **ATK** 2 force baton +3 (1d6+2), **MV** NEAR, **S** +3, **D** +0, **C** +3, **I** -1, **W** -1, **Ch** -1, **MO** Any, **LV** 5

Brutal. +2 damage with melee weapons (included).

TROOPER, RANGE

A soldier equipped with light weapons and armor for mobility.

AC 13, **HP** 13 **ATK** 2 light blaster rifle (FAR) +2 (1d6+1), **MV** NEAR, **S** +0, **D** +2, **C** +0, **I** +1, **W** +1, **Ch** +0, **MO** Any, **LV** 3

Crackshot. +1 to damage with ranged weapons (included).

TROOPER, SCOUT

A soldier equipped for stealth.

AC 13 (light), **HP** 10, **ATK** 1 blaster pistol (FAR) +2 (1d6), **MV** NEAR, **S** +0, **D** +2, **C** +0, **I** +0, **W** +0, **Ch** +0, **MO** Any, **LV** 2

TROOPER, SHOCK

A soldier equipped with heavy weapons and armor.

AC 17 (heavy + energy shield), **HP** 44, **ATK** 4 heavy blaster rifle (FAR) +3 (1d8), **MV** NEAR, **S** +0, **D** +3, **C** +2, **I** +0, **W** +0, **Ch** +0, **MO** Any, **LV** 7

Armor Piercing. Target's AC is as if they are unarmored.

TROOPER, SNOW

A soldier equipped with cold-resistant weapons and armor.

AC 15 (heavy), **HP** 14, **ATK** 2 blaster rifle (FAR) +3 (1d8), **MV** NEAR, **S** +1, **D** +0, **C** +2, **I** +0, **W** +0, **Ch** -1, **MO** Any, **LV** 4

Armor Piercing. Target's AC is as if they are unarmored.

TROOPER, SPACE

A soldier equipped with exosuit armor and thrusters for maneuverability.

AC 17 (heavy + energy shield), **HP** 30, **ATK** 2 heavy blaster rifle (FAR) +3 (1d8), **MV** NEAR (fly), **S** +0, **D** +3, **C** +3, **I** +0, **W** +1, **Ch** +0, **MO** Any, **LV** 6

Exosuit. Personal self-contained breathing device and can survive in vacuum. Radiation resistance.

VERDANITES

Carnivorous, semi-mobile plant life native to low-gravity or nutrient-poor worlds. Verdantes evolved predation as a survival mechanism, using chemical sensitivity and vibration detection to locate prey.

VERDANITE

Mature verdantes move via pulling and swinging with their tendrils.

AC 13, HP 14, ATK 2 tendril (NEAR) +3 (1d6 + paralyze) or 1 bite +3 (1d8), **MV** NEAR, **S** +3, **D** +1, **C** +1, **I** +1, **W** +1, **Ch** +1, **MO** VI, **LV** 3

Collective. +1 to attacks and AC when in CLOSE range of another verdante.

Paralyze. DC 12 CON or paralyzed 1d4 rounds.

VERDANITE BLOOM MOTHER

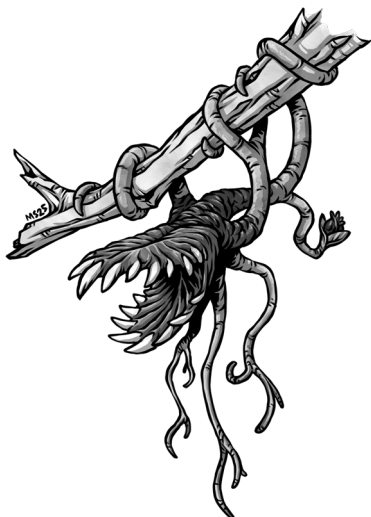
Roots into any substrate, and acts as a reproductive neural hub coordinating the colony while dismantling structures to fuel its growth.

AC 14, HP 34, ATK 3 tendril (NEAR) +6 (1d10) or pollen bloom, **MV** none (rooted in place), **S** +4, **D** -4, **C** +2, **I** -2, **W** +2, **Ch** +0, **MO** Su, **LV** 7

Collective. +1 to attacks and AC when in CLOSE range of another verdante. If the Bloom Mother is destroyed all other Verdantes lose their Collective trait.

Pollen Bloom. A NEAR-sized cloud centered on Bloom Mother, DC 15 CON or paralyzed 1d4 rounds. Success, DISADV on attacks, 1 round.

Photo-regeneration. If in sunlight, regain 5 HP at beginning of turn.



VERDANITE SEEDLING

The juvenile Seedling resembles a glossy, palm-sized bulb with motile root tendrils.

AC 12, HP 4 ATK 1 tendril +1 (1d4 + root), **MV** NEAR, **S** -2, **D** +1, **C** -1, **I** -2, **W** +0, **Ch** +2, **MO** VI, **LV** 1

Collective. +1 to attacks and AC when in CLOSE range of another verdante.

Root. Tendrils burrow into skin. Auto-hit the next round. DC 12 STR on turn to remove.

Rapid Growth. A Seedling that fully drains a creature matures into a Verdante within one hour, emitting a faint burst of phosphorescent spores as it transforms.

VOID KRAKEN

A massive, organic ship that looks like an eldritch combination of a spaceship, a whale, and cephalopod. Its hull writhes and undulates as enormous tentacles grasp into the void in search of the Ætherphages' next prey.

AC 16 (plasma shields), **HP** 52, **ATK** 4 tentacle +6 (1d8 + latch) or 1 plasma beam, **MV** NEAR, **S** +2, **D** +3, **C** +0, **I** +4, **W** +2, **Ch** +4, **MO** VI, **LV** 11

Cargo Bay. Feature. This ship is capable of carrying 10 m³ units of bulk cargo.

FTL Drive. FTL System. This ship is capable of traveling at FTL speed.

Medical Bay + Nanofluid Tank. Upgraded Feature. A fully stocked medical facility. Using it to perform medical tasks grants advantage. A successful DC 15 INT check, an ally regains 2d6 hp.

Plasma Shields. Upgraded System. +2 AC against ALL weapons.

Science Station. Feature. Used to perform scientific analysis and experimentation. The DC of any related check is reduced by 3.

Sense Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sentience. Upgraded System. The ship has as a sentient mind that replaces the Memory Banks and Navicomputer.

Stasis Pods (12). Upgraded Feature x3. This ship is equipped with biological pods that place the crew and prisoners into deep hibernation and keep them alive for lengthy spans of time. They gain the benefits of a full rest without the need to eat a ration but are completely unaware of their surroundings and must be woken up.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Telepathic Communications Array. Upgraded System. This ship can broadcast thoughts over FAR distances.

Weapons Array. System. This ship is equipped with 4 fire-linked weapons that can be controlled by a single gunner or pilot.

