

QUANTUM LINKS

A TABLETOP ROLEPLAYING GAME

found family · desperate firefights · the weight of the stars

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PART ONE

CORE RULES

THE BASICS

Quantum Links is a space opera TTRPG set in a galaxy of scrappy ships, moral grey areas, and the people you'd cross the void for. Think found family. Think hard choices. Think knowing exactly who you'd die for — and hoping it doesn't come to that.

You will need:

- These rules
- 1d20, 2d6, and a handful of other dice (d4, d6, d8, d10, d12)
- Character sheets
- Friends

CORE RESOLUTION

Quantum Links uses two resolution systems reflecting its two tracks of play.

Combat Rolls (d20)

When you act in combat or under direct physical pressure, roll **d20 + relevant stat modifier** vs a Difficulty Class (DC) or Armor Class (AC). Meet or beat the target to succeed.

Emotional Moves (2d6)

When a move from your Playbook triggers, roll **2d6 + relevant stat modifier**:

10+	Full success. You get what you want.
7-9	Success with a cost, complication, or hard choice.
6-	Hard move. The GM makes a move. Things get worse.

STATS

Five stats define your character. Each has a **modifier** from **-1 to +3** at creation. At character creation, distribute these modifiers: **+2, +2, +1, +0, -1**. Your Class and Playbook each add **+1 to a specified stat** at creation. The **-1** is intentional: characters are structurally incomplete without each other. Note: no rule prevents assigning the **-1** to a stat unrelated to your class or playbook, which softens this design intention. A brief Session Zero conversation about where each character's weakness sits is recommended.

Stat	Covers
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Force	Strength, close combat, intimidation, physical feats
Edge	Speed, precision, reflexes, stealth
Mind	Tech, hacking, knowledge, tactics
Heart	Empathy, persuasion, connection, reading people
Grit	Endurance, willpower, composure, resisting pressure

HIT POINTS & ARMOR CLASS

Hit Points (HP) represent your physical capacity to keep fighting. At **Level 1**: roll your class's Hit Die + Grit modifier (minimum 1). At each subsequent level, roll your Hit Die again and add your Grit modifier (minimum 1 per level); add the result to your maximum HP. At **0 HP**, you are **Downed**: roll death saves (three successes = stabilize, three failures = death). Allies can stabilize you with a DC 10 Medicine check using an action.

Armor Class (AC) = 10 + Edge modifier, modified by armor worn.

Armor	AC Bonus	Requirement
Light Armor	+2	—
Medium Armor	+4	Force +1 or higher
Heavy Armor	+6	Force +2 or higher
Shield	+2	One free hand

SPOONS

Spoons are your emotional and social energy — your capacity to connect, push through, and show up for the people around you. Your **Spoon Maximum** is set by your Playbook. **Full refresh**: After a full night's sleep. **Partial refresh**: 1d4 spoons, called by the GM after a meaningful break, quiet moment, or emotional resolution. The GM rolls 1d4 once — all characters present receive that many spoons. The GM may grant this selectively to characters for whom the scene was emotionally meaningful. Default: the GM rolls 1d4 once and all qualifying characters receive that amount.

Spend spoons to:

- Trigger Playbook emotional moves
- Establish or deepen a Link
- Activate your Playbook's Bond Move

Overwhelmed

When your spoons reach **0**, you are **Overwhelmed**: you cannot spend Bonds or use Playbook moves that cost spoons, and suffer Disadvantage on all Heart and Grit rolls. You may still fight. But something shows. You may push through the Overwhelmed condition **once** at no cost — you're running on empty. A second push is not possible unless a class feature or ability explicitly permits it.

LINKS & BONDS

Links

A **Link** is a named relationship between your character and another (PC or significant NPC). Each Link has a **quality** — one sentence defining what this relationship means to you. Your maximum number of Links = Heart modifier + 3 (minimum 2). This increases by 1 at level 10 only. The LINKS column in the Advancement table shows your total Link maximum at each level — it changes only at level 1 (creation) and level 10.

"My Link to Reza: she's the only one I haven't lied to."

"My Link to the Captain: I owe him a debt I can't repay."

Links deepen, shift, and sometimes break. When a Link is **tested, threatened, betrayed, proven, or deepened** in play, a Bond is generated.

Bonds

Bonds are spendable tokens you hold *on* another character — earned through dramatic moments, representing emotional leverage, trust, intimacy, or shared history. **Maximum 5 Bonds** per Link. Bonds are awarded when a Link is meaningfully engaged in play, or by the GM at session's end for significant moments.

Spending Bonds — In Combat

Cost	Effect
1 Bond	Grant an ally advantage on their next roll.
1 Bond	Read the Enemy: Spend on an NPC you have a Link with — the GM tells you their next action.
2 Bonds	Pull to Safety: Move an ally up to your speed as a reaction, no opportunity attacks.
2 Bonds	Cover: An attack targeting an ally hits you instead. Roll to halve damage.
3 Bonds	Not Today: An ally who just hit 0 HP drops to 1 HP instead. Once per scene.

Spending Bonds — Out of Combat

Cost	Effect
1 Bond	Advantage on a social or emotional roll involving that character.
1 Bond	Ask one honest question the GM must answer truthfully about that character.
1 Bond	Trigger certain Playbook moves at reduced spoon cost (see Playbook).

COMBAT

Initiative

Roll **d20 + Edge modifier**. Act in descending order. On a tie, the character with the higher Edge modifier goes first. If Edge modifiers are also equal, it is a true tie — the GM may call it narratively (whoever would make more dramatic sense

goes first) or both players roll off, high die wins. PCs do not automatically go before NPCs on a tie.

Your Turn

Each turn you have:

- **1 Action** — attack, use an ability, help an ally, use an item, interact with environment
- **1 Bonus Action** — class/playbook abilities, certain weapons, Disengage, Hide
- **1 Reaction** — triggered by specific conditions
- **Movement** — up to your speed (default 30ft / 6 squares)

Attacking

Roll **d20 + Force or Edge** (your choice based on weapon) **vs target's AC**. On a hit, roll weapon damage + the same modifier.

Core Weapons

Weapon	Damag e	Stat	Notes
Unarmed	1d4	Force	Always available
Combat Knife	1d6	Edge	Light, can throw 20ft
Vibroblade (knife)	1d6	Force or Edge	Finesse, Light
Vibroblade (sword)	1d10	Force or Edge	Finesse, two-handed
Heavy Blade	1d10	Force	Two-handed
Sidearm (pistol)	1d6	Edge	Range 60ft
Carbine (rifle)	1d8	Edge	Range 120ft, two-handed
Heavy Weapon	2d6	Force	Range 60ft, two-handed, reload
Stun Baton	1d6	Force	On hit: Grit save (standard) or Stunned 1 round

Ammunition

Ammunition is tracked abstractly. When you roll a **1 or 2** on your attack damage die (not the d20), your weapon runs dry immediately after that attack. Reloading requires a **full action**. This is the **simple ammunition rule** and is the default. For a richer per-combat tracking system using Ammo Dice, see Part Six — Equipment. Choose one at Session Zero — the two systems are mutually exclusive. Both apply only to physical ranged weapons.

Conditions

Condition	Effect
Overwhelmed	See Spoons section — disadvantage on Heart/Grit, locked moves
Shaken	Disadvantage on all rolls until end of next turn
Pinned	Cannot move willingly. Ranged attacks have disadvantage against you.

Stunned	Cannot act or react. Attacks against you have advantage. See Part Eleven.
Prone	Disadvantage on attacks. Melee attacks against you have advantage. 15ft to stand.
Frightened	Disadvantage on rolls while source is visible. Cannot move toward source.
Restrained	Speed 0. Disadvantage on attacks. Attacks against you have advantage.
	<i>This table covers conditions most common in combat. Full definitions including Blinded, Charmed, Deafened, Downed, Incapacitated, and Poisoned: Part Twelve — Conditions.</i>

◆ SPOON MAXIMUMS BY PLAYBOOK ◆

Each Playbook sets your starting Spoon maximum. This increases at levels 6, 14, and 19 (+1 each time). The GM may also grant a partial refresh (1d4 spoons) on a meaningful short rest.

Playbook	Starting Max	At L6	At L14	At L19
The Helper	6	7	8	9
The Survivor	5	6	7	8
The Believer	7	8	9	10
The Ghost	5	6	7	8
The Connector	7	8	9	10
The Architect	6	7	8	9

◆ PROFICIENCY & LEVELING ◆

All characters have a **Proficiency Bonus** starting at **+2**, increasing by **+1** every 4 levels. Add your proficiency bonus to: attack rolls with proficient weapons; d20 checks you are trained in; and saving throws for your class primary stats (where proficiency grants **3d6 drop the lowest** on the 2d6 roll — see Saving Throws).

Level	XP to Next	Cumulative
1	300	300
2	600	900
3	1,200	2,100
4	1,800	3,900
5	2,400	6,300
6	3,000	9,300
7	3,600	12,900
8	4,200	17,100

9	4,800	21,900
10	5,400	27,300

Levels 11–19 continue at 6,000 / 6,600 / 7,200 / 7,800 / 9,000 / 10,200 / 10,800 / 11,400 / 12,000 XP to next. See the full advancement table in Part Three.

Link milestones are earned by deepening or fundamentally changing a Link through play. The GM confirms when a milestone is reached. Each Link Milestone unlocks advanced Playbook moves and increases your spoon maximum by 1. Your Link maximum increases by 1 at level 10 (see Advancement).

◆ COMBAT RULES CLARIFICATIONS ◆

The following rules are referenced throughout the system but not defined in the core combat summary. This is their home.

Two-Weapon Fighting

When you make an attack with a **Light** weapon in your main hand, you may use your **bonus action** to make one attack with a Light weapon in your off hand. The off-hand attack does not add your stat modifier to damage (though negative modifiers still apply). Both weapons must have the Light property.

Opportunity Attacks

When a creature moves out of a space adjacent to an enemy without Disengaging, that enemy may use their **reaction** to make one melee attack against them. This is an opportunity attack. It resolves immediately before the movement continues.

You do not provoke opportunity attacks when: you Disengage as your action or bonus action (Ghost Cunning Action, Skirmisher enemies); you are moved by an external force rather than moving willingly; or the enemy is Blinded, Stunned, or Incapacitated.

Flanking

Some enemy stat blocks (notably the Skirmisher) include a **Flanker** ability that grants advantage when an ally is adjacent to the target. This ability does not apply to player characters by default. PCs do not gain advantage from flanking unless a class feature, Path ability, or specific item explicitly grants it.

This is intentional. Automatic flanking advantage incentivises clustering, which conflicts with the use of area effects, opportunity attacks, and cover. It also renders the Scoundrel's Sneak Attack condition — which already covers the “ally adjacent to target” case — redundant.

Optional: flanking applies only when two allies are both adjacent to the same target on opposite sides of it — not simply nearby.

Cover

Cover is anything between you and the attacker that could deflect or absorb a hit. There are two grades:

Cover	Examples	Effect
Half Cover	Low walls, crates, corners, a vehicle door	+2 bonus to AC and Edge saving throws against attacks from the exposed direction.
Three-Quarters Cover	Thick pillars, arrow slits, heavy machinery	+5 bonus to AC and Edge saving throws. The attacker must hit a higher number to connect.

Full cover means the target cannot be targeted at all — they are completely behind an obstacle. A target behind full cover cannot be directly attacked but can still be hit by area effects that extend around barriers.

Bond spend and cover: spending 1 Bond on an ally to help them reach cover or pull them behind an obstacle is a Grit save by default (holding your nerve to move under fire). The GM may call a different stat if the fiction warrants it — Edge to dive clear, Force to drag someone to safety.

Concentration

Some abilities require **concentration** to maintain — ongoing psionic effects, sustained hacks, and certain class features. A character can maintain only one concentration effect at a time. Starting a new concentration effect ends the previous one.

Concentration ends when: you choose to end it; you become Incapacitated or Stunned; you are Downed; or you take damage and fail a **Grit save**. The base difficulty is Standard (7+). For every 5 damage taken in a single hit, the difficulty increases one tier toward harder. Tier order from easiest to hardest: Easy (6+) → Standard (7+) → Hard (10+) → Brutal (12+). A 12-damage hit raises difficulty from Standard to Hard. Brutal is the maximum difficulty regardless of damage taken — no tier above Brutal exists. Reading the tiers as result bands: Easy: any result of 6+ holds. Standard: 7+ holds, 6– breaks. Hard: 10+ holds fully, 7–9 holds with a GM-narrated cost, 6– breaks. Brutal: 10+ holds fully, anything below breaks concentration. Multi-tier example: a 22-damage hit would raise Standard by four tiers — but Brutal is the ceiling, so the check is Brutal regardless. On a 10+: concentration holds. On a 7-9: it holds but something slips — the GM narrates a partial effect or complication. On a 6-: concentration breaks.

Temporary HP

Temporary HP is a buffer that absorbs damage before real HP. It does not stack — if you receive temporary HP while already having some, take whichever amount is higher, not both. Temporary HP disappears after a long rest if not depleted first.

Temporary HP is not healing — it cannot restore HP you have already lost, and it does not count toward the Medic Field Medicine limit. It is a layer of protection on top of your current HP total.

PART TWO

SPECIES

Your species is part of your character's identity — where they come from, how the galaxy reads them, and one trait that reflects their nature. Species traits are always on unless otherwise noted. The list below covers the most common species in play. Talk to your GM about any species not listed here — this is a big galaxy and the table below is a starting point, not a ceiling.

** Grell and Droid characters require GM approval before character creation. Sen characters are recommended to discuss with your GM. See individual entries for details.*

Humans

Humans are everywhere and nowhere in particular. They were not the first species to develop faster-than-light travel, not the first to establish interstellar trade, not the first to build anything that mattered. What they were was adaptable, prolific, and almost pathologically unwilling to stay in one place. By the time other species had developed opinions about humanity, humans had already been living among them for two generations.

Human settlements range from gleaming station cities to jury-rigged asteroid colonies held together with debt and stubbornness. The range is the point. Humans do not have a unified culture, a homeworld government with any real reach, or a shared aesthetic beyond a vague tendency toward practicality over elegance. What they have is each other — an enormous, sprawling, argumentative family that will absolutely let you starve and also die for you without being asked.

Earth exists. Humans talk about it the way people talk about a grandparent's house — fondly, vaguely, with no real intention of going back. The actual center of human civilization, insofar as one exists, is wherever the most humans happen to be arguing at any given moment.

TRAIT — ADAPTABLE Once per session, reroll any single die and take the higher result.

The Greko

The Greko are what happens when a civilization gets spaceflight and immediately decides to be serious about it. Unified government before first contact. Standardized medical protocols. A diplomatic corps with actual training. When the Greko arrived on the interstellar stage they were prepared, organized, and mildly insufferable about both.

Greko medicine is the best available. Greko diplomatic frameworks underpin most of the major treaties currently keeping various factions from open war. The reputation for stiffness is earned but incomplete — Greko off-duty are warm, intensely social, and capable of considerable chaos. They simply believe there is a time for chaos and it is not during a diplomatic summit.

The Greko have three biological sexes: Primary, Secondary, and Catalyst. Reproduction requires all three, and fertility is environmentally sensitive. A fertile clutch is a significant event — Greko communities plan around it. A Greko who claims you as family has made a considered, significant decision. They do not do it lightly and they do not undo it easily. A Greko life lost carelessly is a political event.

**TRAIT — PERFECT
RECALL**

+1 to Mind modifier at creation (hard cap still applies). You have darkvision to 60ft. Once per long rest, recall a precise technical, historical, or procedural detail with perfect accuracy — no roll required, the GM provides it. You must be able to plausibly have encountered this information at some point in your life.

The Maisa

The Maisa are warm-blooded, bipedal, and unmistakably feline — fur, ears, tail, the whole thing. Beautiful in a way that seems slightly too consistent across individuals, and possessed of a calm that most other species find either reassuring or unsettling depending on context. They are exceptional mediators, intuitive engineers, and quietly remarkable at being present in a room without being noticed until they want to be.

The theory — not proven, not officially acknowledged, present in every serious xenobiological database — is that the Maisa are not a naturally evolved species. The genetic markers don't add up. The leading candidate for who is the Keepers — the civilization referenced in artifacts and ruins throughout the explored galaxy that appears to have been everywhere before anyone else was and is now comprehensively gone.

The working hypothesis among researchers willing to say it out loud: the Maisa were engineered — optimized for social cohesion and low-grade conflict resolution. Whether the Maisa know this is a question nobody has gotten a straight answer to. Their response, when pressed, tends to be: the origin of a thing does not determine the nature of it. They are also very good at changing the subject.

**TRAIT — WARM
PRESENCE**

When you spend a Bond on another character, they gain 1 additional spoon. You have darkvision to 60ft. Once per scene, you may gain advantage on any Heart-based skill check.

The Proll

Where most species reproduce sexually with two biological contributors, the Proll require three — and fertility is environmentally sensitive. A fertile clutch is a significant event. Proll communities plan around it. A Proll who claims you as family has made a considered, significant decision. They do not do it lightly and they do not undo it easily.

The mechanism is not fully understood but the results are consistent: Proll reproduction is most successful in high-social-density environments, which means Proll settlements are deliberately built to maximize face-to-face contact. Proll architecture is intimate by design. Corridors are narrow. Common spaces are central. Privacy is respected but not structurally reinforced.

A Proll life lost carelessly is a political event. The family does not distinguish between biological and chosen family for purposes of grief or retribution. When something is taken from a Proll, all three progenitors and all clutch-siblings have standing to respond. The Empire has learned to take this seriously.

**TRAIT — THREEFOLD
BOND**

When you spend a Bond on a Linked character, you may also grant 1 Bond to a second Linked character at no cost. You cannot be Charmed by effects that target loyalty or family obligation — you always know your own. Once per session, you may declare someone as chosen family. They gain the same protections as a biological clutch-member for purposes of your Playbook moves and Bond spends.

The Ba'la

The Ba'la have been moving for as long as their history remembers. Originally nomadic across their homeworld, they translated that instinct directly into space travel when it became available. Ba'la colony ships are not vessels in transit between fixed points. They are the point. Home is the ship, the community aboard it, and the people you travel with.

Ba'la ships are multigenerational, densely social, and notoriously difficult to navigate for outsiders. The layout evolves with the community. Rooms shift purpose. New corridors get added. Old ones get sealed when the memory inside them becomes too heavy. A Ba'la who has left their ship carries this principle with them: the space you're in is made by the people you're with.

They are excellent crew members, deeply loyal to anyone who has traveled with them long enough to count. They are also sometimes homesick in ways they don't fully understand, for places that no longer exist in quite the same configuration.

TRAIT — WAYWALKER You are immune to disorientation effects and always know your relative position, speed, and heading. Once per short rest, when you fail a check involving navigation, survival, or knowledge of local space, treat it as a 7–9 instead. When you establish a Link with someone you have traveled with for a full session, gain 1 additional Bond immediately.

The Yllradar

The Yllradar are the result of several million years of aggressive environmental selection across four distinct biomes simultaneously. The ancestral Yllradar homeworld had no stable climate zone. Species that survived did so by developing redundant and flexible biological systems. What emerged was a species with no single body plan.

Yllradar vary enormously by individual: limb count, sensory apparatus, integumentary system, and metabolic profile are all highly variable. The unifying feature is adaptability — a Yllradar's biology continues adjusting to environment throughout their lifespan. This is not shapeshifting. It is slower, more permanent, and mostly unconscious.

They are widely distributed and regarded with a mix of respect and mild unease. The unease is usually from species with very fixed body plans, which is most of them.

Yllradar characters choose one Utility Trait and one Combat Trait at character creation. These represent the particular adaptations your line has developed. Work with your GM if none of the options fit your concept.

Utility Traits

Choose one.

Trait	Effect
Low-light Vision	You see normally in dim light and can see in darkness as if it were dim light.
Infrared Vision	You detect living creatures and heat sources within 60ft regardless of light conditions.
Thermosense	You detect living creatures by heat within 30ft, even through walls and in total darkness.
Pressure Resistance	You function normally at crushing depths and in high-pressure environments.
Extreme Cold Tolerance	Immune to environmental cold damage. No penalties in frozen environments.
Extreme Heat Tolerance	Immune to environmental heat damage. No penalties in high-temperature environments.

Radiation Resistance	Natural resistance to low and moderate radiation exposure.
Bioluminescence	Emit a soft glow at will, illuminating a 10ft radius. Fully suppressible.
Olfactory Tracking	Advantage on Survival checks to track by scent. You identify by smell anyone you have met before.
Webbed Extremities	Swim at full movement speed. Climb wet or slick surfaces without a check.
Chromatophores	Shift skin colour and pattern at will. Advantage on Stealth checks in natural environments.
Environmental Seal	Your body seals against vacuum and toxic atmospheres for up to 1 hour before needing air.
Custom	Work with your GM to define an adaptation appropriate to your character's origin world.

Combat Traits

Choose one.

Trait	Effect
Dense Musculature	+1 to Force modifier at creation (hard cap still applies).
Rapid Cellular Repair	Once per long rest, regain 1d8 HP as a bonus action.
Venomous	Your bite or claw attack deals 1d4 poison damage on hit. Target must succeed on a Grit save (Standard) or be Poisoned until end of their next turn.
Hardened Carapace	+1 AC. Biological — stacks with armor, cannot be removed.
Prehensile Tail	Hold one additional item (not a weapon) without using a hand. Advantage on checks to resist being disarmed or knocked prone.
Echolocation	You cannot be surprised while conscious and are immune to the Blinded condition as long as you can hear.
Adrenaline Surge	Once per short rest, when damage would reduce you to half HP or below, move up to your full speed as a reaction. Does not provoke opportunity attacks.
Coiling Grip	Creatures you grapple have disadvantage on escape checks and cannot take reactions until they break free.
Leaping Build	Jump distance doubled. No fall damage from falls of 30ft or less.
Barbed Hide	Any creature that hits you with a melee attack takes 1d4 piercing damage.
Sonar Pulse	Once per short rest, bonus action: every hidden or invisible creature within 60ft is revealed to you until the start of your next turn.
Multi-Limb Coordination	You can Interact with Object once per turn for free, without spending a bonus action.

Custom	Work with your GM to define a combat adaptation appropriate to your character's origin world.
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The Braelor

The Braelor evolved on a world with no significant predator pressure — their homeworld was notable primarily for having nothing on it that wanted to eat them. What it had instead was geological instability, high radiation, and a tendency to throw rocks from space at irregular intervals. The Braelor are not built for fight-or-flight. They are built to absorb consequence and keep moving.

They are large, heavily built, and difficult to hurt in ways that would stop most other species. This has made them excellent soldiers, which they find mildly insulting. They are also excellent architects, emergency responders, and long-haul haulers — professions requiring the ability to take a lot of damage over a long period and still do the job.

Braelor culture has a high tolerance for discomfort and a low tolerance for people who use discomfort as an excuse. They respect competence, endurance, and pragmatism. They find elaborate emotional expression slightly baffling and are often unexpectedly gentle about it.

TRAIT — REBUKE

Whenever you would be the target of an opportunity attack, it hits automatically — no attack roll required. The attacker rolls only to determine whether it is a critical hit (natural 20, or beat your AC by 5 or more). You gain resistance to the first source of damage that hits you each combat. You cannot be knocked prone by any effect that does not also deal damage.

The Vislain

The Vislain homeworld is geologically violent — active volcanism across most landmasses, an atmosphere dense enough to filter certain radiation spectra, surface conditions that would be immediately fatal to most species. The Vislain did not survive this environment by avoiding it.

Vislain are not mammalian. Mineral plating extends continuously across the entire body — a geometric structural layer that replaces what would be skin. The plating varies in composition by individual: one is slate-grey and matte, another is shot through with iron pyrite, another deep red with hematite. Some run to the impossible improbability of actual gold or gemstone present in the plating not as ornament but as simple biological fact.

Vislain names are geological by convention: Basalt. Cinnabar. Siltstone. Garnet. Feldspar. The name is a description of the body, and the body is a description of where the family has been for generations.

TRAIT — MINERAL BUILD

+2 maximum HP (flat permanent bonus, does not scale with level) and advantage on saving throws against being Stunned, Restrained, or forcibly moved. You have four arms. Your lower arms can hold light weapons only. You may have up to four weapons drawn simultaneously. Each weapon drawn beyond the first reduces your damage dice one step on all attacks that turn — d10 to d8 to d6 to d4, minimum d4. Sheathing a weapon is a free action. Drawing a weapon is a bonus action as normal.

The Sen

The Sen do not have a homeworld in any meaningful sense. They are grown. The process is controlled, classified, and takes place in facilities distributed across the Empire's territory. A Sen emerges fully formed, fully conscious, and already knowing several things: their designation, their caste, their function, and the shape of what is expected of them. The knowing is not learned. It is installed. The Empire calls this grace.

The Sen do not eat. They do not breathe in any biological sense. They absorb energy from their environment — light, heat, ambient radiation, the electromagnetic background of a populated station. The body does not ask them to eat. What the body does not ask for and the Empire does not encourage is independent judgment about the purpose to which these capacities are put.

Defection is the worst thing a Sen can be. Not the worst thing they can do — the worst thing they can be, because the Empire understands that defection is not an action but a prior condition. A player choosing the Sen species is choosing a character who arrived in the galaxy already shaped by something vast and is now, for whatever reason, outside it.

TRAIT — IMPERIAL DESIGN

You do not need to eat, drink, or breathe. You absorb ambient energy from your environment — light, heat, radiation, the electromagnetic background of populated spaces. In environments with severely limited energy input (total darkness, vacuum without a heat source, certain dampening fields) you begin to degrade after 24 hours, functioning as though Overwhelmed until you reach sufficient energy. You are immune to effects that target biological processes such as poison and disease. Your caste determines additional capabilities — work with your GM at Session Zero to establish your designation and function. The Empire does not publish its caste structure. Neither does this book.

GM NOTE

A Sen player character is a significant narrative commitment — a defected or undercover Sen carries implications that will follow the crew through every session. Discuss at Session Zero before committing to this species.

The Unseen

The training starts early. Before anything else, Unseen children are taught to hold their expression still. Not to suppress emotion — to decouple it from the face. By the time they are adults, an Unseen's resting expression communicates exactly what they decide it communicates, nothing more and nothing less. This is not considered unusual. It is considered competent.

The Unseen were not the first species to develop psionic ability, but they were the first to treat it as infrastructure. Psionic training is compulsory. Not because the Unseen government mandates it — because the community expects it. An Unseen without psionic discipline is, by their cultural framework, unfinished.

They are present in significant numbers across the galaxy and are dramatically underrepresented in any statistics about them. This is not accidental.

Specialist frame: work with your GM to establish stat requirement, thematic focus, and augmentation list. Draw from existing lists or design custom augmentations. Maximum two 2-slot augmentations. The free creation augmentation must be 1-slot. A Specialist frame should not be strictly better than any standard frame.

The Grell *

Sentient beings who never developed legs, lungs, or other surface-world adaptations. They navigate the wider galaxy from inside mech suits of varying design — sometimes mistaken for droids at a glance, which they find more amusing than annoying. The suit is not prosthetic. It is not a vehicle. It is the layer between the Grell and an environment that would kill them in minutes.

Grell culture has a strong engineering tradition. The suit needs maintenance. The suit is always being upgraded. The Grell inside it is, accordingly, usually someone who thinks about systems, tolerances, and failure modes in the way other species think about their own bodies. There is a significant overlap between Grell and Engineers at the table.

Meeting a Grell outside their suit has happened. It is not recommended. It is also not the kind of thing most Grell would discuss.

A Grell's body and suit are a single system. Neither fully responds to treatment that addresses only one substrate.

Source	Cap	Notes
Biological only (Stimpaks, Field Medicine, Medic abilities)	Half max HP (cumulative cap — cannot exceed half max HP total regardless of uses. Resets on long rest.)	Damaged suit components remain impaired.
Mechanical only (Mechanical Boosters, Tech checks, Engineer abilities)	Half max HP (cumulative cap — cannot exceed half max HP total regardless of uses. Resets on long rest.)	Biological signals feeding the suit remain degraded.
Both substrates together	Full	Medic + Engineer in same rest, or one character with both Medicine and Tech proficiency. In combat: Medic Field Medicine + Engineer repair on same Grell in same turn = one full heal.
Stabilization only	N/A	Either Medicine check or Tech check can stabilize a Downed Grell. Both Stimpaks and Mechanical Boosters work.

Grell Mech Suit Rules

A Grell character chooses a suit frame at character creation. Each frame has a base AC, movement speed, slot capacity for augmentations, and a stat requirement. Meeting the requirement allows use of the frame without penalty. If your modifier is below the listed value (including Force -1), you suffer the listed penalty.

Note: Grell characters should not assign their mandatory -1 modifier to Force if they intend to use the Strength Frame without penalty — Force -1 does not meet the Force +0 requirement.

Frame	Base AC	Move	Requirement	Without Requirement
Strength	16	25ft	Force +0	Disadvantage on Edge checks & saves; movement reduced to 30ft
Precision	13	35ft	Edge +0	Disadvantage on Force checks & saves
Face	12	30ft	Heart +0	Disadvantage on Heart checks & saves; -1 to all social rolls
Specialist	14	30ft	GM-set	Work with GM to establish penalty appropriate to frame concept

Frame requirements are minimums. If your modifier is below the listed value (including Force -1), you suffer the listed penalty. Force +0 meets the Strength Frame requirement; Force -1 does not. Frame swapping requires a specialist mechanic, a proper facility, and significant downtime at GM discretion.

