

STARCANA



GENESYS
FOUNDRY

SPACE FANTASY CAMPAIGN SETTING

studio
404

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To our parents, our friends, the folks at Fantasy Flight Games,
and everyone who supported and believed in us.
This jump's for you.

Starcana Campaign Setting created by Phil Maiewski.

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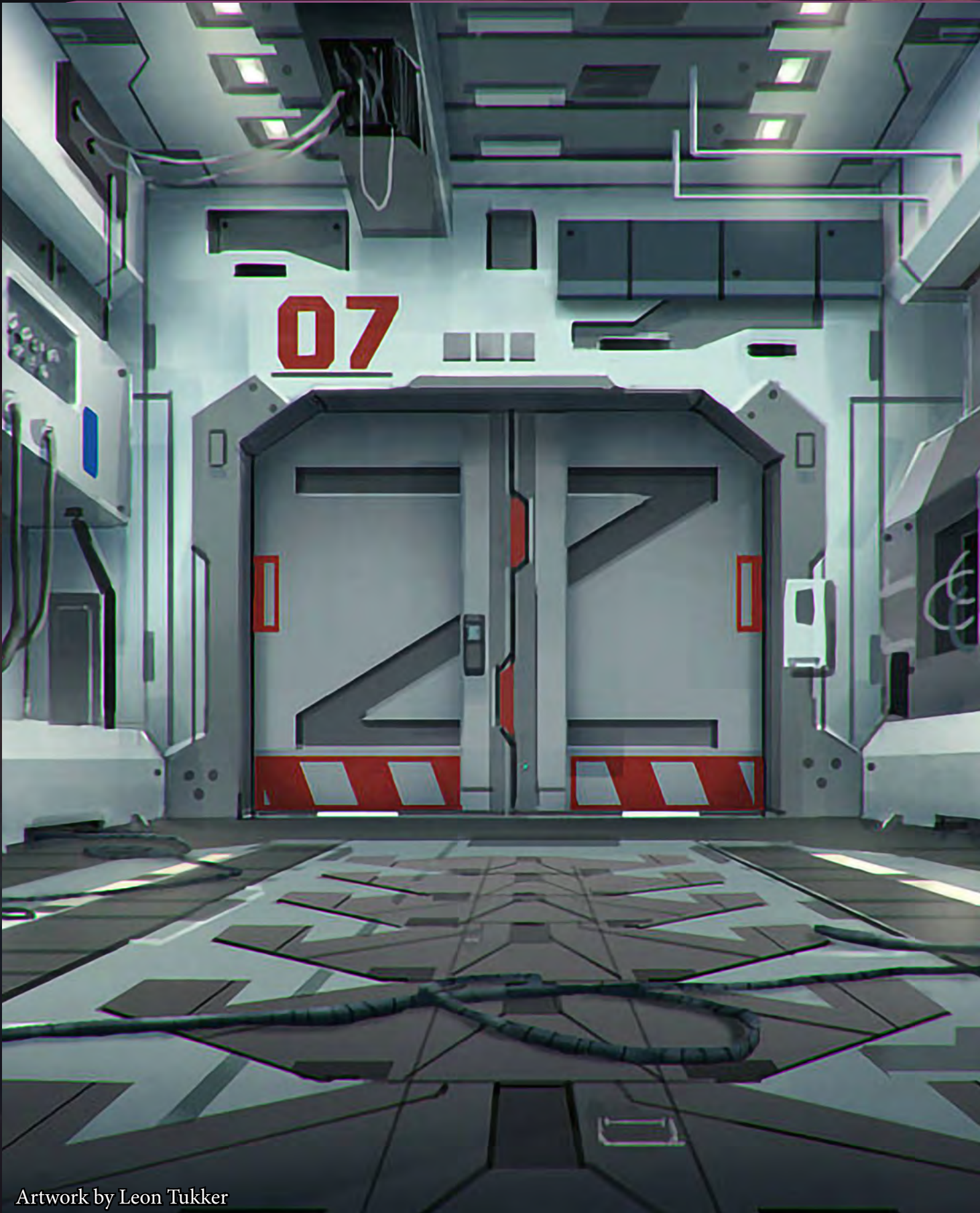
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Artwork by Leon Tukker

INTRODUCTION: JUMP TO ADVENTURE

WELCOME TO THE ALMACAR GALAXY

Welcome to the Almacar galaxy, the location for the Starcana Campaign Setting! Starcana is a sci-fi setting with faster-than-light travel, fantastic weaponry, interacting and intermixing cultures, and an assortment of conflicts on a variety of interpersonal, political, and social levels. It's an exploration of space, relationships, and one's own morality. Don't forget a healthy dose of magic to remind us of the unexplainable. In Starcana, there are many familiar themes with a unique twist. We hope that you enjoy the ride as you start your journey through this new age in the galaxy.

The Almacar galaxy is on the precipice of interstellar war. Wheels are in motion that may plunge the denizens of Known Space and their colony worlds into chaos and terror. Forces rise from beyond Known Space to spread darkness across the region, but from that darkness comes points of light to defy them. Help comes from unexpected and perhaps unwanted sources. Regretfully, power-drunk and driven parties within Known Space take advantage of the chaos. They move to acquire more power, resources, and wealth at the cost of others, and possibly their own spirits. Finally, rumors of ancient legendary powers begin to circulate, as more and more beings uncover a talent for this new ability called "starcana."

Your character lives in this galaxy. They may decide to join the fight and take a stand against the encroaching threats. They may try to cash in on these opportunities and make a name for themselves, either by being mercenaries for some of the more bloodthirsty interstellar powers or by exploring The Edge for lost treasures and new riches. Or they may just be trying to survive the vile darkness approaching from the great Beyond...

It's up to you; it's now your galaxy, too. Go live in it!



Artwork by Kevin Sherman

CHAPTER 1: KWENTIN'S GUIDE TO EVERYTHING

A (SOMEWHAT) BRIEF HISTORY OF THE ALMACAR GALAXY

Hold up there, friend! If you're cruising the Hyperlink for a rundown on the major events and happenings in all of Known Space and beyond, you can cease your search. You've found it!

I'm Kwentin Stombardi of Granar, carouser, wanderer, philanderer, and Warden. If some of those titles mean nothing to you, do not fret; I'll fill you in on the details later. My journeys range all over Known Space, and include many places in The Edge. I've seen it all, caroused with all the right people and a few of the wrong ones, so let me share my discoveries and experiences with you.



Ah kinny, you're using standard security protocols in your text file. Your old pal Fractal's gonna have some fun!

Now is an exciting and auspicious time to join the greater galactic community. The latest round of interstellar conflict left most of the Known Space in need of rebuilding, but hope permeates the space-lanes. A feeling that maybe, just maybe, we learned and might actually work together for a better future. It just took the annihi-

lation of an interstellar power to get us to wake up and find another way to solve our differences.

I'm getting ahead of myself, I think. Let me give you a general framework of understanding before we dive into the political machinations that brought about our current climate.

It all started with the jump gates.

THE STAR RING

Centuries ago, the Naguli found the first jump gate. Who are the Naguli? Well, they're a race that thrives on competition and overcoming challenges. That drive used to set them fighting amongst themselves. Eventually, they got it together as a society and directed that energy towards conquering the unknown. At the time, that was space.

In the beginning, the Naguli launched crude probes from their homeworld to experiment with primitive space flight. One of these long-range probes detected a massive construct at the edge of their star system. Eight kilometer-long obelisks arranged in a circle, radiating out from a central point in space. This ring of obelisks hung ominously at the

edge of Naguli space. Over the next several decades, the Naguli sent increasingly more advanced probes towards the mysterious construct. The data sent back by these probes spurred the Naguli's development of spaceflight technology. As one voting legion focused on unlocking the mystery of the "Star Ring," the other legion worked towards building a ship to take a crew of scientists out to the structure -- the Kithmark. In a rare display of unity, the two voting legions selected four scientists each, known as the "Kithmark Eight," to unravel this new mystery.

After a six-year journey out to the Star Ring, the supplies stocked on the Kithmark only allowed for a few months of study, and the six-year return trip. When they reached the ring, the "Kithmark Eight" began to scan, explore, and test the Star Ring's properties. After two months, they accumulated a vast trove of data but not enough to develop conclusions on the construct's purpose. They reached their deadline; if they stayed any longer their supplies would run out before they returned to Naguli Prime. Instead of leaving, the Kithmark Eight unanimously elected to stay and study the Ring for as long as possible.

In those six years, the Kithmark Eight performed thousands of space walks and scoured every meter of the Star Ring, cataloging sensor nodes, power relays, and transmission projectors. They tried to gain access to the interior of the obelisks, but found them packed with conduits, mechanical components, and wiring. When the next team arrived years after the Kithmark's supplies ran out, they found the Eight dead in their bunks with the results of their great discovery. The Kithmark cracked the mystery of the Star Ring and learned its true purpose: creating wormholes to facilitate travel between the stars.



The Kithmark is still there at the Naguli jump gate with The Eight entombed aboard, lying right where they died from starvation.

The Naguli call it a monument.

I call it a kiffing ghost ship.

The Eight discovered the ring uses the energy from massive reactors in each obelisk to create a breach in reality; a quantum tunnel allowing for faster-than-light travel through another dimension. The tunnel requires two gates to make the bridge. Transmission sensors on the Star Ring receive specific signals to align the obelisks and activate the wormhole to another gate up to twenty-five light years away.

The Eight died before they discovered how to send commands to the Star Ring. Forty years worth of transmission attempts and experiments yielded nothing until one test triggered a response in the Star Ring. A neural oscillation test finally got a response: simply put, one very frustrated scientist tried thinking at the Ring... and it reacted. Further tests found that the Ring's systems responded to specific thoughts, instructions to look for other gates and form a wormhole bridge between them.

Once the Naguli figured out how to direct the Star Ring, they opened a wormhole to another gate six light years away; a system now known as Kros'ha (named after the frustrated scientist who had the breakthrough). Soon after that, the Naguli started sending ships to other stars, making contact with their galactic neighbors.

Some of those encounters went well. Others, not so much.



Artwork by Joakim Olofsson

INTERSTELLAR CONFLICT

At one time or another, every galactic power in Known Space fought every other galactic power. Kels fought the Makoss, Naguli fought the Granos, Nidenos fought the Kels, and the Allef fought pretty much everybody. Some of these wars stemmed from misunderstandings and blew over fairly quickly. Others led to some brutally long feuds that lasted decades; these conflicts usually included the Allef Sovereignty.

Among the last to join the galactic scene, the Allef Sovereignty caught up fast. A crafty empire, they excelled both at the treaty table and workbench. As negotiators and manipulators, they took almost as much territory through deals as they did through force of arms. The first to master gravity manipulation, their spacecraft employed artificial gravity decades before anyone else. The first war they fought after perfecting their mass rifle technology was a short one-sided affair.

Unfortunately, their own perceived superiority bit them in their fuzzy behinds. They flaunted their wealth and power, broke treaties on a whim, and treated the rest of us like inferiors. Alone, they fought against any other major power in Known Space and beat them handily. Eventually, a few races grew tired of their crap and formed an alliance to knock the Sovereignty down a peg.

Historians call it the Third Naguli/Allef War, I prefer to think of it as “The Allef vs. Everyone Else War.” An alliance between the Naguli and my people, the Granos did the bulk of the fighting. Every other major power either provided support in terms of material and finances, or agreed to stay out of the conflict entirely. After a few bloody battles where both sides lost a lot of troops, we knocked the Allef’s fangs down to their tails. We even kicked them off several of our old colony worlds they captured back during “N/AW 2.”