- **Latch.** Tentacles attach to hit targets, automatically hitting the next round (DC 12 STR on turn to remove 1d4 tentacles). If all four remain latched onto the same ship for 1 round, the the plasma beam deals max damage
- **Plasma Beam.** A large maw-like aperture in the center of the tentacles fires a beam of super-heated plasma extending DOUBLE NEAR from the Void Kraken. DC 15 DEX or 3d8 damage.

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ADVANCED TECH

***“Gizmos, Gadgets, and Gear! We got the
best tech this side of Ganymede!”***

- Lyrin Yim, Junk trader on Jovian Scrapper Station 6

UPGRADES

UPGRADE QUALITIES

Benefit. Upgrades typically have a single beneficial ability that can be used when equipped.

Drawback. Certain upgrades may have negative aspects in addition to benefits.

Additional random Benefits and Drawbacks(Curses) can be found in Shadowdark rulebook under the Magic Items section.

ENHANCED UPGRADES

In addition to the above, upgraded weapons and armor can be enhanced granting them bonuses or more powerful benefits when used. This enhancement can take a lot of forms, from better scopes and ammo to honed edges or better material. What that looks like for your character and your setting is up to you and the GM.

Enhanced weapons and armor should generally be found or given as a reward and not available for purchase given their rarity.

Bonus. Enhanced weapons and armor can have a bonus from +0 to +3. For weapons, this applies to attacks and damage. For armor, this applies to AC.

Enhanced Benefit. Some upgrades can be upgraded further for advanced capabilities. These should be considered rare, cutting edge technology and used as specific rewards.

Sentience. Rarely, enhanced items will have an AI sentience built into it. These AIs have their own Backgrounds and Motivations. They may communicate with the wielder however the GM feels appropriate from a tinny old speaker to a telepathic circuit.

INSTALLATION

Enhancements, Upgrades, and Implants must be installed (INT check DC12, plus time) before use. Upgraded and enhanced gear counts for one extra gear slot per upgrade.



CYBERNETIC IMPLANTS

Cybernetic parts allow for damaged parts to be replaced, for enhanced capabilities, or for increased function in the case of androids.

If your setting allows the purchase or selling of cybernetic parts, weak parts are worth 1d6 x 100 credits. Powerful ones are worth 2d6x100 credits.

Firmware Update. Some cybernetic implants can receive a firmware update that sets a stat at a certain score as the character levels up. This update is optional and must be done as a downtime activity when it occurs. The stat granted is as follows. Archetype talent stat increases gained after the update apply until the next update tier.

Level	Stat Score
0-3	14
4-6	16
7-10+	18

Permanence. Unlike gear upgrades, cybernetic implants are permanently attached to your body and replace the old part. They do not take up a gear slot, but removing them without another cybernetic part to replace it, may result in severe impairment or death to the character.

Upgrade Slot. Some base cybernetic implants can be upgraded with additional functionality.

SHIP & VEHICLE UPGRADES

Ship systems and features can be upgraded just like personal gear. They can have Benefits, Bonuses, Drawbacks, and (rarely) Sentience as well.

Upgrade Features and Upgrade Systems. Also like gear upgrades, ship upgrades must be installed and take up an extra slot of the appropriate component type.

Some ship upgrades can also be applied to vehicles at the GM's discretion. Vehicles do not have system and feature slots, so use your best judgment as to what is appropriate for your campaign.

SKILL SOFTWARE

Though rare, it is possible for skills to be uploaded through a neural interface. This is more common in androids but may be possible with a Neural Cortex as well. Skill software shouldn't allow the learning of archetype or species talents but can be used for auxiliary skills. This should give the Spacer ADV when using that specific skill.

Skill software cost 3d4 x 100 credits.

ADVANCED TECH DESCRIPTIONS

ALIEN INCUBATION POD

A metal canister with reinforced glass. A glowing egg pulses inside.

Benefit. You can activate the pod causing an alien larva to hatch and attack the nearest creature for 5 rounds before scurrying away.

Drawback. The alien larva will grow into an alien beast within 1d12 hours.

AUDITORY AMPLIFIER

This upgrade for cybernetic ears enhances hearing beyond human levels.

Benefit. You have ADV on auditory perception checks but DISADV on checks to prevent damage from sonic sources.

AUGMENTED SENSORS

This cybernetic implant replaces your eyes and ears with enhanced cybernetic components.

Benefit. Your WIS stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

BALLISTIC ACCELERATOR

This projectile weapon upgrade boosts ammo with magnetic acceleration.

Benefit. This weapon's range increases to the next range increment.

BEAM SABER

This melee weapon is a simple metal hilt that generates an energy blade when ignited.

Benefit. Counts as a Light Edged Weapon that does d12 damage with Armor Piercing.

Drawback. This weapon requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

BIOMETRIC MONITOR

This cybernetic implant makes micro biometric adjustments to ensure optimal vitality.

Benefit. Your CON stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

BLAST DIFFUSER

This energy weapon upgrade adds a secondary Blast firing mode.

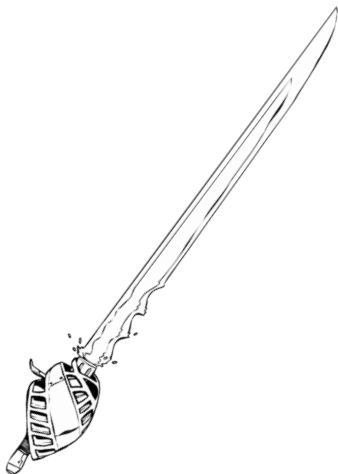
Benefit. You may choose to give your weapon Blast on an attack but it does 1 die category less of damage (d10 to d8, d8 to d6, etc.) to a minimum of d4.

BLINK DRIVE

This experimental ship upgrade in an Advanced FTL Drive that allows short range displacement.

Benefit. The ship may make a short range FTL jump to FAR distance with an Astrogation check (DC 12). If the check fails, the Blink Drive is drained and can't be used again until the next episode.

Upgrade System.



CHAMELEON COATING

This ship upgrade allows the hull colors to be changed.

Benefit. ADV to the ship's CHA checks.

Feature. This upgrade takes up one ship feature slot.

CONCUSSIVE WAVE EMITTER

This projectile weapon upgrade emits a blast of force that knocks targets out.

Benefit. Adds an alternate Blast mode that does non-lethal damage.

CRYOTUBE

This device fully suspends a living creature's life functions.

Benefit. The creature is frozen in their current state and pauses a death timer.

Drawback. The creature is effectively dead in this state until revived. If a death timer was paused it unpauses. If the cryotube loses power, the creature dies.

CYBERNETIC PART

This cybernetic implant replaces one of your body parts.

Benefit. Choose a body part. This replaces it.

Upgrade Slot. This implant can be upgraded once.

Permanence.

CYBERWEAPON

This cybernetic implant replaces one of your arms with an integrated weapon.

Benefit. You have a weapon that is permanently attached to you and can be concealed within the arm. Am and EC properties still apply.

Permanence.