Each frame has a number of augmentation slots. Items marked (Psionic-Compatible) are tracked separately from standard cybernetic slots. Psions may install up to 2 Psionic-Compatible enhancements in addition to their standard 2 slots. They are not interchangeable — Psionic-Compatible items cannot fill standard slots.

** Grell characters require GM approval before character creation. Discuss suit concept, frame choice, and starting augmentations at Session Zero.*

Droids *

Built to look like people and feel feelings. Not common — producing a true droid requires significant resources. Sometimes hard to distinguish from a Grell in a suit. How they're treated varies enormously by location and by who built them and why.

Unlike organic species, Droids do not begin with a standard class loadout. Droids are built with a purpose in mind. What your Droid was built to do, who built them, and what they can do are all questions to work out with your GM before Session Zero.

TRAIT — CONSTRUCTED

You do not need to eat, breathe, or sleep, and are immune to poison and disease. You cannot benefit from medical healing — repairs require a successful Tech check and appropriate tools instead. Droids follow the same recovery structure as organic characters: downtime recovery functions identically, and in-combat recovery uses Mechanical Boosters (mechanically identical to Stimpaks, typically more expensive). Field repairs use a Tech check and appropriate tools. Serious repairs require a mechanic and proper facility, using the same downtime rules as a medical bay long rest.

GM NOTE

Droid characters require GM approval before character creation. Droids do not begin with a standard class loadout — work with your player to establish a starting capability set appropriate to their concept, using existing class loadouts as a benchmark for power level. The specific equipment and built-in capabilities of a Droid are unique to that character.

PART THREE

THE CLASSES

Your class is your role in a firefight and your mechanical toolkit. Any Class can take any Playbook. Classes advance to level 10 through class features; at level 11 your Class and Playbook combine to unlock a Path (see Part Four).

ADVANCEMENT

LVL	XP	PROF	LM	SPOONS	LINKS	FEATURES GAINED
1	—	+2	—	Playbook	♥+3	Class Features — Full L1 Kit Playbook Starting Moves x2 Playbook Passive + Bond Move
2	600	+2	1	—	—	Playbook Move (choose 1) Stat +1
3	1,200	+2	2	—	—	Class Specialization
4	1,800	+2	3	—	—	ASI Skill Proficiency
5	2,400	+3	4	—	—	Class Feature L5 Proficiency +3
6	3,000	+3	5	+1	—	Advanced Move I (choose 1 of 2) Stat +1 Spoon Max +1
7	3,600	+3	6	—	—	Class Feature L7
8	4,200	+3	7	—	—	ASI Skill Proficiency
9	4,800	+4	8	—	—	Class Feature L9 Proficiency +4
10	5,400	+4	9	+1	+1	Cross-Class Dip I Link Max +1 Spoon Max +1
11	6,000	+4	10	—	—	PATH UNLOCK — Class x Playbook (first ability at L13) Advanced Move II (choose 1 of 2)
12	6,600	+4	11	—	—	ASI
13	7,200	+5	12	—	—	Path Ability L13 Proficiency +5
14	7,800	+5	13	+1	—	Legendary Move Spoon Max +1
15	9,000	+5	14	—	—	Path Ability L15
16	10,200	+5	15	—	—	ASI

LVL	XP	PROF	LM	SPOONS	LINKS	FEATURES GAINED
17	10,800	+6	16	—	—	<ul style="list-style-type: none"> Cross-Class Dip II Proficiency +6
18	11,400	+6	17	—	—	<ul style="list-style-type: none"> Legendary Move x2 per session Skill Proficiency
19	12,000	+6	18	+1	—	<ul style="list-style-type: none"> Spoon Max +1
20	—	+6	19	—	Bond+1	<ul style="list-style-type: none"> Path Ability L20 — Capstone ASI Bond Max per Link +1

■ Class feature
 ■ Path / Advanced unlock
 ■ Prof / Stat change
 ■ Emotional system
 ■ ASI / General

◆ STATS & ABILITY SCORE IMPROVEMENTS ◆

Stats use modifiers from **-1 at creation** to a hard cap that rises with level. Whenever you gain an **Ability Score Improvement (ASI)**, choose: +2 to one stat, or +1 to two different stats. Note: it is possible to begin play at the level 1–8 cap of +4 if you assign +2 to a stat and receive +1 from both your Class and Playbook. This is intentional — the cap only limits future ASI spending, not starting values.

Levels	Stat Cap	Notes
1-8	+4	Hard cap at creation through early career.
9-16	+5	The ceiling rises — characters become truly exceptional.
17-19	+6	Near the peak of what experience can achieve.
20	+7	One stat only, via Capstone ASI. Legendary, not superhuman.

◆ CROSS-CLASS DIPS ◆

At levels **10** and **17**, borrow a single Level 1 feature from any other class. Link features, skill proficiencies, save proficiencies, hit dice, and class-specific resource pools do not transfer. Only the named Level 1 feature is gained. At level 17 you may deepen the same dip or take a second class.

Build	Primary	Dip	What It Looks Like
The Knife	Scoundrel	Psion: Telepathic Sense	Reads the room before entering — always senses emotional state within 30ft.
The Handler	Muse	Ghost: Cunning Action	A buffer who can Dash/Disengage/Hide as a bonus action.
The Survivor	Vanguard	Medic: Triage	Frontline fighter who stabilizes downed allies as a bonus action.
The Ghost Doc	Medic	Scoundrel — Ghost Protocol (L1 Scoundrel feature; not a Ghost Playbook ability)	A medic with advantage on stealth when not in combat.

The Wired Mind	Psion	Engineer: Hack	Telepath who can also override electronics — rolls Mind vs security DC.
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VANGUARD

The tip of the spear.

Hit Die	d12
Primary Stats	Force, Grit
Stat Bonus	+1 Force at creation
Armor	All armor and shields
Weapons	All weapons
Saves	Force, Grit

LEVEL 1 FEATURES

Combat Surge (1/short rest)

Make one additional attack as a bonus action.

Battle Hardened

+1 AC while wearing armor. Stacks with your armor bonus.

Iron Will

Advantage on death saving throws. When you stabilize from 0 HP, regain 1 HP instead.

Link Feature — Rally

Spend 1 Bond on a visible ally: they gain temporary HP equal to your Grit modifier + proficiency bonus.

LEVEL 3 FEATURE — FIGHTING STYLE

Choose one:

Heavy: +2 damage with two-handed weapons.

Defensive: +1 AC. When hit, use your reaction to halve the damage.

Guardian: Opportunity attacks against allies adjacent to you have disadvantage.

ADVANCED FEATURES

These features replace or supplement the base kit at levels 5, 7, and 9. Path abilities replace class features from level 13 onward.

L5 Relentless Assault When you reduce an enemy to 0 HP with a melee attack, make one additional melee attack as a free action. Once per turn.

SCOUNDREL

The one who was never there.

Hit Die	d8
Primary Stats	Edge, Mind
Stat Bonus	+1 Edge at creation
Armor	Light armor
Weapons	Simple, finesse, ranged weapons
Saves	Edge, Mind

LEVEL 1 FEATURES

Sneak Attack

When you have advantage on an attack, or an ally is adjacent to the target, add 1d6 damage. Increases by 1d6 at levels 3, 5, 7, and 9.

Cunning Action

Dash, Disengage, or Hide as a bonus action.

Ghost Protocol

Advantage on stealth checks when not in active combat.

Link Feature — In Your Corner

Spend 1 Bond on an ally: your Sneak Attack triggers on any hit you make this turn, regardless of advantage.

LEVEL 3 FEATURE — SPECIALIZATION

Choose one:

Infiltrator: Move through occupied spaces without provoking opportunity attacks.

Sharpshooter: Ignore half and three-quarters cover. +1d4 damage on ranged attacks at long range.

Shadow: When you Hide successfully, you can remain hidden after making an attack once per round.

ADVANCED FEATURES

These features replace or supplement the base kit at levels 5, 7, and 9. Path abilities replace class features from level 13 onward.

L5 Uncanny Dodge When an attacker you can see hits you, use your reaction to halve the damage.

- L7 Evasion** On Edge saves to take half damage, take none on success and half on failure.
- L9 Sneak Attack V** Sneak Attack increases to 5d6. Once per turn when you deal Sneak Attack damage, the target makes a Grit save — on a 6—: Shaken until end of their next turn.

MEDIC

The reason anyone makes it home.

Hit Die	d8
Primary Stats	Heart, Mind
Stat Bonus	+1 Heart at creation
Armor	Light and medium armor
Weapons	Simple weapons
Saves	Heart, Grit

LEVEL 1 FEATURES

Field Medicine (Heart mod + proficiency uses/day, min 2)

Restore 1d8 + Mind modifier HP to a creature you touch.

Triage

Stabilize a Downed creature as a bonus action, no roll required.

Patch Up (1/short rest)

Grant yourself or an adjacent ally 1d4 + 2 temporary HP as a bonus action.

Link Feature — For You

Spend 1 Bond when using Field Medicine on that character: heal the maximum value instead of rolling.

LEVEL 3 FEATURE — DISCIPLINE

Choose one:

Combat Medic: Field Medicine can be used as a bonus action. Triage is free on your turn.

Trauma Surgeon: Field Medicine healing increases to 2d8 + Mind modifier.

Pharmacist: Create specialized compounds during downtime. Start each session with two doses of one compound.

ADVANCED FEATURES

These features replace or supplement the base kit at levels 5, 7, and 9. Path abilities replace class features from level 13 onward.

L5 Rapid Response When an ally within 30ft drops to 0 HP, use your reaction to move up to half speed toward them. No opportunity attacks.

- L7 Mental Fortress** Advantage on saves vs. Charmed (Heart save), Frightened (Grit save), or Stunned (Grit save). Roll 3d6 drop lowest even if the triggering effect uses a stat you lack proficiency in (e.g. a Grit save triggered by a Stun Baton).
- L9 Dual Focus** You may maintain concentration on up to two psionic effects simultaneously. This feature activates once you acquire a concentration-based ability through a Cross-Class Dip or other feature.

PSION

They do not need a weapon. They are one.

Hit Die	d4
Primary Stats	Mind, Heart
Stat Bonus	+1 Mind at creation
Armor	None (Unarmored: 10 + Mind + Heart — this replaces the standard 10 + Edge formula for Psion)
Weapons	Simple weapons
Saves	Mind, Heart

LEVEL 1 FEATURES

Psionic Points

Pool equal to your level + Mind modifier (minimum 1). Refreshes on a long rest. When your pool reaches 0, you cannot use abilities that cost PP until you restore your pool — abilities with no PP cost are unaffected.

Telepathic Sense (passive)

Passively sense emotional states within 30ft. The GM describes the emotional weather of any room you enter.

Force Thrust (1 PP | Action)

One target within 60ft makes a Grit save. On 6-: pushed 15ft and Prone. On 7-9: pushed 5ft only.

Mind Spike (1 PP | Action)

Ranged psionic attack, 60ft. d20 + Mind vs AC. Hit: 1d8 + Mind psychic damage and Shaken until end of their next turn.

Link Feature — Resonance (1 Bond + 1 PP)

Know exactly where a Linked character is and their precise emotional state, regardless of distance. Lasts 1 hour.

LEVEL 3 FEATURE — DISCIPLINE

Choose one:

Telepath: Communicate telepathically with any visible creature. Once per day, attempt a surface-thought read (DC 14 Mind contest).

Kinetic: Force Thrust range increases to 90ft and can affect up to three targets. Push distance increases to 30ft.

Empath: Telepathic Sense extends to 60ft and reads intentions, not just emotions. Advantage on checks to detect lies.

ENGINEER

If it is broken, they will fix it.

Hit Die	d8
Primary Stats	Mind, Edge
Stat Bonus	+1 Mind at creation
Armor	Light armor
Weapons	Simple, tech weapons
Saves	Mind, Edge

LEVEL 1 FEATURES

Gadgeteer

Carry d4 + 2 gadgets per mission. Single-use unless rebuilt with tools in 10 minutes.

Hack (Action | Range 60ft)

Override electronic systems. Roll d20 + Mind vs target security DC (typically 12-18).

Quick Fix (Bonus action)

Restore 1d6 HP to a cybernetically enhanced creature, or restore a spent gadget once per short rest.

Link Feature — Made This For You

During downtime, craft a personal gadget for a Linked character. Grants +1 to a specific roll type until used at a dramatically appropriate moment.

LEVEL 3 FEATURE — SPECIALIZATION

Choose one:

Demolitionist: Damage gadgets deal +2d6. Once per mission, prep an area with explosives as a 1-minute action and trigger as a bonus action. This explosive does not consume a gadget slot. Additional uses beyond one per mission each require expending a gadget slot.

Drone Jockey: Personal drone (AC 12, HP 10, 1d6 damage). Acts on your turn. Rebuilds during a long rest.

Slicer: Hack costs a bonus action. On a critical success (beat DC by 5+), take full control of the system.

ADVANCED FEATURES

These features replace or supplement the base kit at levels 5, 7, and 9. Path abilities replace class features from level 13 onward.

L5	Overcharge	Once per short rest, activate a gadget as a free action instead of a bonus action. It deals +1d6 damage or gains +1 to its DC.
L7	Field Improvisation	Create a makeshift gadget on the fly using available materials (10 min, GM sets materials). Functions as a standard gadget, single use.
L9	Redundant Systems	When a gadget would be destroyed or exhausted, roll 1d6. On a 5+, it survives with one use remaining.

MUSE

The one who makes everyone else better.

Hit Die	d8
Primary Stats	Heart, Mind
Stat Bonus	+1 Heart at creation
Armor	Light armor, shields
Weapons	Simple weapons, sidearms
Saves	Heart, Mind

LEVEL 1 FEATURES

Inspire (1/short rest)

Grant one ally a d8 Inspiration Die they add to any roll before the end of their next turn. For Linked characters, the die is a d10.

Amplify (Bonus action)

Choose one ally within 60ft. Until your next turn, the next time they roll dice, they roll one extra die and drop the lowest. Once per round.

Resonant Presence

Allies within 30ft have advantage on saves against being Frightened or Charmed. You cannot be surprised while conscious.

Link Feature — In Your Key

When a Linked character uses their Inspiration Die, they may reroll it once and use the higher result. On a critical hit, they recover the die immediately.

LEVEL 3 FEATURE — PERFORMANCE STYLE

Choose one:

The Voice: Amplify affects two allies simultaneously. When you use Inspire, you may grant the die to two allies (rolled separately).

The Conductor: Once per short rest, grant every ally within 60ft advantage on their next roll as a free action.

The Virtuoso: Allies add your Heart modifier to their Inspiration Die result. Once per session, restore all Inspiration Dice you have granted.

ADVANCED FEATURES

These features replace or supplement the base kit at levels 5, 7, and 9. Path abilities replace class features from level 13 onward.

L5	Harmonize	Amplify now lasts until the start of your next turn (up from one roll). The ally may use the benefit on any roll in that window.
L7	Resonate	When a Linked character uses their Inspiration Die, you immediately regain 1 spoon.
L9	Full Orchestra	Once per short rest, Amplify two allies simultaneously with one bonus action.

PART FOUR

THE PLAYBOOKS

Your Playbook is your emotional architecture — how you relate to the world, what drives you, and the lens through which every decision passes. Any Class can take any Playbook.

LINK & SPOON PROGRESSION

The emotional systems grow alongside combat power. Spoon maximums increase at levels 6, 14, and 19. Link max increases at level 10. At level 20, your Bond maximum per Link rises from 5 to 6.

Level	Change	Notes
1-5	Base	Link max = Heart mod + 3 (min 2). Spoon max set by Playbook.
6	Spoon Max +1	First Advanced Move unlocked. Spoons reflect deepening emotional range.
10	Link Max +1	You can hold one more named relationship.
11	Path Unlock †	Class + Playbook combine — choose your Path. † First Path ability at L13.
14	Spoon Max +1	Legendary Move unlocked.
19	Spoon Max +1	Legendary Move usable twice per session.
20	Bond Max +1	Bond maximum per Link increases to 6.

THE HELPER

I exist for others.

SPOON MAXIMUM: 6

PASSIVE — ALWAYS PRESENT

You notice when people are struggling before they say anything. The GM will always tell you if a named character in the scene is in distress, even if they are hiding it.

STARTING MOVE — TAKE CARE OF IT

2d6 + Heart | *When you step in to handle something difficult so someone else does not have to:*

10+	You handle it completely. They never have to know how hard it was.
7-9	You handle it, but it costs you — lose 1 spoon or take a condition.
6-	You handle it badly, or they notice, and now it is complicated.

STARTING MOVE — I HAVE GOT YOU

2d6 + Heart | *When someone is in crisis and you act to support them:*

10+	They stabilize. They gain 1 spoon and you gain a Bond on them.
7-9	They stabilize, but they need more than you can give right now.
6-	Your presence makes it worse, or reveals something painful for both of you.

BOND MOVE — WHAT DO YOU NEED

Spend 2 Bonds on a character. They immediately clear one condition of their choice and regain 1 spoon. You do not gain anything from this. That is the point.

ADVANCED MOVES

Unlock at levels 6 and 11. Choose one at each level.

Always There

When any Linked character makes a roll and fails (6-), you may spend 1 spoon to retroactively declare you were already on your way. You arrive at the end of their turn, having done whatever they needed. No roll. The GM may ask what you sacrificed to get there in time. If a sacrifice is demanded, it takes the form of a condition, spent resource, or narrative consequence — never a roll that prevents the arrival. Examples: lose 1 spoon, expend a gadget, arrive without a weapon, gain the Shaken condition.

Weight Carried

Once per session, take on a condition (Shaken, Exhausted, or similar) that a Linked character is suffering. They clear it immediately. You carry it for its normal duration. You cannot give this condition away in turn.

LEGENDARY MOVE

Unlocks at level 14. Usable twice per session at level 19.

Indispensable

Once per session, declare that you have already handled something that was going to be a problem — a threat neutralized, an obstacle cleared, a person brought around. It happened off-screen, before this scene. The GM cannot reverse it. You may not use this for combat kills or to override another player's narrative.

THE SURVIVOR

Still here. Still standing.

SPOON MAXIMUM: 5

PASSIVE — SCAR TISSUE

You have been through something that should have broken you and did not. Once per session, you may treat any 2d6 roll result of 6- as a 7-9 instead. The GM may ask what you survived that prepared you for this.

STARTING MOVE — WALK IT OFF

2d6 + Grit | When you push through pain, fear, or loss to keep moving:

10+	You push through clean. Keep going — no visible cost.
7-9	You push through, but it shows. Lose 1 spoon and describe what surfaces.
6-	You push through, but the cost defers. The GM will collect it later.

STARTING MOVE — HARD LESSONS

2d6 + Grit or Mind | When you face something that mirrors what you survived:

Your experience is a resource, not just a wound.

10+	Your experience gives you a clear edge. Advantage on all rolls in this scene.
7-9	Your experience helps, but the past surfaces. Share something true.
6-	The past overwhelms the present. You act on old instinct — the GM says how.

BOND MOVE — YOU THINK THAT WAS BAD

When a Linked character fails a death save, spend 1 Bond. They treat the result as a 7-9 instead. Describe what you say to them in that moment.

ADVANCED MOVES

Unlock at levels 6 and 11. Choose one at each level.

Whatever It Takes

Once per session, push through a consequence that would normally stop you cold — a condition, a failed roll result, a physical limit. Describe how you keep moving anyway. Lose 2 spoons. The GM may make a hard move later as the deferred cost arrives.

Hardened

You no longer lose spoons from environmental stress, fear effects, or narrative pressure that does not involve direct personal betrayal or loss. The GM cannot spend cost moves against you in these circumstances.

LEGENDARY MOVE

Unlocks at level 14. Usable twice per session at level 19.

Still Here

Once per session, when you would be taken out of the scene entirely — downed, captured, destroyed, removed — you are not. Describe how you survive. The GM accepts it. You arrive at the start of the next scene with 1 HP and no conditions, wherever the narrative puts you. You arrive with 1 HP, no conditions, and not in the immediate kill zone of whatever would have taken you out. The GM may place you elsewhere in the scene, but not adjacent to an active mortal threat as a direct consequence of the survival.

THE BELIEVER

Faith is not blind. You have tested it.

SPOON MAXIMUM: 7

PASSIVE — CONVICTION

When you act in direct service of what you believe in, treat any 2d6 roll result of 6- as 7-9 instead. The GM may ask what you believe and why it still holds.

STARTING MOVE — STAND FIRM

2d6 + Grit | When the odds are against you and you hold to what you believe:

10+	Your conviction is infectious. All allies present gain +1 to their next roll.
7-9	You hold, but your belief is tested. Ask the GM one hard question about the situation.
6-	Your belief wavers. Lose 2 spoons and describe the doubt.

STARTING MOVE — CALL TO SOMETHING GREATER

2d6 + Heart | When you invoke your belief at a critical moment:

10+	The moment lands. Someone is moved — gain a Bond on them.
7-9	Someone is moved, but someone else is alienated or unsettled.
6-	Your belief is turned against you, now or later.

BOND MOVE — I BELIEVE IN YOU

Spend 1 spoon + 1 Bond on an ally. They automatically succeed on their next death saving throw. Tell them why you believe in them.

ADVANCED MOVES

Unlock at levels 6 and 11. Choose one at each level.

Witness

When you act publicly in service of what you believe and it costs you something real, everyone present gains 1 spoon. The GM cannot use this moment against you — it stands as what it is.

Unshakeable

Your Conviction passive now applies even when acting against your belief, if you are doing so for someone you love. You may roll 3d6 drop lowest on any **2d6** save made in protection of a Linked character (this mirrors save proficiency mechanics and does not apply to d20-based checks). If you already have save proficiency in the relevant stat, this ability grants 3d6 drop lowest — no additional benefit beyond that.

LEGENDARY MOVE

Unlocks at level 14. Usable twice per session at level 19.

Something to Die For

Once per session, declare that what you are about to do is worth any cost. For the rest of the scene, you cannot be stopped by fear, pain, conditions, or failed rolls from acting toward your declared goal. You will succeed at the thing you named. The GM decides what it costs.

THE GHOST

You exist at the edges of what people see.

SPOON MAXIMUM: 5

PASSIVE — NEGATIVE SPACE

You are practiced at not being noticed. Advantage on checks to avoid being tracked, identified, or remembered. When you are in a social scene, you may choose to be functionally invisible — people interact around you, not with you, unless you act to change that.

STARTING MOVE — UNSEEN

2d6 + Edge | When you move, act, or extract yourself without being observed:

10+	You do it clean. No trace, no witnesses, no complications.
7-9	You do it, but leave something behind — a trace, a loose end, a question.
6-	Someone sees. Or will see. The GM decides who and when.

STARTING MOVE — FROM THE SHADOWS

2d6 + Edge or Mind | When you act on someone before they know you are there:

This covers ambushes, social manipulation, information extraction, sabotage.

10+	Complete surprise. You act with full advantage and they cannot respond until next round.
7-9	You act, but something tips them off — they are not surprised, just slower.
6-	They were ready. Or someone else was watching.

BOND MOVE — GHOST COVER

Spend 1 Bond. A Linked character becomes effectively invisible to surveillance, tracking, or social scrutiny for the rest of the scene. You vouch for them with your own anonymity.

ADVANCED MOVES

Unlock at levels 6 and 11. Choose one at each level.

Leave No Trace

When you choose to disappear from a situation — socially, physically, digitally — you are simply gone. No roll. The GM cannot track you, surveil you, or produce evidence of your presence without a scene dedicated to that effort and a direct

roll contest.

Known Only to You

Once per session, retroactively declare that you witnessed a scene you were not shown to be present for. You were there. The GM accepts it and tells you what you saw.

LEGENDARY MOVE

Unlocks at level 14. Usable twice per session at level 19.

The Ghost

Once per session, you can choose to not exist for the rest of a scene. You are not invisible — you are simply absent from every system, memory, and account. NPCs do not remember you were there. Surveillance has no record. This cannot be used in combat you initiated, but it ends any combat you did not.

THE CONNECTOR

Everyone knows someone. You know everyone.

SPOON MAXIMUM: 7

PASSIVE — THE WEB

Once per session, name a type of person you need access to — an expert, an insider, a fixer, a sympathetic official. You know someone. The GM determines who and what they want.

STARTING MOVE — PULL A THREAD

2d6 + Heart | When you reach out to your network for information, access, or help:

10+	You get what you need, quickly and cleanly.
7-9	You get it, but it costs a favor, a secret, or exposure.
6-	You get it, but the thread leads somewhere you did not expect.

STARTING MOVE — MAKE THE INTRODUCTION

2d6 + Heart | When you broker a connection between two parties:

This covers negotiations, alliances, deals, and meetings you arrange.

10+	The connection forms cleanly. Both parties are satisfied and you gain a Bond on each.
7-9	The connection forms, but one party has reservations — or an agenda you did not anticipate.
6-	The connection forms wrong. Someone owes someone, and the debt runs through you.

BOND MOVE — I KNOW A PERSON

Spend 1 Bond. A Linked character gains immediate access to a resource, contact, or piece of information they urgently need. No roll. You called in something real.

ADVANCED MOVES

Unlock at levels 6 and 11. Choose one at each level.

Everyone Owes Someone

Once per session, declare that a named NPC owes you a favor — or owes someone you know a favor that you can call in. The GM accepts the debt as real. The NPC may resent it.

The Network Moves

When you make The Introduction and it goes wrong (6-), choose: the failure happens to the other party, not you, and you walk away clean — or you take the hit and gain a Bond on both parties anyway.

LEGENDARY MOVE

Unlocks at level 14. Usable twice per session at level 19.

I Know Everyone

Once per campaign arc, name any person, institution, or resource in the setting. You have a connection to them — not necessarily friendly, but real. The GM tells you what the connection is and what it will cost to activate. Then it is available to you.

THE ARCHITECT

You build. Plans, systems, futures.

SPOON MAXIMUM: 6

PASSIVE — LONG GAME

Once per session, ask the GM: given everything I know, what is the single most important thing I could do right now to improve our position? The GM answers honestly.

STARTING MOVE — THE PLAN

2d6 + Mind | When you lay out a course of action and convince others to follow it:

10+	The plan holds. Everyone acting within it has advantage on their first roll.
7-9	The plan holds, but one element does not — the GM names the crack.
6-	The plan falls apart at the first contact. Describe what you missed.

STARTING MOVE — BUILD SOMETHING

2d6 + Mind | When you create, design, or construct something to solve a problem:

This covers technical solutions, social structures, plans, physical construction.

10+	It works better than expected. The GM adds one beneficial property you did not plan for.
7-9	It works, but requires maintenance, compromise, or reveals a flaw.
6-	It works at a cost. The GM names what it breaks, demands, or changes.

BOND MOVE — FOUNDATION STONE

Spend 2 Bonds. Declare that something you have been building toward is now ready. It exists. It works. The GM cannot remove it without a serious conversation.

ADVANCED MOVES

Unlock at levels 6 and 11. Choose one at each level.

The Foundation Holds

When something you built — a plan, a system, a structure — is threatened, you may spend 1 Bond per threat to keep it intact. The GM cannot destroy your work without exhausting these Bonds first.

Blueprint

Once per session, ask the GM: what is the single structural weakness in the situation we are in right now? The GM answers honestly and specifically.

LEGENDARY MOVE

Unlocks at level 14. Usable twice per session at level 19.

This Is What I Built For

Once per campaign, declare that something you have been working toward for multiple sessions is now complete. A plan executed. A system online. A structure standing. It exists exactly as you intended. The GM cannot introduce a complication until the next session.

PART FIVE

PATHS

At level 11, your Class and Playbook intersect to unlock a Path. A Path is not chosen from a list — it is the thing you have already become. Two Paths are available for each combination. Choose one at level 11. Unlocking a Path grants no immediate mechanical ability — your first Path ability comes at level 13. Path abilities replace class features at levels 13, 15, 17, and 20.

The table below lists both Paths for every Class and Playbook combination. Each Path entry links to its full description later in this section.

Playbook	Vanguard	Scoundrel	Medic	Psion	Engineer	Muse
Helper	THE SHIELD THE SWORD	THE HOOD THE THORN	THE HEALER THE SURGEON	THE EMPATH THE ANCHOR	THE MAKER THE BULWARK	THE SAINT THE OPERATOR
Survivor	THE MERC THE REVOLUTIONARY	THE THIEF THE BROKER	THE PROFESSIONAL THE FIELD DOC	THE GRIFTER THE AGITATOR	THE TINKERER THE WRECKER	THE DEMAGOGUE THE STORYTELLER
Believer	THE TOWER THE BUCKLER	THE EVANGELIST THE CULTIST	THE HOLISTIC THE PARTISAN	THE PROPHET THE CHOSEN	THE BUILDER THE ARMORER	THE VOICE THE FLAME
Ghost	THE SCOUT THE BLADE	THE SPY THE CAT BURGLAR	THE STREET DOC THE APOTHECARY	THE SENTINEL THE POLTERGEIST	THE FIXER THE COLLECTOR	THE SHADOW THE FACELESS
Connector	THE DEVOTED THE CHAMPION	THE SPIDER THE TACTICIAN	THE THERAPIST THE MEDIATOR	THE MATCHMAKER THE WEAVER	THE NETWORKER THE COMMUNICATOR	THE PERFORMER THE CONFIDANT
Architect	THE BLACKSMITH THE FORTIFIER	THE CONTRACTOR THE SHADE	THE RESEARCHER THE ANALYST	THE SHAPER THE DESIGNER	THE ARTISAN THE VISIONARY	THE MENTOR THE CATALYST

HELPER PATHS

The following paths are available to Helper characters, one per Class.