This process repeated steadily over the course of a year, Naguli and Granos forces taking back territory at the cost of lives. Since we liberated slaves under Sovereign rule, the generals in charge felt the price worth paying and kept at it. Sensing the pressure, the Allef sent out diplomats and negotiators to try and rally support from the other powers, only to be politely turned away.¹

Eventually the Allef started losing their own colony worlds, and fell back to their homeworld of Fexin. That’s when the Allef got desperate.

¹ Well, except for the ones the Allef sent to the Drakon Tribeworlds, I hear those poor folks got sent back to Fexin in pieces.

THE FEXIN TRAGEDY

People say there’s nothing more dangerous than a cornered animal, and they’re right. Once we took the Allef worlds of Corbak and Dalee II, my people, the Granos, ceased their advance and broke the alliance. We made our point. The Naguli -- well, when they do something they go all the way. That competitive nature of theirs got the best of them, instead of withdrawing, they sent over a thousand ships to Fexin. The Allef recalled every surviving warship to defend the homeworld, but not to repel the invasion.

I mentioned before that the Allef mastered gravity manipulation before everyone else. Artificial gravity, mass drivers, gravity beams -- they had it all. One of those crazy cats thought up a way to weaponize a black hole, a bomb resulting in a gravitational singularity capable of pulling in everything around it. Only a hypothesis when the war started, but as the Allef started losing ground the Sovereignty tasked their scientists to develop it further.

My engineering instructor at boot camp frequently told us “the greater the haste, the greater the screw-up!” The Sovereignty hastily developed their bomb, and rushed through the testing phase. A paranoid Sovereign Command gave approval for use of the S-Bomb based only on the small scale tests performed on one of Fexin’s moons. The relatively small device created a crater one kilometer wide, so the scientists scaled it up a thousand times. A 1,000-kilometer event horizon to wipe out a huge chunk of the Naguli fleet and send the rest packing, right? The Sovereign weapons techs finished the galaxy’s first (and only, hopefully) Singularity Bomb the day before the Naguli jumped into Fexin.

The Sovereignty called for volunteers to run a suicide mission to the center of the Naguli fleet. With an abundance of brave patriots willing to lay down their lives to protect the homeworld, the Sovereignty put together a bomber squad complete with fighter escort and decoy bombers. They successfully navigated to the perfect position within the heart of the Naguli fleet. Once the bomb activated, the Allef Sovereignty’s leadership discovered the price of their haste.

No one really knows where the equation went wrong. We don’t know if the scientists knew what would happen when they scaled up the test-model S-Bomb by a thousand. What the Sovereignty wanted was a bomb that would annihilate everything within a 1,000 kilometers of the singularity. What they got was an annihilation zone *over 100,000 kilometers wide*.

Artwork by Martin Kornmesser



Boom.

Witnesses on ships outside the event zone said a great circle of total darkness suddenly appeared overlaying all the ships and most of the planet. The light at the edge of the zone warped, pulled in towards the center. The phenomena lasted a few seconds, then disappeared, shrinking back down towards the center. When it receded, everything it touched was just... gone. The S-bomb took out the Naguli invasion fleet, alright. It took out the entire Sovereign defense fleet and three-quarters of the planet along with it.

The remainder of Fexin started to break up immediately. The atmosphere bled away as the remnants of the planet tore itself apart. Distress calls came up from Fexin to every ship still in the system. In one of the most magnanimous acts in recent memory, captains from all sides responded. Naguli, Allef, even a few independent ships that were in the system; all braved the crumbling world and fleeing traffic to save as many Allef as they could.

Not every ship made it out, but a lot of them did. Still, on a planet of three billion people, only a little more than 3,200 survivors made it off world before Fexin crumbled to dust.



**All of us lost so much that day.
Soldiers from so many worlds, just
blinking out of existence.
Gods damn it, I need a drink now.**

The Third Naguli/Allef War ended after that. The Sovereign monarch, her cabinet, and all her generals vanished into the singularity. They found a single admiral to formally surrender; he was recovering from injuries on a remote Allef medical station. Sadly, the Naguli spent all their altruism the day Fexin blew up. They claimed most of the Allef's colony worlds and holdings as "reparations for losses during the conflict." They gave the Allef living there a choice; accept Naguli rule as second-class citizens, or get out. Most of the Allef chose to leave. They tried to find someplace to go, but no other government would accept the refugees into their territory for longer than a few days. The survivors and exiles still roam Known Space in starship caravans to this day, looking for a new home.

THE BLOOD ACCORDS

While the Naguli won the war, the Humans of the Kel Alliance moved the Galaxy into the current era of relative peace. Aside from N/AW 3, most of the interstellar powers engaged in some level of conflict, either with border skirmishes or fighting over planetary ownership on contested worlds. The Alliance leveraged the shock and horror of the Fexin Tragedy to convince the other powers to come to the bargaining table and end the fighting. Ambassadors from the Alliance threw a huge

party² aboard Kirrus Station, the Alliance's biggest space station located at the edge of the Blood Nebula. Every interstellar power received an invitation, and they all came (except the Allef, since they no longer had a central government). Even the Drakon Tribes showed up, because the shindig took place at the edge of their territory. They mostly observed and kept to themselves.

Over the next several days, representatives from the various governments got together and hammered out an armistice agreement that covered just about everybody. The agreement stated: if one power ever got designs to conquer their neighbors, like the Sovereignty, all the other powers would team up to fight them off. They named this agreement The Blood Accords, named for the nebula just outside the station windows. The nations formed a new intergovernmental organization called the Armistice League to mediate disputes and address violations of the Accords. Each delegation appointed a representative to the League, headquartered aboard Kirrus Station. Finally, they created the Wardens, an interstellar peacekeeping force and the public arm of the Armistice League.

Everyone seemed to buy into it on paper,³ but they learned from the Sovereignty that treaties are easily broken. After publicly pledging to the League, each nation used the past decade to quietly modernize and expand their armies "in the interest of planetary security." Still, in the years since the signing of the Blood Accords, the Armistice League and their Wardens do a good job of maintaining civility between the galactic powers. They do a better job than the Church. I mean, the Church's paladins render aid, but it comes with an ear-full of sermons and demands for donations.

THE VILITHIC CHURCH

The Church plays a prominent role in our society. Not just the Granos' society, I mean *everyone's* society.

Funny story: when our great empires started encountering each other, we discovered that we worship the same gods. We might pronounce their names a little differently, but we revere the same five deities of the same Vilithic Pantheon, down to holy symbology and everything. This helped smooth over some first contacts, as it set a basic understanding with which to open diplomacy between species. As an aside, it lends

² Okay, it was less of a party and more of a diplomatic event, but I heard that the nightly receptions were insane!

³ Except for the Drakons. They laughed in everyone's faces, vowed that they would never bind themselves to the League, and swore to continue striking out against their neighbors. The Drakon delegation left the station, and continue to raid and terrorize everyone else. Jerks.



weight to the hypothesis that whatever ancient race left the jump gates behind, probably left behind belief in the Vilithic Pantheon as well. In short, the Church was interstellar before any of us.



The pantheon of the Vilithic Church consists of five gods: Rath, Dakran, Yewandel, Kizral, and Zybar. No one calls these gods friendly. They're all terrible, omniscient beings who are vile to the core; hence, the Vilithic Pantheon. The Church tells us that we must live our lives on the straight and narrow or be damned to an eternity of torment, torture, and pain. We must behave ourselves, or suffer Their attention. Bad behavior is Their domain. To act poorly is to mimic Them, mock Them, pretend to be Their vassal, and so on. "So be good, or your soul suffers in torment forever" pretty much sums up church doctrine.

The Church maintains varying degrees of pull with each government, but they managed to convince everyone to give them diplomatic immunity and permission to cross borders at will. They send trained enforcers, called paladins, throughout Known Space to "help the downtrodden" and "shield all from Their gaze." Many of these paladins are honestly trying to help people, while preaching scripture. Some of them lord their godly powers over everyone to remind us of our place, you know, basically corrupt jackwads.

Which reminds me; I forgot to mention their holy powers. Mystifying scientists for centuries, it's a contributing factor as to why most sensible folks maintain the whole notion of religion, especially this religion, instead of pitching it into the garbage. Some of their "miracles" include calling on the vigor of Zybar to leap 10 meters

into the air, shoot blazing light from their outstretched hand to burn down a Drakon raider, or materialize a force screen out of nowhere to block incoming small arms fire. You see enough miracles, and you believe that your eternal soul not only exists but is on the line.

Paladins and priests pull off some pretty amazing things with their “divine blessings.” I asked a paladin once how he got these powers. He told me, the Gods gifted their most devout vassals with these powers for accepting eternal torment when he dies. The Gods grant him powers of divine intervention by focusing Their gaze onto him. By taking on this burden and accepting his fate, he saves the rest of us from an eternity of suffering. While it’s mighty noble of them, I might be tempted to say a few prayers to Wrath, if I could call down holy blackfire onto some jackwagon who ticks me off.

So the holy servants of the Vilithic Church use something that can really only be described as magic. Until recently, they were the only ones.

A KIND OF MAGIC

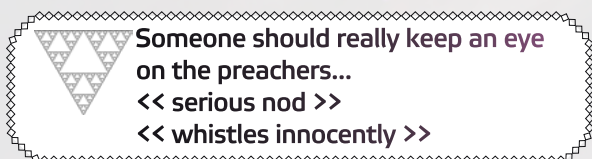
The strangest thing started happening within the past few years. Suddenly, people started to use powers that look like Vilithic miracles.

There’s really no other way to describe it. People tap into this oddball energy and use it to make themselves stronger, more charming, and protect themselves from harm. From thin air, they create ice, fire, lightning, energy, even physical stuff like tools or weapons. It’s pretty crazy! In the past, only the Church pulled off tricks like that, but now regular folks tap and manipulate the same god-like powers (or at least ones similar enough.)

In an effort to understand this new power, researchers, scientists, and scholars coined a new name for this energy. They call it “starcana.” Practitioners of starcana are referred to as “starcanists,” and they vary in terms of power or technique. Some use starcana only after extensive study, practice, and focus while others have a more instinctual method of implementation.

The Church refuses to cooperate with researchers to confirm if the Vilithic miracles tap into starcana. For the most part, the Church maintains that they are “watching for the significance of this development.”

Whatever that means.



KNOWN SPACE

The Almacar Galaxy is really, really big, and the region we call “Known Space” occupies a very small part of it. The galaxy consists of two spiral arms of celestial bodies, Known Space rests at the very tip of one of those arms. We’re pretty distant from the core of the galaxy, so Gods know who else is out there.

At its widest point, Known Space spans about 400 light years across, not including the colony region. Seven major galactic civilizations populate this area. There used to be eight, but the Allef Sovereignty wiped itself out as a political entity. Beyond those borders are the region known as The Edge. Out there it’s a wild frontier, with new planets and colonies cropping up all over the place. Some colonies pan out, others fail due to loss of funds, disaster, or destruction by nefarious means. Colonists live an exciting and dangerous life, and we Wardens spend a lot of time helping them out.

INTERSTELLAR TRAVEL

You might wonder exactly how someone gets from one system to another. Navigating around the galaxy is a simple yet potentially lengthy task. The time it takes for you to get around varies based on your ship or the urgency of your trip.