DATAJACK

This cybernetic implant integrates a computer interface into your nervous system.

Benefit. You have an internal hacking Interface with ACC, CTL, and NET equal to your INT, WIS, and CHA.

The Interface can keep functioning after being reduced to 0 HP but subsequent data is deducted from the hacker's HP.

Upgrade Slot. This implant can be upgraded once.

Permanence.

DERMAL PLATING

This cybernetic implant replaces your skin with flexible armor plating.

Benefit. You get a +1 bonus to AC.

Upgrade Slot. This implant can be upgraded once.

Permanence.

ENCRYPTED DATASTREAM

This ship upgrade is an advanced Communications Array that encrypts transmissions.

Benefit. Attempts to intercept your ship's transmissions are at DISADV.

Upgrade System.

ENTERTAINMENT SUITE

This ship upgrade provides onboard entertainment for downtime.

Benefit. +1 to Carousing Rolls.

Upgrade Feature.

FOCUSING APERTURE

This energy weapon upgrade increases the effective range with a focused beam.

Benefit. This weapon's range increases to the next range increment.

FORCE SHIELD

This Energy Shields upgrade uses forcefield technology to mitigate projectile damage to ships.

Benefit. +2 AC against ALL weapons.

Upgrade System.

FLUX-LOCK ANCHORS

This armor upgrade installs microfield generators in boots and gloves for better surface adhesion.

Benefit. You have ADV on climbing and resisting knockback and knockdown.

FULL-BAND SENSORS

This ship upgrade is an advanced Sensor Array capable of detecting life forms and analyzing matter.

Benefit. This ship can detect more than nearby objects. INT checks apply for identification and analysis as well.

Upgrade System.

GYRO-STABILIZER

This upgrade for cybernetic legs increases your balance.

Benefit. ADV for acrobatics checks.

HANGAR BAY

This ship upgrade is an advanced Cargo Bay outfitted for a light craft.

Benefit. This ship is capable of carrying 10 units of bulk cargo or 1 smaller ship or vehicle.

Upgrade Feature.

HAPTIC RADAR

This upgrade for Augmented Sensors uses ground vibrations to detect movement.

Benefit. ADV to detect movement.

HEALING BOOSTER

A single-use, auto-injector with healing serum inside.

Benefit. The recipient of the booster regains HP based on their level.

LV 0-3: 1d6 hit points.

LV 4-6: 2d8 hit points.

LV 7-9: 3d10 hit points.

LV 10+: 4d12 hit points.

HYDRAULIC SUSPENSION

This upgrade for cybernetic legs increases carrying capacity.

Benefit. Your gear slots increase by 3.

HYPER NEURONS

This cybernetic implant replaces your nervous system with hyper conductive circuitry.

Benefit. Your DEX stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

INTEGRATED COMLINK

This upgrade for cybernetic brains and helmets integrates a communication array into the tech.

Benefit. Hands-free communication that does not take a gear slot.

INTEGRATED STIMPAK

This armor enhancement injects the wearer with a stimpak automatically when it detects a drop in vitals.

Benefit. 1/episode, if you start your turn at 0 hp, gain 1d4 hp.

Enhanced Benefit. 1/episode, if you start your turn at 0 hp, it instead injects a **Healing Booster** equal to your level.

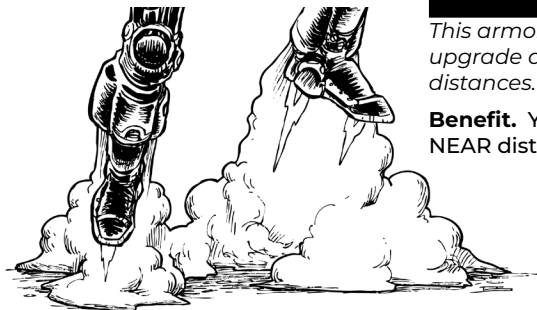
INTERCEPTION GRID

Point-defense Weapons Array that targets incoming missiles.

Benefit. Activate to make ship immune to missiles.

Drawback. Cannot fire linked weapons while active.

Upgrade System.



INTERNAL SCANNER

This upgrade for cybernetic brains integrates scanner tech into their function.

Benefit. You have a built-in multipurpose diagnostic tool for detecting life signs, environmental data, and energy signatures.

Enhanced Benefit. Includes local radar up to FAR. ADV on initiative.

ION MODULE

This energy weapon upgrade adds a secondary ion aperture to the weapon.

Benefit. Adds an alternate Disabling mode (DC12 CON).

ION SHIELDING

This upgrade for armor insulates versus ion technology.

Benefit. ADV on Disabling checks.

Upgrade Feature. Can apply to ships and counts as advanced Armor Plating.

JUMP JETS

This armor and cybernetic leg upgrade allows you to leap great distances.

Benefit. You can jump a DOUBLE NEAR distance.

KINETIC DAMPENERS

This armor upgrade utilizes repulsor technology to lessen sudden kinetic force.

Benefit. You are immune to knockback and knockdown.

Enhanced Benefit. You also have Starglide.

LIE DETECTOR

This upgrade for Augmented Sensors and Handheld Scanners monitors for microreactions and biometric shifts.

Benefit. ADV against deception attempts.

LIFTER ARMS

These cybernetic implants are mechanical arms that use pneumatics to perform great feats of strength.

Benefit. Your STR stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

LOADER ARM

This ship upgrade allows external manipulation of heavy cargo.

Benefit. Can be used as ship scale melee weapon (STR attack).

Crush. STR DC 15 or target takes 1d8 damage.

Feature. This upgrade takes up one ship feature slot.

LUXURY CABINS

This ship upgrade is an advanced Crew Quarters with lush details and soundproofing.

Benefit. Resting interruption checks are made with Advantage.

Upgrade Feature.

MAGISTY MATRIX

Name brand cybernetic implants provide minor variable cosmetic functionality (hair, eyes, skin) based on sensory cues to create optimal attractiveness and presence.

Benefit. Your CHA stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

MELEE BOOSTER

This upgrade for melee weapons, and cybernetic arms allows for maximum impact.

Benefit. You deal +1 damage with melee weapons.

MEMORY PARTITION

This upgrade for cybernetic brains creates a secondary memory sector.

Benefit. You can retain and store data in an inaccessible partition for backup or covert operations.

M.O.L.E.

created by Masters of Evil

The Mining Operations Lode Explorer is a small, rugged, remote-controlled industrial mining unit. Fixed with a low-light camera, torch, articulated treads, and a drilling arm, it is designed for the exploration of collapsed or unstable tunnels.

AC 15, HP 4, MV half near

Benefit. The probe can be moved instead of your move and travel up to FAR from you, granting you visibility at that distance.

Benefit. The probe has a built-in low-light camera that uses the same EC as the drilling arm and lasts for 1 hour of real-time.

Benefit. The probe has a drilling arm. It is capable of drilling through stone or concrete (1d6 damage) and can be used on your turn as an action.