HELPER / VANGUARD

THE SHIELD

Some people protect because they are told to. The Shield protects because the alternative is unthinkable. By level eleven, they have stood in the gap enough times that it has become reflex — not bravery, exactly, but something older and quieter. The body moves before the mind decides.

What distinguishes the Shield from a soldier is what they are protecting. Not territory. Not principle. People. Specific, named, irreplaceable people. That specificity is what makes them dangerous. Anyone can fight for an idea. The Shield fights for the person standing next to them, and that is a different kind of commitment entirely.

L13	Interposition	When a creature you can see attacks a target other than you, you may use your reaction to move up to your full speed toward that target. If you end this movement adjacent to them, you become the target of the attack instead. No roll required. This movement does not provoke opportunity attacks.
L15	Unbreakable Ward	Choose one Linked character at the start of each session. While you are conscious and within 60ft of them, they cannot be reduced below 1 HP. If an attack or effect would reduce them to 0 HP, you take the excess damage instead, distributed across your own HP. If this would reduce you to 0 HP, you are Downed as normal — but the ward held.
L17	The Wall Between	Once per long rest, you may declare yourself the sole target of all hostile effects in a 30ft radius for one full round. Every attack, ability, and harmful effect that originates outside this radius and targets a creature within it targets you instead, regardless of range or line of sight. You are aware of what you are absorbing. Make a Grit save (hard) at the end of the round — on a 6–, gain the Shaken condition.
L20	Monument	Once per campaign. You have placed yourself between something you love and something that would destroy it so many times that the act has become legendary. Choose one person, place, or thing you have protected throughout this campaign. Declare that it will not fall while you stand. For the remainder of the campaign, that person, place, or thing cannot be destroyed, killed, or permanently removed from the fiction while you are alive. The GM cannot undo this. If you die, the protection ends — but what you shielded carries your name. ---

THE SWORD

The Sword did not become frightening on purpose. It happened slowly — a reputation built one defended moment at a time, until the name alone was enough to make certain threats reconsider. By now they have stopped apologizing for it.

Where the Shield absorbs, the Sword projects. The message they send is not 'you can't get through me' but 'you won't survive trying.' The people they love sleep soundly because something in the dark already knows the cost.

L13	Fear My Name	When you reduce an enemy to 0 HP in combat, all enemies within 30ft who witnessed it must make a Grit save (standard). On a 6–, they are Frightened of you until the end of their next turn. On a 7–9, they have disadvantage on their next attack roll. Your allies within 30ft are immune to this effect.
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L15	No Further	Once per combat, when an enemy moves toward a Linked character, you may use your reaction to move up to your full speed and place yourself in their path. Make a melee attack against the enemy as part of this reaction. If you hit, the enemy's movement ends immediately and they cannot move toward that character for the rest of the round. If you miss, the enemy continues — but they know you tried.
L17	The Promise	Once per long rest, name a threat — a specific enemy, faction, or force that endangers the people you love. For the next 24 hours, you have advantage on all rolls made directly against that threat, your attacks against them ignore damage resistance, and you cannot be Frightened by them. The GM may ask you to describe what you said out loud when you made the promise.
L20	Reckoning	Once per campaign. You have made yourself so terrifying in defense of the people you love that the threat itself blinks first. Name an enemy force — an army, a faction, a powerful individual — that has been threatening the people you care about. Declare that it ends here. The enemy force withdraws, stands down, or negotiates in good faith. They do not do this out of goodness. They do it because the cost of continuing has become something they cannot justify. The GM determines the shape of the retreat, but not whether it happens. ---

HELPER / SCOUNDREL

THE HOOD

The Hood learned early that the system was not broken — it was working exactly as intended, just not for them. That lesson never left. Neither did the habit of taking from the people who built the system and giving to the ones it was built against.

By level eleven, they have stopped calling it theft. It's redistribution. The targets they choose are never random — they are the landlords, the executives, the officials who sleep well at night. The Hood does not let them sleep as well as they used to.

L13	Take From Those Who Have	When you steal from, con, or extract resources from a wealthy, powerful, or exploitative target, you acquire double the expected yield. Once per scene, you may immediately redistribute any acquired resources to a specific person or group in need — when you do, gain 1 Bond on each recipient (maximum 1 per scene).
L15	Robin's Purse	You always have exactly what someone needs, acquired through means you don't always explain. Once per session, produce any non-military item worth up to 5,000 credits from your person. You don't need to explain how you got it. If the item goes to someone who genuinely needs it more than you do, it doesn't cost you anything. If you keep it for yourself, lose 2 spoons.
L17	The Redistribution	Once per long rest, execute a heist-scale transfer of resources. Name a wealthy or powerful entity and a group that needs help. Without rolling, you successfully extract a significant resource — funds, information, equipment, leverage — from the powerful entity and deliver it to the needy group. The GM determines the exact shape and consequences, but the transfer happens. Expect complications. Expect enemies.
L20	Legend of the Void	Once per campaign. Your reputation for taking from the powerful and giving to the powerless has become something larger than you. Choose a disadvantaged community, faction, or population that has suffered under an unjust power. Through a combination of theft, misdirection, and audacious generosity, permanently shift the balance of power in their favor. The powerful entity loses a critical resource — permanently. The GM cannot undo this. The stories they tell about you afterward are yours to name. ---

THE THORN

The Thorn is what the Helper becomes when they get tired of asking nicely. They still care about people — they care intensely, specifically, with the kind of love that keeps you up at night. But they have stopped believing that caring is

enough. Sometimes you have to make something hurt.

They are precise rather than cruel. The damage they cause is calculated, aimed, and usually deserved. They do not enjoy it. They have just accepted that protecting the people you love sometimes means being the worst thing that ever happened to someone else.

L13	Wound the Beast	When you successfully attack, steal from, or con a figure of institutional power — a government official, a corporate executive, a warlord, anyone who holds authority over others — you may expose a vulnerability as part of the action. The GM reveals one weakness, secret, or pressure point about that figure or their organization. This information is accurate and usable.
L15	The Cut That Festers	Once per session, when you successfully harm, embarrass, or undermine a powerful figure, the damage doesn't stop when the scene ends. Choose one: their reputation begins to unravel (the GM introduces a complication to their standing in the next session), their resources are compromised (they lose access to one asset), or their allies begin to question them (one NPC in their orbit shifts toward neutral or hostile).
L17	Systemic Failure	Once per long rest, identify a system — a supply chain, a communications network, a legal structure, a financial arrangement — that a powerful entity depends on. Through sabotage, exposure, or subversion, cause that system to malfunction. The GM determines the exact fallout, but the system fails in a way that meaningfully damages the entity's power and creates space for the people it was suppressing.
L20	The Collapse	Once per campaign. You have been cutting at the roots long enough. Name an institution, power structure, or regime that has been causing harm throughout this campaign. Through the accumulated weight of your actions, it falls. Not immediately, not cleanly — the GM determines the shape of the collapse and the chaos it creates — but the thing you targeted is over. Something will grow in its place. You don't get to choose what. ---

HELPER / MEDIC

THE HEALER

The Healer has seen enough damage to know what recovery actually looks like — not clean, not fast, not the version people want. They stopped offering false comfort somewhere around year three. What they offer instead is accurate: a realistic assessment, a clear plan, and the steady presence of someone who has been in worse rooms and kept working.

There is a particular kind of trust that forms between a Healer and their patients. It is not the trust of comfort. It is the trust of competence — of knowing that the person holding your life in their hands is not going to flinch. The Healer has earned that trust, and they guard it.

L13	Treat the Whole Person	When you use Field Medicine on a creature, you may also clear one condition they are suffering (Shaken, Frightened, or Overwhelmed) as part of the same action. Additionally, your healing now restores an additional amount of HP equal to your Heart modifier on every use.
L15	Restorative Presence	Your presence alone accelerates recovery. Allied creatures that spend a short rest within 30ft of you regain an additional 1d6 HP during that rest. During a long rest, allies within your care regain their full Hit Die roll rather than rolling — they take the maximum value. You do not need to actively treat them. Being there is enough.
L17	The Long Healing	Once per long rest, spend one hour with a creature that has been suffering from a lasting injury, chronic condition, or deep psychological wound. At the end of the hour, the condition begins to genuinely heal — not immediately, but on a timeline the GM establishes. What medicine alone could not fix, your sustained care can. This applies to wounds that should be permanent.

L20	What the War Left Behind	Once per campaign. Choose a community, population, or group that has been damaged — by war, by disease, by exploitation, by grief. Spend a month among them. At the end of that month, the healing you have done ripples outward in ways that outlast your presence. The GM establishes the shape of the recovery, but the community is measurably better for your having been there. One thing that was broken is whole again. The GM cannot undo this. ---
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THE SURGEON

The Surgeon has trained the sentiment out of their hands. In the field, in the moment, they are a machine — precise, economical, unmoved by what they are looking at. The feeling comes back later, in private, on their own time. During the work it cannot be allowed.

What they have built is not coldness. It is a specific kind of discipline: the ability to remain effective in conditions that would break someone who hadn't learned to separate the work from the weight of it. The people they save do not always understand what that costs. The Surgeon does not need them to.

L13	Clinical Assessment	When you observe a creature for at least one round, you may identify their most significant physical vulnerability — a weak point in their armor, an injury they are compensating for, a biological sensitivity. Your next attack or the next attack by an ally you direct against that creature deals an additional 2d8 damage and ignores damage resistance.
L15	The Precise Solution	Once per scene, you may take an action to identify and neutralize a threat with surgical efficiency. This can mean: incapacitating a target without killing them (they are Stunned for 1 hour and wake with no memory of the incapacitation), administering a substance that removes them from the equation temporarily but harmlessly, or identifying and severing the one connection keeping a dangerous situation alive. No roll required. The GM may add complications but cannot negate the outcome.
L17	Cauterize	Once per long rest, you may permanently remove a source of harm from someone's life. This could be an addiction, a psychological compulsion, a blackmail hook, a chronic condition, a dangerous dependency. The removal is real and permanent. It may not be painless. The person must be willing, or at least present and within your care. The GM determines what the removal costs emotionally and narratively.
L20	The Last Surgery	Once per campaign. You have identified the single greatest source of suffering in the current situation — the wound beneath the wounds, the infection behind the symptoms. With complete calm and complete precision, you remove it. The GM determines what this looks like in the fiction, but the source of harm is genuinely ended. Not suppressed. Not managed. Ended. Whatever you had to do to accomplish this, you did it. The table decides together what that cost. ---

HELPER / PSION

THE EMPATH

The Empath did not choose to feel what other people feel. That has always been true of them — the room's emotional temperature, the grief under someone's careful smile, the rage that a person is three seconds from expressing. What they chose was what to do with it.

By level eleven, they have become something genuinely rare: someone who can sit with another person's pain without trying to fix it, redirect it, or make it smaller. That capacity, held alongside the Psion's ability to act, makes them extraordinarily effective and permanently, low-grade exhausted.

L13	Open Channel	Your Telepathic Sense deepens. You no longer just sense emotional states — you feel them as your own for a moment when you focus. Once per scene, when you touch or spend a round in focused attention on a creature, you experience their emotional state completely and accurately. You understand not just what they feel but why. The GM provides full context. This costs 1 spoon but cannot be blocked by deception or mental shielding.
L15	Absorb the Weight	Once per scene, when a Linked character suffers the Overwhelmed condition or loses 2 or more spoons at once, you may take that emotional cost onto yourself instead. They are unaffected. You suffer the full effect. You can push through this with your own Overwhelmed rules — but you chose it. Additionally, when you do this, the character you shielded gains 1 Bond on you immediately.
L17	Resonant Field	Once per long rest, extend your empathic sense outward in a 60ft radius for one scene. Every creature in range feels, faintly, what every other creature feels — not intrusively, not overwhelmingly, but genuinely. Enemies hesitate. Allies fight with more clarity. All allied creatures in range gain advantage on saves against Fear and Charm effects for the duration. One enemy of your choice must make a Heart save (hard) or lose the will to fight and attempt to disengage.
L20	The Weight of All of Them	Once per campaign. You open yourself completely — not to your crew, not to the people in this room, but to everyone affected by the crisis at the center of this campaign. You feel them all. Every person who is suffering, afraid, grieving. It is enormous and it nearly breaks you. But you carry it, and in carrying it you act with a clarity that changes something fundamental. The GM establishes what shifts in the world as a result of your empathic intervention, but the scale is beyond a single scene. Something systemic softens. Lose 3 spoons permanently — your maximum decreases by 3. You will carry this. ---

THE ANCHOR

The Anchor is the still point. When the Psion's abilities threaten to pull them somewhere unmooring — when the noise of other people's minds becomes too much, when the psionic work costs more than it should — the Anchor is the practice that brings them back.

What makes them a Helper is not that they suppress this. It is that they have learned to ground themselves in other people. The connections they form are not dependencies — they are structural. The Anchor knows exactly who they would lose themselves without, and they protect those people with everything they have, because those people protect them right back.

Human settlements range from gleaming station cities to jury-rigged asteroid colonies held together with debt and stubbornness. The range is the point. Humans do not have a unified culture, a homeworld government with any real reach, or a shared aesthetic beyond a vague tendency toward practicality over elegance. What they have is each other — an enormous, sprawling, argumentative family that will absolutely let you starve and also die for you without being asked.

Earth exists. Humans talk about it the way people talk about a grandparent's house — fondly, vaguely, with no real intention of going back. The actual center of human civilization, insofar as one exists, is wherever the most humans happen to be arguing at any given moment.

L13	Still Point	When you are in a scene, the emotional temperature cannot escalate beyond what you allow. Any Playbook move that would cause a scene to get dramatically worse — a 6– result on a social move, an NPC making a hostile escalation — you may intercept once per scene. Describe how your presence absorbs the escalation. The situation worsens, but does not spiral. The GM cannot make a hard move that fractures the scene while you are actively present and focused on maintaining it.
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L15	The Eye	Your presence creates a genuine zone of calm. Allies within 30ft of you have advantage on all Grit and Heart saves. Enemies who enter this zone must make a Grit save (standard) or lose their bonus action on their first turn within it — the stillness is genuinely disorienting to those who came in hostile. This is passive and always active while you are conscious.
L17	Unshakeable	Once per long rest, declare that this moment will not break the crew. For the next hour, no allied creature within 60ft can gain the Overwhelmed condition, no Bond between party members can be severed by external force, and any social move targeting a crew member's Links from outside the crew automatically fails. You are the reason they hold together. While this is active, you cannot use any offensive abilities — you are holding, not striking.
L20	The Foundation	Once per campaign. The crew has been through enough that your steadiness has become structural — you are not just calm, you are the reason calm is possible at all. At the moment of the campaign's greatest crisis, you may declare that the crew does not break. Whatever would shatter them — a loss, a revelation, a betrayal, an impossible choice — they face it and remain. Not unscathed. Not unchanged. But together. The GM cannot use this moment to permanently fracture the party. What comes after is harder, and you face it whole. ---

HELPER / ENGINEER

THE MAKER

The Maker builds things for people. Not for the market, not for the mission, not to prove what they can do — for specific people who need specific things. By level eleven they have a drawer full of half-finished projects for people who haven't asked for them yet. They will. They always do.

There is something particular about making something for someone you love. You have to understand them — what they need, how they move, what they would never ask for. The Maker is very good at understanding people, and very good at turning that understanding into something useful. The combination, at this level, has become formidable.

Greko medicine is the best available. Greko diplomatic frameworks underpin most of the major treaties currently keeping various factions from open war. The reputation for stiffness is earned but incomplete — Greko off-duty are warm, intensely social, and capable of considerable chaos. They simply believe there is a time for chaos and it is not during a diplomatic summit.

L13	Made For You Specifically	Your Link feature Made This For You becomes permanent for Linked characters — items you craft for them do not expire and recharge after each mission. Additionally, when you craft something for a Linked character during downtime, you may embed one additional mechanical benefit beyond the standard +1: advantage on a specific type of roll, a once-per-session free reroll, or a passive bonus the GM approves. The item only functions at full capacity for the person it was made for.
L15	The Personal Arsenal	You have spent enough time with your crew that you understand exactly what each of them needs to be at their best. Once per long rest, enhance one piece of equipment belonging to a Linked character. The enhancement lasts until the next long rest and grants one of: +2 to attack rolls with that item, the item deals maximum damage on its next hit, or the item grants +2 AC while equipped. You must spend 10 minutes working on the item. This cannot be done for yourself.
L17	The Gift That Keeps	Once per long rest, create a masterwork item for a Linked character — something that represents everything you understand about who they are and what they need. This item has three charges that refresh daily: each charge can be spent to add 1d10 to any roll made with or because of the item. The item cannot be replicated by any other means and functions only for its intended recipient. The GM and recipient name it together.

L20 The Last Thing I Built Once per campaign. You have spent this entire campaign understanding exactly what each person you love needs to survive what's coming. In the final act, you reveal what you've been building in the background — a collection of items, modifications, and preparations made specifically for each member of your crew, tailored to the exact challenges ahead. Each crew member receives one item or modification that grants them a decisive advantage in the campaign's climax. The GM cannot contradict the utility of these items in the final confrontation. You built them for this. ---

THE BULWARK

The Bulwark builds fortifications. Physical, logistical, contingency. They have run the math on every scenario the crew might face and prepared for most of them. By the time things go wrong, the Bulwark already has a plan.

What motivates them is not fear but love, and that distinction matters. They are not preparing because they believe catastrophe is inevitable — they are preparing because the people they care about deserve every possible advantage. The Bulwark sleeps fine. They just sleep with three backup plans.

L13 Safe House	During downtime or with 1 hour of preparation, you can designate any location as a Safe House. A Safe House is stocked with basic supplies, has concealed exits the GM cannot permanently block without significant narrative justification, and grants all allies who rest there advantage on death saving throws and full spoon restoration regardless of circumstances. You can maintain a number of Safe Houses equal to your Mind modifier.
L15 Redundant Systems	You build contingencies into everything. Once per session, when a plan fails, a system breaks, or an escape route closes, you may reveal that you anticipated this and built a backup. The backup isn't as good as the original — the GM determines one meaningful limitation — but it exists and it works. This applies to physical systems, escape routes, communication channels, and supply caches. It does not apply to people.
L17 The Infrastructure of Safety	Once per long rest, spend one hour building or establishing a system that makes a community, location, or group meaningfully safer. This could be a warning network, a supply chain, a communication system, a medical station. The system functions without you — it doesn't require maintenance or your presence. It can be destroyed or dismantled by sufficiently motivated enemies, but it takes significant effort. The GM acknowledges its existence and impact on the fiction going forward.
L20 What I Built For You	Once per campaign. Across this entire campaign you have been building something larger than any single safe house — a network, a system, a piece of infrastructure designed to protect the people who need it most. In the campaign's final act, that system activates in full. The GM establishes its exact impact, but: it saves lives, it shelters people who would otherwise be lost, and it continues to function after the campaign ends. You do not need to be there to maintain it. You built it to last. ---

HELPER / MUSE

THE SAINT

The Saint is not holy in the religious sense — they are holy in the specific sense of being someone people return to. They have become a fixed point in the lives of everyone around them: the one you call when you don't know who else to call, the presence that makes a crew feel like a crew.

By level eleven, this is not something they do. It is something they are. The capacity for unconditional support, offered without agenda, has become so woven into who they are that they can no longer separate it from themselves. Most of the time they are grateful for this. Occasionally, in quiet moments, they wonder what they would want if no one needed anything from them.

By level eleven, this is not something they do. It is something they are. The capacity for unconditional support, offered without agenda, has become so woven into who they are that they can no longer separate it from themselves. Most of the time they are grateful for this. Occasionally, in quiet moments, they wonder what they would want if no one needed anything from them.

L13	Through Your Hands	You have completely opted out of direct harm. You cannot make attack rolls or deal damage directly. In exchange, when you use any ability to assist an ally, the benefit is doubled: advantage becomes advantage plus +2, Inspiration dice increase by one step (d6→d8→d10→d12), and Bond spends on allies restore 1 spoon to you as well. You are entirely a multiplier. The table should feel this.
L15	The Unstruck Bell	Your commitment to non-harm has made you genuinely difficult to justify attacking. Enemies must succeed on a Grit save (hard) before targeting you with a direct attack — not because you are hidden or defended, but because something about attacking you feels profoundly wrong to them. On a 7–9, they can attack but have disadvantage. On a 6–, they simply cannot bring themselves to. This does not protect you from area effects.
L17	Consecrated Ground	Once per long rest, designate a space up to 60ft in radius as protected. Within this space, for one hour, no direct violence can be initiated — anyone who attempts to make an attack must succeed on a Grit save (brutal) first. Ongoing violence that moved into the space continues. This is not a mechanical forcefield; it is the weight of your conviction made spatially real. The GM may determine that certain enemies are immune.
L20	The Witness	Once per campaign. You have refused to raise your hand against another living creature for this entire campaign, and that refusal has become something the world noticed. At the campaign's climax, your non-violence achieves something that violence could not. Choose one: an enemy surrenders because they cannot justify continuing against someone who will not fight back, a community is saved because your reputation for non-harm made you trusted where no one else could go, or a crisis is resolved through your presence alone in a room where everyone else would have started shooting. The GM determines the exact shape. Violence cannot undo it. ---

THE OPERATOR

The Operator cares about people, and they express that care through competence. In the moment, they are businesslike — direct, efficient, focused on what needs to happen. The warmth shows afterward, in the follow-up, in remembering, in the specific quiet gestures that people realize later were attentive.

They have learned that the most reliable form of care is showing up and doing the work. When someone is in crisis, the Operator does not ask what they need — they assess and act. By level eleven, their read on what someone needs in a given moment has become almost uncanny.

They have learned that the most reliable form of care is showing up and doing the work. When someone is in crisis, the Operator does not ask what they need — they assess and act. By level eleven, their read on what someone needs in a given moment has become almost uncanny.

The blood is the other thing. Unseen hemolymph contains a complex of proteins and cellular machinery that interacts with foreign biology in ways that cannot currently be synthesized. Properly processed, a small quantity can cure most known diseases and repair cellular damage that medicine otherwise cannot touch. Most Unseen are aware of all of this from childhood. A player choosing the Unseen should think carefully about how their character grew up — who trained them, what it cost, and what their relationship is with the thing they had to learn to suppress.

L13	Asset Assessment	You have a precise understanding of what everyone around you is worth — not cruelly, but practically. Once per scene, you may assess any NPC and learn: what they want most, what they fear most, and what they would do for the right offer. This is automatic and requires only observation. The GM answers honestly. You may use this information however you choose.
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- L15 The Arrangement** Once per session, you may establish an arrangement with any NPC — a deal, a trade, a mutually beneficial understanding. The NPC will honor this arrangement until it is directly against their core interests or until you violate it first. You do not need to roll to establish the arrangement; you need only to have something they want and something they fear. The GM determines whether you have both. If you do, the deal is made.
- L17 The Board** Once per long rest, spend a scene reviewing your assets — your contacts, your information, your arrangements, your leverage. The GM tells you the most significant threat to your people in the next session and the single most effective thing you could do to address it before it arrives. This is intelligence, not prophecy — what you do with it is up to you. But you asked the right questions and the answers are real.
- L20 The Necessary Thing** Once per campaign. You have made the calculations that no one else was willing to make, and you have done the thing that needed to be done. The exact nature of this is between you and the GM — established in session zero or at the table in this moment. It is not clean. It is not something you will be thanked for. But the people you decided matter are safe, and the threat that would have reached them has been permanently removed. The cost is real. The table acknowledges it. The protection holds. --- # THE SURVIVOR *I exist despite the world.* ---

SURVIVOR PATHS

The following paths are available to Survivor characters, one per Class.

SURVIVOR / VANGUARD

THE MERC

The Merc has been in enough bad situations to have lost the illusion that any situation is safe. What they have not lost is the willingness to walk into them anyway — for the right pay, the right cause, or more often, the right people. The calculation has just become more honest over time.

By level eleven, the Merc is what happens when genuine combat capability meets the hard-won knowledge of what actually matters. They are not cynical. Cynical would be easier. They have kept caring, which means every contract carries more weight than it used to.

By level eleven, the Merc is what happens when genuine combat capability meets the hard-won knowledge of what actually matters. They are not cynical. Cynical would be easier. They have kept caring, which means every contract carries more weight than it used to.

L13	Calculated Risk	You never fight for free and you never fight blind. Before any combat begins, you may spend 1 minute assessing the situation. The GM tells you: the approximate number and tier of enemies, whether any have abilities that specifically counter yours, and the most efficient exit route. Once per combat, when you would take damage that would reduce you below half HP, you may use your reaction to immediately Disengage and move up to your full speed without provoking opportunity attacks.
L15	The Rate	Your services are exceptional and you know it. When you negotiate payment, contracts, or terms for your skills, you always receive the best possible deal — the GM cannot give you less than the maximum realistic value for your work. Additionally, once per session, you may name a price for a task and an NPC must genuinely consider it. They can refuse, but they cannot lowball you without consequence to their reputation.
L17	Go Dark	Once per long rest, you may completely disappear between sessions. During downtime, you leave no trace — no one can find you through conventional means, no faction can locate you, no bounty can be collected. When you return, you return with: one piece of intelligence about a threat facing the crew, one resource you acquired while off the grid, and full HP and spoon restoration. The GM determines what you had to do to get the resource and whether anyone noticed.
L20	The Contractor's Legacy	Once per campaign. You have survived everything this galaxy has thrown at you, and your reputation for surviving is now a weapon in itself. Name a conflict, war, or crisis that has been building throughout the campaign. Withdraw from it completely and let it be known that you are available — at your rate — to whoever ends it most efficiently. The side that hires you wins. Not because you are invincible, but because your presence on one side makes the other side reassess the math. The conflict ends. The GM determines the terms and consequences. You get paid. ---

THE REVOLUTIONARY

The Revolutionary was not born angry. They became angry the way water becomes ice — gradually, under sustained pressure, until something changed that cannot be changed back. By level eleven, the anger has become something more useful: clarity. They know exactly what they are fighting and exactly why.

They have also learned that fighting alone is the fastest way to lose. The Revolutionary is as formidable a soldier as they are a symbol — someone who others will follow not because they demand it but because everything about the way they

move says this cause is worth following.

The four arms help. They have always helped. The homeworld's harshness shaped the culture toward directness and calibrated practicality — not recklessness, but the earned comfort with risk that comes from evolving somewhere that would kill a human in minutes.

L13	Born From This	The thing that should have killed you made you politically conscious instead. Choose the cause you survived for — the injustice, the war, the system that tried to erase you. When you fight directly in service of dismantling that specific injustice or its successors, you have advantage on all attack rolls and saving throws. When you explain your cause to someone who doesn't know it, the GM tells you their honest reaction and whether they could be moved.
L15	The Cost of Standing Up	Once per combat, when you are reduced to half HP or lower, something ignites. You immediately regain HP equal to your level, gain advantage on all rolls until the end of your next turn, and your next attack deals maximum damage. This is not healing — it is anger finding its direction. Allies who witness this gain 1 spoon.
L17	Make It Mean Something	Once per long rest, connect the immediate fight to the larger cause. Deliver a speech, a declaration, or a moment of witnessed sacrifice. Every allied creature who hears or witnesses it gains temporary HP equal to your level + Grit modifier, has their next failed saving throw converted to a partial success, and gains 1 Bond on you. The GM may ask you to actually deliver the speech out loud.
L20	The Spark	Once per campaign. You have survived enough and fought long enough that your story has become a symbol. At the campaign's climax, your existence — your survival, your defiance, your refusal to be erased — ignites something in the people who have been watching. A population rises, a resistance forms, a silent majority finds its voice. The GM establishes the shape of the uprising, but: it is real, it is consequential, and it happened because you survived when you weren't supposed to. The thing that tried to erase you is now afraid of what you started. ---

SURVIVOR / SCOUNDREL

THE THIEF

The Thief has taken so many things from so many people that the act itself has stopped meaning much. What matters is what they take and what they do with it. By level eleven, both of those questions have become very carefully considered.

They are not sentimental about property. They never were. But they have developed a precise ethics of theft — a calculus of who can afford to lose what and who cannot — and they apply it without apology. The Thief does not steal from people who have nothing. Everyone else is fair game.

Their skin runs from warm human tones into cool grey, and almost all Ba'la carry freckles that catch light strangely. In low illumination they glow faintly, like looking at someone standing under stars that are also somehow on their skin. Vestigial bioluminescence. It serves no functional purpose. It is extraordinarily beautiful and Ba'la are entirely aware of this.