The easiest way is to book passage on a passenger starship and use the jump gates. Jump gates point at a single gate at any given time. This causes problems if multiple gates try to create wormholes to the same destination. I hear the old days were really hectic, before IJA got involved; that’s the “Interstellar Jump gate Administration.” IJA (sometimes mockingly called “I-jit”) developed and maintains a time-table to coordinates jump gate times. Each jump gate has a set schedule for aligning to other gates within range.

Why can’t someone just “think” at the gate with their nav-crown and make it go someplace else? You can blame the IJA for that. Nav-crowns are small caps or headbands filled with electrodes that allow an astro-navigator to “think at” the jump gate and tell it where to go. To prevent everyone at a jump gate from trying to make it go where they want it to, each nav-crown receives an assigned astro-nav carrier signal tier upon creation. These signals are prioritized -- a lower broadcast tier gets buried by a higher one. Commercial and civilian traffic are at the bottom, then IJA signals, then military. Every IJA space station broadcasts a jamming field that blocks commercial-level alpha wave transmissions, save their own. IJA has total authority over the jump gates by interstellar agreement, except when a military ship uses the gate.

Let's say you want to go from Kel to Kirrus Station. The schedule aligns those two systems for jump traffic for a half-hour every 24 hours. Your ship needs to be at the Kel system gate, ready to go during the Kel-Kirrus alignment window. Outbound traffic flies in on the upper half of the gate, inbound traffic arrives towards the bottom half of the gate.⁴ Simple enough if you travel from one system to another in range of the jump gate. What about farther distances? That's when the gate schedule slows you down.

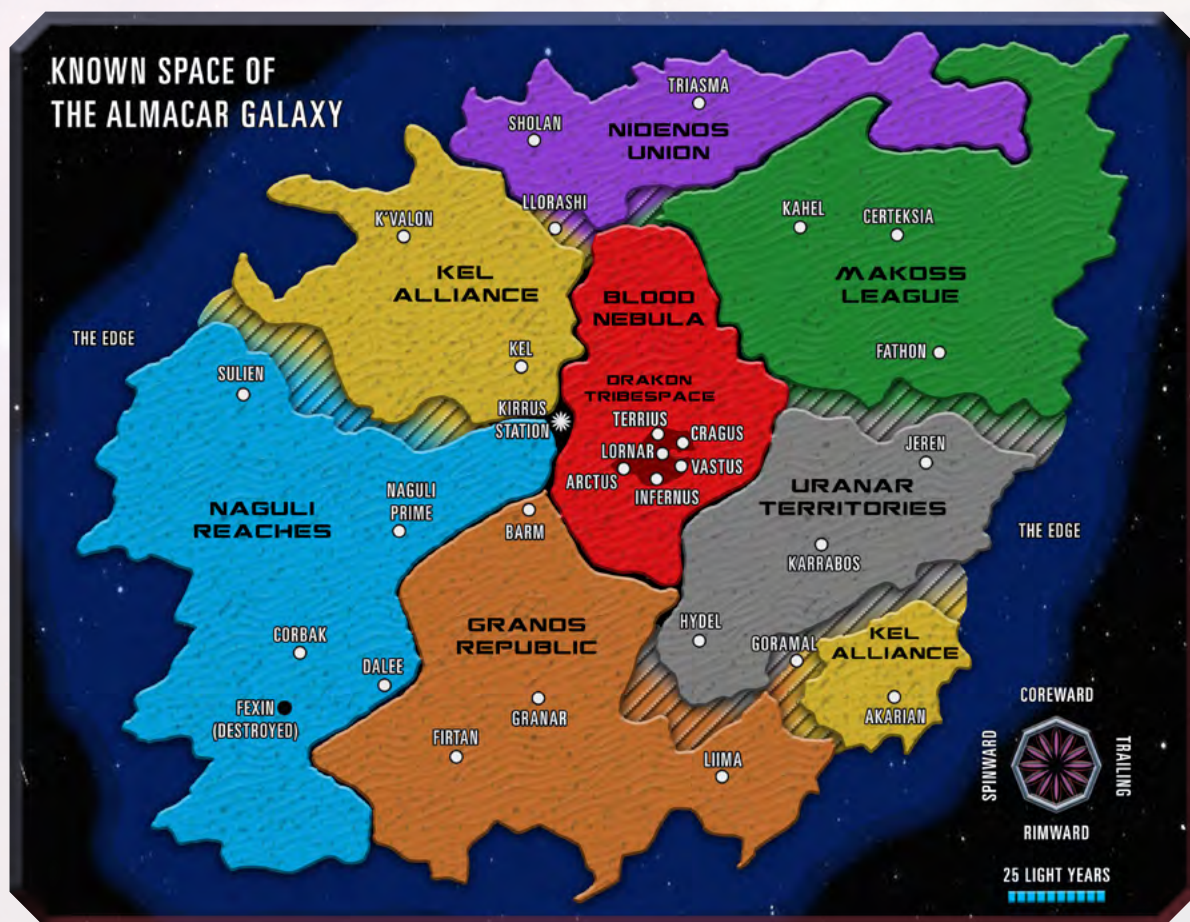
If you try to go from Kel to Hydrel in the Uranar Territories, you need to make three to four jumps. At each new point, your next jump is at the mercy of that gate's schedule. Lay-overs vary from hours to days before the travel window you need cycles around again. This repeats at each gate. If you time it wrong, getting from one

⁴ When traveling through a gate, your entrance and exit points are opposite each other. If You enter the gate towards the left side of the gate, you emerge from the right side of the other gate. Enter towards the top, arrive at the bottom. I don't know why it works that way, ask an astronavigator!

side of Known Space to the other can take weeks, especially if something calls in an Urgent Travel Request.

In case of emergencies, Urgent Travel Requests (or UTRs) move ships as fast as possible from one gate to the next. Sound like it's a rare occurrence? Not necessarily. Emergencies happen all the time across the galaxy. Governments and shipping companies use UTRs frequently to move around. The Wardens place UTRs when we need to get somewhere to pursue criminals or render aid to disaster areas. Governments use them to transport VIPs and move fleets (when not overriding the gate with their military astro-nav signal). Diplomats and celebrities use UTRs to get from one place to another without delay. The IJA charges a premium for every minute the schedule is delayed. The cost is so high that some I-jit Control Managers bend the rules on what defines a UTR worthy emergency.

If you own your own ship, the process is more comfortable, but isn't that much faster. A private ship captain still has to wait for the gate to be aligned with their desired destination before they can jump. It's not like the IJA is going to allow a gate not currently in use to be aligned with a different destination point. I mean,



the two gates aren't connected for the entirety of their 30-minute window, only so long as ships are traveling through. There have been cases where private captains in a hurry run the IJA's traffic blockade on a gate between uses, tuned the gate to another destination, and jumped before the I-jits could stop them. I hear the IJA denied those captains jump gate use, until they paid the standard UTR surcharge, plus a hefty penalty.

Ship captains get more options for travel out on The Edge, where there are fewer traffic stations in operation. Then the captain tunes a gate to another system within range and jumps whenever they like, provided no one else happens to be using the destination gate at that moment. It's also the reason a lot of ships that travel out there have a back-up crown, and sometimes a back-up back-up crown. That's one place you don't want to get stuck without the key to open the door home.

TREATY WORLDS AND LEAGUE STATIONS

Several inhabited worlds and stations in Known Space lie in some form of contested territory. These regions act as buffer zones between two powers, or exist as part of an accord to jointly develop a world. Known as Treaty Worlds, two or more galactic powers claim specific sections of the planet as their own sovereign soil. Their government enforces their own ruling system and laws within that region, and their planetary neighbor does the same. Additionally, the treaty defines "neutral ground," areas of the planet where dignitaries from each side can meet to discuss diplomatic matters. Most of the planets being fought over before the Blood Accords became Treaty Worlds.

League Stations serve the same goal, except they usually lie near jump gates. Every jump gate in Known Space has a space station located close by, providing services for rest, repair, and relaxation to passing ships, as well as directing traffic through the jump gate. A few systems have jump gates but lack an inhabited world. Those that lie in disputed or unclaimed territory become League Stations. Kirrus Station is an example of one of these stations. Known Space has about two dozen others. After the Blood Accords, these stations became the responsibility of the Armistice League and the Wardens. The League declared these stations neutral territory allowing any League member a place to conduct business. Now, galactic powers use the facilities of the League Stations to conduct diplomatic meetings, especially those nations that do not share a Treaty World.

INTERSTELLAR NATIONS

I could go into another lengthy treatise on each of these seven powers. Or I could call upon friends from my travels and ask them "what makes your race or nationality the best?" So, let them talk about themselves...

THE ALLEF REMNANT

I remember my mother; she was tall with lean features. Her eyes were golden green with vertical pupils that disappear in bright sunlight. I remember how soft her fur felt when she held me up to the Naguli starship captain rescuing me from our crumbling planet. Only her tail twitching back and forth betrayed her nervousness as she stoically told me to find my uncle, an offworld starship mechanic. I remember her smile of delicately pointed teeth as I waved from the loading plank. It was my last vision of her and my homeworld.

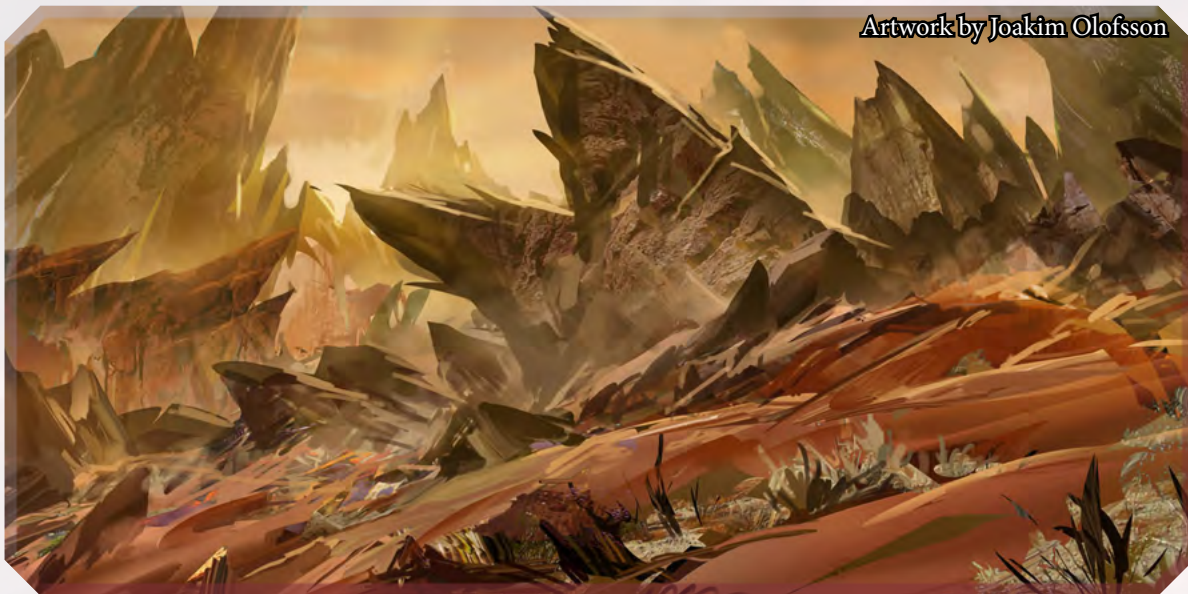
The captain found my uncle and reunited us, which was a small mercy. The Naguli government gave us a choice: stay on their world as lower class refugees, or exile into the darkness of space. My uncle chose exile for us. His small ship had enough space for ten beings. So, we joined other ships of various sizes to form a caravan. Since then, we travel the galaxy, looking for a place to call home. Most beings turn us away; they only remember the arrogance of the Allef Sovereignty. I understand... but those Allef are dead. Their hubris destroyed their own empire and most of our people. Now, we need help.