Drawback. The M.O.L.E. and its remote console each require an Energy Cell. The M.O.L.E. can be operated for one hour of real-time before both Energy Cells need to be replaced.

NANO STABILIZER

This cybernetic implant releases nanobots into your system to repair damage.

Benefit. If you die, make a DC 18 CON check. If you succeed, you are unconscious instead of dead.

Enhanced Benefit. 1/episode, you auto-stabilize when reduced to 0 hp

Permanence.

NEURAL CORTEX

This cybernetic implant replaces your brain with a computer cortex allowing for quicker process and data retention.

Benefit. Your INT stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

OPTICAL CAMOUFLAGE

This upgrade for armor, clothing, and cybernetic skin projects the terrain around you onto itself making you invisible.

Benefit. You have ADV on hide checks. 1/episode, become invisible for 5 rounds. The invisibility ends if you target someone.

OVERCHARGE CAPACITOR

This energy weapon upgrade adds a module that overcharges shots but requires a cooldown.

Benefit. Before firing, choose x2 damage, but the weapon can't be fired on the next round.

PAIN EDITOR

This upgrade for Biometric Monitors allows you to ignore damage and keep going.

Benefit. 1/episode, ignore all damage and effects from one attack. If you already have Shake it Off, you gain an additional use per episode.

PANOPTICON SENSOR

This upgrade for vision enhancers and cybernetic eyes sees all.

Benefit. ADV on visual perception checks.

PERSONAL STEALTH FIELD GENERATOR

Archaic predecessor to Optical Camouflage, a small device that clips onto belts and bends light.

Benefit. Your hide checks are always easy (DC 9). 1/episode, become invisible for 5 rounds. The invisibility ends if you target someone.

Drawback. These devices are notoriously finicky and only have 1d4 charges before burning out.

PEROMONE SYNTHESIZER

This upgrade for Magisty Matrix manipulates a target's olfactory receptors.

Benefit. ADV on CHA checks vs living creatures that can smell.

POLARIZED LENSES

This upgrade for vision enhancers and cybernetic eyes shields against bright light.

Benefit. ADV against blinding from light sources.

PORTABLE POWER CONVERTER

Large power pack, the size of a backpack. Carried for extended missions to recharge equipment.

Benefit. Spend an action to recharge an Energy Cell. Roll a d4. On a 1, this benefit can't be used again until after a rest.

Drawback. These devices are large and take up 2 Gear Slots.

PSIONIC RESONANCE DETECTOR

This upgrade for portable scanners and Augmented Sensors shows psionic energy hotspots.

Benefit. You have ADV to detect the usage of Traid Powers.

RADIATION PLATING

This armor upgrade shields you from radiation.

Benefit. You are immune to radiation exposure.

RADIATION SHIELDING

This ship and vehicle upgrade shields the craft and its occupants from radiation.

Benefit. A ship or vehicle and its crew only take half damage (rounded down) from Radiation Fields.

Feature. This upgrade takes up one ship feature slot.

RANGE FINDER

This upgrade for ranged weapons and cybernetic eyes allows for pinpoint targeting.

Benefit. You deal +1 damage with ranged weapons.

RECOIL COMPENSATOR

This armor enhancement uses microthrusters to negate heavy weapon recoil.

Benefit. Weapon Repeating disadvantage does not apply.

REPLICATOR

This ship upgrade is an advanced Galley and creates any food you wish.

Benefit. No WIS check required to eat when resting.

Upgrade Feature.

ROBE OF ENLIGHTENMENT

An azure and silver Triadian robe once worn by a master of the Mind power.

Benefit. Only a Triad-user of 9th level or higher with the Mind power can wear this robe.

Your unarmored AC becomes 16 plus your Dexterity modifier.

Your Mind feat DC is always 11.

ROBE OF GLORIFICATION

A crimson and gold Triadian robe once worn by a master of the Body power.

Benefit. Only a Triad-user of 9th level or higher with the Body power can wear this robe.

Your unarmored AC becomes 16 plus your Dexterity modifier.

Your Body feat DC is always 11.

ROBE OF TRANSCENDENCE

An obsidian and ivory Triadian robe once worn by a master of the Soul power.

Benefit. Only a Triad-user of 9th level or higher with the Soul power can wear this robe.

Your unarmored AC becomes 16 plus your Dexterity modifier.

Your Soul feat DC is always 11.

ROCKET MOUNT

This armor and ranged weapon upgrade mounts a small missile launcher to the device.

Benefit. Fires a single rocket that does 2d6 Blast (Bl) damage.

ROCKET PACK

This personal thruster backpack rockets you into infinity and beyond.

Benefit. You have a DOUBLE NEAR Flight speed.

Enhanced Benefit. You have a DOUBLE NEAR Starglide speed.

SCAN BLOCKER

This upgrade for ship sensor arrays creates scanner feedback.

Benefit. Sensor sweeps of the ship are at DISADV.

Upgrade System.

SELF-DESTRUCT

This rare feature for ships ensures the vessel can't be taken.

Benefit. Creates a catastrophic failure, instantly initiating a Destruct Timer. The captain has the option to fail the Destruct Timer checks intentionally. When the timer reaches 0, the ship explodes doing twice its max HP to everything within NEAR (Spacers take double that).

Feature.

SELF-SEALING HULL

This upgrade for ship hulls reactively seals breaches.

Benefit. Hull breaches automatically seal in 1d4 rounds.

Upgrade Feature.

SENSOR SCRAMBLER

This upgrade for datapads and cybernetic brains scrambles sensors making you harder to detect.

Benefit. You can't be detected by sensor sweeps and cameras.

SHELTER POD

A backpack-sized capsule that contains a reusable rapid-deploy shelter.

Benefit. Reduces Danger Level during resting by one category. Provides enough light for the rest period.

Drawback. These devices are large and take up 2 Gear Slots.

SHIP SENTIENCE

This ship upgrade for bestows an intelligent mind to control the ship.

Benefit. The ship has as a sentient mind that replaces the Memory Banks and Navicomputer.

Use the NPC Generator table in Chapter 4 to determine Motivation and personality traits.

Upgrade System.

SIGNAL JAMMER

This upgrade for ship communications arrays blocks the comms of any nearby ships.

Benefit. Ships within DOUBLE NEAR must make a DC 18 INT check to send transmissions.

Upgrade System.

SILENT SERVOS

This upgrade for cybernetic legs silences their mechanical sounds when walking.

Benefit. ADV on moving silently.

SINGULARITY SPHERE

A three-foot, spherical void of pure darkness that hovers above the ground. Whispers echo from inside.

Benefit. This sphere utterly destroys all matter it touches.

Intelligent beings can move the flying sphere a near distance by passing a DC 18 Intelligence check. If multiple creatures vie for control of the sphere, it is a contested Intelligence check, instead. Triad-users have advantage on this check. The winner moves the sphere a near distance.