Ba'la culture is communal in a way that goes deeper than politics or preference. Children are raised by the ship, not the parents — extended networks of adults share the labor and the love with a casualness that startles outside observers. Most Ba'la have multiple significant relationships simultaneously, openly, with the kind of logistical fluency that suggests they've worked out the difficult parts generations ago.

L13	Ghost Hands	Your theft is functionally undetectable in the moment. When you steal something, you are never caught in the act — discovery may come later, but not while you are doing it. Additionally, once per scene, you may steal an intangible thing: a piece of information held in someone's mind (the GM tells you one secret they hold), an advantage someone is relying on (remove one benefit they are currently benefiting from), or a moment of certainty (impose the Shaken condition on a target within 30ft, no roll, once per scene).
L15	The Impossible Heist	Once per session, name something that should be impossible to acquire — behind security that shouldn't be beatable, owned by someone untouchable, in a location no one can reach. You acquire it. The GM determines what it cost you to do so and what trail, if any, you left. The acquisition is real and the item or information is yours. You don't have to explain how. The GM may ask one question about your method. You answer honestly.
L17	No Evidence	Once per long rest, you may retroactively erase your involvement in any event from this session. Witnesses forget you were there. Security footage shows nothing. Physical evidence vanishes. Anyone who was certain you did something becomes uncertain. This does not undo consequences that have already fully played out — if someone died as a result, they are still dead — but your connection to the event becomes genuinely unprovable. The GM cannot contradict this.
L20	The Perfect Crime	Once per campaign. Name the thing you have been building toward stealing — the information, the resource, the leverage — the one acquisition that changes everything for the people who need it changed. You steal it. Perfectly. No trail. No witnesses. No evidence. The target doesn't know it's gone until it's too late. The GM determines the consequences of the theft for the powerful entity you took it from and the people you took it for. What you did cannot be undone. No one can prove it was you. ---

THE BROKER

The Broker knows that the most valuable thing in the galaxy is information and the second most valuable is access. They have spent eleven levels acquiring both. By now they are the person other people come to when they need something arranged, smoothed, or made quietly possible.

There is always a price. The Broker is not cruel about this, but they are clear. They have been burned enough times by generosity without accounting to know that a favor with no expectation of return is just a debt you did not write down. They write everything down.

L13	The Network	You have built something that looks like legitimate commerce and functions as something else entirely. Once per session, you may call in a favor from your network: acquire restricted information, arrange a meeting with an untouchable figure, move resources across a border that should be closed, or make a problem quietly disappear. The GM determines what the favor costs your network and whether it creates any complication. It always works.
L15	Plausible Deniability	Nothing can be traced to you. When you are investigated, accused, or confronted with evidence of your activities, that evidence becomes inconclusive. Not nonexistent — inconclusive. Someone with power is always prepared to vouch for you. A paper trail always has a gap at the critical moment. This is not luck; you built it this way. The GM cannot present ironclad evidence of your involvement without a significant narrative investment that you have the right to complicate.
L17	The Long Investment	Once per long rest, make a long-term arrangement that pays dividends. Name an entity — a faction, a corporation, a government — and establish a relationship of mutual benefit with them. From this point forward, that entity provides you with one of: regular intelligence, access to restricted resources, legal cover for one action per session, or political protection in one jurisdiction. The GM determines the exact shape. The arrangement holds until you violate it or the entity is destroyed.

L20 The Invisible Hand Once per campaign. The network you have built is now large enough and legitimate enough to reshape a sector of power. Choose one: destroy a faction's economic foundation by withdrawing the hidden support you've been providing, elevate a marginal group to genuine political relevance by connecting them to the resources you control, or resolve a conflict by making both sides financially dependent on its resolution. The GM establishes the fallout, but the power shift is real and permanent. No one can prove you did it. That's the point. ---

SURVIVOR / MEDIC

THE PROFESSIONAL

The Professional has been keeping people alive in bad conditions for long enough that it has stopped being remarkable to them. It is not that they have grown numb — it is that they have grown competent, and competence at this level has its own particular calm.

They do the work without drama. They do not need thanks, acknowledgment, or recognition that what they do is difficult. They need their patients to follow instructions and their equipment to function. Everything else is negotiable.

L13 Ice in the Veins	Your medical training and survival instinct have fused into something cold and effective. You cannot be Shaken or Frightened while actively treating a patient — the work is the only thing that exists. Additionally, your Field Medicine no longer has a daily use limit — you may use it as many times as needed, but each use beyond your standard limit costs 1 spoon as the professional distance starts to fray.
L15 Triage Protocol	At the start of any combat in which allies are injured, you may spend your first action to assess all wounded allies simultaneously. You immediately know each ally's exact HP, any conditions affecting them, and the most efficient order in which to treat them for maximum survival. Your next three uses of Field Medicine this combat deal maximum healing without requiring a roll or a Bond spend.
L17 The Survival Calculus	Once per long rest, make a ruthless assessment of a medical or tactical situation. Ask the GM three questions about how to maximize survival outcomes for the largest number of people. The GM answers honestly. The answers may include information you would rather not know — who is unlikely to survive, what resource needs to be prioritized, whose treatment needs to be delayed. You receive the information without a roll. What you do with it is up to you.
L20 The Last Professional Standing	Once per campaign. The medical situation has become catastrophic — more casualties than any single person can handle, resources exhausted, conditions impossible. You work anyway. For 24 hours of in-game time, your medical abilities function without limit, without resource cost, and without the Overwhelmed condition. Every patient you treat during this period who would have died survives. You cannot treat yourself during this time. At the end of the 24 hours, you collapse — Downed, but stable. The GM tells you how many people are alive because you didn't stop. ---

THE FIELD DOC

The Field Doc practices medicine in conditions that would make most medics refuse the job. Improvised tools, no sterile environment, no time, patients who are still actively getting shot at. They have stopped thinking of this as exceptional. This is just where they work.

By level eleven, their ability to function in chaos has become something that transcends medicine. They are the steady presence in any bad situation — the person who looks at what everyone else is panicking about and starts making a plan. They keep people alive. That is the job and it is enough.

L13	Battlefield Conditions	You function at full capacity in conditions that would compromise any other medic. You suffer no penalties to medicine rolls from environmental hazards, active combat, poor lighting, missing equipment, or time pressure. When you treat a patient in genuinely dire circumstances — under fire, with improvised tools, in the dark — you heal an additional 1d8 HP on top of your normal roll. The worse the conditions, the better you work.
L15	They All Get Treatment	Once per scene, extend your care to everyone who needs it regardless of faction, affiliation, or what they've done. When you treat an enemy combatant, a morally compromised individual, or someone the crew has reason to distrust, they become stable regardless of their HP and cannot return to hostility in this scene — not from obligation, but because something in them responds to being genuinely cared for. The GM determines their behavior in subsequent scenes.
L17	The Rounds	Once per long rest, make your rounds through a community, a refugee population, a crew of strangers. Over the course of a few hours, you treat everyone who needs treatment. The GM tells you what you find — the conditions people are living with, the injuries they've been enduring, the things they couldn't afford to have treated. Your presence meaningfully improves the health of the population. One thing that was going to kill someone doesn't. The GM names who.
L20	The Field Hospital	Once per campaign. You establish a medical presence in a place where none existed — a war zone, a forgotten colony, a population that has been medically abandoned. The facility you create is real, functional, and staffed by people you have trained and inspired. It continues to operate after you leave. The GM establishes its ongoing impact, but: people who would have died do not, and the community that hosts it is permanently changed. You built something that saves lives without you. That was always the point. ---

SURVIVOR / PSION

THE GRIFTER

The Grifter reads people. They always have — it started as survival, a way to know what the room needed before it asked, a way to stay one step ahead of what was coming. By level eleven, it has become something closer to art. They see the shape of what a person wants and they offer it, precisely, before the person has finished wanting it.

What they do with this is the question. The Grifter has been the answer to a lot of people's problems, and sometimes the cause of them. By now they are choosy about both. They are not a weapon for hire. They are a weapon with opinions.

L13	Surface Read	When you make eye contact with a creature, you automatically know their current emotional state, their immediate intention, and whether they are lying. This is passive and always active — you cannot turn it off. When you use this information to inform a social move, treat any 7–9 result as a 10+. When you use it to deceive someone, they have disadvantage on any Heart save to resist.
L15	The Long Con	Once per session, establish a false identity, a fabricated relationship, or a constructed narrative that a target completely believes. No roll required to establish it. The con holds until you directly contradict it or take an action that is impossible within its fiction. While the con holds, the target will take one significant action on your behalf — provide information, grant access, make an introduction — that they would not take for a stranger.
L17	Clean Hands	Once per long rest, retroactively establish that a deception you have been running is airtight. Any investigation into you or your false identity hits a wall — the records exist, the witnesses remember correctly (within the fiction you created), the evidence supports your story. The GM cannot introduce a complication that breaks the con without significant narrative investment that you have the right to respond to in the fiction.

L20 The Perfect Lie Once per campaign. You have constructed a deception so complete that it has become real in every way that matters. Choose a false narrative you have been building throughout the campaign — a false identity, a fabricated history, a constructed political reality. Declare that it is now true. The GM works with you to establish what this means: the false identity has real documents, real relationships, a real past. The fabricated history has real consequences. The constructed political reality has genuine institutional support. The lie became the world. No one can prove otherwise. ---

THE AGITATOR

The Agitator knows that most people are not moved by arguments. They are moved by feelings — by anger, by hope, by the sudden recognition that something they accepted as inevitable is actually a choice. The Agitator creates those moments.

By level eleven, they have become very good at identifying where the pressure is, which joints are weak, which truths people are trying not to know. They apply pressure carefully. They apply it because they believe it matters. The Agitator has never been in this for themselves.

L13 Broadcast	Your psionic abilities can reach beyond individuals into the emotional texture of a crowd or community. Once per scene, when you are present in a public space, you may broadcast a single emotion or message to everyone within 60ft simultaneously. This is not compulsion — they feel what you send, but they choose how to respond. A crowd that feels your genuine anger at injustice may not riot, but they remember. The GM determines the narrative impact.
L15 The Tipping Point	Once per session, identify the single person in a situation whose mind, if changed, changes everything. The GM tells you who they are. You may then attempt a full telepathic engagement with that person — not manipulation, but genuine contact. They feel your reality and you feel theirs. At the end of the engagement, they make a Heart save (hard). On a 10+, they are genuinely moved and take one action in support of the change you represent. On a 7–9, they are shaken but choose inaction. On a 6–, they are frightened and move against you.
L17 The Underground	Once per long rest, connect with a hidden network of people who share the disposition you are agitating toward — the resistant, the sympathetic, the quietly angry. The GM establishes that this network exists in the current location and tells you: their numbers, their resources, and what they need to act. You cannot command them, but you can galvanize them. If you give them what they need, they move. What they do is theirs.
L20 The Movement	Once per campaign. The agitation you have been doing throughout this campaign reaches critical mass. The people who have been feeling what you broadcast, hearing the things you said, watching what you did — they act. A genuine political or social movement emerges, larger than anything you could have organized deliberately. The GM establishes its shape and scale, but: it is real, it is consequential, and it continues after you are gone. You did not lead it. You lit it. That was enough. ---

SURVIVOR / ENGINEER

THE TINKERER

The Tinkerer fixes things. Not just machines — situations. They have a gift for looking at something broken and seeing the specific intervention that will make it work, even if that intervention is unorthodox. Especially if it is unorthodox.

Their workshop is a philosophy. Nothing is irreparable. Nothing is finished. Everything can be better with the right understanding, the right tools, and enough time. By level eleven, 'enough time' has shrunk to something that would embarrass a younger engineer.

L13	Jury Rig Mastery	You can build functional equipment from almost nothing. Once per scene, construct a working gadget from available materials with no Engineering Kit required. The gadget functions at one TL below what proper construction would achieve but works. Additionally, your improvised constructions have a charm to them — when you use an improvised gadget at a dramatically important moment, roll 1d6: on a 4+, it works better than intended and the GM adds a beneficial complication.
L15	The Frankenstein	Once per session, combine two pieces of damaged, incompatible, or theoretically impossible-to-merge equipment into something new. The result is unstable and has a 1-in-6 chance of spectacular failure on each use, but its primary function exceeds what either component could do alone. The GM and you determine its capabilities together. It lasts until it fails or until you deliberately dismantle it.
L17	Nothing Is Broken	Once per long rest, restore any single piece of technology to full function regardless of how damaged, obsolete, or destroyed it is. This includes technology that has been deliberately destroyed, technology from a previous era, and technology that was sabotaged. The restoration is complete and permanent. The GM may determine that what you restored has narrative consequences — something that was broken for a reason is now working again.
L20	The Impossible Machine	Once per campaign. You build the thing that cannot be built — the device, the system, the piece of technology that solves the problem everyone said was unsolvable. The GM works with you to establish what it does, but: it works, it changes the material conditions of the situation in a fundamental way, and it represents everything you have learned about making things function against all odds. The machine is real. It runs. What it enables is yours to use. ---

THE WRECKER

The Wrecker has learned what they are for. They are not for maintenance. They are not for subtlety. They are for the moments when the only way forward is through, and getting through requires that something large stop existing.

They do not wreck things carelessly. That distinction matters to them. Every demolition is precise — the load-bearing wall, the support column, the system that everything else depends on. The Wrecker has become very good at identifying what you have to destroy to break something larger.

L13	Structural Analysis	When you observe any constructed object, vehicle, system, or structure for one round, you identify its critical failure point — the single component whose destruction would cause cascading collapse. Your attacks or sabotage against this point deal triple damage and ignore all hardness ratings. Once per scene, you may identify a failure point in a social or organizational structure as well — the GM tells you the one thing that, removed, would cause the whole arrangement to unravel.
L15	Controlled Demolition	Once per session, you may destroy something large — a building, a ship system, a fortification, a communications network — with complete precision. The destruction affects only what you intend it to affect. No collateral damage unless you want it. You determine the timing. The GM determines what resources it takes to set up, but the execution is flawless. You have been thinking about how this falls apart since you first saw it.
L17	Cascading Failure	Once per long rest, trigger a cascading failure in a complex system — a power grid, a supply chain, a financial network, a military command structure. The initial failure you cause propagates through the system, taking down connected elements one by one over the next 24 hours. The GM tracks the cascade and its consequences. You do not need to be present for the secondary failures. You just needed to know where to push first.
L20	The Final Demolition	Once per campaign. You have identified the load-bearing structure of the campaign's central conflict — the system, the institution, the arrangement of power that makes everything else possible. You bring it down. The GM establishes the shape of the collapse, but: the structure falls, the cascade is real, and what remains is rubble that others will have to build from. You didn't build anything today. You made space for everyone else to. ---

SURVIVOR / MUSE

THE DEMAGOGUE

The Demagogue can move crowds. This is a neutral fact about them, like saying someone is tall. It is not good or bad. It is capability, and capability is only as moral as the person holding it. By level eleven, the Demagogue has thought very carefully about what they will and will not use it for.

They have seen enough charismatic people burn things down to know the specific failure mode. They guard against it, in themselves, with the rigor of someone who knows exactly how easy it would be to slide. The discipline is not a performance. It is load-bearing.

L13	The Crowd	When you speak to a group of five or more people, your Inspire abilities affect all of them simultaneously and your Inspiration Die increases to d10. Additionally, when you successfully move a crowd with a speech or declaration, the GM tells you: how many people are genuinely persuaded, how many are performing agreement, and whether anyone in the crowd represents a threat or an opportunity. You always know the room.
L15	Loyalty Forged	Once per session, convert an NPC from neutral or uncertain to genuinely loyal. This is not charm or manipulation — you have given them something real: hope, direction, a sense of belonging, a reason. The loyalty is genuine and it holds under pressure. The NPC will not betray you without significant cause and will take one significant risk on your behalf without being asked. The GM establishes what genuine loyalty looks like for this specific person.
L17	The Movement (Personal)	Once per long rest, you may call on the network of people who have heard you speak, been moved by what you represent, or chosen to follow where you point. The GM establishes the size and resources of this network in your current location. They cannot fight your battles for you, but they can: create a diversion, provide resources, grant access to restricted spaces, or make a threat quietly aware that moving against you has a cost. The network exists. You built it by surviving and speaking.
L20	The Legacy	Once per campaign. You have gathered enough followers, built enough loyalty, and survived enough that your continued existence is now a political fact. Declare that you are not going away. Whatever power has been trying to suppress, destroy, or co-opt you — it must now deal with you as a genuine force. Negotiate from strength. The GM cannot remove you from the political equation without a major narrative investment. You have earned a seat at the table. The table does not have to like it. ---

THE STORYTELLER

The Storyteller understands that people do not make decisions based on facts. They make decisions based on narratives, and narratives can be shaped. By level eleven, shaping them has become second nature — not manipulation, exactly, but the deliberate construction of meaning from the available material.

What they create sticks. A crew that has heard the Storyteller make sense of what happened to them is a crew that knows why they are doing what they are doing. That knowledge is more durable than morale. It is identity.

L13	The Archive	You carry the stories of everyone you have survived alongside. Once per session, draw on the archive — invoke a lesson from a specific experience, a person you knew, a mistake you watched happen. This manifests as: advantage on any roll where the lesson is relevant, the ability to tell someone else something true about the situation they're facing that they couldn't know otherwise, or the automatic success of a roll to help someone else avoid a mistake you once witnessed. The GM confirms the lesson is applicable.
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L15	Pass It On	Once per scene, share a specific piece of hard-won knowledge with another character. That character gains Trained status in one skill for the rest of the session — not permanent, but real and functional. If they already have Trained status in that skill, they gain Expertise for the session instead. You cannot share knowledge you don't have, but you have survived enough that your range is wide. The GM may ask you to describe what you went through to learn it.
L17	The Oral Tradition	Once per long rest, spend time with a community passing on what you know — the survival skills, the political realities, the practical wisdom accumulated through enduring things they haven't faced yet. The community gains a persistent benefit the GM establishes: resistance to a specific type of threat, improved ability to care for their own, knowledge of how to navigate a situation they will face. This benefit persists. The knowledge doesn't leave when you do.
L20	What I Learned So You Wouldn't Have To	Once per campaign. The wisdom you have accumulated and distributed throughout this campaign is now embedded in the people around you. At the campaign's climax, every ally draws on something specific you taught them, told them, or showed them. Each crew member gains advantage on all rolls in the final confrontation. Each member of any community you spent time teaching gains one free success on a roll that matters. The lessons you gave away are being used. That was always the point. You survived so this knowledge would outlast you. --- # THE BELIEVER *I exist for something greater than myself.* ---

BELIEVER PATHS

The following paths are available to Believer characters, one per Class.

BELIEVER / VANGUARD

THE TOWER

The Tower does not move. That is the whole thing. In a galaxy full of people who are bending, compromising, finding pragmatic exceptions to what they said they believed, the Tower has remained upright. It is not rigidity. It is a decision, made at some point and renewed every day since.

What they protect is not just people but the idea that some things are worth protecting regardless of the cost. By level eleven, they have paid the cost enough times to know exactly what they mean when they say it. The Tower is a statement about what is possible when someone refuses to be moved.

L13	Unshakeable Conviction	Your belief is now armor. You are immune to the Frightened condition and have advantage on all saves against Charmed effects. When an enemy attempts to use your Links or relationships as leverage against you — threatening someone you love to make you stand down — you may resist without rolling. The GM cannot use your loved ones as a mechanical lever against your convictions. They can still be harmed. But you do not break.
L15	The Cause Made Flesh	Once per combat, declare a Strike for the Cause. Your next attack deals maximum damage, ignores all damage resistance, and forces the target to make a Grit save (hard). On a 6–, the target is not merely defeated — they are broken. They cannot willingly act against your cause for the remainder of the session and must make a Grit save (standard) to do so in subsequent sessions. On a 7–9, they are Shaken and their resolve to oppose you is significantly diminished.
L17	Martyr's Resolve	Once per long rest, you may declare that you will complete one specific task regardless of the cost to yourself. For the duration of that task, you cannot be reduced below 1 HP by any means — the cause needs you standing. When the task is complete, the protection ends and you immediately take all the damage that was being held in abeyance. Make a death save. You knew this was the price.
L20	The Tower Endures	Once per campaign. You have fought for the cause so completely and so publicly that you have become its symbol. Declare the cause won — or at least, declare that the battle you have been fighting throughout this campaign is decided in your favor. The GM works with you to establish what this means: the institution falls, the law changes, the territory is won, the wrong is acknowledged. It is not everything. The cause is never finished. But this part — this fight — is over. You won it. ---

THE BUCKLER

The Buckler's faith is not decorative. It is structural — the thing that allows them to absorb a shock that would shatter someone whose worldview was less tested. They have walked through enough to have had every easy belief burned off, and what remains is not simple but it is real.

What makes the Buckler valuable to the people around them is not that they believe — it is that their belief has survived. The crew sees someone who has been where they are, doubted what they are doubting, and come out with something intact. That is worth more than certainty.

L13	This Is What We re Fighting For	Once per combat, point at a specific ally and declare that this fight is for them. That ally immediately gains temporary HP equal to your level + Heart modifier, has advantage on all rolls until the end of the combat, and cannot be reduced below 1 HP until the temporary HP is depleted. When enemies see you make this declaration, they must make a Grit save (standard) or have disadvantage on attacks against that ally for one round — something about the gesture makes them hesitate.
L15	The Face of the Cause	Your belief is grounded in specific people and your commitment to them is visible. When you fight alongside Linked characters, your presence grants them resistance to the first source of damage they take each round. This is passive and requires only that you are conscious and within 30ft. Additionally, when a Linked character would make a death save, they make it with advantage while you are present.
L17	Worth Every Cost	Once per long rest, invoke the specific person or people your belief is ultimately about — name them, describe them, say what they mean to you. For the next hour, you cannot fail a roll made directly in their defense or service. 10+ results only. On what would be a 7–9, you still succeed — the cost just becomes something narrative rather than mechanical. On what would be a 6–, you succeed but the GM makes a hard move against something other than the person you're protecting.
L20	What We Built Together	Once per campaign. The belief you have held and the people you held it for have together made something real. At the campaign's end, the people at the center of your belief are demonstrably, permanently better off for your having fought for them. The GM works with you to establish what this means in concrete terms — safety they didn't have, freedom they were denied, a future that wasn't possible. It is not abstract. It is specific. And it lasts. ---

BELIEVER / SCOUNDREL

THE EVANGELIST

The Evangelist does not preach at people. They have long since learned that preaching closes doors. What they do instead is live in a way that makes people curious — act on what they believe so consistently and with such visible effect that others start asking questions.

By level eleven, the questions have gotten harder. People ask the Evangelist about the places where their belief has been tested, about the moments they almost stopped, about what it costs. The Evangelist answers honestly, and that honesty is more persuasive than anything composed.

L13	The Perfect Pitch	When you use your Scoundrel abilities — deception, manipulation, the con — in direct service of your belief, those abilities cannot fail outright. A 6– result on any such move becomes a 7–9 instead — you may stumble, you may pay a cost, but the message lands. The cause is the truth and the truth finds a way. Additionally, once per scene, you may convert a target's successful resistance to your persuasion into genuine curiosity — they didn't believe you, but they want to know more.
L15	The Spread	Once per session, your belief reaches someone it shouldn't have been able to reach — a hostile, a cynic, a true believer in the opposing side. No roll required to plant the seed. The GM determines who it is and tells you what they heard in your words that got through. Whether the seed grows is up to the fiction going forward. But it was planted. The message found a gap.
L17	The Network of the Faithful	Once per long rest, call on the network of people you have brought to your cause through persuasion, evidence, and genuine conviction. The GM establishes their presence in the current situation and what they can do. They are not soldiers — they are believers. But believers will do remarkable things when the cause calls. They provide: cover, resources, information, access, or moral witness depending on what the situation needs.

L20 The Conversion Once per campaign. Identify the single person whose genuine change of heart would change everything — the enemy commander who controls the army, the official who controls the law, the figure whose credibility lends legitimacy to the opposition. Through sustained, genuine engagement — not manipulation, not coercion — you bring them to your cause. The GM works with you to establish what they had to let go of and what it costs them. The conversion is real. The consequences ripple. ---

THE CULTIST

The name is other people's, and they carry it without embarrassment because the people who use it mean it as an insult and it never lands quite right. Yes, they are devoted. Yes, they have organized that devotion into something recognizable as a structure. Yes, their commitment looks extreme from the outside. They know.

What the detractors miss is that the Cultist's devotion is not blind — it has been tested, examined, and repeatedly chosen. By level eleven they have walked away from the cause enough times to know they will keep coming back, and they have stopped pretending that is something other than what it is.

L13 Inner Circle You have gathered around you a group of true believers — NPCs whose loyalty to you and to what you represent is genuine and deep. The GM establishes the inner circle: 3–5 named NPCs who will follow your direction, keep your secrets, and act on your behalf between sessions. They have their own skills, limits, and convictions. They are not tools — they are believers. Treat them accordingly or watch what happens when belief is betrayed.

L15 The Resource of Faith Once per session, leverage the accumulated resources of your following — their skills, their connections, their willingness to act on your behalf. Acquire one significant resource: funding, information, access, personnel, or political cover. The GM determines what strings are attached. Your followers gave this freely. That doesn't mean it's free.

L17 The Doctrine Once per long rest, establish or reinforce a doctrine — a specific belief or practice among your followers that has mechanical weight. The doctrine grants your inner circle a persistent capability: they can acquire information you need, protect a location you designate, undermine an enemy's reputation, or provide logistical support for your activities. The doctrine holds until you change it or until an event tests whether your followers truly believe.

L20 The Institution Once per campaign. What you have built is no longer just a following — it is an institution with its own momentum, its own resources, its own capacity to persist beyond you. Declare that the institution is established. The GM works with you to determine its scope, its influence, and its relationship to the broader power structure. It will exist after this campaign ends. It will do things in your name that you did not specifically direct. That is the nature of institutions. You built it. You don't fully control it anymore. ---

BELIEVER / MEDIC

THE HOLISTIC

The Holistic treats the whole person. They have always understood that the body and the situation are not separable — that healing someone's wound while their living conditions remain what they are is a temporary intervention, not a solution. Their medicine reflects this.

By level eleven, they have become something between a medic and a community anchor. They do not just treat what presents in front of them. They trace it back. They fix the source when they can, and when they cannot, they document it, name it, and push for something better.

L13	Integrated Care	Your medicine addresses body, mind, and spirit simultaneously. When you use Field Medicine, you may also clear one condition from the following list: Shaken, Frightened, Overwhelmed, or a single lasting injury. Additionally, when you treat someone whose belief aligns with yours — or who is simply in genuine need — your healing is maximized automatically without a Bond spend.
L15	The Whole Person	Once per scene, spend 10 minutes with a patient who is suffering from something medicine alone cannot fix — grief, trauma, spiritual crisis, moral injury. At the end of that time, the patient clears the Overwhelmed condition, regains their full spoon maximum, and gains 1 Bond on you. This is not magic — it is sustained, genuine attention. The GM determines what the conversation costs you.
L17	The Community Clinic	Once per long rest, establish a temporary medical and support presence in a community. Over the course of a day, you and any allies who assist treat everyone who comes — body and spirit. The community gains a persistent benefit: resistance to one type of condition for the next session, improved morale that grants +1 to all rolls during a period of community action, or the removal of one ongoing threat to community health. The GM establishes the specific benefit.
L20	The Model of Care	Once per campaign. The approach you have been practicing — treating the whole person, addressing the conditions that create illness and suffering — is recognized and adopted. A medical institution, a community, or a network of caregivers takes up your methodology. People will be treated better because you existed and practiced what you believed. The GM establishes the scale and the legacy. Something is measurably less broken than it was. ---

THE PARTISAN

The Partisan decided that medicine without politics is just patching people up to send them back into what broke them. They made that decision at some point in their career and have been practicing accordingly ever since. It has cost them in some rooms and gained them in others.

They take sides. Consciously, consistently, without apology. They take the side of the patients who have no other advocates, the cases that no one else wants to work, the communities that the system has decided are not worth the investment. The Partisan is worth the investment.

L13	Triage by Conviction	You have made peace with the fact that your care is not neutral. When you treat an ally of the cause, your Field Medicine heals the maximum value without a Bond spend. When you treat an enemy of the cause, your Field Medicine heals minimum value. When you refuse to treat someone on ideological grounds, you do not suffer the Overwhelmed condition that witnessing suffering normally triggers — you have decided this is not your wound to heal.
L15	Medical Intelligence	Once per scene, the act of treating someone gives you access to information they wouldn't otherwise share. When you provide medical care to a patient — even a reluctant or hostile one — you may ask the GM one question about that patient and receive an honest answer: their true allegiance, their most significant vulnerability, their mission, or what they know. Patients in your care are, briefly, honest.
L17	The Field Hospital Doctrine	Once per long rest, establish a medical presence that is explicitly in service of your side. Your allies recover twice as fast when treated within this space. Enemies are stabilized but not healed — they leave able to walk, not able to fight. The doctrine is clear. Everyone who enters understands the terms. The GM determines what political consequences flow from operating a partisan medical facility.
L20	The Final Triage	Once per campaign. You make the decision that only a partisan medic could make — you direct all available medical resources toward the people on your side at the moment of greatest need, and you let the math determine what happens to everyone else. The people you chose survive at a rate that changes the outcome of the campaign's climax. The GM establishes what the choice cost everyone who wasn't chosen. You made it with your eyes open. The cause required it. ---

BELIEVER / PSION

THE PROPHET

The Prophet sees things. Not visions in the mystical sense — or not only — but patterns, trajectories, the places where the future is already determined by the shape of the present. They have been right enough times that people have started listening, which has complicated the act of saying true things.