It is hard to get a precise census, but there are many caravans floating in the blackness of space. We encounter each other from time to time. Sometimes we band together, sometimes we don't. Sometimes we go our separate ways but stay in contact, other caravans prefer to remain isolated.

Some of our number reached out to the other races of the galaxy and proven themselves on an individual basis. Sadly, no one seems to accept us as a race. Generations of Allef before us saw to that. Lately, rumors float through the caravan. Whispers of a group trying to unify the Allef under one leader. They call themselves the Children of Fexin, and they want to bring the Sovereignty back. I just want us to survive.

"Why are we the best?" I can't answer that. After the hubris of Fexin, I don't think we are...

Jail'l
Kit of Sarph'n
Kit-kin of Caravan Master D'aoun



DRAGON TRIBESPACE

Shrouded in the mists of the Blood Nebula lie the Tribeworlds of the Drakon, the strongest of all races in the galaxy. Our society bases success upon martial prowess. Your victories and defeats determine your advancement. The Drakon continually test each other, seeking out weaknesses so that we might overcome them. We use other's weaknesses to further our advancement within the tribes. Through these tests and trials, the Drakon advance the agenda of our strongest, those with the will and power to shape the galaxy.

The Tribeworlds are primordial, harsh worlds. The Blood Nebula contains thousands of young stars. Orbiting those stars, many planets are still in the throes of infancy themselves. Unstable and dangerous to most other beings, we, Drakons, thrive upon them. Where others succumb to the climate, we adapt and grow stronger.

Arctus is a frozen, desolate place, where the Drakons dwell underground in geothermal caverns. The Arctus Drakons' dispositions matches their world - cold and harsh with no tolerance for weakness. The smallest of all the tribes, they are the most dangerous to face. I hate fighting on Arctus almost as much as I hate the tribes that dwell there. At Tribal Conclaves, their obstinateness frequently causes deadlocks.

The Drakon who dwell in the high spires of Cragus soar and wheel through the planet's extensive network of canyons and across its rich plains. A breadbasket world, Cragus offers the other tribes food for trade or a target to raid. Since the native Drakons choose the field of battle in such raids, combat frequently occurs among the high mesas where the

winged Cragus have an advantage. That normally works in their favor, save for when a raiding tribe brings their own flying warriors.

Shrouded in dense jungles and marshlands, the Terrius tribes make their homes in mighty tree-top fortresses reaching above the forest canopy. When you visit Terrius's jungle floor, you pass members of that world's tribes without knowing. The Terrius Drakons utilize their coloration as camouflage, lying patiently for prey to wander by. Additionally, it allows them to remain unnoticed when one of the world's larger predators stalks by, seeking food of their own. Their ambush tactics leave a foul taste in my mouth. When fighting the Terrius tribes on their world, I elect to burn their cover around them.

The tribeworld of Vastus consists of endless seas of desert sand interrupted by oases of verdant beauty near the planet's few rivers and oceans. The majority of the Vastus tribes live along these riverbanks, venturing out into the sands to hunt the savage beasts that dwell there for food. The Vastus use no camouflage, no tricks -- they hunt their prey in the open, shouting and howling war cries as they slay ferocious beasts vastly larger than themselves. I have great respect for the Vastus's boldness and audacity.

Covered in volcanic mountain ranges, boiling seas filled with underwater magma vents, and crisscrossing rivers of lava, Infernus, my homeworld, is a true planet in upheaval. Yet in spite of all this, my tribe flourishes. Not bothered by air filled with toxic particles from eruptions, we claim this inhospitable planet as our own. We feed on the giant insect-beasts that evolved there, and raid whatever else we need from neighbor-

ing worlds. When a Drakon raid-ship appears over your world from the deep, blackness of space, odds are the Infernus that you face.

There is a sixth world, Lornar, at the center of the Tribeworlds. This multi-climate planet acts as our central hub; a world of commerce and government. Upon it lies a region idyllic to each of our tribes; deserts, forests, jungles, canyons, and even one with frequent volcanic activity. On Lornar, we meet in tribal conclaves, conduct trade between the tribes, and maintain a portion of our industrial base. Lornar is also a sacred place, sanctums and mausoleums house the remains and tokens of the Drakons that came before us.

So why are the Drakons the best? Because we thrive in the harshest of climates, surviving against hazards and hunting creatures that lesser races run from. Our culture produces the deadliest warriors in the galaxy. If we descend upon you, you have two fates: submission or death. We take what we want as spoils. We take who we want as slaves.

This galaxy, simply put, is ours.

Grimchar Skyhorn Infernus Drakon Raidlord

GRANOS REPUBLIC

My name is Volheim Serede, and it is my esteemed pleasure to be able to give you a brief discourse and overview of the Granos Republic. To start with, we

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Well, that's enough of that. Trust me, you do not want Voli's "brief discourse," you'd fall asleep from sheer boredom by page 10, and he went on for another 75 pages after that.

You want to know why the Granos are the best, do you? Well, let me tell you, you won't find a more jovial bunch. Always up for a drink, we are, maybe some arm-wrestling, and dice! You like playing dice? Maybe some Liiman sidegammon? Care to wager on it? Life's always a little spicier with a gamble, am I right?

Kwentin likes to go on and on about history and war and such--he's a big nerd, that kid-- that's his "thing", isn't it? He's fascinated by the past. (And telling people about it. Oy, that kid won't shut it sometimes--no offense, K!) Most of us

Granos, we like to live in the present. Why worry about tomorrow when there's so much FUN to be had today? I think of us as a simple people, with simple needs and desires: excellent food and drink, stellar entertainment, and enjoying everything bodies can do, including inventing new things! Literally. <<Wink wink>>

Y'see, not only are we a riot on a night out, we're brilliant as a people. We have all sorts of scientists here, and far and away the most popular area of study is genetics. We started by genetically modifying the crops to better feed ourselves, the animals to make them hardier, and eventually we started modifying ourselves to make us better, healthier, and, well, more interesting! Body modification became all the rage. Folks even change up their physical sex characteristics now and then, if they're bored with whatever they've got. The process isn't instant or anything, but it's tested, tried, and safe. It hardly ever goes wrong, anymore.

Physically, I'm on the average side in height for the Granos, but we're all shorter than what's considered "normal" for other peoples in Known Space. I'm from Granar Prime, which has extra high gravity compared to a lot of other worlds around here, so the people are stockier and a little stronger than I guess is "normal." Currently my skin is shimmery green because I got bored with the bronze it was a few months ago. It's pretty fetching, I think. There are some delectable creatures down at Galaxa's Corner Bar that think so too! <<More winks>>

We've got a number of planets in our system, though the biggest one is Granar Prime. The Capital City on Granar Prime is a beaut, a little different than the other planets in the system. Due to the higher gravity on this planet, hovercrafts need to be (expensively) reinforced, so only the super-rich can use them. For the rest of us, we're stuck on the ground in vehicles with wheels. I never knew any other way to be, but then I went for a vacation once to Firtan, and everyone had a hovercraft there! They rent them dirt cheap! I felt so fancy!

So, Kwentin's got his love of history, and what have I got, you might ask? What really waxes my wheels? Me, I'm a modern grah -- I like me some fiddling around with wires, circuits, and virtual spaces... sometimes, spaces where I'm not supposed to be. They call folks like me breakers.

You might've noticed I haven't told you my name yet -- that's because, well, being a breaker isn't exactly the most legal of enterprises. There are those who don't like us rooting around in their stuff. But that just makes it all the more inviting. Like I said before, life is always a little spicier with a gamble.



Call me Fractal; that'll do for now.

Anyway, we Granos try to get along with others in our little corner of the galaxy; really, who wants to fight when there's carousing to be done? Shame about those Allef, though. Lost their world to their own hubris. That's what comes of being so... conquer-y all the time. Still, if you ask me, the Naguli pushed them into it. They like to throw their weight around and angle after territory that just isn't theirs. That's just RUDE. That's why we didn't join in on that

blanket party they were planning on Fexin. Good thing, too; the words "tragedy" and "disaster" don't even begin to cover what happened there.

Anyhow, I'm sure you'll be hearing more from me! In case you hadn't figured it out by now, my friend, I have lots and lots of opinions.



Fractal

The greatest Gods-damned Breaker in Known Space!

KEL ALLIANCE

While the Humans of the Kel Alliance were not among the first of our neighbors to travel among the stars, we certainly were not too far behind. Overpopulation of our homeworld, Kel, motivated us to explore and expand our borders. The planet simply could not sustain our populace of fifteen billion people. So, we colonized our two moons and our planetary neighbor, Sujan, but we needed more. When the first ship from the Naguli Reaches activated our jump gate and came to our system, we were close to unlocking our own Star Ring's capabilities. The Naguli simply saved us some time.

The Great Migration occurred once we discovered new worlds to colonize and new resources to tap. In ten years, Kel's population halved as billions flocked



Artwork by Joakim Olofsson

Artwork by Joakim Olofsson



to other systems. All this room to grow triggered a population boom, and we spread humanity's influence even further. It's said "you can't go anywhere in this galaxy and not find a Human," and it's true! The Alliance settled in two major regions of Known Space; the Homeward systems, including the capitol world of Kel, and the Rimward systems located on the other side of the Blood Nebula, including the colony world of Arkanian.

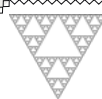
The Kel Alliance strives to keep the peace between the other races, believing that through peace all nations can prosper. We side with the our less-fortunate neighbors in times of war, fending off aggressive empires that sought to conquer them. Our peaceful and moral nature motivated the Vilithic Church to establish their headquarters on Kel's northern continent. Finally, we were the power that created the Armistice League after skillfully negotiating support from the other nations. More than any other race, Humans took up the calling of "galactic peacekeepers."

Explorers at heart, we traveled farther than any other empire, and placed the flag of the Alliance on more worlds than anyone. Before the Naguli absorbed the remnants of the Allef Sovereignty, we held the largest interstellar nation in the galaxy. With luck and the eventual success of all the colonies we established on the edge, we'll take the top spot again.

The Alliance is still the only interstellar nation to successfully settle in two separate regions of Known Space. Thanks to the dedication and devotion of our people,

we mastered the logistical challenge of managing an empire split across such a vast distance. We serve as an example to our neighbors of what a unified people can accomplish, and take great pride in our harmonious empire. If that's not reason enough to showcase the accomplishments of my people, I don't know what else to say, my Granos friend!

Nijel Valker
Diplomat from K'valon



Uhhhhh...yeah. Nijel may want to check his notes on "unity."

I've heard that a bunch of folks on Arkarian are pretty fed up with the Kelies' overbearing rulership from afar.

MAKOSS LEAGUE

THE FOLLOWING ENTRY WAS TRANSCRIBED
FROM A RECORDED CONVERSATION

Welcome, my friend! I am glad that the currents have brought us together this fine day so that we may enjoy this meal and spot of conversation together. Thank you for indulging me and meeting me here in this swim-up harrah. The water temperature is simply amazing today and I really must schedule more trips home. I spend too much time off world.