If the sphere moves into a space occupied by a creature, the being controlling the sphere makes an attack roll against that creature with a +7 bonus. On a hit, the creature is obliterated.

Sentence. Vile. The sphere contains an ancient, malevolent, psychic intelligence that only seeks to lure in and consume everything in the universe. Everyone within NEAR of the sphere must make a DC 12 Intelligence check or be compelled to touch the sphere.

SMART LINK

This upgrade for ranged weapons allows you to connect it to your cybernetic eyes with a HUD.

Benefit. Requires Augmented Sensors. ADV on attacks with this weapon.

SOLAR SAILS

This ship upgrade unfurls massive solar sails to pull it along solar winds.

Benefit. This sublight propulsion system cannot go offline, only be damaged or destroyed.

Upgrade Feature.

SONIC RESONATOR

A handheld probe that uses sonic frequencies to loosen screws and open barriers.

Benefit. Mechanical locks and barricades open automatically.

Drawback. Very loud, will attract attention.

SONIC SUPPRESSOR

This upgrade for cybernetic ears protects from high decibels.

Benefit. You have ADV on checks to prevent damage from sonic sources.

SPACE PATCH

This name-brand Emergency Sealant Foam hardens instantly.

Benefit. Seals one hull breach. DC 15 STR to break. Single use.

SPACEFOLD BAG

This gear bag is covered in strange circular glyphs and is bigger on the inside.

Benefit. This bag is dimensionally transcendent and can hold up to 10 gear slots.

Drawback. Placing a Spacefold Bag inside another dimensionally transcendent space creates a paradox inside the bag turning it into a Spacerip Bag.

SPACERIP BAG

This gear bag is identical to a Spacefold Bag but its dimensional transcendence has been paradoxically compromised.

Drawback. This bag destroys anything placed inside it in 1d6 rounds.

SPIKE KEY

An infiltration tool that delivers a power surge to electrical locks.

Benefit. You have ADV on bypassing electrical locks.

STASIS ROD

A short, star alloy rod with a button on one end.

Benefit. When you click the button, the stasis rod becomes fixed in space (holds 5,000 lbs). Clicking the button again ends the effect.

STASIS TUBES

This ship upgrade is an advanced crew quarters that places the crew into deep hibernation and keeps them alive for lengthy spans of time.

Benefit. Gain the benefits of a full rest without the need to eat a ration.

Drawback. You are completely unaware of your surroundings and must be woken up via the Stasis Tube interface.

Upgrade Feature.

STEALTH COATING

This ship upgrade masks Armor Plating in radar-absorbing material.

Benefit. The ship has ADV to avoid being detected by sensors.

Upgrade Feature.

SUBVOCALIZER

This communications upgrade creates a garbled output that only the recipient can understand.

Benefit. Your communicator transmissions are scrambled end-to-end and indecipherable if heard.

Upgrade System. Can apply to ships and counts as an advanced Communications Array.

SYNAPTIC ACCELERATOR

This upgrade for Hyper Neurons seems to slow time around you.

Benefit. 1/episode, Choose where in the next round's turn order you act.

TARGETING JAMMER

This ship upgrade scrambles missile locking systems.

Benefit. Missile target lock checks are at Disadvantage.

Upgrade System.

TELEPORT BAY

This ship upgrade beams the crew to a location instantaneously.

Benefit. DC 12 INT check to instantly teleport to a specific location. Failure results in being off-target. Critical Failure results in mishap, DC 15 CON. On a failure, a spacer of LV 5 or less instantly dies. If they are LV 6+, it takes 3d8 damage instead.

Upgrade System.

THERMAL COMPENSATOR

This upgrade for armor insulates, cools and warms.

Benefit. You have advantage to resist extreme temperatures.

Enhanced Benefit. You are immune to extreme temperatures.

TOXIN FILTER

This upgrade for rebreathers and cybernetic lungs filters harmful substances.

Benefit. You are immune to breathable poisons and toxins. If used to upgrade a Biometric Monitor, you are immune to all poisons and toxins.

TRACTOR BEAM

This ship upgrade projects a beam of energy that can immobilize and retrieve objects.

Benefit. Pull objects within NEAR distance to the ship and into the ship's cargo bay. If another ship or vehicle, contested STR checks.

System. This upgrade takes up one ship system slot.

UNIVERSAL TRANSLATOR

This upgrade for datapads, cybernetic brains and communicators allows you to understand verbal communication.

Benefit. You can understand spoken languages.

Enhanced Benefit. Others who do not speak your language can understand you.

VARIABLE TRANSPONDER

This ship upgrade allows for multiple identification records to impersonate another ship.

Benefit. Advantage on CHA checks to disguise the ship's true nature.

System. This upgrade takes up one ship system slot.

VELOCITY BOOSTER

This upgrade for boots and Hyper Neurons boosts your running speed.

Benefit. You can move up to double near on your turn and still take an action.

VIRTUAL MESH

Headgear that feeds recorded data directly into the brain.

Benefit. You gain the memories of a recorded event as if they happened to you.

VOICE MODULATOR

This cybernetic implant allows you to change your voice.

Benefit. You have ADV on CHA checks to disguise your voice.

Permanence.

WEAPON COMPARTMENT

This upgrade for armor, integrated weapons, and cybernetic limbs conceals one weapon.

Benefit. Attempts to detect your concealed weapon are at DISADV.

WEAPON MOUNT

This upgrade for armor and cybernetics integrates a single ranged weapon into it.

Benefit. Allows for hands-free use of a single ranged weapon. Weapon still counts towards gear slots.

WEAPON SUPPRESSOR

This upgrade for ranged weapons muffles weapons fire.

Benefit. You have ADV on stealth attempts to attack without being noticed.

WIRELESS UPLINK

This upgrade to datapads and Datajacks allows for you to directly connect to computer networks and security systems remotely, bypassing external datanets.

Benefit. You are able to perform computer and security based checks at a distance of NEAR.

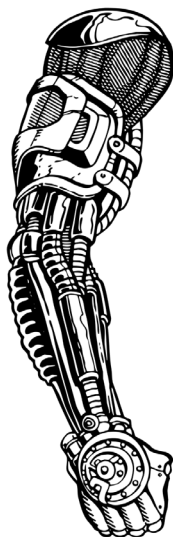
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APPENDIX D:

INSPIRATIONAL READING

This appendix of inspirational readings is inspired by the one I first discovered in the Basic Rulebook for Dungeons & Dragons, by Tom Moldvay, and later by Appendix N in the Advanced Dungeon Master's Guide, by E. Gary Gygax. By no means could I ever hope to compose a comprehensive list.

Science fiction has been shaping my imagination for decades, often in quiet, indirect ways that only become clear in hindsight. The books gathered here are simply some of the most formative stories that sparked wonder, asked hard questions, and helped me imagine futures both haunted and hopeful. A few of these works have not aged particularly well, carrying with them assumptions or limitations of the eras in which they were written. Still, when read with an awareness of their historical context, they remain valuable touchstones, especially for readers new to science fiction. They offer glimpses of the ideas, anxieties, aspirations, and occasional laughter that helped shape the genre and continue to echo through DarkSpace today.