By level eleven, the weight of being believed is something they carry consciously. Every statement they make shifts probability. They choose their words accordingly. The Prophet has learned that the most responsible use of foresight is knowing when not to speak.

L13	The Signal	Your psionic abilities occasionally carry something beyond your own intent — a message, a truth, a vision that is larger than you. Once per session, when you use a psionic ability, the GM may add a layer of meaning to the effect: the person you reach with Mind Spike also receives a fragment of something true, the person pushed by Force Thrust experiences a moment of clarity about their path. This is not manipulation — it is the signal finding its way through the channel you opened.
L15	Prophecy	Once per session, receive a vision — an impression of something true about the future of the current situation. The GM provides a genuine, non-deceptive image or impression of one thing that will happen if the current trajectory continues. The vision is real. Acting on it or against it is your choice. Sharing it or keeping it is your choice. The truth is just the truth.
L17	The Broadcast	Once per long rest, extend your psionic reach beyond your presence. Broadcast a single truth — not a command, not a suggestion, but something you genuinely believe and have evidence for — to every sapient creature within one mile. They receive it as a feeling, a memory, an impression. They cannot ignore it. They may dismiss it, rationalize it, or be genuinely moved by it. The GM determines the aggregate reaction. The truth was sent. What they do with it is theirs.
L20	The Revelation	Once per campaign. You have been a conduit for something larger than yourself throughout this campaign, and now that something speaks clearly through you. Deliver the revelation — the truth at the center of the campaign's conflict, broadcast psionically to everyone involved. The GM works with you to establish what this truth is and what it costs you to transmit it at this scale. No one within range can claim they didn't hear it. What they choose to do with the truth — that's the rest of the story. ---

THE CHOSEN

The Chosen did not ask for what they have. That distinction matters to them, though they have learned to stop explaining it. The capacity, the scale of what they can do, arrived without their consent and has demanded things from them that they are still in the process of deciding whether to give.

What faith means to someone who has been marked out is a harder question than it is for someone who arrived at it through choice. The Chosen's belief is not simple. It is the result of an ongoing argument with something vast, and by level eleven, they have stopped expecting the argument to end.

L13	Marked	Your psionic power is visibly extraordinary in a way that cannot be disguised — a light in the eyes, a stillness in the air, a frequency other Psions can feel from across a room. Once per scene, this visible power causes NPCs who witness your abilities to make a Grit save (standard). On a 6–, they are Awed — they cannot act against you this scene without significant motivation. On a 7–9, they are Unsettled — disadvantage on social rolls against you. On a 10+, they recognize what they're looking at and respond according to their own convictions.
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L15	The Anointed	Once per combat, you may spend 2 Psionic Points to invest an ally with a fraction of your power. For the rest of the combat, that ally treats all their 2d6 rolls as minimum 7 and adds your Mind modifier to their attack rolls. The investment is genuine and costs you something real — you feel the absence of what you gave. At the end of combat, regain 1 Psionic Point.
L17	Divine Right	Once per long rest, declare that you act with the full authority of whatever you serve — your belief, your cause, your cosmic purpose. For one scene, this declaration is psionically real: your words carry weight that bypasses normal social mechanics, any creature of lesser psionic ability cannot directly oppose your stated will, and your actions in service of this authority cannot be blocked by mundane means. The scene ends when you choose to release the authority or when something of equal or greater power confronts it.
L20	The Second Coming	Once per campaign. You have died, or nearly died, or been broken, or lost everything — and you came back. Or you are about to. Declare that the thing that should have ended you did not. Whatever killed you, broke you, or unmade you was not the end. You return or persist with full HP, full Psionic Points, cleared conditions, and a clarity of purpose that makes every subsequent roll in the campaign's climax a 10+. The GM determines what your return or persistence means to everyone who witnessed it. You are a symbol now. You cannot take that back. ---

BELIEVER / ENGINEER

THE BUILDER

The Builder makes things that last. That orientation — toward permanence, toward the structure that will still be standing when the crisis is over — shapes everything they build and how they build it. They are not interested in quick fixes. They are interested in foundations.

By level eleven, the things they have made are part of the landscape — defenses that held, systems that kept running, plans that didn't require constant maintenance. The Builder has come to understand that the most valuable thing you can make for someone is something they don't have to think about.

L13	The Foundation	When you build something in service of your cause — a safe house, a communications network, a medical station, a supply line — it has a resilience that purely practical construction does not. Structures you build for the cause have double the HP, systems you build for the cause have advantage on all checks to maintain function under stress, and networks you establish for the cause take twice as long for enemies to dismantle. The belief is load-bearing.
L15	The Monument to the Cause	Once per long rest, spend 8 hours constructing something that serves as a visible symbol of what you believe in — a communications tower, a public facility, a piece of infrastructure that makes the cause legible in the physical world. The structure has a mechanical effect: it provides a persistent bonus (+2 to a relevant roll type) to anyone who uses it and shares the belief, and its existence shifts the social dynamics of the area. The GM establishes what changes when it stands.
L17	The Network	Once per long rest, establish a logistical network in service of the cause — supply lines, communication channels, mutual aid systems. The network covers a region the GM defines and provides: regular intelligence about threats to the cause, resources for allies of the cause, and a warning system that means the cause's people are never caught entirely off-guard. The network requires maintenance — once per session, the GM may introduce a complication requiring your attention.
L20	The Cathedral	Once per campaign. You build the thing that makes the cause permanent — not a symbol, not a statement, but infrastructure so fundamental to the cause's survival that the cause cannot be destroyed while it stands. A communications system that cannot be silenced, a supply network that cannot be starved, a facility that cannot be easily razed. The GM establishes its scope. It requires enemies to commit significant resources to dismantle. It outlasts the campaign. You built the cause a home. ---

THE ARMORER

The Armorer believes that protection is love made physical. Everything they build is a statement about who they are protecting and how much. By level eleven, the things they make carry that intention so clearly that the people wearing them can feel it.

They are not a weapons manufacturer. That distinction is important to them. What they make is defensive — shields, plating, systems that absorb punishment so people don't have to. The Armorer builds walls, not weapons, and they are very good at it.

L13	Sacred Armaments	Weapons and equipment you craft for believers in your cause carry the weight of that conviction. Choose any weapon or piece of armor you have crafted — it deals an additional 1d6 damage or grants an additional +1 AC for anyone who shares your belief. The bonus does not apply to you — you make things for others. You can maintain a number of Sacred Armaments equal to your Mind modifier simultaneously.
L15	The Arsenal of the Cause	Once per session, equip up to three allies with purpose-built weapons or modifications tailored to the specific threat they are facing. Each ally gains +2 to attack rolls and +1d8 damage against the designated target type for the remainder of the session. You must spend 30 minutes preparing the equipment and must have met the enemy at least once before.
L17	The Armory	Once per long rest, establish a cache of weapons and equipment for the cause in a location you designate. The cache is stocked with enough equipment to arm a small force — 10–20 individuals — with functional, purpose-built weapons appropriate to the cause's current needs. The GM establishes the cache's location and the logistical chain that keeps it supplied. The cause's fighters have what they need.
L20	The Final Arsenal	Once per campaign. You have spent this entire campaign building the weapons that the cause needs for its final confrontation. Reveal what you have been building in the background — equipment tailored to exactly the challenge ahead, crafted in the moments between missions, ready for this. Every ally in the campaign's climax begins with a weapon or piece of equipment from your final arsenal, each granting a decisive advantage against the specific threat they face. You built this. It's time. ---

BELIEVER / MUSE

THE VOICE

The Voice is not the loudest person in the room. They are the one that makes the room go quiet. By level eleven, something in how they speak — the precision, the weight, the sense that every word has been considered — commands attention in a way they no longer have to pursue.

They speak for people who cannot speak for themselves, and for the things those people need, and for the world they believe is possible if people stop accepting the one they have. The Voice has been accused of idealism. They consider it an accurate description.

L13	Address	When you deliver a speech, declaration, or call to action to a group of five or more people, the effect exceeds your normal Inspire abilities. All listeners gain temporary HP equal to twice your Heart modifier, have advantage on their next roll made in service of the cause, and cannot be Frightened for one hour. Additionally, one listener of your choice is genuinely converted — they take up the cause with the sincerity of a true believer. The GM determines who.
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L15	The Anthem	Once per session, deliver a message so perfectly calibrated to the cause that it becomes a rallying cry. Choose one: the message spreads beyond the room through recording or word of mouth and reaches a wider population, the message resonates so deeply that all allies gain resistance to the first source of damage they take in the next combat, or the message breaks the resolve of one enemy faction whose members begin to question their opposition. The GM determines the shape of the effect.
L17	The Platform	Once per long rest, access a communication channel — a broadcast, a public address, a widely-read publication — that reaches a large audience. Your message reaches thousands. The GM establishes the reaction: how many are moved, how many are hostile, and what institutional response your speech generates. You cannot control the reaction. You can control the truth of the message.
L20	The Speech That Ended It	Once per campaign. You have found the words. The ones that were always there, that the cause needed someone to say out loud in the right place at the right time. Deliver the speech. The GM works with you to establish what it changes — the political will that shifts, the opposition that falters, the silent majority that finds its voice. The cause is not won by words alone. But these words made winning possible. You said the thing. It mattered. ---

THE FLAME

The Flame burns. That is not metaphor — there is something in how the Believer with a Muse's talent for inspiration meets true conviction that produces heat. People around the Flame feel it. Sometimes it warms them. Sometimes it scorches. By level eleven, the Flame has learned to tell the difference, and to care about it.

What they create is not followers. It is people who have caught the fire and carry it themselves. The Flame knows that the measure of what they are doing is not how many people need them, but how many no longer do.

L13	One At A Time	Your inspiration is most powerful when it is personal. When you use Inspire on a single individual rather than a group, the Inspiration Die becomes a d12 and the recipient may use it twice before it expires. When you deliver a personal message — not a speech, but a one-on-one moment of genuine connection about what the cause means — the recipient gains 2 Bonds on you and clears the Overwhelmed condition if they have it.
L15	The Specific Person	Once per session, identify the single person in your current situation whose belief in themselves, once kindled, changes everything for the people around them. The GM tells you who they are. Spend a scene with them. At the end of the scene, they gain a Playbook move from their combination that they do not normally have access to — something unlocked by what you helped them see in themselves. It lasts for the rest of the session.
L17	The Ember That Spreads	Once per long rest, the personal work you do with individuals generates something beyond the individual. Each person you have had a genuine one-on-one moment with this session acts as a multiplier — they pass on what you gave them to one other person. The GM tracks this quietly. At the end of the session, reveal the chain: who told whom, what was passed on, what small acts of courage or kindness occurred because you lit one specific person at a time.
L20	The World Lit Up	Once per campaign. The intimate work you have done throughout this campaign — every specific person, every quiet conversation, every individual ember — reaches critical mass. The GM reveals the full chain of influence you set in motion: every person you inspired who went on to inspire others, every small act that compounded into something larger. The result is a community, a movement, a culture that is genuinely different because you existed in it and cared about the people in it one at a time. You didn't build a monument. You changed people. They changed the world. --- # THE GHOST *I exist at the margins.* ---

◆ GHOST PATHS ◆

The following paths are available to Ghost characters, one per Class.

GHOST / VANGUARD

THE SCOUT

The Scout has been outside the perimeter longer than anyone else. They know the terrain — its dangers, its possibilities, the places where the map is wrong. By level eleven, they have accumulated enough of this knowledge that they have become, in a specific sense, the most dangerous person in any unknown situation.

What they bring back is not just information but judgment — the Scout has learned to read what the information means, to distinguish relevant from irrelevant, to surface the thing the crew needs to know before anyone else knows to ask. They have seen what is coming. They are here to tell you what to do about it.

L13	Advance Reconnaissance	Before any combat or infiltration scene, you may spend 10 minutes in advance preparation. Provide the crew with: the exact number and positioning of enemies, the location of all cover and chokepoints, the optimal entry and exit points, and one enemy ability or tactic they are planning to use. Your crew acts on this intelligence — all allies have advantage on initiative rolls and cannot be surprised in the prepared engagement.
L15	Pathfinder	Once per session, you identify a route through any location that no one else would find — a maintenance shaft, a timing gap in a patrol pattern, a structural weakness in a perimeter. This route exists and is viable. Moving through it takes your crew where they need to go without triggering standard security. The GM may add complications at the destination. The route itself is clean.
L17	Ghost Ahead	Once per long rest, disappear into a location before the crew arrives and spend the time before their arrival making it safer. When the crew enters, they find: all traps disabled, patrol patterns disrupted, one enemy eliminated silently, and a safe room identified. You emerge from wherever you were when they need you. The GM determines what you had to do to set this up and whether anyone noticed.
L20	The Perfect Insertion	Once per campaign. Plan and execute a perfect advance operation for the campaign's climax. You have been everywhere first, seen everything, and prepared everything. The crew enters the final confrontation knowing: the complete layout of the enemy's position, every significant threat they will face, and one genuine tactical advantage that the enemy doesn't know they've lost. The advantage is real and specific. The GM cannot take it back. ---

THE BLADE

The Blade is the Ghost who has stopped running. At some point they made a decision — to stop disappearing when things got dangerous and start walking toward them instead. The discretion remained. The retreat did not.

By level eleven they are a very particular kind of operative: invisible until they aren't, patient until the moment requires something else, capable of extraordinary violence delivered with surgical precision. The Blade does not make a mess. They make a statement.

L13	The Clean Kill	When you attack a target who is unaware of you, your attack deals maximum damage and the target cannot make noise before being incapacitated — no alarms, no calls for help, no opportunity attacks from nearby enemies who would react to a sound. Once per scene, you may eliminate a target before the scene begins — you were already there when it started. The GM determines what resources and preparation this required.
L15	Ghost Exit	After taking a hostile action — an attack, an assassination, a sabotage — you automatically disengage without provoking opportunity attacks and may immediately Hide as a free action. Your movement after the action cannot be tracked by mundane means for one round. If you are hidden when the round ends, you remain hidden. The attack came from nowhere. So did you.
L17	The Impossible Target	Once per long rest, designate a target who should be unreachable — protected, isolated, surrounded, in a secure location. You reach them anyway. The GM establishes what it costs you to get there — resources, time, risk — but you get there. When you act against this target, you have advantage and your action is automatically unobserved. What you do when you arrive is up to you.
L20	The Ghost That Ended It	Once per campaign. Identify the single target whose removal ends the campaign's central conflict — the warlord, the architect of the system, the figure whose continued existence is the load-bearing element of everything the crew has been fighting against. You reach them. No one can stop you. What you do when you get there is your choice — it doesn't have to be violence. But it is final. The GM determines the consequences of the encounter. The conflict cannot continue in the same form after you leave. ---

GHOST / SCOUNDREL

THE SPY

The Spy has a face for every room. Not because they lack a real one — they know exactly who they are — but because they have learned that showing it is a choice, and they make that choice with intention. By level eleven, the gap between the Spy and the people around them is informational, not emotional.

They know things. How much they share of what they know, and when, is the constant negotiation of their existence. The Spy is not deceitful in the way the word suggests — they are simply operating on a time delay, telling people what they need to know when they need to know it.

L13	Deep Cover	You maintain one long-term cover identity that is completely bulletproof. The identity has: a verifiable history, genuine relationships within the target organization, and access that your real identity does not have. Maintaining the cover costs you nothing passively — you only risk exposure when you do something the cover identity wouldn't do. Once per session, use the cover identity to access information, a location, or a person that would otherwise be unavailable.
L15	The Intelligence	Once per session, compile a dossier on a target — an individual, an organization, or a situation. The GM provides you with complete, accurate information on: their goals, their methods, their vulnerabilities, their current plans, and one secret they have not shared with anyone. The dossier is accurate as of the current moment. Acting on it is your business.
L17	The Network	Once per long rest, activate your intelligence network. The GM tells you the three most significant things happening in the current region that the crew doesn't know about — threats, opportunities, movements, developments. The information is accurate and current. Your network takes risks to get it to you. The GM may introduce a complication related to protecting your sources.

L20 The File Once per campaign. You have been collecting intelligence throughout this entire campaign, and the file you have assembled is comprehensive enough to change everything. The file contains: the complete truth about the campaign's central antagonist, their methods, their allies, their vulnerabilities, and the one piece of information that, made public or acted upon, ends their capacity to cause harm. The information is real, verified, and irrefutable. What you do with it is up to you. ---

THE CAT BURGLAR

The Cat Burglar has never once been where they are not supposed to be, because 'supposed to' is a social convention and they do not recognize the authority of the people who established it. Every secured space is a problem they have not solved yet. By level eleven, the list of unsolved problems is very short.

What they take is secondary to how they take it. The Cat Burglar has a relationship with elegance that borders on ethical — a bad job leaves marks, and leaving marks is failure. By level eleven, they do not fail.

L13 Perfect Entry You can enter any location given time and preparation. Given 10 minutes of planning and one prior observation of the target location, you can bypass any security system, lock, or physical barrier without rolling. The entry is clean and leaves no sign of tampering unless you choose otherwise. Once inside, you have 10 minutes before any absence-based security response triggers — alarms keyed to your presence rather than your entry.

L15 The Take Once per session, you acquire the single most valuable or useful item in your current location — the thing that, if removed, the target would miss most. You don't need to know what it is before you take it. You simply know, when you enter a space, where the most valuable thing is. The GM identifies it. You take it. The acquisition is clean unless circumstances specifically work against you.

L17 Never Caught Once per long rest, execute a theft so clean that it was never detected. Choose something acquired during this session — information, an object, access credentials. Your acquisition of it cannot be discovered by the target through any conventional investigation. They may eventually realize it is missing. They will not know how it left or who took it. The mystery is permanent.

L20 The Score Once per campaign. Name the thing — the one acquisition that changes everything. The most protected item, the most secured information, the thing that everyone said was untakeable. You take it. The GM works with you to establish what it took to get there — this was the job of your life — and what having it means for the people who needed it taken. The score is complete. No one can prove it was you. You were never there. ---

GHOST / MEDIC

THE STREET DOC

The Street Doc practices medicine in the places that official medicine has decided are not worth practicing. Alleys, cargo bays, the back rooms of establishments that prefer not to ask questions. They have a list of patients who are alive because of a decision they made with improvised tools at three in the morning, and they carry that list as a private source of pride.

They do not trust institutions, which is not the same as not trusting people. The Street Doc trusts the patient in front of them completely. What they do not trust is the system that decided that patient wasn't worth a real clinic.

L13	Known In These Streets	In any urban or community environment, word of your presence spreads to those who need you. Once per session, a patient finds you rather than you finding them — someone who needs help, carries information relevant to the crew's situation, or provides access you didn't have. The meeting is always genuine — they need help and you can provide it. The GM determines what they need and what they can offer in return for your care.
L15	The Underground Network	You are part of a community of caregivers operating outside official channels — other street docs, herbalists, former medics, unlicensed practitioners. Once per session, call on this network: locate a specific individual without official channels, acquire medical supplies that shouldn't be available, find a safe house that doesn't appear on any registry, or get someone out of a dangerous situation through people who move in ways that authorities cannot track.
L17	The Rounds (Ghost Edition)	Once per long rest, make your rounds through a community that exists off the official map — the undocumented, the hunted, the officially nonexistent. Treat everyone who needs treatment. The GM tells you what you find — the scale of need, the conditions people are living in — and what difference your presence makes. One person who was going to fall through the cracks doesn't. You get there before they do.
L20	The Clinic That Isn't There	Once per campaign. Establish a permanent medical presence for a community that has been medically abandoned — a clinic that doesn't appear on any official registry, staffed by people you have trained, supplied through channels you have built, protected by a community that trusts it. It treats people who cannot go to official medicine. It cannot be easily found by authorities. It cannot be easily shut down by powerful interests without significant effort. It outlasts the campaign. You built something that will save lives long after you've gone. ---

THE APOTHECARY

The Apothecary knows what most people don't want to know about what they consume, what it does to them, and what it could be made to do differently. By level eleven, their pharmacological knowledge is encyclopedic and their ethics around applying it are very carefully considered.

They work in the grey. Not everything they know how to make is legal, not everything they administer is approved, and their understanding of what constitutes informed consent is broader than most licensing boards would recognize. The Apothecary has decided that the patient's wellbeing outranks the paperwork. They stand behind that decision.

L13	The Formulary	You have a personal formulary of compounds that exist outside official pharmacology — effective, sometimes startling, occasionally alarming. Once per session, produce a specialized compound that has a specific medical effect the GM approves: a compound that eliminates pain completely for 24 hours, a substance that keeps someone functional past the point of collapse, a preparation that metabolizes a toxin, or a compound that induces a medically useful altered state. The effects are real. The side effects are yours to negotiate.
L15	The Controlled Substance	Once per scene, administer a compound that does something medicine officially cannot. Choose one: restore a creature to full HP regardless of their injuries (they are functional, not healed — the bill comes due after 24 hours), remove any condition permanently rather than temporarily, or grant a creature advantage on all rolls for one hour with a significant comedown afterward. The GM determines the exact nature and timing of the cost.
L17	The Pharmacopoeia	Once per long rest, spend time compounding a batch of specialized preparations. Produce a number of doses equal to your Mind modifier of any compound in your formulary. These doses can be distributed to allies, traded for information or access, or used to help a community dealing with a medical crisis. The GM may determine that a particularly unusual compound attracts attention from people who want to know where it came from.

L20	The Formula	Once per campaign. You have compounded something unprecedented — a preparation that solves a medical problem at scale that official medicine has failed to address. A disease that has been endemic to a population, a toxin that has been used as a weapon, a condition that has been keeping a community weakened. Your formula addresses it. The GM works with you to establish how you distribute it and what the institutional response is. The problem is solved. The licensing board is horrified. The people who needed it are alive. ---
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GHOST / PSION

THE SENTINEL

The Sentinel watches. That is their primary function and they have made peace with it — the long hours, the patience, the particular discipline of noticing without acting until the moment requires action. By level eleven, they notice things that most people with psionic ability would miss because they never learned to be still.

What they are watching for is always specific: the threat, the moment of vulnerability, the indication that something is about to go wrong. When that thing appears, the Sentinel's response is immediate and complete. Everything before that is waiting, and they are very good at waiting.

L13	Vigil	Choose one person, location, or thing to stand vigil over. While you are within 1 mile of your chosen ward, you are passively aware of any threat approaching it — you feel it as a psionic disturbance before it arrives. You cannot be surprised when protecting your ward. Once per session, the vigil warns you of a specific threat in time to prepare: the GM tells you what is coming and gives you one round of preparation before it arrives.
L15	The Ward Holds	While you are conscious and within 60ft of your ward, attacks against your ward have disadvantage, your ward cannot be targeted by psionic intrusion or social manipulation, and your ward cannot be moved against their will by any means short of overwhelming physical force. This is passive and requires no action. You are simply present. The GM may ask what this constant vigilance costs you over time.
L17	The Long Watch	Once per long rest, extend your vigil psionically across any distance. For one hour, regardless of where you are, you are fully aware of everything that happens to or near your ward — you see what they see, feel what they feel, and can communicate telepathically with complete clarity. If your ward is in danger during this period, you know exactly what they are facing. What you do with that knowledge is yours to determine.
L20	I Will Not Let You Fall	Once per campaign. Name what you have been watching over throughout this campaign — the person, the community, the thing. Declare that it does not fall. At the campaign's climax, whatever threatens what you have been protecting finds you between it and its target. The GM establishes the shape of the confrontation. What you chose to protect is protected. The cost of your protection — physical, psychological, permanent — is real and the table acknowledges it. But it holds. ---

THE POLTERGEIST

The Poltergeist is unseen until they want to be, and then briefly terrifying. They have combined the Ghost's capacity for invisibility with psionic ability in a way that makes them one of the more disquieting people in any conflict — you may not know they are there until the forces they are exerting make themselves known.

There is a particular kind of power in being the thing that cannot be located. The Poltergeist has built their entire operational philosophy around that principle. By level eleven, they have learned to move through secured spaces, through shielded minds, through situations that should be impossible. The word 'should' does less and less work in their vocabulary.

L13	Fingerprints	You have learned to leave exactly the evidence you choose and no other. Once per scene, plant false evidence — a trail, a mark, an impression — that points convincingly toward any conclusion you choose. Investigators following the trail you laid find exactly what you put there. The false trail is indistinguishable from a genuine one by any conventional investigation. The GM may determine that a sufficiently capable psionic investigator could feel the deliberateness of it.
L15	The Invisible Hand	Once per session, move an event, a decision, or a situation in the direction you want it to go without anyone identifying you as the cause. The GM works with you to establish the most plausible intervention — a nudge here, a piece of information there, an emotion amplified at the right moment. The outcome shifts toward your intended direction. No one knows you were involved. You may not have been in the room.
L17	Ghost in the Machine	Once per long rest, psionically infiltrate a system — a communication network, a decision-making body, a command structure — and observe it from inside without detection for one hour. During this time, you know every communication sent, every decision made, and every internal tension within the system. You may, once during this observation period, introduce one piece of false information that is accepted as genuine. The GM determines its downstream effect.
L20	The Shape of What Happened	Once per campaign. Rewrite the record of one significant event from this campaign. Not the event itself — what happened, happened — but the record of it: who appears in reports, what the official account says, which faction is credited or blamed, what the evidence shows. The rewrite is complete and permanent. Any future investigation into the event finds the version you created. The truth exists only in the memories of those who were present. And memories are unreliable. ---

GHOST / ENGINEER

THE FIXER

The Fixer makes problems go away. Not through violence, not necessarily through legal means, but through a combination of resources, relationships, and the kind of creative problem-solving that comes from having made a lot of problems go away over a long career.

By level eleven, their network is an asset that most people underestimate until they need to use it. The Fixer does not advertise. They do not need to. The people who need them know how to find them, and the people who need them usually need them quite badly.

L13	I Know A Guy	Once per session, acquire any non-military item or service regardless of its official availability. Restricted items, regulated substances, classified information, banned technology — if it exists somewhere in the galaxy, you can get it given time. The GM determines how long it takes (hours to days), what it costs (credits or favors), and whether any complication attaches to the acquisition. You never explain your supply chain. The item always arrives.
L15	The Shop	You maintain an unofficial facility — not a workshop, exactly, more like a place where things that need to happen can happen. Once per session, use the Shop to: repair any item to full function without standard tools or time, modify an item in a way that official manufacturers don't offer, or provide a service (medical, technical, legal preparation) that the official economy won't provide to the crew's client. The Shop's location shifts between sessions. The GM knows where it is.
L17	Community Infrastructure	Once per long rest, spend time providing goods and services to a community that can't access official channels. The community gains one persistent mechanical benefit for the next session: reliable communications, adequate medical supplies, functional equipment, or safe housing. The benefit continues until circumstances change it. Additionally, that community will do one thing for you — provide information, shelter, cover, or a distraction — without asking why.

L20	The Underground Economy	Once per campaign. The network you have been operating throughout this campaign — getting things to people who need them, maintaining unofficial supply chains, providing services the official economy withholds — is recognized as a genuine alternative infrastructure. Communities that have been depending on it thrive visibly compared to those without access. Powerful interests take notice. The GM establishes whether they try to destroy it, co-opt it, or begrudgingly accommodate it. It exists regardless. You built an economy. ---
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THE COLLECTOR

The Collector acquires things. Information mostly, but also objects, connections, leverage, and the specific intangible currency of knowing things about people that those people would prefer were not known. They are not a blackmailer — they are a librarian. The distinction is in what they do with what they have.

By level eleven, the library is very large. The Collector does not hold things over people. They hold things for people — a distinction that has occasionally required some explaining, and that they have learned to demonstrate rather than argue.

L13	Acquisition	You acquire things other people can't. Once per session, on behalf of a client (which may be the crew), acquire a single item of Expensive or Priceless rarity through means that don't involve conventional purchase. The item arrives in the crew's possession at the start of the next scene. The GM determines what was required to obtain it and whether any interested parties noticed its movement. Your clients don't ask how. You don't tell them.
L15	The Client List	Your reputation attracts clients with significant resources and unusual needs. Once per session, receive a commission from a wealthy or powerful NPC: they want something acquired, moved, or made to disappear, and they will pay in resources, access, or favors. The GM provides the commission. You may accept or decline. If you accept and deliver, the payment is real and the client relationship persists.
L17	Provenance	Once per long rest, establish a complete, verifiable provenance for any object — including an object that was stolen, illegal, or nonexistent. The provenance is airtight: documentation, witnesses, institutional records. The object's history, as far as any investigation is concerned, is whatever you say it is. Collectors pay extraordinary prices for objects with clean provenance. You provide the provenance. The object's real history is yours to keep.
L20	The Private Collection	Once per campaign. Over the course of this campaign, you have acquired something that one powerful entity desperately wants and another desperately wants destroyed. You hold it. Declare that you are now the broker for its disposition — the party that controls what happens to it. The GM establishes what it is and who the parties are, if not already clear. You negotiate its fate from a position of complete control. The outcome is real and permanent. The powerful parties must deal with you. You are the one who has the thing. ---

GHOST / MUSE

THE SHADOW

The Shadow has become a rumor. People in certain circles know that they exist, know approximately what they are capable of, and avoid giving them reason to become specifically interested in anything the Shadow is specifically capable of. By level eleven, the reputation does work that used to require presence.