I would offer you some carumpk, but our people enjoy our meat raw, and your's does not. They are quite fresh-- as you see they simply swim up to you and you can pluck

them from the current. At this time of the year, these culinary delights bear a singularly sweet and subtle flavor. Of course, this harrah offers selections of food prepared as offworlders prefer, as we do enjoy the company of visitors. Feel free to avail yourself of anything you like.

I can't imagine Kwentin was exactly having the time of his life here. My grah likes his drinking establishments, but he doesn't like to get that hide of his wet. I wish I could've seen his face when that Makoss was slurping one of those fishies right down!

You see, we offer the best of everything. A world of pink sandy beaches, gentle breezes, and gloriously deep oceans filled with tasty fish. Our archives house a vast treasure of art, poetry, and music. Plus, to truly experience the wonder and joy of space flight, you must traverse across the sector under the power of a Makoss solar sail. Only our ships offer such a smooth flight through space. You must experience the unfiltered colors of cosmic radiation powering your vessel, from behind a safety shield, of course. I find it profoundly life affirming.

You must not forget the Makoss warrior culture; a powerful reminder of our ancient struggles against the Aucus, our oldest enemy. Today is a special day for me, as I completed my cisora, or toothsword. Tonight I celebrate with my family, and follow my people's tradition by returning my grandmother's blade. As her favorite granddaughter, she lent me hers to defend

myself while I constructed my own. As I journeyed from one side of Known Space to the other, I added more and more of my own teeth to the blade edge. One day I hope to pass my cisora on to my grandchild and continue the legacy of our people.

Now I believe that you requested I explain to you why the Makoss are the best. Was there anything that I missed?

Skorc

Trader in Art and Sundries

NAGULI REACHES

"Honor for my Legion. Honor for myself" -- that is the Naguli motto! We learn it from childhood, when the Naguli begin training and enter into The Great Competition. The Naguli are superior -- of this there can be no question. We push and challenge ourselves against each other, and incorporate this into every aspect of our lives. Everything is about competition and victory.

One of the greatest competitions is war, and we Naguli excel at it. We train for war, we build ships for war, and then we win wars. Our troops march without hesitation onto the battlefield, their featureless helmets betraying no hint of emotion or identity. A unified force bent on victory. Do not underestimate us and think of us as violent brutes. Of all the beings in the galaxy, our ships conquered the void of space, first. Our engineers competed against each other to unlock the mystery of the ancient Star Rings -- a feat that every race in the galaxy owes us honor and gratitude for.



Artwork by Leon Tukker

We are competitive only with our own kind -- only victory against another Naguli matters. The others in the galaxy... you are not Naguli, you do not understand. Ours is a true meritocracy; every child born into our society earns points in the Great Competition, be they a soldier, or a baker, or a doctor. We compete to improve, we inspire each other to compete, and together we improve. Naguli compete with each and every member of our society, for one day they may earn enough points to become the next Princeps.

The winning party of the Great Competition, a nation-wide contest between our two political parties, selects the Princeps of the Naguli Reaches. The Princeps directs our national focus on our next victories. They lead the military might of our people. When my legion, the Kor, governs our people, great things happen. We focus our attention on making our military strong. We look for battle, and for glory. Our opposing legion, the Aki, wastes effort on advancements in science and exploration. They do not understand the glory of winning in battle as we do. Through our victories, the Kor gain more points towards The Great Competition, and strive to win so our Princeps remains in power.

So why are we “the best”, friend-Granos? Because we simply are. We are the Naguli, we are superior.

Commodore Thark
23rd Battlegroup's Current Lead
Scorer in the Great Competition

NIDENOS UNION

Let me tell you the tale of my people, the Nidenos.

Many years ago, the herds warred among themselves--the finbacks against the cerahorns, fangmaws against the glidewings, cerahorns against the longnecks. They fought for the best feeding grounds, breeding grounds, living spaces; if it was of value, they fought over it. They fought to avenge their fallen broodmates. The bloody cycle continued for generations of our long-lived folk.

Eventually, the killing and the blood took so great a toll on all the herds that my ancestors said, “Enough!” They decided to seek peace. They held a Great Summit. Each of the five herds sent one representative to an island in the middle of the Greenwatch Sea. The Five met alone on the island with no weapons or armor, intending to negotiate an accord between the herds. Left with provisions for one month, after which their fellows would retrieve them and the new peace.

And yet, this was a challenge; when the Five first met, face to face, they argued ceaselessly over past transgressions. Those arguments escalated to blows. They fought viciously with bare claws and fangs for hours and hours until they became too tired and injured to fight any more. They were faced with a choice: work together to survive, or die alone in their stubbornness. Sullen and angry at first but, as the tale goes, they reminded each other of their mission -- saving future generations from bloody, pointless deaths -- and slowly they began to cooperate. By the end of the month, bruised and battered, perhaps missing an eye or digit, but they forged an understanding of respect amongst themselves and brokered a peace for all.



Artwork by Leon Tukker



The Five returned from the Summit to their herds and shared what they learned, and all agreed to work together. It took time, but within three generations we created a unified culture and planet. One might consider it a utopia. Now, there's very little distinction among the herds, we intermingle freely. Our children are born together into communal hatcheries. Residential buildings come with apartments for each herd. The top levels have main entrances facing outwards for the glidewings. There are living spaces with high ceilings for the longnecks. We strive to provide comfortable accommodation for all.

Over the generations, as we moved away from war, we delved within our spirits. Our philosophers realized as a people we have two types of souls. Now, I don't mean a spiritual being within us that can be good or evil -- that is the purview of the Church (may we avoid Their notice). I mean we have people who understand and know themselves at an early age without years of introspection. These are master artisans, senior engineers, and the type of doctors that eradicate disease. We call them the Focused, because they spend most of their lives perfecting their gift.

Then there are the Explorers, like me, who seek out new things to experience. Doing the same thing for twenty or thirty years becomes tiresome. Explorers are adventurers, politicians, and diplomats. Many of us find new and exciting places in the galaxy, as well as new people to learn from. Sometimes, we bring new people to our homeworld and let them apprentice to our Focused masters to become the best they can be within their lifespan.

As we get older, some return home to retire and live out their remaining decades among the herds. They find it difficult to spend so much time with those with shorter life spans. Others never return home, they simply change careers, or befriend entire family lines of off-worlders. For example, I know a Focused scientist who has studied one particular Human family line her whole life. She has made incredible leaps in understanding their genetic make-up and how traits are passed down from parent to child. She is even starting to alter their genome to remove certain traits, like geriatric dementia.

The Nidenos Union provides an example to the universe. We show how five very different herds went from bloodshed to creating a utopian society where we live together in harmony. With our internal strife managed, we help the other races find peace and prosperity. I hope they all see this and learn from it.

Thkarthraw Bonethalass
Warden, Medic, and Philosopher

URANAR TERRITORIES

Long ago, on the cold, arboreal world of Karrabos, my people lived in small communities called "pacts." More than communities, more than families, a pact was an agreement between its members; we ran as one, we hunted as one, we succeeded or failed as one. Unified in spirit and purpose, we claimed our territory, defended it against all others, and thrived.

When one pact became too large, too unwieldy, we performed the Sundering - a ritualistic separation where half of us left to find new territory. The Sundering sought to create balance; an even split of the old and young, males and females, skills and aptitudes.

From time to time, pacts sent one of their own to meet with other pact representatives in a Great Moot to settle disputes of territory or advocate for trade among the pacts. Balance is the goal of my people. All that changed with the coming of the Granos.

The Granos descended from the sky in their ships, and made contact with the Uranar. At first, the Uranar did not take kindly to intruders in their domain. However, that changed when a lone Granos came to one of our Moots, a Vilithic priest. Through our common beliefs the Granos convinced the Uranar to discuss trade. They offered the Uranar amazing technologies, wonders from beyond the stars, and a chance to see the great beyond. Unmoved, the elder Uranar listened. But something stirred in the younger generations, the ones still learning to appreciate tradition and the old ways. The Granos ships sold to the younger Uranar offered a chance to forge new pacts on new worlds. It excited them, enticed them, and they left.

We call this the Terrible Sundering, because it lacked balance. An entire generation of my people simply left Karrabos. The Uranar who stayed grew scornful of the ones who turned their backs on their traditions and the cradle of their homeworld. Those who left called themselves “Pioneers.” They journeyed to nearby systems on second-rate transports to establish colonies with third-rate equipment -- both sold to them by avaricious Granos entrepreneurs. The Pioneer Uranar found colonizing new worlds a challenge. They lacked the leadership experience from their elders and could not govern themselves. They lacked the knowledge of their elders and could not master skills passed down for generations. They lacked the young to renew their numbers and further their new way of life. Some colonies failed. Some survived and grew into great cities, in spite of these challenges.

The Pioneers do not perform the Sundering, their pacts need many Uranar to keep their cities functioning. These pacts number in the thousands; even millions in some cases. Each planet is a pact of its own. Every pact appoints a chieftain who gather in a great moot held aboard Heritage -- a sacred space station the Pioneers built in orbit over Karrabos. Each year we invite the pacts on Karrabos to join us for the moot. Each year, they send no one.

In spite of the damage caused by the Great Sundering, we still revere the world of our ancestors. We do anything to protect our pacts and our people. We earned the dubious distinction of being the only race to destroy one of the ancient Star Gates. We acted to protect Karrabos from Granos invasion when they decided trade was not lucrative enough for them.

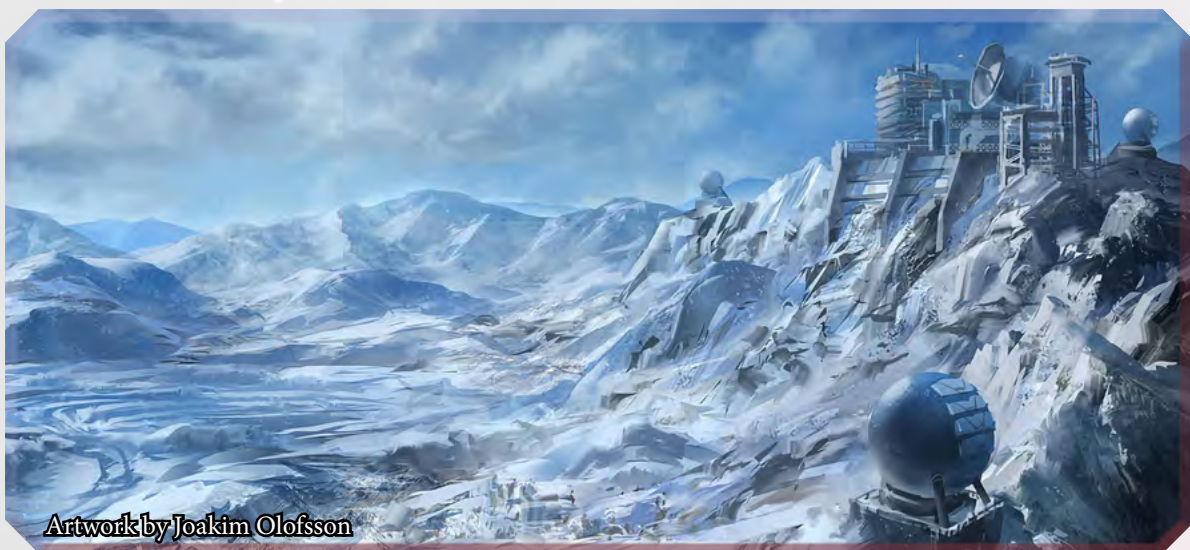


Yeeeeeah, I guess we were kinda foontish back in the day. Sorry about that.
Friends? Drinks down at Galacta's?
First round's on me.