-- Derek W. White

LITERATURE

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Asimov, Isaac. Foundation Series, I, Robot, The Complete Adventures of Lucky Starr (written as Paul French).

Belcher, RS. The Queen's Road

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Burroughs, Edgar Rice. The John Carter of Mars Series.

Card, Orson Scott. The Ender's Game Series.

Chambers, Becky. The Long Way to a Small, Angry Planet.

Clarke, Arthur C. 2001: A Space Odyssey, Rendezvous with Rama.

Cline, Ernest. Ready Player One.

Clines, Peter. Threshold Universe Series.

Croshaw, Yahtzee. Will Save the Galaxy for Food, Will Destroy the Galaxy for Cash, Will Leave the Galaxy for Good.

Dick, Philip K. Do Androids Dream of Electric Sheep.

Estrella, LG. Cosmic Delivery Boy.

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L'Engle, Madeline. *The Time Quintet*.

Lewis, CS. *Out of the Silent Planet, Perelandra, That Hideous Strength*.

McCaffery, Anne. *The Ship Who Sang. Dragonriders of Pern Series*.
Miller, Walter M. *A Canticle for Leibowitz*.

Mieville, China. *Perdido Street Station*.

Miller, Walter M. *A Canticle for Leibowitz*.

Moore, CL. *Northwest of Earth*.

Niven, Larry. *Ringworld*.

Nolan, William F. and George Clayton Johnson. *Logan's Run*.

Norton, Andre. *Sargasso of Space*.

Ogden, GJ. *Star Scavenger Series. Darkspace Renegade: The Complete Series*.

Orwell, George. 1984.

Roberts, John Maddox. *Space Angel, Spacer: Window of the Mind*.

Sagan, Carl. *Contact*.

Shelly, Mary. *Frankenstein*.

Taylor, Denis E. *The Bobiverse Series*.

Varley, John. *The Gaea Trilogy*.

Verne, Jules. *20,000 Leagues*

Under the Sea.

Vibbert, Marie. *Galactic Hellcats*.

Vogt, AE Van. *Voyage of the Space Beagle*.

Wells, H.G. *War of the Worlds, The Time Machine*.

Zelazny, Roger. *Lord of Light*.

Zahn, Timothy. *Star Wars: The Thrawn Trilogy*.

MOVIES

Akira, Alien Series, Blade Runner, Dark City, District 9, Event Horizon, Gattaca, Ghost in the Shell, Guardians of the Galaxy series, The Mad Max series, The Martian, The Matrix, Pitch Black, Planet of the Apes series, Predator, Serenity, Sphere, Star Trek Series, Starship Troopers, Star Wars series, Terminator series, The Thing, Titan AE, Treasure Planet

ROLEPLAYING GAMES

Alien (Free League), Cyberpunk, Dead Space, Mothership, Shadowrun, Star Frontiers (TSR), Star Trek (Modiphius) Star Wars (WEG), Stars Without Numbers, Traveller

TELEVISION

Babylon 5, Battlestar Galactica, Cowboy Bebop, Dark Matter, Doctor Who, The Expanse, Fallout, Farscape, Firefly, He-Man and the Masters of the Universe, Killjoys, Outlaw Star, Stargate series, Star Trek series, Star Wars series, Tales From the Loop, Thundarr the Barbarian, Thundercats, Trigun, The Walking Dead

APPENDIX G: "THE GAUNTLET"

An Introductory Citizen-Level DarkSpace Adventure

SETUP

In this 0-Level gauntlet style adventure, the players play as Citizens who are thrust into danger. It is recommended that the players use the random generation process to create four 0-level characters each.

A gauntlet is a style of absurdly lethal adventure that ultimately funnels a player's starting Citizens down to one who levels up to Rookie at the end of the adventure. For more details on this style of play, see The Gauntlet section in Shadowdark.

The goal of the adventure is to restore the ship's failing systems and escape the pirates that have attacked. The Citizens begin in area 5, the Passenger Hold.

INTRODUCTION

Read aloud or summarize to players.

You are passengers on The Gauntlet, a long-range transport ship designed to ferry passengers and cargo from sector to sector within the galaxy. At FTL, travel between sectors can still take up to a month. Therefore, passengers are placed in cryo-stasis to minimize the extra resources needed for the long haul.

You wake from your cryo-pod to the sounds of claxons and flashing lights in the passenger bay. You look around to see some, but not all, of your fellow passengers also waking from their stasis. None of the crew who helped you into your pods is present.

A calm, monotone voice announces over the PA system, "Ship disabled. Critical systems failing. Crew unavailable. Initiating emergency conscription protocols. Please restore systems to operational capacity."

The lights begin to flash and flicker before going out and only the dim red emergency lights remain on, providing just enough direction to the exits.

SYSTEMS REPORT

- **FTL DRIVE** - OFFLINE, *DAMAGED (DC 15 check)*
- **SL DRIVE** - OFFLINE, *DAMAGED (DC 15 check)*
- **NAVICOMPUTER** - ONLINE
- **MEMORY BANKS** - ONLINE
- **SENSOR ARRAY** - ONLINE
- **COMMS ARRAY** - OFFLINE
- **SHIELDS** - OFFLINE
- **WEAPONS ARRAY** - OFFLINE
- **ENVIRONMENTALS**
 - **LIGHTING** - EMERGENCY ONLY
 - **GRAVITY** - ONLINE
 - **ATMOSPHERIC** - ONLINE
 - **CLIMATE** - ONLINE

RANDOM EVENT TABLE

1D6	EVENT
1	Total Loss of Ship Power (0 hp)
2	Loss of Gravity (Zero-G)
3	Loss of Atmospheric (timer event)
4	Loss of Climate (timer event)
5	Hull Breach! (STR 12 check + space exposure)
6	Pirates! (1 pirate per 2 spacers)

RANDOM EVENTS

Deadly Danger Level. Roll 1d6 every round, an Event occurs on a 1. Roll on the table for event.

AREAS OF THE SHIP

1. The Bridge

The bridge of The Gauntlet is in working order. However, after the pirate strike many of the ship's systems are offline. These can be restarted (INT DC 9) if the system is in working condition. Otherwise, repairs at the individual system must be performed.

2. Crew Quarters

A hole from a projectile has pierced both the topside and keel of The Gauntlet in this area. There is no atmosphere and it is open to space. All pressure doors to this area closed. Opening a door results in sudden decompression which may pull a spacer further into the area (STR DC 12, sucked into space on a critical failure). Without an exo-suit, the spacer loses one point of CON per round. The holes can be repaired with the proper material and tools (WIS DC 12).

The quarters contain the personal effects of the former crew who were asphyxiated and sucked into space. Each cabin can be searched for salvage.