What they are beneath the reputation is something they guard carefully — not hidden exactly, but not offered. The Shadow has people they trust, things they love, a version of themselves that exists only in certain rooms. They protect that version with everything they have.

L13	Behind the Curtain	Once per session, engineer a moment of genuine inspiration or decisive action in another character without being identified as its source. The character believes the insight, courage, or capability was their own. The mechanical effect is: they gain advantage on their next significant roll, gain 1 spoon, and gain 1 Bond with whoever they acted for or toward. You gain 1 Bond on them. No one knows you were involved. The GM confirms the moment.
L15	The Invisible Mentor	Choose one character — PC or significant NPC — who you have been quietly supporting throughout the campaign. They gain one Advanced Move from their Playbook that they would not normally have access to yet. They believe they developed this capability themselves. You have been creating the conditions for it for sessions. The move is permanent. The credit is theirs.
L17	The Power Behind	Once per long rest, make a single move that redirects a significant situation through a visible actor. Choose a course of action and an NPC who could plausibly take it. That NPC takes that action — a political decision, a military move, a public statement — appearing to act on their own initiative. The GM determines whether anyone suspects outside influence. You are not identified. The action happens.
L20	The Architect of Victory	Once per campaign. Reveal what you have been doing throughout the entire campaign — the quiet moves, the invisible support, the engineered moments. The GM works with you to trace the full chain of your influence: every time you worked through someone else, every capability you built in someone else, every situation you redirected. The victory — whatever form it takes — was shaped by your invisible hand. You receive no public credit. That was never the point. You got the outcome. ---

THE FACELESS

The Faceless has no fixed identity in the operational sense. Names, faces, histories — these are tools, and they have become very good at picking up and putting down the right one for the right context. By level eleven, the switching is effortless. The question of what is underneath is one they sit with, in private, in the rare moments when there is no operational reason to be anything in particular.

They are not lost. That is important to them, and it is true. The Faceless knows who they are. They have just accepted that expressing it is not always useful, and they have become so skilled at not expressing it that occasionally they have to remind themselves on purpose.

L13	Nobody	You are genuinely unremarkable in every social context. Witnesses who saw you cannot describe you accurately — their descriptions contradict each other. Security systems that recorded you capture nothing useful. NPCs who spoke with you cannot remember what you said, only that a conversation happened. This is passive and always active. When you need to be remembered — when you want to make an impression — you must actively choose to be visible, and it costs 1 spoon.
L15	Convenient Presence	Once per session, you were already there. Whatever room, building, event, or meeting the crew needs access to — you have been there long enough to know the layout, the key figures, and one piece of information that no one expected you to have. You don't explain how. You were just there. The information is accurate.
L17	The Unremarkable Event	Once per long rest, cause a significant event to go unattributed. An assassination, a theft, a sabotage, a social intervention — it happened, but no one can say who did it or why. The event is real and its consequences persist. The actor is a blank. Investigation finds nothing. The event passes into the category of things that happened without an apparent cause. You were unremarkable. So was the event.
L20	The Face That Isn't There	Once per campaign. Operate at the center of the campaign's climax without anyone knowing you were involved. The final confrontation proceeds, the outcome is decided, the dust settles — and no record, no memory, no evidence places you there. The crew knows. You know. Everyone else has a gap where you were. The GM works with you to establish what you did and why it mattered. You changed everything. You were nobody. --- # THE CONNECTOR *I exist through relationships.* ---

CONNECTOR PATHS

The following paths are available to Connector characters, one per Class.

CONNECTOR / VANGUARD

THE DEVOTED

The Devoted has organized their entire existence around the people they love. Not as a limitation — as a choice, made with full knowledge of what it means. By level eleven, that devotion has been tested enough times that it is no longer vulnerable to the tests. It is what remains after everything that could have ended it didn't.

They fight the way people fight when they have something to lose. That sounds like it should be a disadvantage. It is not. The Devoted has a clarity of purpose that carries them through situations that defeat people with less at stake. The people they are fighting for are both their vulnerability and their reason.

L13	Mine	Designate up to Heart modifier + 1 creatures as Your People — distinct from Links, this is a combat and survival designation. While any of Your People are in combat with you, you have advantage on all attack rolls and saving throws. When one of Your People is reduced to 0 HP, you immediately gain a free attack against the creature responsible and move up to your full speed toward them without provoking opportunity attacks.
L15	For Them Only	Once per combat, declare that you fight only for the people in this room. Until the end of combat, you deal an additional 2d8 damage to any creature that has attacked or is currently threatening one of Your People. This bonus applies to every attack, every round. The GM may note that the intensity of your focus is visible.
L17	The Price I Pay	Once per long rest, take any injury, condition, or consequence that would befall one of Your People onto yourself instead. This is retroactive — after the roll is made, after the damage is dealt, you step in and absorb it. Your HP, your conditions, your consequences. Theirs are undone. The GM cannot prevent this. The cost is real.
L20	Everything For Them	Once per campaign. At the campaign's most dangerous moment, declare that no one you love dies today. For the remainder of the campaign's climax, no named character you have designated as Your People can be killed or permanently removed from the fiction while you are alive and conscious. The GM may make them Downed. They may be grievously injured. But they are here when it's over. The cost this takes on you is yours to carry afterward. ---

THE CHAMPION

The Champion fights for people who cannot fight for themselves. By level eleven, this has become structural — they are the first call when someone is being ground down by something larger than they can face alone, and they have never once declined that call.

What makes the Champion different from a mercenary who takes good cases is that they do not weigh the odds. They assess whether the cause is right, and if it is, the odds become irrelevant. This has put them in impossible situations. They have been winning impossible situations for over a decade.

L13	Universal Defense	You have expanded your protective instincts to anyone in your vicinity. Once per round, when any creature within 30ft — ally, neutral, or stranger — is attacked, you may use your reaction to impose disadvantage on that attack. You do not need to know the creature. Someone is threatening someone's person. That is enough.
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L15	Interposition	Once per combat, place yourself in harm's way for a stranger — someone you have no Link with, no Bond on, no prior relationship with. Take the damage intended for them. When you do this, you cannot be reduced below 1 HP by this specific damage source for the rest of the combat, and the stranger becomes an NPC ally for the remainder of the scene. The GM determines their name and what they do with what you just did.
L17	The Standard	Once per long rest, declare that everyone in a 60ft radius is under your protection for one scene. Any attack against a creature in this radius must contend with you first — attackers must succeed on a Force save (hard) or their attack is redirected to you. This continues until you end it, are Downed, or are moved more than 60ft from the center you declared. The GM tracks what comes at you.
L20	This Far	Once per campaign. Declare a line. A specific place, a specific group, a specific moment — this is where it stops. Whatever threatens the most vulnerable people in the campaign's final confrontation finds you between it and them. The scale of what you hold is enormous. The GM establishes what you face. You hold it long enough. Everyone who was behind you when you drew the line is alive when it's over. The GM determines what you look like when it's done. ---

CONNECTOR / SCOUNDREL

THE SPIDER

The Spider sits at the center of a web. Not a web of control — a web of relationships, information, mutual favors, and the carefully maintained trust of a great many people who know that the Spider is the only person who knows everyone else. By level eleven, being at the center is not a position they occupy so much as something they have become.

What they do with the web is the question everyone who knows them asks eventually. The Spider's answer has always been: I use it to keep people from getting hurt. The answer is true. It is also incomplete, and the Spider knows it, and lives with that incompleteness as a cost of what they are.

L13	Web Sense	When something moves through your network — a betrayal forming, a deal about to collapse, a relationship shifting in a significant direction — you feel it before it happens. Once per session, the GM proactively tells you: one significant development in any relationship within your web that will affect the crew if left unaddressed. The timing of the warning is enough to act on. You don't know how you know. You just do.
L15	The Load-Bearing Thread	Once per session, identify the single relationship in the current situation that, if severed or strengthened, changes the entire structure. The GM confirms which relationship it is and tells you its current state. You may then take one action to affect that relationship — strengthen it, sever it, redirect it — and the action succeeds without a roll. The structural change is real. The cascade the GM determines.
L17	The Whole Web	Once per long rest, spend a scene pulling on every thread simultaneously. The GM tells you the current state of every significant relationship in the campaign — between factions, between key NPCs, between NPCs and the crew. You see the whole board. You may spend this information however you choose. Knowing the whole web means seeing where it can be pulled.
L20	I Built This	Once per campaign. The web you have been constructing throughout the entire campaign was built for this. Activate it fully. Every connection you have cultivated, every relationship you have managed, every thread you have carefully maintained — they all serve this moment. The GM works with you to establish what the full activation of your web achieves: the factions that align, the information that surfaces, the resources that flow, the actions that happen simultaneously because you built the structure that makes them possible. This is what the whole campaign was for. ---

THE TACTICIAN

The Tactician sees the field. Not just the immediate tactical situation but the layers underneath — who is in whose pocket, who owes what to whom, where the pressure is that could be applied to shift the entire shape of a conflict without anyone throwing a punch. By level eleven, the punch is usually a last resort.

They are not cold about this. The Tactician cares about outcomes, and outcomes involve people, and people are not abstractions. They calculate because calculation serves the people they are calculating for. When the numbers and the people conflict, they have learned which one to trust.

L13	Resource Assessment	Once per scene, you assess the room and identify every person in it as a resource — not cruelly, but accurately. The GM tells you: what each named NPC wants, what each is capable of, and how each could be useful to the crew's current goals. You do this automatically and the information is accurate. What you do with it is up to you. The assessment takes one round of observation.
L15	The Arrangement	Once per session, broker an arrangement between two parties that neither would have reached independently. The arrangement is mutually beneficial in ways both parties can verify. Both parties honor it. The GM determines how long it holds and what would cause it to break. You are not a party to this arrangement — you are the architect of it. Your fee is whatever you negotiated.
L17	The Long Game	Once per long rest, execute a move you have been setting up for multiple sessions — a relationship cultivated for a specific purpose, a resource positioned in advance, an arrangement that has been sitting ready. The move resolves automatically: no roll, no complications in the execution. The GM confirms what it achieves and what downstream effects it creates. You planned this. It worked.
L20	The Final Board	Once per campaign. Reveal the full board — the complete strategic picture you have been assembling across the entire campaign. Every relationship you cultivated, every resource you positioned, every arrangement you made: they were all pieces in a strategy that resolves at this moment. The GM works with you to establish the shape of the final move and what it achieves. The other pieces on the board did not see this coming. You did. You built the ending. ---

CONNECTOR / MEDIC

THE THERAPIST

The Therapist does not fix people. They gave up that framing years ago — not because people aren't fixable but because framing them as broken is the first mistake. What they do is sit with someone in what they are carrying and help them decide what to do with it.

By level eleven, they have developed something that formal training could not have given them: the specific knowledge that comes from having been with enough people in enough kinds of pain to recognize the shape of things. They know what this looks like. They have seen it before. They know what helps.

L13	The Intake	When you spend 10 minutes with a patient in a non-combat setting, you learn everything medically and psychologically relevant about them — their genuine condition, the emotional roots of their physical symptoms, the thing they haven't told anyone that is making them worse. The GM provides this information honestly. The patient does not know you know all of it. What you do with the knowledge is yours to determine.
L15	The Breakthrough	Once per session, guide a patient through a genuine psychological breakthrough. The patient clears all conditions, regains their full spoon maximum, and resolves one unresolved emotional throughline that has been affecting their play. The GM and player establish what the throughline was and what resolving it means for the character going forward. The breakthrough is permanent. Growth is permanent.

L17	The Practice	Once per long rest, conduct ongoing therapy with multiple characters simultaneously. Each character you have been working with gains: resistance to Frightened and Shaken conditions, advantage on Heart saves, and the ability to spend 1 Bond to reroll a 6— on a 2d6 roll once per session. This benefit lasts until the next long rest. The work you do in the quiet moments matters.
L20	The Healing That Outlasts You	Once per campaign. The therapeutic relationships you have built throughout this campaign — the breakthroughs, the difficult conversations, the sustained attention to people's inner lives — have changed the crew in ways that persist. At the campaign's end, every Linked character you have provided significant therapeutic care to gains a permanent mechanical benefit: one condition they are no longer vulnerable to, one stat modifier improvement, or one Playbook move that represents psychological growth. You didn't just keep them alive. You helped them become more whole. ---

THE MEDIATOR

The Mediator has spent a career in the space between people who need something from each other and cannot see how to get there. By level eleven, that space is where they live. They have become someone who can hold two incompatible positions simultaneously without needing them to resolve.

What they offer is not just neutrality — it is the specific skill of making each party feel genuinely heard before asking them to hear anyone else. That sequence, executed consistently, has ended feuds that lasted decades. The Mediator does not always succeed. They have an extraordinary rate of success.

L13	The Space Between	Once per scene, step into a conflict between two parties and be heard by both. While you are actively mediating, both parties cannot take hostile action against each other — not from compulsion, but because your presence creates a genuine pause. The pause lasts as long as you are actively engaged and nothing fundamentally breaks it. During this pause, you may ask each party one honest question that the GM answers truthfully.
L15	The Terms	Once per session, broker a genuine peace between two parties in active conflict. The peace holds — not permanently, but genuinely, for a meaningful period the GM determines. Both sides honor it. Something real was found between them. The GM establishes what each side had to acknowledge to reach it and what you did to help them get there.
L17	The Old Wound	Once per long rest, identify and address the root cause of a long-standing conflict. This could be a historical grievance, a fundamental misunderstanding, a betrayal that was never addressed. You bring the relevant parties to the table — or bring the relevant information to light — and the root cause is genuinely engaged rather than papered over. The GM determines what changes. Old wounds, once genuinely addressed, sometimes heal.
L20	The Peace	Once per campaign. The conflict that has been at the center of this campaign — the war, the feud, the tension between factions — ends. Not through victory for either side, but through genuine negotiation in which both parties find something worth choosing over continued conflict. You facilitated this. The GM works with you to establish the terms and what it cost each side to reach them. The conflict is over. Something new, uncertain, and possible begins in its place. ---

CONNECTOR / PSION

THE MATCHMAKER

The Matchmaker sees connections that other people miss. Not just romantic ones — the person who needs to meet the person who has the resource, the organization that needs the contact that is three degrees away through someone who doesn't know they're the bridge. By level eleven, they have made enough of these connections to understand the system from the inside.



There is joy in this for them. That is worth noting. The Matchmaker does this because something in them responds to the moment when two people or forces or ideas that were separate become connected, and something becomes possible that wasn't before. They find that inexhaustible.

L13	Perfect Read	When you spend one round in focused attention on a creature, you know completely: what they most want in a relationship or partnership, what they fear in those relationships, what they have to offer that they may not recognize, and who in your current situation would be genuinely good for them. The GM provides this honestly. You may act on it or simply hold it.
L15	The Introduction	Once per session, engineer a genuine connection between two people who needed to find each other. The connection is real — the GM establishes it as a lasting relationship in the fiction. Both parties feel the rightness of it without knowing you arranged it. The relationship provides a mechanical benefit to both: they each gain 1 Bond on each other immediately and advantage on rolls made together.
L17	The Network of Connections	Once per long rest, map the relational needs of an entire community or organization — what connections are missing, what partnerships would heal fractures, what introductions would unlock resources. The GM provides this map. You may then spend a scene facilitating the three most critical connections on the map. All three take hold as genuine relationships. The community is measurably stronger for them.
L20	The Web of Belonging	Once per campaign. You have been connecting people throughout this campaign — the right introductions, the genuine partnerships, the relationships that needed to exist. Reveal the full web: every connection you facilitated, every relationship that grew from those introductions, and the community that exists because of those connections. The crew has a genuine network — people who know each other, who support each other, who act together. You built this. The GM establishes its scale and its impact on the campaign's final moments. People who were alone are not anymore. ---

THE WEAVER

The Weaver works with the fabric of relationship between people — not just two people, but the whole cloth of a community, a crew, a network. They can feel where it is frayed, where it is strongest, where a specific intervention would hold something together that is about to come apart.

By level eleven, the psionic capacity has merged with the social one in a way that makes it difficult to say which is which. The Weaver does not always know whether they are sensing something or shaping it. They have made their peace with that ambiguity. The cloth holds. That is the measure.

L13	Thread by Thread	Once per session, establish a deliberate connection between two NPCs that serves a specific strategic purpose. The connection is genuine — both parties truly benefit from it — but you designed it. The GM confirms the connection is established. The relationship produces the strategic benefit you intended within one to two sessions. You may maintain a number of engineered connections equal to your Heart modifier.
L15	The Pattern	Once per session, reveal a pattern in the relationships around you that others cannot see — a structural connection between factions, a chain of relationships that leads to a specific resource or threat, a web of obligations that, if understood, explains the current situation. The GM confirms the pattern exists and fills in any details you couldn't have known. Acting on the pattern is your business.
L17	Pull a Thread	Once per long rest, pull a single thread in your constructed web and watch the pattern shift. Introduce a piece of information, make a specific connection, or remove a relationship from the web. The cascade effect the GM determines and narrates over the next session. You chose where to pull. The web responded. Several things that were blocked are now possible. Several things that were stable are now uncertain.

L20 The Tapestry Once per campaign. The relationships you have been engineering throughout this campaign form a complete tapestry — every thread placed deliberately, the whole pattern resolving into a picture you designed from the beginning. Reveal the full design to the GM. They confirm what it achieves: the political alignment you were building toward, the alliance that makes the final confrontation winnable, the structural arrangement that makes the post-campaign world stable. You didn't fight for this outcome. You wove it. ---

CONNECTOR / ENGINEER

THE NETWORKER

The Networker has infrastructure. Not buildings — relationships, protocols, communication channels, the specific technical and social architecture that allows information and resources to flow to where they are needed. By level eleven, maintaining that infrastructure is most of what they do, and they have become very good at it.

What they understand that other people miss is that a network is not a tool — it is a living thing that requires care. The Networker feeds it. They maintain it. They make sure the nodes are healthy and the connections are current. When it works, it is invisible. That is the goal.

L13	Open Signal	Any communication network you build or maintain cannot be selectively censored or shut down without destroying it entirely — and you have made destroying it costly. Once per session, use your network to broadcast information to a wide population instantly — news, warnings, evidence, truth. The GM determines the population reached and their reaction. The information cannot be recalled once sent.
L15	The Free Network	Once per session, connect two communities, factions, or groups that have been prevented from communicating — by geography, by censorship, by deliberate isolation. The connection is open and ongoing: they can now communicate freely. The GM determines what they say to each other first and what changes as a result of the connection. Some things only happen when people can talk.
L17	Infrastructure of Truth	Once per long rest, build a communication system that is specifically designed to resist suppression. It is decentralized, redundant, and functional even if significant portions are taken offline. A powerful entity trying to silence it must destroy more than 75% of its nodes simultaneously to fully disable it, and rebuilding from the remaining 25% takes only a few hours. The GM tracks the system's presence in the fiction.
L20	The Commons	Once per campaign. The communication infrastructure you have been building throughout this campaign reaches a scale where it becomes a genuine public resource — not owned, not controlled, not censorable by any single entity. People use it to organize, to find each other, to share truth. The GM establishes its scope and its impact on the campaign's aftermath. Powerful interests cannot kill it without destroying something too many people depend on. You built the commons. No one can take it. ---

THE COMMUNICATOR

The Communicator has spent their career solving the problem of meaning — the gap between what is said and what is heard, between what is understood and what was intended. By level eleven, they have become extraordinarily good at closing that gap in real time.

What they do is not translation in the linguistic sense, though that is part of it. They translate between registers, between frames of reference, between people who need to understand each other and cannot figure out how. The Communicator finds the bridge and builds it while they are walking across it.

L13	I Made This For You	Once per long rest, modify a communication device specifically for a named person. The device allows them to reach any one other specific person instantly and securely regardless of distance, jamming, or FTL communication limits. The connection works because you built it for this specific relationship. It cannot be intercepted. It cannot be blocked. Two people who need to reach each other can.
L15	The Message That Gets Through	Once per session, ensure that one specific message reaches its intended recipient regardless of circumstances. The message may be a comm signal, a physical note, a psionic impression, a coded signal in a broadcast — you determine the form. The GM determines what obstacles were between sender and recipient, but the message arrives. What the recipient does with it is theirs. But they get it.
L17	The Last Call	Once per long rest, facilitate one conversation that should be impossible — across distances that shouldn't work, between people in situations that shouldn't allow for communication, at moments when everything is too loud or too dangerous. The conversation happens. Both parties have time to say what they need to say. The GM establishes the technical impossibility you overcame. The conversation is real.
L20	The Goodbye That Wasn't	Once per campaign. Someone in this campaign said goodbye to someone they loved before they were ready — a separation, a loss, a moment that closed before its time. You cannot undo what happened. But you built something that makes one more conversation possible — real, complete, uninterrupted. The people who needed to finish the conversation get to finish it. The GM works with you to establish what was said that hadn't been said before. It doesn't fix what happened. But it was said. That matters. ---

CONNECTOR / MUSE

THE PERFORMER

The Performer has learned that every interaction is a performance in the sense that you are always choosing how to present yourself, and that this choice is not dishonest — it is just communication. By level eleven, their choices are so refined that the performance has become indistinguishable from the person making it.

What they perform, at the level they have reached, is truth. Their own truth, offered in the form most likely to reach the person they are offering it to. The Performer does not pretend. They translate. The distinction is real even when it is not visible.

L13	The Room	When you enter a social situation, you immediately know: the dominant emotional need in the room, the two or three individuals whose state most affects the group's dynamics, and the single thing you could do that would shift the room's energy most effectively. The GM provides this information. You choose what to do with it.
L15	Command Performance	Once per session, deliver a performance — a speech, a piece of music, a story, a moment of humor, whatever fits the context — that gives the room exactly what it needs. Every creature in the space who is not actively hostile gains: full spoon restoration, the clearing of one condition, and advantage on their next roll. The performance takes one action. The effect is real. The GM determines the shape of what you gave them.
L17	The Tour	Once per long rest, perform for a community in genuine need of something you can provide — hope, humor, grief, solidarity, beauty. The community gains a persistent benefit for the next session based on what you gave them, and one member of the community joins the crew as a temporary ally, moved by what they witnessed. The GM establishes who and why.
L20	The Show	Once per campaign. Perform at the scale the campaign requires. The audience is enormous — a population, a fleet, a world. You give them what they need: the truth, the hope, the grief, the solidarity. The GM establishes the effect: the political will that shifts, the resistance that forms, the grief that is shared and therefore survivable. Art did something that weapons couldn't. You gave people what they needed to face what's coming. The performance was real. ---

THE CONFIDANT

The Confidant carries other people's secrets the way some people carry scars — with care, as part of who they are, never lightly. By level eleven, they hold more of what other people cannot say out loud than anyone should probably hold, and they have developed the specific resilience that requires.

What makes them trustworthy is not that they keep secrets. It is that the person who told them can feel it — that the thing they shared is being held well. The Confidant does not just keep what is given to them. They honor it.

L13	I Noticed	You always notice when someone you are in relationship with is struggling, even when they are hiding it. Once per session, you notice something specific about a crew member or significant NPC that they haven't told anyone. The GM tells you what it is — not their deepest secret, but the thing they are carrying right now. You may use this to approach them, or simply hold it and wait for the right moment. Either way, you noticed.
L15	The Cookies	Once per scene, show up for someone in exactly the right way — the gesture, the word, the presence that costs you something and means everything to them. The target clears all conditions, regains full spoons, and gains 2 Bonds on you. You gain 1 spoon. The GM and player establish together what you did. It was specific. It was for them. It was exactly right.
L17	I Stayed	Once per long rest, be present for someone at the worst possible moment — when they have made a terrible choice, when they have failed at something important to them, when they are at their lowest. Your presence does not fix what happened. But they are not alone in it. They immediately clear Overwhelmed, gain advantage on death saves for the rest of the session, and gain 3 Bonds on you. You gain nothing mechanical. You were just there.
L20	The One Who Showed Up	Once per campaign. Throughout this entire campaign you have been showing up — for the crew, for strangers, for anyone who needed someone to notice. At the campaign's end, the full weight of all that showing up is acknowledged. Every Linked character you have shown up for has a moment — during the climax or in its aftermath — where the memory of your specific care for them becomes the thing that gets them through. The GM establishes the moment for each character. You gave them something they carry. They use it when they need it most. --- # THE ARCHITECT *I exist to shape things.* ---

ARCHITECT PATHS

The following paths are available to Architect characters, one per Class.

ARCHITECT / VANGUARD

THE BLACKSMITH

The Blacksmith makes weapons because weapons are what people need, and making what people need is what they do. There is no contradiction in this for them. By level eleven, they have become very deliberate about who they arm and why, but the making itself has never troubled them.

What they put into every weapon is the same thing: everything that weapon is meant to protect. The Blacksmith thinks about purpose. They build accordingly. The things they make are tools in the hands of the people who asked for them, and the Blacksmith has made sure those people are asking for the right reasons.

L13	Master Crafting	Any weapon or piece of armor you personally craft has properties that manufactured equipment cannot match. Choose two properties for each item: +1d8 damage, +2 AC, advantage on a specific type of attack, a special material effect (armor that protects against a specific damage type, a weapon that bypasses a specific defense), or a unique feature you and the GM design together. The properties function for any user but are maximized — +2d8, +3 AC — for a character you crafted it specifically for.
L15	The Perfect Weapon	Once per long rest, spend 2 hours crafting a weapon or piece of equipment that is specifically designed for one specific purpose — killing one specific enemy, breaching one specific defense, surviving one specific environment. Against that purpose and that purpose only, the item deals maximum damage, provides maximum protection, and ignores all resistance. Outside its intended purpose, it is merely excellent. The GM confirms the purpose before you begin.
L17	The Legendary Armory	Once per long rest, upgrade the equipment of the entire crew simultaneously. Spend 4 hours working. Each crew member's weapon deals +1d8 damage for the next session and their armor provides +2 AC. This bonus is in addition to any magical or technological enhancements already present. It represents the physical work you put into their gear overnight. The crew goes in equipped as well as they have ever been.
L20	The Commission	Once per campaign. Create the item the campaign required — the weapon that could only be made once, the armor built for this specific fight, the tool that solves the problem no one else could solve. The item is legendary: its properties are established collaboratively by you and the GM, it can achieve something no standard equipment could achieve, and it exists as a named artifact in the fiction going forward. You made the thing. The campaign needed the thing. It was always going to come down to this. ---

THE FORTIFIER

The Fortifier has spent their career making places hard to break into and hard to break. By level eleven, the places they have built and protected have become a portfolio — a record of what they understand about vulnerability and what they have chosen to do about it.

They think in layers. Every approach covered, every weakness addressed, every contingency with a contingency. The Fortifier does not believe in impenetrability — nothing is truly impenetrable. They believe in making the cost of penetration high enough that what is inside stays safe.

L13	Prepared Position	Given 10 minutes of preparation time in any location, you transform it into a defensible position. The location gains: two chokepoints of your designation (attackers must succeed on a Force save — standard — to move through them), three covered positions (three-quarters cover for occupants), and a prepared exit route (allies using it cannot be followed without a DC 18 Investigate check). The GM confirms the layout works within the physical space.
L15	The Fortress	Once per session, designate a space as your fortress. Within this space, all allied creatures have advantage on attack rolls and saving throws, all enemy creatures have disadvantage on attack rolls, and the space itself imposes the Shaken condition on any creature who enters it for the first time each combat (Grit save — standard — negates). The fortress space can be up to 60ft in diameter. It lasts for one scene.
L17	Defense in Depth	Once per long rest, establish a multilayered defensive position that makes a location nearly impenetrable to assault. The location requires a force at least three times the size of the defending force to breach, all attacking forces must contend with at least two rounds of prepared hazards before engaging defenders, and any retreat route for defenders is secured. The GM determines what a realistic assault against this position looks like. It is survivable when it shouldn't be.
L20	The Unconquerable Ground	Once per campaign. Choose a location that matters — a community, a base, a place of significance. Declare that it holds. You have spent the campaign learning this terrain, building these defenses, preparing for exactly this assault. What comes at the location finds a position so thoroughly prepared that taking it is not worth the cost. The GM establishes what the attacking force does — withdrawal, siege, negotiation. The location does not fall. You built it not to. ---

ARCHITECT / SCOUNDREL

THE CONTRACTOR

The Contractor delivers. Terms are established, work is done, payment is received, standards are met. By level eleven, that simplicity has become reputation, and reputation has become the most valuable thing they own.

They are not uncomplicated. The Contractor has a rich inner life, strong opinions, and specific lines they will not cross regardless of what they are offered. They do not advertise these things. What they advertise is reliability, and the reliability is real.