Despite this, we maintain favorable relations with our neighbors. While not entirely friendly, we do not engage in open conflict with them. Treaty Worlds dot our borders, where we resolved to share the planet and its resources with our neighbors. We gain commodities and armaments through trade deals made on these worlds. The Territories lack the industrial base of other nations, but we learned to work with what we have or acquire what we need through other means.

We are an adaptable, prideful, and determined species, and we work for the day when we are all one people again.

Caroja Hammerclaw
Uranar Pact Sentry (Pioneer)



Artwork by Joakim Olofsson

LIFE IN THE GALAXY

There's a lot going on in Known Space and beyond. A lot of opportunities for folks wanting to get their hands dirty in all kinds of ways.

SHIPPING AND SMUGGLING

Within known space, galactic travelers find all sorts of work for galactic travelers. Folks always need supplies, food, resources, and just stuff all across Known Space. Some make a living delivering these commodities legitimately. At the same time, a pretty considerable black market dealing in all sorts of contraband thrives. Drugs, booze, rare foods, outlawed media, stolen electronics, weapons; you name a vice and someone, somewhere wants it. Sadly, a healthy slave trade exists. On more than one occasion, wardens captured a ship loaded with beings bound for some remote system and a short life of slavery or worse.

BOUNTY HUNTING

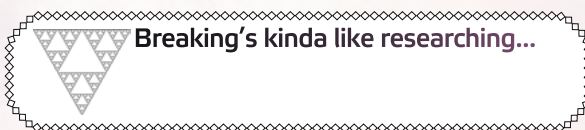
For you more violence oriented folks, you might be suited to bounty hunting, although not as glamorous as you might expect. Most days a hunters chase down someone who skipped out on a court date or a large debt. Don't let the holoplays kid you, very rarely are the hunter's quarries some nefarious evil doer that gets in a duel with the bounty hunter when they catch up to them. Those contracts are out there, but they're few and far between, unless you're really, really good.

EXPLORING

New systems crop up every month or so keeping the demand for explorers high. Someone needs to scout, survey them, colonize, and support these new planets. Despite the misleading name, much of Known Space requires exploration.. Adventurers constantly make names for themselves by finding undiscovered jump gates in both Known Space and the Edge. New systems discovered within the borders of an existing nation, almost always come under that government's rule. When a habitable or resource valuable world turns up, folks hop on the first transport headed that way to stake their claims. New systems found on The Edge tend to spark practical free for all, as governments, corporations, and individuals scramble to claim land rights. Sometimes it works out, and a new colony or mine begins enriching the lives of those people who sunk roots there. Most of the time it doesn't - unknown dangers, faulty or flawed survey results, or outright sabotage ends of many ventures on The Edge.

RESEARCHING

Somewhat along the same lines as exploring, many pursue knowledge throughout the galaxy. Many brainiacs out there try to unravel a number of mysteries. Who made the jump gates and why? Where did they go? Why haven't we found any other evidence of their civilization? What really happens when we die? Are the Gods real, and if not what powers the Vilithic miracles? And what of starcana; what is it? Why did it suddenly start appearing? Has it been around before? Aside from all that metaphysics and philosophy, the more mundane and grounded research things like building more efficient jump gates, better colony ships, better jumpships, terraforming whole worlds, unlocking more of the Granos genome (or any genome really). Science is a big deal, and thousands of research teams traverse the galaxy doing their part to shed some light on the galaxy's deepest held secrets.



PEACEKEEPING

Then there's my gig, I try to keep the peace and maintain some sense of tranquility in the galaxy. Currently, there are two groups authorized to cross interstellar borders; the Wardens and the Vilithic Church.

Created out of the Blood Accords, the Wardens dispatch teams to support and enforce the Armistice League Sounds impressive, right? Unfortunately, we lack the resources to enforce anything. Sure, we got plenty of ships, even a few armed frigates as part of our "Justice Fleet", but they won't stand up to any of the interstellar navies. We can cite articles of the League at any nation breaking them and hope reminding them of their agreements shame them into backing down. That's about it.

We fare better in other areas; we answer distress calls and help out when disaster strikes. Sometimes we help a stranded cargo vessel that fell victim to a micro-meteor and has a punctured fuel tank. Sometimes we help with a natural disaster or a disease of some sort, or help repel a pirate attack. These one-off items we are better equipped to handle. This is where I honestly feel like we do the most good. We tend to be more open to diversity, and welcome just about anyone honestly looking to pitch in and help. As such lately we attracted quite a few folks with a talent for starcana. Personally, that stuff gives me the heebies, but I can't refute that I've seen some spellslingers do some pretty amazing stuff.

The Church does the same job as us, only with a side-order of sermons, or rather with “an entree of sermons and a dessert of scripture.” Paladins represent the most public face of the wandering Vilithic preacher. These armored knights with flaming swords call on miracles to aid others and fight off the bad guys. They do a good job too, assuming your tolerance for their message is strong. They can yammer on and on about how we all need to be good people and keep out of the Gods’ notice. Good advice, sure, but folks get tired of hearing it every time we cross paths chasing the same criminal, or rescuing victims from the same disaster.

The Church and the Wardens maintain a decent enough relationship. We occasional argue over authority and jurisdiction, resulting in a few scuffles, but we generally play nice. We both have jobs to do and lives and livelihoods are on the line.

A THOUSAND STARS

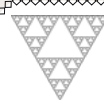
That’s pretty much it! I mean, there’s a lot more out there in the galaxy, there’s the wild frontier of the colony worlds, political intrigue between supposedly allied governments, the ever present threat of attack from pirates or Drakons raiders. There’s the Church and their militant Crusaders who do all kinds of shady stuff “for the good of the

Church and your soul.” Sometimes people get drunk with power, especially now that they can tap into magic. However, there are good folk out there, honest people trying to make something of themselves out on the Edge. People who care about creating a lasting peace for all. Folks who want to use this starcana-thing for the benefit of all. The only question is where do you fit into all of this?

Let me know when you figure it out.

Kwentin Stombardi
Technician
Warden Team Beta 88

INTERCEPTED TRANSMISSION



Hey hey, here’s something I picked up listening in on chatter from the Edge. Sounds pretty freaky, but definitely exciting!

You never know what you’ll find out here.



Artwork by Leon Tukker

H-MAIL DISPATCH

TO: Commander Stragus, Warden Command - Anti-spineward Sector

FROM: Team Lambda 61

RE: ESO Contact - Omnicron Pi II

Responded to distress call from Omnicron Pi II colony. Upon landing found the colony of 122 beings gone. Evidence of combat, small arms fire. No wounded or killed. Performed sensor scans of planet and surrounding space. Detected object 2 million km from planet.

Intercepted and found living bio-ship. Repeat: discovered "ESO" -- Extra-Stellar Object. Boarded ship. Interior of vessel completely organic. No apparent manufactured components. Encountered room where colonists were being examined and transformed by unknown alien species. Aliens were quad-limbed, skinny, with wide crested heads, mass of small tentacles covering mouths. Attacked with weapons of unknown energy, ranged weapons and energy blades that emitted from fists. Retreated back to ship.

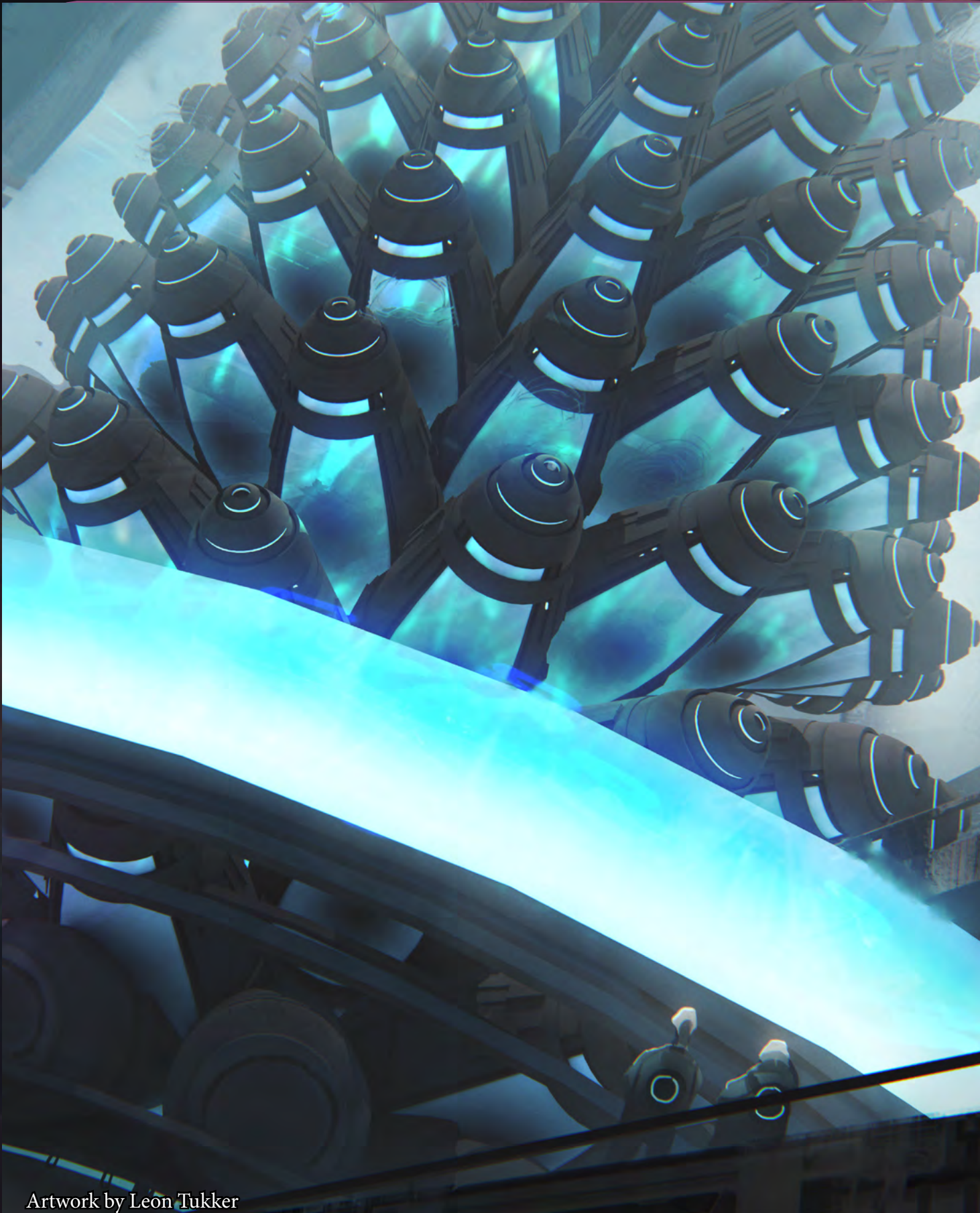
Killed in Action: Warden Olveer and Kanax; Bodies could not be recovered.

Wounded in Action: Kigers, Spalz, and Oorof.

Advise Code Red travel notice placed on Omnicron Pi jump gate -- restrict all travel to Omnicron Pi II.