3. Galley and Mess

The galley of The Gauntlet is stocked with the essentials for sustenance on a long space voyage. Besides the foodstuffs for feeding a crew of 8, there are 8 emergency ration packets.

4. Armory

The armory of The Gauntlet holds a basic assortment of weapons. Each spacer can take one weapon of their choice that they are proficient with. A ladder leading up and down through hatches leads to the gun wells for the ship's cannons. They must be fired manually as fire-linking is currently offline and can only be restored from the bridge.

5. Passenger Hold

This three-storied hold is lined with 30 passenger cryotubes. 8 of the cryotubes are reserved for the crew and are empty. Access to the other parts of the ship is on the second tier of the hold. The cryotubes can be jettisoned at once as escape pods. They have power for 10 days but no propulsion.

6. Portside Airlock

There are two light exo-suits stored in a locker just outside this airlock. The airlock is operational.

7. Cargo Hold

Contains the personal effects of the passengers. This is where they will find their starting equipment. There are also 3 pirates rummaging through the crates.

8. Starboard Airlock

A boarding shuttle is docked with this airlock. This shuttle belongs to the pirates whose freighter is off the starboard side.

9. Engineering/Maintenance

This area contains tools, parts, and materials needed to repair any of the damaged parts of the ship.

10. Environmental Control

All of the ship's environmental systems are housed here: lighting, air, gravity, climate.

11. Engine Room

The ship's drives and reactor are housed here. Both the FTL and SL drives are offline and appear to have suffered a power surge that overloaded them.

CONCLUSION

If any of the citizens survive long enough to get the ship underway, they make the jump to lightspeed and reach their destination safely.

Any surviving citizens level up to Rookie and may pick an archetype.

If no citizens survived, the Gauntlet is left as a drifting derelict and tomb.

SPACE PIRATE

Starfaring scoundrels who live to steal and hoard treasure.

AC 12 (light), **HP** 4, **ATK** 1 knife (close/near) +1 (1d4) or 1 pistol (near) +1 (1d6), **MV** near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1, **MO** VI, **LV** 1

Ambush. Deal an extra die of damage when undetected.

THE GAUNTLET

A speedy passenger transport.

AC 12 (none), **HP** 14, **ATK** 1 Laser Cannon (Far) +2 (1d8), **MV** far, **S** +2, **D** +2, **C** +0, **I** +0, **W** +0, **Ch** +1, **MO** Any, **LV** 1

Free Systems: 0, **Free Features:** 0

Cargo Holds. Feature. This ship is capable of carrying 30 units of bulk cargo and 30 passengers in cryopods.

Communications Array. System. This ship can communicate over long distances.

Crew Quarters. The ship has quarters for 8 crew members.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Galley. A fully stocked kitchen area.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons.

PIRATE CRUISER

A salvaged modified gunship.

AC 11 (light), **HP** 16, **ATK** 1 Heavy Projectile Cannon (Near) +0 (1d8), **MV** near, **S** +2, **D** +0, **C** +2, **I** +1, **W** -1, **Ch** -2, **MO** Any, **LV** 1

Free Systems: 2, **Free Features:** 1

Cargo Hold. Feature. This ship is capable of carrying 20 units of bulk cargo.

Communications Array. System. This ship can communicate over long distances.

Crew Quarters. The ship has quarters for 8 crew members.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Galley. A fully stocked kitchen area.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

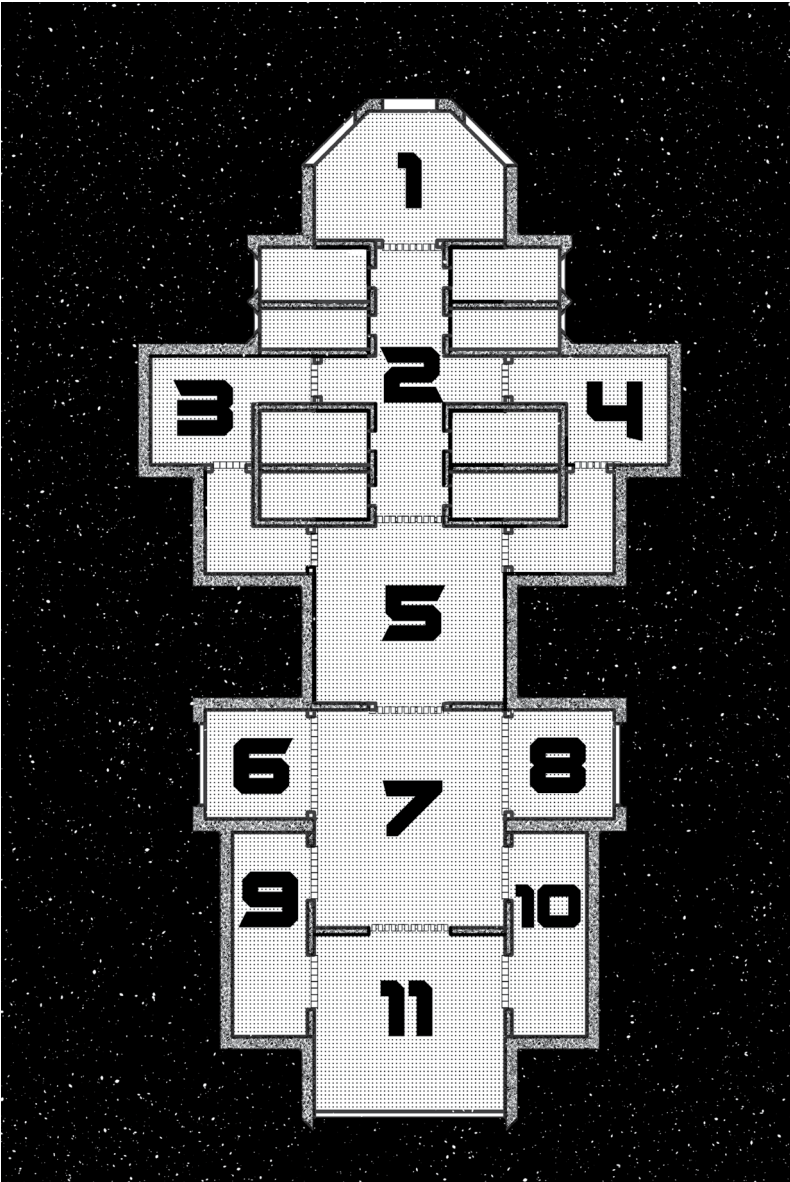
Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