L13	The Estimate	Once per scene, assess a job — any task, challenge, or problem the crew faces — and provide a complete breakdown: what it will take, what it will cost, how long it will take, and the single most efficient path to completion. The GM confirms the estimate is accurate. Clients who follow your estimate to the letter succeed. Those who cut corners find out why you specified what you specified.
L15	Premium Service	Once per session, deliver a result that exceeds what was contracted — not out of generosity, but because your reputation requires it. The job is done to a standard that earns a referral. The GM establishes: the result is better than specified, one complication was handled that wasn't in scope, and the client owes you a favor beyond the agreed payment. Your reputation is your product. It pays.
L17	The Specialized Solution	Once per long rest, take on a commission that no one else could complete — a technical problem at the edge of what's possible, a logistical challenge that requires expertise across multiple fields, a construction or engineering task that requires both your skills and your willingness to operate in grey areas. The commission completes successfully. The GM determines what the client needed, what it cost them, and what it cost you. Your fee was appropriate.

L20 The Masterwork Once per campaign. Take on the commission that defines your career — the project that only you could complete, that required everything you know, that someone powerful needed badly enough to pay any price. Complete it. The GM works with you to establish what it is and what completing it means for the campaign's trajectory. The work is extraordinary. The payment is extraordinary. The consequences — for whoever commissioned it and whatever it was built to do — are the rest of the story. ---

THE SHADE

The Shade operates in the space between what is officially happening and what is actually happening. By level eleven, they have spent so long in that space that they know its geography better than most people know the official version of things. That knowledge is what they sell, carefully, to the right people.

They are not an assassin, a spy, or a criminal in the way those words are usually meant. They are someone who provides services that require existing in a grey area without getting confused about what the grey area is. The Shade is not confused about what the grey area is.

L13 Shadow Architecture When you prepare a location — a safe house, an escape route, a meeting place — it has properties that feel structurally impossible: more hidden rooms than the exterior suggests, exits that don't appear on any blueprint, spaces that seem smaller from outside than they are inside. Once per session, reveal a hidden space you built into a location the crew has been using. The space exists. The GM cannot retcon its absence.

L15 The Blind Spot Once per session, identify a location that doesn't appear on any official map, surveillance network, or record system — either because you built it that way or because you found and expanded an existing gap. The location can house the crew safely for one scene with no possibility of detection by any conventional means. The GM confirms the location exists in the fiction.

L17 The Network of Shadows Once per long rest, activate a chain of hidden spaces and routes that you have been building throughout the campaign. The crew can move from their current location to any other location in the region without being tracked, observed, or intercepted. The movement takes the in-fiction time it would realistically take. Shadows are a resource, not a miracle. But the route is clean.

L20 The City In The Dark Once per campaign. Reveal the full scope of what you have been building — a shadow infrastructure that exists beneath the official city, network, or system. Safe houses, escape routes, hidden supply caches, communication nodes, meeting spaces — all connected, all invisible to official authority, all functional. The crew can use this infrastructure freely. Communities that need to hide can be sheltered within it. The GM establishes its scale. You built a city in the dark. It's been there the whole time. ---

ARCHITECT / MEDIC

THE RESEARCHER

The Researcher has been asking the same questions for eleven levels and has not been satisfied with any of the answers yet. That is not a complaint. The Researcher finds the unsatisfied question more interesting than any answer they have found so far.

By level eleven, their methodology has become as important to them as their findings. Not just how to find out, but how to know when you know — the specific discipline of not being fooled by your own conclusions. The Researcher is very good at not being fooled. They are somewhat harder on the people around them when those people are less careful.

L13	The Hypothesis	Once per session, commit to a medical hypothesis — a specific theory about the root cause of a medical problem you have been investigating. The GM tells you whether the hypothesis is correct, partially correct, or wrong. If correct, you have advantage on all subsequent rolls related to the condition and your treatments deal with the cause rather than the symptoms. If wrong, the GM provides one piece of evidence that points toward the correct answer.
L15	Breakthrough	Once per long rest, achieve a genuine medical breakthrough — a treatment, a procedure, a compound that addresses something medicine previously could not. The breakthrough is real and replicable: other medical practitioners can use it. The GM establishes its scope — what condition it addresses, how significant the improvement is, and whether it has any limitations. You discovered something. It belongs to medicine now.
L17	The Study	Once per long rest, conduct research on a population experiencing a medical condition — even a small sample provides data. At the end of the research period, you know: the complete etiology of the condition, the most effective intervention available with current technology, and one pathway toward a permanent solution that would require longer-term work. The knowledge is accurate. The permanent solution is real work — but you have the roadmap.
L20	The Cure	Once per campaign. Identify and solve the medical problem that has been a constant background presence in this campaign — the endemic disease, the toxin with no antidote, the condition that has been killing people quietly throughout every session. The solution is real, distributable, and permanent. The GM establishes how it is distributed and what changes when the problem ends. People who would have died live. Something that was killing people stops. The campaign was always going to need someone to do this work. You did it. ---

THE ANALYST

The Analyst takes data apart. Situations, systems, organizations, people — everything has a structure, and structures can be understood, and understanding them is the first step to doing something about them. By level eleven, the analysis is fast enough to feel like intuition. It is not intuition.

What they do with the understanding is always specific and always intentional. The Analyst does not produce reports for their own sake. Every analysis points to an action, a decision, a place where knowledge can be converted into change. They are deeply impatient with analysis that stays analysis.

L13	Systems Review	When you spend 1 hour observing any medical or care-providing system — a hospital, a clinic, a field medical operation, a community health practice — you identify every significant inefficiency, failure point, and preventable harm. The GM provides a complete assessment. Your recommendations, if implemented, reduce preventable harm in that system by a specific and significant amount. You can see exactly what needs to change.
L15	Process Improvement	Once per session, implement a specific change to a system that immediately improves its function. The change is real and the improvement is measurable: the system treats X more patients per day, the mortality rate drops by Y%, the resource waste is eliminated. The GM establishes the numbers. Systems that should work better work better after you identify what was wrong.
L17	The Audit	Once per long rest, conduct a comprehensive review of the medical or care infrastructure in the current region. The GM tells you: where the greatest unmet need is, what resources are being wasted or misallocated, and what the single highest-leverage intervention would be. The intervention is yours to implement. The GM tracks its effect across subsequent sessions.

L20	The New Standard of Care	Once per campaign. The analysis you have been doing throughout this campaign — the systems reviews, the process improvements, the audits — has been building toward a comprehensive redesign of how medicine is practiced in this region or institution. Implement the redesign. The GM establishes what changes: mortality rates, resource utilization, access for underserved populations. The numbers are real. People who were dying from preventable causes do not die from them anymore. You fixed the system. The system is still broken in other ways. But not these ways. Not anymore. ---
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ARCHITECT / PSION

THE SHAPER

The Shaper has been building things with their mind for long enough that the distinction between what they intend and what exists has become porous. By level eleven, the gap between conception and reality has shrunk to something that functions as creative thought at a speed most people experience as impossible.

What they build is real. The Shaper learned this lesson the way you learn it when the things you are building with your mind are large and the consequences of error are immediate. They are careful. They are also capable of things that no amount of care could have made possible when they started.

L13	Direct Manipulation	Your telekinetic abilities scale to construction-grade force. You can move objects up to 500kg with your psionic force, shape malleable materials (metal, composite materials, earth) into forms you can clearly visualize, and maintain a structure you have shaped for up to 24 hours without concentration. Once per scene, use this to: create a barrier, clear a path, reshape a hazard, or construct a functional object. The object's TL is limited by your understanding of its function, not by your psionic reach.
L15	Architecture	Once per long rest, spend 1 hour using your psionic force to construct or significantly modify a structure. The structure is stable and permanent — not temporary like your passive manipulation. It can be any form you can fully visualize: a wall, a bridge, a sealed chamber, a repaired hull section. The construction is exact. The GM confirms the feasibility within the physical environment. You built this with your mind. It is a real building.
L17	Deconstruction	Once per long rest, spend a round to understand the physical structure of any constructed object or building — its load-bearing elements, its material composition, its weakest points. Then, if you choose, disassemble it precisely: every component separates cleanly, the materials can be used for reconstruction elsewhere, and the deconstruction affects only what you target. No collateral damage. No waste. The GM determines what was inside what you took apart.
L20	The Work	Once per campaign. Build something permanent and significant — a structure that will outlast the campaign and mark what happened here. The structure is extraordinary: built entirely by psionic force, composed of materials that reflect the campaign's events, impossible to have constructed by conventional means. The GM works with you to establish its meaning in the fiction. People come to see it. People remember what it marks. You built it in an hour. It will stand for centuries. ---

THE DESIGNER

The Designer works backward from what should exist to what needs to happen to make it exist. By level eleven, that backward reasoning is the way they see everything — every situation contains an ideal state, and the work is identifying and closing the gap.

The psionic capacity has made this more literal. The Designer can feel the structure of things — physical, social, organizational — and identify where it is working against itself. They do not just design objects. They design conditions.

L13	User Research	When you observe a social or organizational system in operation, you identify within one scene: where the system fails the people it was designed to serve, what behavior the system incentivizes versus what behavior it claims to incentivize, and the three changes that would align the system's actual function with its stated purpose. The GM provides this information honestly. The gap between what systems say they do and what they actually do is always visible to you.
L15	The Redesign	Once per session, propose and implement a specific redesign of a system you have observed — a protocol, a process, an organizational structure, a built environment. The redesign takes effect within the session and produces measurable improvement. The GM establishes what improves and by how much. You designed around how people actually behave rather than how the original designer assumed they would. It works better now.
L17	Systemic Intervention	Once per long rest, design and implement a systemic intervention that changes how a large number of people behave — not through coercion or manipulation, but by changing the environment and incentive structure they operate within. The GM establishes the scale (a community, an organization, a fleet) and the behavior change that results. You didn't tell anyone what to do. You changed what was easy and hard. People changed accordingly.
L20	The Better System	Once per campaign. The system you have been designing toward — the institutional structure, the organizational redesign, the environmental intervention — is fully implemented. The GM works with you to establish what it replaces and what it enables. People who were failed by the old system are served by the new one. Behaviors that were punished are now possible. The campaign ends with something working that didn't work before. You designed it to last. It will. ---

ARCHITECT / ENGINEER

THE ARTISAN

The Artisan makes things that are beautiful and useful at the same time, because they have never understood the distinction. By level eleven, the things they make are so good that people who use them feel the intentionality in them — feel that someone thought very carefully about exactly this moment of use.

They are slow by the standards of people who just need something functional. They know this. They do not apologize for it. The Artisan has decided that making something worth having takes the time it takes, and that rushing it produces something that was not worth the materials.

L13	The Signature	Everything you build has a quality that exceeds its function — a balance, a finish, an elegance that makes people stop and look. Once per session, when you build or significantly modify an item, add a property that serves no mechanical purpose but is undeniably beautiful or technically extraordinary. When NPCs encounter your work, the GM tells you their genuine reaction. Collectors, engineers, and artists respond to your signature work in ways that purely functional equipment does not produce.
L15	The Joy of Making	Your love of the craft makes you faster and better than circumstances should allow. You complete any Engineering task in half the standard time. When you work on a project during downtime, you produce work of a quality one TL beyond your normal maximum. When you make an item you are genuinely excited about making, it gains one additional beneficial property the GM and you design together. The joy is real. So is the quality.
L17	The Masterclass	Once per long rest, teach your craft to someone who wants to learn. The student gains Trained status in a relevant skill for the rest of the campaign (not just the session). If they already have Trained status, they gain Expertise. The teaching session takes 2 hours. The GM determines what the student brings to the craft that you didn't anticipate — something they see that you hadn't considered. The teaching goes both ways.

L20 The Life s Work Once per campaign. Reveal what you have been building throughout the entire campaign — the project that has been on your bench between missions, that you have been working toward since the beginning. It is finished. The GM works with you to establish what it is: a ship, a piece of technology, a work of art, a system, a structure. It is extraordinary by any standard. It represents everything you know about making things. It works. And it is beautiful. Both things are true at once. ---

THE VISIONARY

The Visionary sees something that does not exist yet and cannot stop working toward it. By level eleven, the gap between the vision and the present has become the organizing principle of their life — not as a source of frustration but as a source of direction. They are never lost. They always know which way the future is.

What makes them more than a dreamer is the engineering behind the vision. The Visionary does not just see where things could go — they understand the steps, the systems, the specific interventions that close the gap. The vision is real to them because they have mapped the route.

L13 The Blueprint	At the start of any mission or significant challenge, spend 10 minutes describing the outcome you are building toward and what needs to exist to make it possible. The GM confirms whether the infrastructure you describe is achievable and what it would take. Any progress you make toward building this infrastructure during the mission carries forward — partial work counts, and the GM tracks it between sessions.
L15 Relentless Progress	Once per session, advance your vision by a significant step regardless of obstacles. Choose one: complete a component of your vision that should have taken twice as long, achieve a result that requires resources you don't technically have by improvising brilliantly, or make a connection between two elements of your vision that others hadn't seen was possible. The advance is real. The GM tracks it. The vision is closer.
L17 The Prototype	Once per long rest, build a prototype of the core element of your vision — the thing everything else is in service of. The prototype works at 70% capacity: enough to demonstrate function, not enough to deploy at scale. The GM establishes what demonstrating it to relevant parties produces: interest, opposition, funding, fear. The vision is real and demonstrable. People must now respond to it.
L20 Built	Once per campaign. The vision is complete. Whatever you have been building throughout this campaign — the technology, the system, the infrastructure, the thing that was supposed to be impossible — is operational at full capacity. The GM works with you to establish what it changes about the setting going forward: what problems it solves, what it enables, what it makes obsolete, what it threatens. You built the future. It starts now. ---

ARCHITECT / MUSE

THE MENTOR

The Mentor has stopped needing to be the best person in the room. At some point in their career, that shifted — the satisfaction of their own performance became less than the satisfaction of watching someone they taught exceed what they were capable of. By level eleven, they have organized their life around the second kind.

What they give is specific. The Mentor does not inspire — they see. They see what the person in front of them is capable of, usually before that person can see it themselves, and they construct the specific conditions under which that capacity can develop. The results are often extraordinary.

L13	The Assessment	When you spend time with someone who has unrealized potential, you see it clearly — not just what they are, but what they could become and exactly what stands between those two states. Once per session, identify a character's greatest undeveloped capability and the specific obstacle preventing its development. The GM confirms both. You may then act to develop the capability or address the obstacle. Either choice produces real results.
L15	The Curriculum	Once per session, design a specific developmental path for a student — a sequence of challenges, experiences, and practices that will build a specific capability. The GM tracks the student's progress. At the end of three sessions following the curriculum, the student gains a permanent capability: a new Playbook move, Expertise in a skill, or a mechanical benefit the GM and you design together. The development is earned, not granted.
L17	The Cohort	Once per long rest, work with a group of students simultaneously — up to Heart modifier individuals. Each receives a shortened version of your developmental attention: they gain Trained status in one skill and advantage on rolls related to their greatest strength for the rest of the campaign. The cohort learns from each other as well as from you. The GM tracks what they develop into together.
L20	The Legacy	Once per campaign. The students you have shaped throughout this campaign — the capabilities you have built, the potential you have realized — are ready. In the campaign's climax, each student you have meaningfully mentored acts with the full capability you built in them, contributing to the final outcome in a way that would not have been possible without your deliberate shaping. The vision you had for each of them was right. They became it. The campaign ends with the people you believed in proving you were correct to believe. ---

THE CATALYST

The Catalyst does not change things directly. They change the conditions under which other people change things. By level eleven, this is so deeply how they operate that they can barely remember a time when they thought in terms of their own impact. Their impact is everyone they have changed the conditions for.

What makes the Catalyst different from someone who just creates opportunities is the precision. They are not scatter-shot. They know exactly where to apply the small force that will produce the large result. That knowledge comes from paying very close attention for a very long time.

L13	The Spark	Once per session, introduce a single element — a piece of information, a connection, a resource, an opportunity — into a situation and then step back. The element is real and it changes things, but what it changes and how is determined entirely by the characters and factions responding to it. The GM tracks the cascade. You did not direct the outcome. You introduced the variable. Systems respond to variables. Interesting things happen.
L15	Chain Reaction	Once per session, identify the single intervention that will set off a chain reaction of positive developments in the current situation — not because you controlled the chain, but because you understood the system well enough to know what pushing one element would do to all the others. The GM confirms the chain reaction occurs. Three to five significant positive developments cascade from your single intervention over the next session. You don't take credit. You probably aren't in the room when they happen.
L17	Critical Mass	Once per long rest, bring a situation to the point where it transforms under its own momentum. The situation has been approaching a tipping point — you have seen it coming, and you apply the final catalyst. The transformation occurs: a community that has been on the edge of action acts, a faction that has been wavering commits, a technology that has been almost-functional becomes functional. You provided the last necessary element. The transformation is genuine and proceeds on its own.

L20 **The Reaction**

Once per campaign. Identify the single intervention — the one thing you could introduce, connect, or enable — that sets the campaign's final transformation in motion. You don't fight the final battle. You don't give the final speech. You introduce the final variable. The GM works with you to establish what it is and what it sets in motion. The reaction is enormous: political, social, technological, human. You started something that the world finishes. That was always the plan. You were always going to step back.

PART SIX

EQUIPMENT

TECH LEVELS

Tech Level (TL) represents the manufacturing sophistication of a piece of equipment. The galaxy is uneven — cutting-edge refineries sit next to frontier towns still running TL 8 rifles. **Starting Equipment:** Characters begin with gear up to TL 10. Restricted and Rare items must be earned.

TL	Era	Availability
7–9	Pre-baseline / Rim worlds	Standard — found anywhere, cheap, common
10	Baseline spacefaring	Standard — the default for most working crews
11	Restricted	Restricted — permits, black market, or faction connections
12	Military-grade	Rare — active military or major favors
13+	Prototype / Alien / Ancient	Unique — plot rewards, GM discretion only

CREDITS

Tier	Range	Examples
Cheap	Under 500 cr	Ammo, basic tools, rations, TL 7–8 weapons
Moderate	500–5,000 cr	Standard weapons, light/medium armor, common tech gear
Expensive	5,000–50,000 cr	TL 11 gear, cybernetics, heavy weapons
Priceless	50,000+ cr	TL 12+ items, military hardware, rare cybernetics

STARTING LOADOUT

At character creation, every character receives: a comm earpiece, 1 week rations, civilian clothes / cover identity appropriate to background, and 500 credits. Choose one **Personal Item** that matters to your character. It has no mechanical value. It connects to your first Link. The GM cannot permanently destroy it without a serious conversation.

Class	Package A	Package B
Vanguard	Vibroblade (sword), Composite Plate, Shield, 2x Stimpak	Laser Carbine, Slug Pistol, Combat Mesh, 1x Stimpak
Scoundrel	Vibroblade (knife), Laser Pistol, Light Armor, 2x Stimpak	Vibroblade (knife), Hold-Out Blaster, Light Armor, Disguise Kit, 1x Stimpak

Medic	Slug Pistol, Combat Mesh, Portable Medkit, 2x Stimpak, 1x Trauma Kit	Stun Baton, Slug Pistol, Ballistic Vest, Portable Medkit, 2x Med Patch
Psion	Knife, Comm Earpiece, Scanner, 1x Stimpak	Slug Pistol, Padded Jacket, Comm Earpiece, 1x Stimpak
Engineer	Slug Pistol, Combat Mesh, Engineering Kit, Electronic Toolkit, d4+2 gadgets	Laser Pistol, Combat Mesh, Engineering Kit, Demolition Kit, d4+2 gadgets
Muse	Light Blaster Pistol, Light Armor (stylish — does not read as armor in social situations), Instrument or Performance Kit, 2x Stimpak	Light Blaster Pistol, Light Armor, Comm Unit (long-range, encrypted), Contacts List (one established NPC contact; one free Contacts check reroll per arc), 1x Stimpak

WEAPON PROPERTIES

Property	Effect
Burst	Bonus action: fire a burst. +1d6 damage, expends an extra ammo die.
Concealable	Advantage on checks to hide or smuggle this weapon.
Heavy	Requires Force +1 or higher. Two-handed.
Penetrating	Ignores the AC bonus from light armor.
Smart	Integrated targeting. Cannot suffer disadvantage from cover penalties.
Stun	Can switch to stun mode. On hit: Grit save (standard) or Stunned 1 round. No damage in stun mode.
Reach	Can attack targets up to 10ft away (2 squares) in melee.
Thrown	Can be thrown up to the listed range. Uses Edge on thrown attacks.
Finesse	Can be used with either Force or Edge on attack and damage rolls. Choose which stat applies when you attack — must use the same stat for both the attack roll and the damage roll.

MELEE WEAPONS

Weapon	TL	Damag e	Stat	Properties	Cost
Knife	7	1d4	Edge	Concealable, Thrown 20ft	Cheap
Baton	7	1d6	Force	Stun	Cheap
Blade	7	1d8	Force	—	Cheap
Stun Baton	9	1d6	Force	Light, Stun	Cheap
Vibroblade (knife)	10	1d6	Edge	Light, Concealable, Penetrating, Finesse	Moderate
Vibroblade (sword)	10	1d10	F or E	Penetrating	Moderate

Monofilament Whip	11	1d8	Edge	Penetrating, Reach; Edge save (standard) or Restrained	Expensive
Plasma Blade	12	2d6	F or E	Penetrating; ignores non-energy armor	Priceless
Disruptor Blade	13 +	2d8	F or E	Penetrating; crits 18–20; ignores all armor	Unique

RANGED WEAPONS

Sidearms

Weapon	TL	Damage	Range	Properties	Cost
Slug Pistol	8	1d6	60ft	Concealable	Cheap
Shotgun Pistol	9	1d8	30ft	Concealable; disadv. beyond 30ft	Cheap
Laser Pistol	10	1d6	80ft	Concealable; ignores smoke/haze cover	Moderate
Gauss Pistol	11	1d8	80ft	Concealable, Penetrating	Expensive
Plasma Pistol	12	2d6	60ft	Force +1 required	Priceless
Hold-Out Blaster	9	1d6	30ft	Concealable; short range only	Cheap

Long Arms

Weapon	TL	Damage	Range	Properties	Cost
Slug Rifle	8	1d8	150ft	—	Cheap
Combat Shotgun	8	2d4	60ft	Burst; disadv. beyond 60ft	Cheap
Accelerator Rifle	9	1d10	200ft	Penetrating	Moderate
Laser Carbine	10	1d8	150ft	Smart; ignores smoke/haze cover	Moderate
Gauss Rifle	11	1d10	250ft	Penetrating, Smart	Expensive
Sniper Gauss	11	1d12	400ft	Penetrating; cannot move and attack same turn	Expensive
Plasma Rifle	12	2d8	120ft	Heavy, Penetrating; Grit save (hard) or Stunned 1 round	Priceless
Fusion Gun	13 +	3d8	100ft	Heavy; 10ft blast, Edge save (brutal) for half	Unique

Ammunition & Energy

Conventional weapons use Ammo Dice. Start with d8 per weapon. After each combat, roll your ammo die — on a 1 or 2, it steps down (d8→d6→d4→empty). **Energy weapons** use Power Cells. One cell = 20 shots. Cost: Cheap per cell. Recharge from ship power plant over a long rest.

PERSONAL ARMOR

Armor	T L	AC Bonus	Properties	Cost
Padded Jacket	8	+1	Concealable; does not look like armor	Cheap
Ballistic Vest	9	+2	—	Cheap
Combat Mesh	1 0	+3	Light; does not restrict movement	Moderate
Composite Plate	1 0	+4	Medium; requires Force +1	Moderate
Reactive Armor	1 1	+4	Medium; first hit deals -1d6 damage (reactive panels)	Expensive
Tactical Exosuit	1 1	+5	Medium; built-in comms, HUD, sealed environment	Expensive
Combat Exosuit	1 2	+6	Heavy; Force +2; +1 Force while worn	Priceless
Stealth Suit	1 2	+3	Light; advantage on all stealth; absorbs heat signature	Priceless
Powered Assault Armor	1 3 +	+8	Heavy; Force +2; +2 Force; integrated weapons mount	Unique

CYBERNETICS

Cybernetic enhancements modify your body permanently. Installation requires a long rest and a Medic or specialized facility. Your **cybernetic slot maximum** is determined by Class and Playbook.

Class Base Slots

Class	Slots	Notes
Vanguard	4	Combat augmentation is standard
Scoundrel	4	Stealth operatives run cyber as a matter of course
Engineer	4	Comfortable with body-as-hardware
Medic	3	Knows exactly what augmentation costs
Muse	3	Leads through inspiration, not command
Psion	2	Cybernetics interfere with psionic resonance

Playbook Slot Modifiers

Playbook	Modifier	Reason
Survivor	+1	War-time augmentation is just what happened
Scoundrel	+1	Black market connections; comfortable bending rules about bodies
Architect	+1	Early adopter, pushes every limit
Helper / Connector	+0	Standard baseline
Believer	-1	Faith or ideology restricts body modification
Scoundrel	-1	Cybernetics are trackable. Staying clean means staying gone.

Cybernetic Enhancements

Items marked *Items marked (Psionic-Compatible)* are tracked separately from standard cybernetic slots. Psions may install up to 2 *Psionic-Compatible* enhancements in addition to their standard 2 slots. They do not count toward the standard slot limit, and standard slots cannot hold *Psionic-Compatible* items.

Enhancement	T L	Slot s	Effect	Cost
Neural Interface *	1 0	1	+1 Mind; interface with compatible tech by touch	Moderate
Reflex Boosters	1 0	1	+1 Edge; +2 to initiative rolls	Moderate
Subdermal Plating	1 0	1	+1 AC (always active, even without armor)	Moderate
Pain Dampener *	1 0	1	+1 Grit; advantage vs Stunned and Shaken	Moderate
Targeting Reticle	1 1	1	+1 to all ranged attacks; no disadv. from cover	Expensive
Cyber Limb	1 1	1	Replaces arm or leg; +1 Force; cannot be disarmed	Expensive
Adrenal Regulator *	1 1	1	Once/short rest: bonus action after being hit	Expensive
Combat Chassis	1 2	2	+2 AC, +1 Force; partially armored body. Visible.	Priceless
Ghost-Wire Network	1 2	2	Hack at range 30ft without device; Mind advantage	Priceless
Medical Nanites *	1 2	2	Passive: regain 1 HP at start of turns when below half	Priceless

Full Neural Uplink	1 3 +	3	+2 Mind; interface wirelessly within 60ft	Unique
Reflex Overdrive	1 3 +	2	+2 Edge; two reactions per round	Unique

* *Psionic-Compatible* — does not count toward Psion slot limit

MEDICAL EQUIPMENT

Item	TL	Effect	Cost
Stimpak	9	Bonus action: restore 1d6 HP. Overdose if used twice in one combat: triggers the Stunned condition (Grit save ends — see Part Twelve).	Cheap
Trauma Kit	10	One use: stabilize Downed character AND restore to 1 HP	Moderate
Med Patch	10	Bonus action: end one condition (Stunned, Shaken, Poisoned)	Moderate
Auto-Medic	11	Wearable; automatically stabilizes wearer at 0 HP once per day	Expensive
Nanite Syringe	12	One use: restore 3d8+5 HP; clears all conditions	Priceless
Regen Tank	13+	Full heal and condition clear in 8 hours; can regrow lost limbs	Unique

ENGINEER GADGETS

Engineers carry **d4+2 gadgets per mission**. Gadgets are single-use unless rebuilt (10 minutes + Engineering Kit).

Gadget	TL	Effect
EMP Grenade	10	20ft radius; electronics/cybernetics disabled 1d4 rounds (Mind save — standard negates)
Flashbang	9	15ft radius; Grit save (standard) or Blinded and Deafened 1 round
Smoke Grenade	9	20ft radius cloud; lasts 3 rounds; heavily obscured
Breach Charge	10	Destroy a door, wall section, or security panel; 6-second fuse
Holo-Decoy	10	Deploy holographic duplicate of yourself; fools at distance
Sensor Jammer	11	30ft radius for 10 min; electronic sensors blinded to movement/life signs

Grapple Anchor	9	Fire grapple up to 60ft; supports 500kg; retractable
Shield Emitter	11	15ft radius; allies gain +2 AC until emitter destroyed (AC 10, 5 HP)
Stasis Cuff	11	Ranged 30ft; Edge save (hard) or Restrained until end of next turn
Nano-Repair Kit	12	Instantly restore a vehicle, drone, or construct to half HP
Proximity Mine	10	2d8 damage in 10ft when triggered; Edge save (standard) for half
Signal Tap	10	Intercept and record all transmissions on attached device for 1 hour

PART SEVEN

SHIPS & VEHICLES

Your ship is not just a vehicle. It is your home, your lifeline, your most expensive problem, and possibly the most important relationship your crew has. Ships have quirks, histories, and limits. They break down at the worst possible moment. They also keep flying when they shouldn't.

SHIP STATS

Stat	What It Measures
Hull Points (HP)	Structural integrity — the ship's equivalent of hit points.
Hull Rating (HR)	Structural armor — the ship's equivalent of AC.
Speed	Rated 1–6. How fast the ship moves in space combat zones.
Maneuverability	Modifier (–2 to +3) added to Pilot evasion and positioning rolls.
Sensors	Rated 1–5. Detection range, targeting quality, jamming resistance.
Power	How many systems can run simultaneously. Stressed ships must choose.