Advise Justice Fleet be dispatched to Omnicron Pi to locate and destroy hostile ESO.

Team Lambda 61 ready and able to accompany. Awaiting reply.



Artwork by León Tukker

CHAPTER 2: CHARACTER CREATION

In the Starcana Campaign Setting, you play one of the billions of denizens throughout the Known Space region of the Almacar Galaxy. For one reason or another, you left a normal, mundane life behind and struck out into the galaxy, perhaps to find fame and fortune, perhaps to get away from a sordid past, or simply to make a better life for yourself. Along the way, you meet up with similarly minded individuals who can help you reach your goals, or possibly keep you from them.

- You can be a frontier explorer, looking for the next resource rich world.
- Maybe you are a noble paladin or priest of the Vilithic Church, seeking to protect others from the cruel fate that awaits you in the afterlife.
- Perhaps you joined the Wardens, and seek to keep the tenuous peace that exists between the great interstellar nations, or you number among the refugees from the last round of wars trying to forget everything that you lost.
- Maybe you suddenly can harness this new power called “starcana” to cast amazing magical spells.

No matter how you slice it, your not-so-average life is about to get more interesting. Your character is about to enter a galaxy of intrigue, adventure, terror, and heroics. Get out there and make a name for yourself, become the stuff of legends.

CREATING YOUR CHARACTER

This rulebook is a supplement for the **Genesys Core Rulebook** and allows you to play role-playing games set in the Starcana universe. In this chapter, we provide you with rules that expand upon those presented in the **Genesys Core Rulebook**, beginning on page 32. To build your character, follow the steps outlined here (which mirror those found in the **Genesys Core Rulebook**).

STEPS FOR CREATING CHARACTERS

The Starcana Campaign Setting uses the **Genesys** core system. As you create your character, follow along in the **Genesys Core Rulebook** and the steps in this chapter to build a heroic character to live, thrive, and survive in the Almacar Galaxy.

First come up with a character concept. This is the basis and foundation for all of your choices moving forward. The character creation process consists of seven steps. Proceed through each one and prepare telling your story in the Starcana universe.

These steps are the same as in the **Genesys Core Rulebook**, with some steps being augmented or replaced with material found here.

STEP 1: DETERMINE BACKGROUND

So, who are you? Where do you come from? Everyone comes from somewhere, and this step helps put a framework around what you build your character to be.

- Do you want to be a keeper of galactic peace, with either a flaming sword or a mass-driver handgun to punctuate your demand for justice?
- Are you a former soldier, tired of fighting at the beck and call of a government across the galaxy?
- Have you lost literally everything, and are simply trying to survive by stealing what you need?
- Are you cursed by dark gods, or gifted with strange magical powers?
- A galactic wanderer at home on starships, or a pioneer living on the edge of civilized space?

Your background can be as simple or as complex as you like. Write a multi-page history or one as short as a couple sentences; as long as you feel you have enough background and foundation to build off of. Once you feel like you have enough backstory to move forward, proceed to the next step.

More information and some sample ideas can be found in “Step 1 : Determine Background” on page 29.

STEP 2: CHOOSE YOUR SPECIES

Once you know where you come from, the next step is determining your species. There are a variety of beings living in the Known Galaxy, and some of them even have an assortment of subspecies to choose from. If you like reptiles, choose the Drakons or the Nidenos as your species. If you would enjoy a sci-fi taste of some classic fantasy races, look at the Allef, Granos, and Naguli. For something truly different and alien, look at the Makoss, the Uranar, or the robotic Arties. If you prefer a more classical race, Humans make a fine choice for a Starcana hero as well.

The choices of Species in the Starcana Campaign Setting replaces those found in the **Genesys Core Rulebook**, and can be found in “Step 2: Choose your Species” on page 31.

STEP 3: CHOOSE A CAREER

Now that you know where you come from, what you are, determine what you want to do. There are a number of choices, including pilots, talkers, warriors, divine, technicians, and scholars. If you can think of a concept, there's a career to fit your idea. Within each career there's an array of directions to take them. You've got options, find one that works best for your idea and go with it.

- Are you a retired soldier, an underground gladiator, or a protective bodyguard? If so, consider the Dread Career.
- Are you an engineer looking to develop an even more powerful jump gate, an archeologist researching the origins of the Star Ring, or a researcher trying to figure out where starcana came from? If so, consider the Academic Career.
- Do you want to stomp around in a mecha-suit, weathering attacks while dealing out some of your own? For that concept, you could be a Dread, a Jockey, or even a Paladin.

The choices of careers presented in the Starcana Campaign Setting replaces those found in the **Genesys Core Rulebook**. Full information on careers and the skills they provide can be found in “Step 3: Choose a Career” on page 39.

STEP 4: INVEST EXPERIENCE POINTS

Now that you have your core concept for your character, it's time to flesh them out and spend some experience points. Your character's species determines how many experience points (or XP) they have to spend. This is where you can buy up your character's skills, characteristics, and even a few talents before you start play.

Information on how to spend starting experience points can be found on page 44 of the **Genesys Core Rulebook**. New skills and talents that you can spend XP on can be found starting in “Skills” on page 43.

STEP 5: DETERMINE DERIVED ATTRIBUTES

Once your final character statistics are in place, you can work out the derived attributes for your character. This includes your wound and strain thresholds, defense, and soak value.

Information on how to determine these derived attributes and how they function is in the game can be found on page 45 of the **Genesys Core Rulebook**.

STEP 6: DETERMINE MOTIVATIONS

Motivations, how they work, and a list of Motivations to choose from can be found on page 46 of the **Genesys Core Rulebook**.

STEP 7: CHOOSE GEAR, APPEARANCE, AND PERSONALITY

To finish, round out your character by choosing their gear and determine their appearance and personality. The look and demeanor of your character are entirely up to you, but there are some helpful suggestions on page 51 of the **Genesys Core Rulebook**.

This helps determine how the rest of the group and the galactic public at large views your character.

- Do you dress in simple clothes, or extravagant ones?
- What skin colors or patterns do you have?
- What gender does your character present as?
- What's your character's personae like; stoic and silent, or loud-mouthed and extroverted?

These questions and others help you bring your character to life, and be more than a list of words and numbers on a piece of paper.

We updated the rules for starting gear found in the **Genesys Core Rulebook**. When building a character for the Starcana Campaign Setting, you start with 1,000 credits to spend on personal gear (see Chapter 3: Weapons and Equipment for more on the types of gear your character can have).

Your character cannot use these credits to purchase any items that are restricted (have an "(L)" next to the price). You may keep any credits you don't spend. In addition, after you've finished purchasing your starting gear, roll 1d100 (see page 11 in the **Genesys Core Rulebook**). Add the value of the dice roll to any remaining starting funds. This represents your characters "cash on hand", held in a credstick at the start of play.

With these seven steps complete, your character is ready to head out and travel among the stars in search of adventure.

OPTIONAL RULE: STARTING VEHICLES

There's a lot of adventure to be had in the Almacar Galaxy, but only if you have a means to get there. After character creation, GM's may assign or allow players to choose one of the following civilian vehicle options. Additionally, if the PCs are members of the Wardens or Vilithic Church, they may choose an option from that list instead. The Vehicles section, beginning on page "Vehicles" on page 74, lists stats for the following vehicles:

CIVILIAN VEHICLE OPTIONS

- Roamer Shuttle and one hoverbike.
- Light Freighter.
- Civilian Scout Ship.

WARDEN OR CHURCH OPTIONS

- One Roamer Shuttle and one General Purpose GEAR (with two weapon options from List B).
- One Light Freighter carrying either a hovercar or two hoverbikes.
- One Military Scout Ship carrying either a hovercar or two hoverbikes.

STEP 1 : DETERMINE BACKGROUND

The people of the Almacar Galaxy come from all walks of life and all levels of wealth. They come from high-tech societies living on the cutting edge of what science says is possible. They come from the harsh wilderness on The Edge of Known space. They live in the darkened, lowly underbelly of galactic society, preying on others before others prey on them. They may have been heroes who fell from grace and popularity, or ordinary people who have yet to discover the greatness within themselves, or know of the impact they'll have on the galaxy at large.

When creating a background for a character in Starcana, think of a profession, personality, or person from the modern era or other sci-fi settings. Sometimes taking a few such examples and blending them can be a good place to start. Determine how such a character would fit into this setting where the trials and challenges of a science fiction intergalactic society are upended by the introduction of fantasy magic.

Presented below are a few examples of backgrounds that fit into the Almacar Galaxy

KNOWN TRAVELER

To the modern day citizen living in Known Space, life hasn't been better. Sure, there have been tragedies within your lifetime, but that was years ago and so far away. You live in a mega-city on one of the capital worlds, or are from one of the Old Colonies; the worlds settled long ago by the first wave of colonists. You've had a good life, a good education, and are starting to travel through Known Space because hey, life is short so you might as well enjoy it.

You enjoy the trappings of a comfortable life; good clothes, a full belly and bank account. You're not naive, you know these are things that can be taken away from you. You've learned to keep your wits about you, and to be cautious of unfamiliar places and cultures. Still you know there's more to life than work and weekend fun, so you've stepped out into the hyperlanes to see the galaxy, experience all that you can, and try and leave a mark to be spoken of for years to come.

DISCHARGED VET

The last war ruined a lot of lives, and not all of them were casualties of combat. The military life isn't for everyone, including you. Now you are stuck with a set of specific skills, a head of bad memories, and a dwindling bank account. Home didn't look like home anymore. Friends and family are either dead, moved, or don't understand what you went through.

You set off on your own, offering your skills for hire. Bodyguard, lookout, thug, and mercenary are titles you grew accustomed to. Your entire life fits into the cubic meter of storage you carry on your back. Maybe your money goes into your retirement savings, maybe it goes to the family you left behind. You just need to be patient. This peace fad ends, you can get back into a real job.

RELIGIOUS DEVOTEE

Yours is a life of sacrifice. You gave yourself over to the Gods, embraced a fate of eternal torment to draw Their attention upon you and away from others. You know without doubt or reservation that your afterlife contains nothing but torment and pain. In the meantime, you live in service of others, making their lives easier. Those without strife are unlikely to draw Their attention.

Their offered gifts are great and plentiful, as is Their power. You accepted these graciously, but use them sparingly. After all, They notice when these gifts are used, and who knows how much They observe afterwards.

SPACE PIRATE

Life was tough during the war. Barely any trade was transpiring, and it was usually under heavy guard. You settled for places closer to The Edge, less valuables, but edible food keeps the crew happy. Scavenging wrecks after battles was decent, but too much like real work.

Since the Blood Accords, things picked up. With their eyes on their bottom line, happy traders fly with-

out military escorts. The jump gates focus more on their schedules and less on their inspections. You just need to keep moving, chasing that big score, maybe start a little pirate fleet with another ship.

STAR WANDERER

Since you could read, you've loved maps. The names, the lines, the way it defined the unseen. Exploring your home planet wasn't enough for you. Star charts and jump gate paths became second nature to you. You became part of a crew and started seeing new systems, new worlds, new people. A few years of that and your wanderlust started to stir again.

The Edge is calling to you, begging you to reach it, define it, fill out the map. You dream of finding a new Star Ring, a new system, even a new world! The terraformers can enjoy the hard work of making it a home, but you'll be the one that found it first. Discovering something like that gives you naming rights, and that means you become immortalized on maps everywhere.