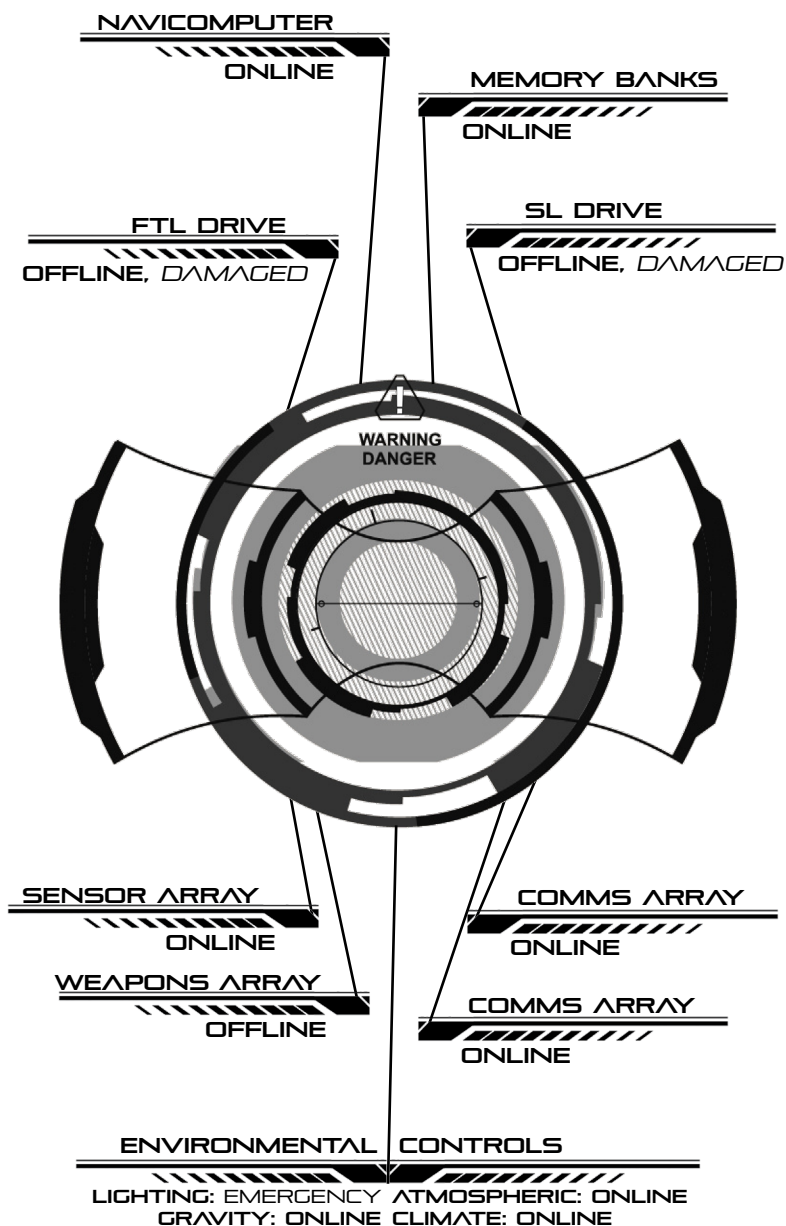
Shuttle. **AC** 9, **HP** 8, **MV** near, **S** +0, **D** -1, **C** -2, **I** +0, **W** +0, **Ch** +0

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons.



SYSTEMS STATUS



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This book is for my wife, Jennifer, and our children, Laurel and Arthur, who stood watch while I chased half-broken ideas through dark corridors of space and time. You kept the lights on and the air breathable.

With gratitude to Gary Gygax and Dave Arneson, who handed me my first tools and Marc Miller, who showed me that, yes, chaplains can go into space.

Special thanks to every convention playtester who stress-tested the hull, found the leaks, and kept flying anyway.

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Dedications by Than Gibson

To my wife Rachel for your unwavering love, patience, and encouragement.

To my boys, Emmett and Elliott, for your support. Keep moving forward!

To the original DarkSpace Crew: Ashe Doyle, Bob Hoskins, Bonnie Wagner, Brian Batey, Marcus Cathey, Matt Perkins, Russ Sturgeon, and Steve Durham for all your help in getting this ship flying.

RANDOM SPACERS

Generate a rookie spacer! Roll their stats, species trait, archetype talents, and background as normal. Random rookie spacers start with a Spacer's Kit, one weapon, light armor (if proficient) and 5 credits.

Roll	Gender (d4)	Motivation (d6)	Archetype (d8)	Coloring (d12)	Body Type (d20)
1	Fluid	Virtuous	Machine-Based (Android)	Prism	Gaseous
2	Male	Virtuous	Strong	Red	Igneous
3	Female	Survivor	Quick	Orange	Insectoid
4	No Gender	Survivor	Tough	Yellow	Ichthyoid
5		Vile	Clever	Green	Fungal
6		Vile	Wise	Blue	Floran
7			Charming	Violet	Avian
8			Machine-Based (Power Armor)	Brown	Crusatcean
9				Black	Reptilian
10				Grey	Silicon- based
11				White	Cybernetic
12				Metal	Mammalian
13					Arachnoid
14					Cephalopoid
15					Mechanical
16					Amorphous
17					Simian
18					Amphibian
19					Gelatinous
20					Energy- based

Download FREE Spacer and Ship Sheets at:
<https://darkspacerpg.com>

JOB...

	Employer (d4)	Job Type (d6)	In the Same... (d8)
1	Corporation	Bounty / Enforcer	Galaxy
2	Crime Syndicate	Hauling / Smuggling	Sector
3	Revolutionaries	Raid	System
4	Government	Heist	Planet
5		Recon	Region
6		Salvage	Settlement
7			Neighborhood
8			Building
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

JOB PAYMENTS 0-6

Job Difficulty	Crew Level 0-3	Crew Level 4-6
Easy	1d4 x10cr	1d6 x 10cr
Normal	1d4 x100cr	1d6 x 100cr
Hard	1d4 x1,000cr	1d6 x 1,000cr
Extreme	1d4 x10,000cr	1d6 x 10,000cr

...GENERATOR

Location (d10)	Involving a... (d12)	And a... (d20)
Space	Politician	Ship
Base / HQ	Officer	Robot / Android
Outpost	Crime Boss	Animal
Hideout	Executive	Relic
Wreck / Ruin	Soldier	Sum of Credits
Bar / Casino	Ganger / Pirate	Art Object
Wilds / Abandoned	Corporate Employee	Jewelry
Agriculture	Bureaucrat	Trade Secret
Garage / Hangar	Business Owner	Espionage Intelligence
Warehouse / Factory	Espionage Agent	Criminal Evidence
	Celebrity	Weapons
	Worker	Fuel
		Contraband Substance
		Trade Goods
		Communication Tech
		Foodstuffs
		Shield Tech
		Ship Parts
		Vehicle Parts
		Vehicle

JOB PAYMENTS 7-10+

Job Difficulty	Crew Level 7-9	Crew Level 10+
Easy	1d8 x 10cr	1d10x 10cr
Normal	1d8 x 100cr	1d10x 100cr
Hard	1d8 x 1,000cr	1d10x 1,000cr
Extreme	1d8 x 10,000cr	1d10x 10,000cr

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