Ships and people do not interact mechanically at the same scale. Ship weapons cannot target individuals (unless mounting point-defense systems). Personal weapons cannot meaningfully damage a ship's hull. **Boarding actions** are the bridge between scales.

SHIP CLASSES

Class	HP	HR	Spd	Man	Sens	Pwr	Crew	Jump	Weapons
Shuttle / Fighter	30	12	5	+2	2	3	1 / 2	Non e std.	1–2 mounts
Light Freighter	80	14	3	+1	3	5	2 / 8	1–2	2–4 mounts
Corvette / Patrol	130	16	4	+1	4	7	5 / 20	2–3	4–6 mounts
Cruiser	250	18	2	+0	4	10	20 / 100	3–4	8–12 mounts
Capital Ship	500	20	1	–1	5	15	100+ / —	4–5	Heavy/Superheavy

◆ SHIP TRAITS ◆

Every ship has one **Ship Trait** — a quirk baked into its history or design. Roll d12 or choose at ship creation.

d12	Trait	Effect
1	Stubborn	When it reaches 0 HP, roll 1d6 — on 4+, limps on at 1 HP instead. Once per session.
2	Hot-Wired	+1 Speed, but disadvantage on all Power management rolls.
3	Ghost Signal	-2 to enemy Sensor rolls to detect this ship. Can't broadcast legally.
4	Overgunned	One extra weapon mount beyond class max. Draws Power when it fires (-1 that round).
5	Soft Beds	Crew fully refreshes spoons after a long rest aboard, even in tense circumstances.
6	Medical Bay	+2 to all Medicine rolls aboard. Field Medicine refresh on long rest regardless of class.
7	Sensor Ghost	Blind spot, but picks up unexpected things. Once per session, GM gives unexpected intel.
8	Deep Cargo	Hidden compartments that don't show on standard scans. Disadvantage to find them.
9	Thick Skin	+2 Hull Rating, -1 Speed.
10	Temperamental	Roll 1d6 at session start. On a 1, one random system is malfunctioning.
11	Veteran Hull	Advantage on saves vs critical hits. Has visible scarring and a reputation.
12	Bonded	When Ship Bond is full, acts as if Speed and Maneuverability are each 1 higher.

◆ CREW ROLES ◆

In ship operations, each crew member occupies a **role**. A role can be left unmanned (losing that action) or doubled up (disadvantage). The GM can call for role checks outside combat during difficult landings, asteroid fields, sensor sweeps, etc.

Role	Primary Stat	Responsibilities
Pilot	Edge	Maneuver, evasion, attack runs, emergency jumps
Gunner	Edge or Mind	Weapon attacks, targeting, fire control
Engineer	Mind	Damage control, power management, emergency repairs
Sensor Operator	Mind	Detection, jamming, targeting assists, ECM

Captain	Heart	Coordinate crew, inspire, negotiate hails, hard calls
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SHIP COMBAT

Range Zones

Zone	Distance	Notes
Close	Under 5km	Boarding range. All weapons usable. Point defense active.
Short	5–50km	Most weapons usable. Missiles and torpedoes in range.
Medium	50–500km	Long-range weapons only. Sensors critical.
Long	500km+	Extreme range. Only specialized long-range systems reach.

Ships move between zones as part of their turn. Moving costs Speed — one Speed to close or open one zone. The **Pilot** rolls **d20 + Edge modifier** for initiative. Ties broken by Maneuverability.

Ship Actions

Pilot Maneuvers

Attack Run	Reduce distance to get Gunner advantage.
Evasive Action	Impose disadvantage on all incoming attacks this round.
Emergency Burn	Move two zones. DC 14 Power roll or lose 1 Power for the round.
Hard Dock	Attempt to grapple and board — opposed Pilot rolls.

Gunner Actions

Fire	Roll d20 + Edge or Mind + ship Sensor vs HR. On hit, roll weapon damage.
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Engineer Actions

Damage Control	Repair 1d8 + Mind HP.
Power Boost	Grant +2 to one system's roll this round. Costs 1 Power.
Emergency Repair	Restore a critical system. DC 14 Mind roll.
Overcharge Engines	+2 Speed for one round. Grit check (standard) or take 1d6 system strain.

Sensor Operator Actions

Target Lock	+2 to Gunner's next attack roll vs a specific target.
Jamming	Impose disadvantage on target ship's Gunner rolls until your next turn.
Scan	Learn target HP, active weapons, and one hidden system.
Counter-Jam	End a jamming effect. DC 12 Mind roll.

Captain Actions

Inspire	Grant a crew member an Inspiration Die.
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Coordinate	Two crew members act in tandem; one assists, the other gains advantage.
Hail	Negotiate, intimidate, or deceive. Roll 2d6 + Heart.
Hard Call	Declare a drastic action — ram, self-destruct, emergency jump.

SHIP WEAPONS

Weapon	T L	Damag e	Range	Notes
Point Defense	9	1d6	Close	Can target missiles/torpedoes; auto-fire vs boarding craft
Pulse Laser (lt)	9	2d8	Close/Short	Standard light mount; reliable
Pulse Laser (hvy)	1 0	3d8	Short/Med	Standard medium mount
Missile Rack	1 0	4d8	Short/Long	Guided; 6 shots; reloadable at port
Railgun	1 1	4d10	Short/Med	Penetrating — ignores Hull Rating armor plating bonus
Particle Beam	1 1	3d10	Short/Med	Ignores energy shielding
Torpedo Launcher	1 1	6d8	Med/Long	2 shots; requires Target Lock for full damage
Plasma Cannon	1 2	5d10	Close/Short	On hit: Power check (hard) or lose 2 Power next round
Tractor Beam	1 1	—	Close	Opposed Maneuver roll or target held at Close range
EMP Array	1 2	—	Close/Short	Power check (brutal) or all systems offline 1 round
Meson Gun	1 3 +	6d12	Any	Ignores all HR and shielding; extremely illegal

Critical Hits (Natural 20)

d6	Critical Effect
1	Engine Hit — target Speed reduced by 2 until repaired
2	Weapon Destroyed — one random weapon mount disabled
3	Sensor Blind — target's Sensor rating drops to 1 until repaired
4	Power Surge — target loses 3 Power; crew chooses what goes dark

5	Hull Breach — 1d4 crew in exposed sections make Grit saves (standard) or take 2d6 damage
6	Bridge Hit — Captain and Pilot make Grit saves (hard) or Shaken until end of next round

DAMAGE & DESTRUCTION

Threshold	Effect
75% HP remaining	Operational. Some scorch marks.
50% HP remaining	Strained — one system damaged. -1 to that system's rolls.
25% HP remaining	Critical — two systems damaged. Engineer must spend action on damage control or take extra hit each round.
0 HP	Crippled — propulsion lost, weapons offline, life support on emergency power.
-25% max HP	Destroyed — catastrophic failure. Crew has 1d4 rounds to evacuate.

BOARDING ACTIONS

When two ships are at **Close range** and one successfully **Hard Docks** (opposed Pilot rolls), a boarding action begins. This transitions to **personal-scale combat** aboard the enemy ship.

Resolution	Effect
Capture the Bridge	Boarded ship is taken. Crew surrenders or dies.
Sabotage Engineering	Ship takes a critical hit automatically and loses propulsion.
Repel Boarders	Boarding crew withdraws or is neutralized. Hard Dock releases.

THE SHIP AS HOME

The Ship Link

Name your ship. Write it on the sheet. The crew collectively holds a **Ship Link** — a shared relationship with the vessel with a quality agreed upon at the table. The Ship Link functions like a personal Link but is held collectively. **Maximum Ship Bonds: 5.**

"The Meridian: she's the only place any of us feel safe."

Earning Ship Bonds

Bonds are generated when: the ship survives something it shouldn't; a significant repair or upgrade is made; the crew makes a sacrifice for the ship; or the ship is threatened, damaged, or almost lost.

Spending Ship Bonds

Cost	Effect
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1 Bond	One system functions despite being damaged for one round.
1 Bond	The Engineer next repair roll automatically succeeds.
2 Bonds	The ship avoids a critical hit — treat as a normal hit instead.
2 Bonds	Emergency jump — ship jumps out of combat to a nearby system. Arrives safely but off-course.
3 Bonds	Not Today — ship reaches 0 HP but stays at 1 HP. Once per session.

TRAVEL & FTL

Jump Travel

Ships with a **Jump Drive** can travel between star systems. Jump Rating (1–5) determines maximum range: 1 parsec per rating per jump. Jump preparation takes 1 hour (Navigator: DC 12 Mind roll). Transit time is **1 week** regardless of distance. Spoon recovery during transit is halved unless the ship has the *Soft Beds* trait.

Misjumps (On a failed navigation roll 6–)

d6	Misjump Result
1–2	Off Course — emerge 1d6 parsecs from intended destination in a random direction
3	Extended Transit — journey takes 2d4 weeks instead of 1
4	System Damage — jump drive takes critical damage; requires full repair before next jump
5	Wrong Time — arrive on time but something is different about the destination. GM decides.
6	Deep Space — emerge in empty space, well off any charts. Navigation check (brutal) to find your way.

Jump Drive Tech Levels

TL	Jump Rating	Notes
9	1	Early jump tech; unreliable; disadvantage on navigation rolls
10	1–2	Standard civilian drive
11	2–3	Military/commercial grade
12	3–4	High-end; advantage on navigation rolls
13+	4–5	Prototype; near-instant calculation; immune to misjumps on standard rolls

SAMPLE SHIP — THE LIGHT FREIGHTER

For reference — a fully built starting crew ship.

HP	HR	Speed	Maneuverability	Sensors	Power	Crew
80	14	3	+1	3	5	2 min / 8 max

- **Jump Rating:** 2
- **Hardpoints (3):** Pulse Laser (light) forward, Pulse Laser (light) rear, 1 empty hardpoint
- **Ship Trait:** Roll or choose from table
- **Cargo:** 100 tons standard | **Crew Cabins:** 6 | **Medical Bay:** Basic (unlimited Portable Medkit uses)
- **Ship Link:** Establish at first session

Running Ship Combat

Ships occupy **zones** relative to each other rather than measured distances. Three zones cover most situations:

GM note: not every ship encounter needs the full procedure. A brief pirate interdiction might be one or two rolls and a decision. A climactic fleet battle earns the full structure. Let the stakes determine the resolution method.

PART EIGHT

SAVING THROWS

A saving throw represents a character's ability to resist, endure, or avoid a harmful effect. Saving throws are called for by the GM when a character faces a situation where their capabilities are directly tested by circumstance.

SAVING THROW ATTRIBUTES

Each saving throw is tied to a specific attribute:

Attribute	Saving Throws Against
Force	Being grappled, physically overpowered, forced movement, structural crushing
Grit	Fear, intimidation, morale failure, pain, death, physical harm, disease, poison, exhaustion, environmental exposure
Heart	Charm, emotional manipulation, psychic intrusion, corruption
Edge	Speed-based hazards, ambushes, sudden threats
Mind	Memory wipes, confusion, illusion, misdirection, hacking

SAVING THROW TIERS

The GM sets a tier for each save:

Tier	Target	Description
Standard	7+	Routine danger
Hard	10+	Significant threat
Brutal	12+	Severe or exceptional threat

ROLLING A SAVE

Roll 2d6 + relevant attribute modifier.

10+	Complete success. Fully resist the effect.
7–9	Partial. Some effect lands, or you succeed with a cost.
6–	Fail. The full effect applies.

BOND SPENDS ON SAVES

Some Bond abilities affect saves. You may spend a Bond die to add its result to a saving throw after seeing the roll, but before the GM declares the outcome.

SAVE PROFICIENCY

Each class is proficient in saves against its two primary stats. When you make a saving throw against an attribute your class is proficient in, roll **3d6 drop the lowest** instead of 2d6.

Class	Save Proficiency
Vanguard	Force, Grit
Scoundrel	Edge, Mind
Medic	Heart, Grit
Psion	Mind, Heart
Engineer	Mind, Edge
Muse	Heart, Mind

PLAYBOOK SAVE FEATURES

Playbook	Save Feature
Helper	While a Linked character is within 30ft of you, they use your Grit modifier on saves against fear, intimidation, and emotional stability challenges (Helper — Safe Harbor, passive)
Survivor	Advantage on Grit saves against physical harm and environmental exposure
Believer	Once per session, treat a 6– result on any Heart save as a 7–9 instead
Ghost	Once per session, may choose to succeed on an Edge save after seeing the result
Connector	May spend a Bond die to assist a Linked character's save as a reaction, from any distance
Architect	Once per session, may reroll a Mind save and take the higher result

CRITICAL RESULTS

Critical Failure: A natural 2 (both dice show 1) on a saving throw is a critical failure. The effect is maximized — worst possible outcome within the fiction. The GM may also introduce an additional complication.

Critical Success: A natural 12 (both dice show 6) on a saving throw is a critical success. The character not only resists the effect but gains a brief advantage — information, positioning, or a momentary benefit determined by the GM.

DEATH SAVES

When a character is reduced to 0 HP, they are **Downed**. At the start of each of their turns while Downed, they make a death save: roll **2d6 + Grit modifier**.

Roll	Result
10+	Success. Accumulate three successes to stabilize at 1 HP.
7–9	Neutral. Count continues — no progress either way.
6–	Failure. Three failures mean death.

A Medic using Field Medicine on a Downed character stabilizes them immediately (no roll required). Any healing — including a Stimpak — that restores at least 1 HP also stabilizes.

PART NINE

SKILLS

Skills represent areas of training, expertise, and natural aptitude. Each skill is tied to a specific attribute. When a character attempts an action that falls under a skill, they roll 2d6 + attribute modifier. If they have **Trained** status in that skill, they add +2. If they have **Expertise**, they add +4 and may reroll one die.

SKILL TIERS

Tier	Bonus	Requirement
Untrained	+0	No training
Trained	+2	Class, Playbook, or experience
Expertise	+4 + reroll	Class feature, Playbook feature, or sustained study

ACQUIRING SKILLS

Skills are acquired through:

- Class features (see Part Three)
- Playbook features (see Part Four)
- During downtime or advancement (GM approval)
- Background and species traits

SKILL LIST

FORCE

Skill	Description
Intimidate	Threaten, coerce, or project physical menace.
Athletics	Running, jumping, climbing, swimming under duress.
Brawl	Unarmed combat and physical contests.
Operate	Drive, pilot, or control vehicles and heavy equipment.

EDGE

Skill	Description
Stealth	Move without being detected. Conceal presence.
Sleight of Hand	Pick pockets, palming, precise manual deception.
Acrobatics	Precise movement. Balance, tumbling, evasion.
Reaction	Speed-based skills: drawing, interrupting, first response.

GRIT

Skill	Description
Survival	Live in hostile environments. Navigate wilderness. Forage.
Endure	Resist physical hardship, pain, and sustained effort.
Labor	Extended physical work. Lifting, digging, sustained effort.

MIND

Skill	Description
Interface	Operate, bypass, or exploit computer and electronic systems.
Engineering	Build, modify, repair, and understand mechanical and electronic systems.
Investigate	Gather evidence, analyze scenes, draw conclusions.
Navigate	Plot courses, read maps, orient in unknown terrain.
Research	Access, evaluate, and synthesize recorded knowledge.

HEART

Skill	Description
Persuade	Convince through honest argument or emotional appeal.
Deceive	Mislead, lie, construct false impressions.
Contacts	Leverage relationships and networks.
Perform	Entertain, inspire, or influence through performance.
Empathy	Read emotional states. Provide emotional support.

PART TEN

REST & RECOVERY

Characters recover HP, Spoons, and conditions through rest. There are two types of rest: Short Rest and Long Rest.

SHORT REST

A short rest is approximately **1 hour** of recuperation — no strenuous activity, no combat.

During a short rest, a character may:

- Spend one or more Hit Dice to recover HP
- Recover Spoons up to their refresh rate (see Playbook features)
- Clear the Shaken condition

Hit Dice

Class	Hit Die
Vanguard	d10
Scoundrel	d8
Medic	d8
Psion	d4
Engineer	d8
Muse	d6

To spend a Hit Die: roll the die + Grit modifier. Recover that much HP. A character may spend multiple Hit Dice per short rest.

LONG REST

A long rest is **8 hours** of genuine rest — sleep or complete inactivity.

During a long rest, a character:

- Recovers all HP
- Regains all expended Hit Dice
- Fully restores Spoons to maximum
- Clears all conditions except those noted as persistent
- Resets all once/long rest abilities

INTERRUPTED REST

If a rest is interrupted by combat or other strenuous activity, it must restart from the beginning to count.

A short rest interrupted after 30 minutes provides half its benefits (GM discretion).



FIELD RECOVERY



Without access to a proper rest environment, the GM may impose limits on long rest recovery:

- **Hostile environment:** Recover 50% HP instead of full
- **Active pursuit:** Cannot benefit from long rest until pursuit ends
- **Extreme conditions:** Grit save or gain 1 level of Exhaustion despite resting



SPOON RECOVERY



Spoons represent emotional and mental resources. They recover as follows:

- **Short rest:** Recover spoons based on Playbook (see Part Four)
- **Long rest:** Full restoration
- **Bond moves and specific abilities:** Variable (see individual features)



PART ELEVEN

CONDITIONS

Conditions are temporary states that modify how a character functions. Unless noted, conditions end at the end of the current scene or when the triggering circumstance is resolved.

Note: Blinded, Charmed, Deafened, Downed, Incapacitated, and Poisoned are also used in Part One. Full definitions are here in Part Eleven.

CONDITION DEFINITIONS

Condition	Effect	Duration / Removal
Blinded	Cannot see. Disadvantage on attack rolls and Edge saves. Auto-fail sight-based checks.	Until cured or effect ends
Charmed	Treats source as trusted. Cannot attack source. Disadvantage on saves vs source.	Until charmed effect expires
Downed	HP = 0. Incapacitated. Make death save each round.	Stabilize with Field Medicine or 1+ HP from healing
Exhausted	Levels of exhaustion accumulate. Each level: -1 to all rolls. At 6 levels: death.	Long rest removes 1 level
Frightened	Disadvantage on rolls while source is visible. Cannot move toward source.	Until source is gone or scene ends
Grappled	Speed = 0. Can't move.	Until escaped (Force vs Force, standard) or grappler releases
Incapacitated	Cannot take actions or reactions.	Until condition is removed
Invisible	Cannot be seen by normal sight. Attacks against you have disadvantage. Your attacks have advantage.	Until effect ends
Overwhelmed	Cannot spend Bonds or use Playbook moves that cost spoons. -2 to all rolls.	Until short rest + 1 spoon spent
Paralyzed	Incapacitated and cannot move or speak. Attacks against you have advantage.	Until effect ends
Petrified	Transformed to stone. Incapacitated. Immune to all damage.	Until cured
Pinned	Cannot move willingly. Ranged attacks against you have disadvantage.	Until source of pinning is removed or escaped
Poisoned	Disadvantage on attack rolls and ability checks. Ongoing damage if noted.	Until cured or duration ends

Prone	Disadvantage on attack rolls. Melee attacks against you have advantage, ranged have disadvantage.	Until standing (half movement)
Restrained	Speed = 0. Disadvantage on attack rolls and Edge saves. Attacks against you have advantage.	Until escaped or released
Shaken	-1 to all social rolls. Disadvantage on Heart saves.	Until short rest or scene change
Stunned	Incapacitated and cannot move. Attacks against you have advantage.	Until end of next turn
Unconscious	Incapacitated and unaware. Prone. Attacks within 5ft are automatic hits and critical.	Until roused or time passes

STACKING CONDITIONS

Most conditions do not stack — applying the same condition again resets its duration. **Exhaustion** is the exception: each application adds a level.

REMOVING CONDITIONS

Conditions can be removed through:

- Natural expiration
- Specific abilities (Field Medicine, Bond moves)
- Rest (Short removes Shaken; Long removes most)
- Specific antidotes or treatments (Poisoned, Petrified, etc.)

PART TWELVE

THE GM SECTION

This section contains guidance and tools for the GM running a Quantum Links campaign.

THE GM'S ROLE

The GM's job in Quantum Links is to:

- Create a living world that responds to player action
- Present genuine complications and costs
- Make the characters' relationships matter
- Give the mechanics room to function
- Play NPCs with real motivations

The GM is not an adversary. The GM is the engine of consequence.

SETTING DIFFICULTY

Quantum Links uses a three-tier system:

Tier	Description
Standard	Routine challenge. A competent person should succeed more often than fail.
Hard	Significant challenge. Success is uncertain. Partial success is common.
Brutal	Severe challenge. Failure is likely. Full success requires exceptional capability.

When setting difficulty, ask: what does failure look like? If failure is interesting, set the roll. If failure is just a stop sign, consider removing the roll.

GM MOVES

On a 6– result, the GM makes a move. GM moves should:

- Advance the fiction in a meaningful direction
- Create problems the players didn't anticipate
- Apply consequences that feel earned
- Open new choices rather than close all of them

Move Type	Description	When to Use
Soft Move	Announce incoming danger. Foreshadow.	To escalate before a consequence lands

Hard Move	Apply immediate consequence. No warning.	On a 6– result, or when a soft move was ignored
Situation	Soft Move	Hard Move
Tense negotiation	NPC's expression hardens	NPC withdraws and alerts security
Hacking a system	Warning light activates	System locks down and pings owner
Combat near civilians	Civilian sees something dangerous	Civilian runs into the line of fire

BONDS IN PLAY

Bonds are the mechanical and narrative heartbeat of the game. As GM, you should:

- Create situations where Bonds matter
- Note when Bonds are formed and severed
- Allow Bond mechanics to complicate clean outcomes
- Never let Bonds feel like a bonus-dispensing system — they should feel like actual relationships

SPOONS IN PLAY

Track Spoon expenditure. When a character approaches depletion:

- NPCs should notice
- Social situations should become harder
- The character should feel it in the fiction, not just on the sheet

Partial Spoon refresh: Some abilities (notably PULL A THREAD, the Connector's starting move) allow partial Spoon refresh outside of rest. These are intentional pressure valves — use them to reward players for engaging their relationship mechanics.

RUNNING SESSIONS

Session Structure

Step	Activity
1	Check in with the crew — brief recap, state of play
2	Open scene — immediate engagement or consequence from last session
3	Middle scenes — player-driven action, investigation, relationships
4	Complication — something unexpected that raises stakes
5	End scene — meaningful resolution (not necessarily tidy)

6	Debrief — what changed, what's next
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Inter-Session

Between sessions, consider:

- What NPCs did while the crew was occupied?
- What consequences of last session have propagated?
- What new information became available?
- What has changed in the world?



NPC CREATION



Every NPC has:

- A **want** (what they are trying to get or protect)
- A **fear** (what they are trying to avoid)
- A **tell** (how to read their real state)

Major NPCs also have:

- A role in the crew's story
- A relationship to at least one PC
- A capacity to surprise

NPC Tier	HP	Damage	Notable Ability
Minor	10	1d6	None
Standard	20	2d6	One ability
Major	40	2d8	Two abilities
Elite	60–80	2d10	Three abilities + full save suite
Boss	100+	Variable	Full stat block, special phases



ADVANCEMENT



Characters advance through XP. See the Advancement table in Part Three — The Classes for XP thresholds and features gained at each level.



DOWNTIME



Between missions, characters have downtime. Each downtime period allows one significant activity:

- Craft or acquire equipment
- Develop a Skill or prepare for a specific challenge
- Advance a relationship (NPC or PC)



- Pursue a personal project
- Recover from a lasting injury
- Gather information on an upcoming challenge

CAMPAIGN STRUCTURE

Quantum Links is designed for campaign play in three acts:

Act	Levels	Focus
Act One	L1–5	Establish crew, world, and central tension
Act Two	L6–10	Develop relationships and escalate stakes
Act Three	L11+	Path abilities activate; resolution of central themes

The central tension should:

- Connect to at least one PC's personal stakes
- Have real-world consequences regardless of player action
- Be resolvable through multiple approaches
- Create situations where the crew's Bonds are tested

SESSION ZERO

Session Zero is a pre-campaign conversation that establishes trust, safety, and shared expectations. Cover:

- **Tone and genre:** What kind of story are we telling?
- **Sensitive content:** What topics are on and off the table?
- **Character creation:** Build together; create Links at the table
- **The crew connection:** Why are these people together? What do they owe each other?
- **Lines and veils:** Hard stops vs. fade-to-black moments

Quantum Links is built around emotional content. Session Zero isn't optional — it's where the foundation is laid.

APPENDIX A

QUICK REFERENCE

CORE ROLLS

Roll	Result
10+	Full success
7–9	Partial success / success with cost
6–	Failure / GM makes a move

2d6 + attribute modifier. Proficiency: 3d6 drop lowest on saves in your class's primary stats.

COMBAT SEQUENCE

1. Declare actions
2. Roll initiative (d20 + Edge modifier — highest goes first)
3. Move and act in order
4. End of round — resolve ongoing effects

BOND DICE

- Spend to add to any roll (declare before rolling; on saving throws, may declare after seeing the roll but before the GM declares the outcome)
- Roll die + add result to total
- Max one Bond die per roll

DAMAGE AND HEALING

- Attack roll hits → roll damage dice
- Field Medicine: 1d8 + Mind modifier
- Medpatch: 1d6 instant
- Long rest: full HP
- Short rest: spend Hit Dice

DEATH SAVES

At 0 HP: roll 2d6 + Grit each round

10+	Success (three successes = stabilize)
7–9	Neutral (count continues)

6-	Failure (three failures = death)
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CONDITIONS AT A GLANCE

Condition	Quick Effect
Shaken	-1 social, disadvantage Heart saves
Frightened	Disadvantage while source visible
Overwhelmed	Cannot spend Bonds or use Playbook moves that cost spoons; -2 to all rolls
Stunned	Incapacitated until end of next turn
Downed	HP 0, make death saves

SPOON TRACKING

- Track current/maximum
- 1 spoon: activate playbook moves
- Depleted: cannot use playbook features that cost spoons
- Short rest: partial recovery (playbook dependent)
- Long rest: full restoration

Quantum Links Core Rules v1.0 — First Edition.

This document is the corrected edition incorporating editorial revisions to species lore, trait consistency, class features, and table accuracy.

APPENDIX B

SPECIES & PLAYBOOK QUICK REFERENCE

SPECIES AT A GLANCE

Species	Trait	Notable Feature
Greko	Perfect Recall	+1 Mind at creation; once/long rest perfect recall of any detail (no roll) Darkvision 60ft; must have plausibly encountered the information
Maisa	Warm Presence	Bond spend gives target +1 spoon; once/scene advantage on Heart check Darkvision 60ft; always aware of nearest heat source
Proll	Generational Adaptation	Amphibious + 2 trait choices (A+B) Radical polymorphism across generations

Unseen	Fluid Form	Shapeshift to mimic species (action) or individual (1 min + Heart check) Form holds indefinitely; Hard Medicine check reveals true nature
Yllradar	Polyglot	Rapid language acquisition; flying (light gear) Plumage encodes lineage; voice imitation (1/scene, no roll)
Vislain	Mineral Build	+2 max HP; advantage vs Stunned/Restrained/forced movement Four arms; multi-weapon (damage step reduction per weapon beyond first)
Sen	Imperial Design	No eat/drink/breathe; absorb ambient energy; immune to biological effects Degrades after 24hr in energy-poor environments; caste abilities via Session Zero
Ba'la	Waywalker	Immune to disorientation; navigation/survival failures become 7–9 (1/short rest) +1 Bond when establishing a Link with a travel companion
Braelor	Rebuke	Opportunity attack on damage (reaction); 1/short rest Warrior culture; unexpectedly gentle
Grell*	Mech Suit Integration	Biological + mechanical dual healing caps; frame requirements by role See Grell Mech Suit Rules for full details
Droids*	Machine Body	No biological needs; construct HP; repair not healing See Droid rules for full details

* Grell and Droids require GM approval before character creation.

SPECIES NOTES

- Species traits are always active unless noted otherwise
- "Once per short rest" abilities reset on short or long rest
- Species traits do not count against class or playbook feature limits
- Mixed-species characters may take one trait from each parent species with GM approval

PLAYBOOK QUICK REFERENCE

Playbook	Role	Spoon Style	Key Feature
Helper	Support and protection	Generous refresh; high max	Safe Harbor (passive fear resistance for Linked)
Survivor	Independence and resilience	Low max; earns through action	Grit bonus; field competence
Believer	Conviction and community	Mid max; value-driven refresh	Once/session ignore Heart save failure
Ghost	Stealth and information	Low max; recharges on solitude	Advantage on surprise/concealment

Connector	Relationships and networks	Mid max; social recovery	Pull a Thread (partial Spoon refresh move)
Architect	Creation and problem-solving	Low max; charges on completion	Once/session reroll Mind save

SPOON MAXIMUMS BY LEVEL

Playbook	Starting Max	At L6	At L10	At L14	At L19
Helper	6	7	8	9	10
Survivor	5	6	7	8	9
Believer	7	8	9	10	11
Ghost	5	6	7	8	9
Connector	7	8	9	10	11
Architect	6	7	8	9	10

Spoon Max increases at L6, L10, L14, and L19 only (+1 each time). See Part One.

Quantum Links Core Rules v1.0 — First Edition.