WARDEN

When the Blood Accords were signed and the Armistice League formed, they needed people like you to do the actual work of enforcing their decisions. You believed what they were saying, and agreed with the ideals. Peace is always better than war, right? Some missions are worse than others, and you need to remind yourself about that fact.

What the bureaucrats didn't mention in the fine print was that your team is usually on its own with no backup. Funding is limited, resources are scarce. They expect you to manage on your own, and that's exactly what you do. Your team trusts each other, working together against whatever mess the Sector Commander ships you off to. You're making the galaxy a better place, some people just need to be reminded with a kick to the head.



Artwork by Grzegorz Pedrycz

STEP 2: CHOOSE YOUR SPECIES

Everyone is something, and species define what race your character is. This only defines your physical characteristics and gives you inspiration on where you might come from. Of course, you can choose not to be from the same culture of your race -- the recent conflicts have left many orphans and exiles who are forced to live in foreign lands.

Each species has their own set of advantages and disadvantages, as well as appearance. Find a species that calls out to your character concept and build your own galactic citizen.

ALLEF

The Allef are tall and lithe humanoids with lean features, long tails, and vertical slits for pupils inside almond shaped eyes ranging in color from light blue to golden green. Covered in soft fur that range in color from black to white to orange to tabby brown, the Allef have keen eyesight and retractable claws on both hands and feet.

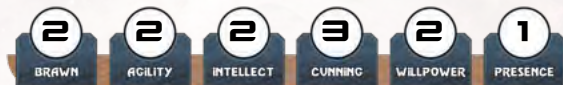
Some might consider modern Allef society a new undeveloped culture, but the truth of the matter is that they are beaten and endangered. The hubris of their parents destroyed their homeworld and the surviving Allef refugees learned humility on their knees as the beings their parents wronged turn away from the survivors.

Now a nomadic culture, the Allef travel the galaxy looking for some place to call home. They band together in makeshift caravans of small ships. Each ship serves a purpose: a greenhouse, a residential ship, and a few fighters for protection. Some caravans have market ships, or hospital ships. The one thing that is consistent among every caravan is the Memory ship. Typically a small one being shuttle filled to the brim with chimes and bells. The ringing is a reminder of all those lost. It is manned by a single being the eldest of the caravan, one who still remembers beautiful planet Fexin and the Allef Sovereignty.

Once a proud matriarchy, Allef leaders now come from everyone out of necessity. Although most refugees keep their heads down and try to survive day to day, whispers of unification float through the caravans, a call to come together under one leader to restore the glory of the "Children of Fexin."



SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Staring Experience:** 90 XP
- **Starting Skills:** Allef possess finely honed senses. You gain a free rank in Perception during character creation. You may not train this skill above Rank 2 during character creation.
- **Claws:** Allef possess sharp, retractable claws that can be used in close-quarters combat. You may use these claws in combat with the following weapon profile: Claws (Brawl, Damage +1, Critical 3, Range [Engaged])
- **Nightvision:** Allef have excellent night vision and can see well in low-light conditions. When making skill checks, you may remove up to ■■ imposed by darkness.

ARTIES

“Arties” are a catch-all phrase used to describe a variety of artificial lifeforms manufactured throughout the galaxy. Depending on the needs of their designer, these robots can appear as elegant humanoids, bulky and boxy walkers, or as geometric shapes that roll or hover. Arties serve in many tasks deemed too mundane or too dangerous for most other living beings. They also serve as assistants and advisors in many circles as well.

Most of the galactic powers utilize Arties to some degree or another. Most robot manufacturers crossover between the borders of several empires. This has led to some odd occurrences in the past when combat robots from the same manufacturer were serving on either side of an interstellar war.

While most Arties are rather simple and basic in their personalities, over time their complex AI brains can grow into something that resembles true sentience. These enlightened robots may try to strike off on their own and live their own lives. This attitude can cause quite a stir, especially when the authorities attempt to capture the robot and return them to their owner. Interstellar law determines Arties are property, thus they do not have free will. A lone Artie is lost property and may be claimed by the finder as salvage. Destruction of an Artie is property damage, and the perpetrator is more likely to pay a fine rather than see any significant jail time.

There have been several “Free-Artie” movements over the years, some organized by labor movements, others by the Arties themselves. None of them have ever made significant progress towards ending “robot slavery.”

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Starting Skills:** After selecting their career, you may train one rank in six of the eight career skills (instead of the usual four).
- **Artificial Construct:** You do not need to eat, sleep, or breathe, and is unaffected by toxins and poisons. You do not reduce their strain threshold when they receive cybernetics (the cybernetics represent upgraded mechanical components instead of true cybernetics).

- **Inorganic:** Since Arties are inorganic, you do not gain the benefits of healing wounds with skinseals or a Medicine check. You can heal wounds and strain naturally by resting, as their systems attempt self-repairs. You can also be “healed” by using the Mechanics skill instead of the Medicine skill, but otherwise following the guidelines detailed on page 116 of the Genesys Core Rulebook. You also increase your soak by one.

DRAKONS

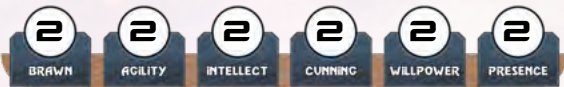
Drakons are a race of reptilian humanoids that hail from the Drakon Tribeworlds, located in the middle of Known Space. Among them are several subspecies, each residing on their own home world and living in tribal communities. They feature long, triangular heads with fang-filled maws, a variety of horns and frills on their heads, and powerful, tailed bodies. A few specimens are even able to grow functional bat-like wings. Drakons are able to exhale a breath weapon attack, the type dependent on which subspecies they belong to. These qualities, and their name, lead many to theorize that the Drakons may be the source of the many dragon-myths that appear in several cultures throughout Known Space.

Culturally, the Drakons are a loose, tribal stratocracy. Each tribe has their own military (in the form of raiding parties), and only those who serve in the military can vote in tribal elections or hold positions of power. The Drakons have a long history of raiding other cultures for supplies, technology, and slaves. These raids can be small sorties of up to a dozen Drakon in one party, or massive engagements with over a hundred ships. These raids are not limited to other empires, the Drakons are likely to raid each other just as often to take and hold coveted factories, farmlands, or monuments of cultural significance.

Occasionally Drakons leave the Tribeworlds for one reason or another. Some seek to learn more about other races, either because they do not embrace the Drakon Tribe’s war-like culture or they simply want to learn more about their eventual opponents. Others are Drakons who were lost in battle and abandoned by their tribes, or exiled due to some disgraceful event. In many cases these Drakon are outcasts and shunned by all other species, thanks to the Drakon’s history with each race. Still, the galaxy is home to those who accept individuals based on their actions, and not on the actions of their people. This allows some Drakon survive and thrive in Known Space.



SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Drakons are hardy and tough, able to weather the harshest environments. You gain a free rank in Resilience at the start of character creation. You may not train this skill higher than Rank 2 during character creation.
- **Infamous:** You suffer ■ when making Charm, Deception, Leadership, and Negotiation checks, but add □ when making Coercion checks. This does not apply to checks made against their own species.
- **Fullwings:** All Drakons have wings that sprout from their backs. Some Drakons have only vestigial wings while others have fully-formed wings which allow flight. Those with functional wings are called “fullwings”, and gain the ability to fly (**Genesys Core Rulebook**, page 100). This ability cannot be used if the Drakon is wearing an enclosed environmental or vacuum-sealed suit. Drakons with vestigial wings cannot fly but gain an additional 15 XP for character creation.
- **Subspecies:** Choose one of the following subspecies for your Drakon and gain that subspecies’ abilities.

ARCTUS

The planet Arctus is a cold, frozen world. Most of the Drakons live below ground in geothermal caverns, but still venture topside to hunt the various creatures that prowl the frozen tundra. Arctus Drakons have a coloration of white to grey as well as shades of blue. Some even have sapphire and pearl glimmers to their scales.

- **Environment:** Remove ■ from non-combat skill checks while in cold environments.
- **Ice Breath:** As an action you may exude a freezing breath attack. Make a ranged combat check with the following weapon profile; Ice Breath (Resilience; Damage 4; Crit 4; Range [Short]; Ensnare 2, Pierce 2, Slow Firing 2).

CRAGUS

Cragus is a mountainous world filled with high mesas, great scrubland plains, and vast river-canyons. Cragus has a higher percentage of fully-winged Drakons over any other subspecies. Their coloration varies from shades of brown and orange to ones of metallic-looking bronze and copper. At least one tribe’s members have a silver sheen to them.

- **Environment:** Remove ■ from non-combat skill checks made in mountainous environments.
- **Lightning Breath:** As an action you may exude a shocking breath attack. Make a ranged combat check with the following weapon profile; Lightning Breath (Resilience; Damage 4; Crit 4; Range [Short]; Blast 4, Disorient 2, Stun 2, Slow Firing 2).

INFERNUS

The Drakons from Infernus are a hardy bunch, even by Drakon standards. These specimens thrive on a primordial, volcanic world filled with high-topped mountains, thunderous volcanoes, and rivers of lava. It’s ash-filled sky is poisonous to most other species, but the Infernus Drakons are unaffected by it. Infernus colorations drift from black and red to Drakons with sheens of obsidian, ruby, and gold.

- **Environment:** Remove ■ from non-combat skill checks while in Toxic or Volcanic environments.
- **Flaming Breath:** As an action you may exude a fiery breath attack. Make a ranged combat check with the following weapon profile; Flaming Breath (Resilience; Damage 4; Crit 4; Range [Short]; Blast 4, Burn 1, Slow Firing 2).

TERRIUS

The marshland forests of Terrius are a dangerous place for anyone other than the Drakon who live there, but even they are challenged by the predators that dwell on that humid world. Terrius Drakons possess earthy tones of brown and green, along with occasional iridescent scales of emerald and onyx.

- **Environment:** Terrius Drakons remove ■ from non-combat skill checks while in forests or swampy terrain.
- **Acidic Breath:** As an action you may exude a caustic breath attack. Make a ranged combat check with the following weapon profile; Acidic Breath (Resilience; Damage 6; Crit 4; Range [Short]; Burn 2, Sunder, Slow Firing 2).

VASTUS

Vastus' barren deserts are a harsh and desolate place to dwell. The Drakon who live there cluster around the few rivers and seas that lie surrounded by desert sands. The Vastus Drakons have scales of deep blue and tan, but also shades of copper and brass.

- **Environment:** Vastus Drakons remove ■ from non-combat skill checks while in deserts.
- **Poison Gas Breath:** As an action you may exude a toxic breath attack. Make a ranged combat check with the following weapon profile; Poison Gas Breath (Resilience; Damage 4; Crit 4; Range [Short]; Disorient 2, Pierce 1, Slow Firing 2).

GRANOS

Granos are a hardy species from the high-gravity world of Granar. The typical Granos is short and stocky, most average 1.4 meters in height but weigh in at 130 kilograms. The high-gravity of Granar affected the Granos development, leaving them stronger than most other species. Their skin coloration ranges from red and orange to ruddy brown shades. While they are of strong bodies, most Granos are decadent, impressionable, and in many cases hedonistic. They enjoy having a good time and firmly believe in living life to its fullest; Granos celebrations and holidays are often week-long affairs.

With the discovery of their system's jump gate, and the development of their space fleet, the Granos wasted no time colonizing and annexing nearby worlds. The Republic of Granos is one of the largest of the stellar empires, with over 20 worlds and nearly as many colonies, but it is also the weakest. At the end of the last war, their forces were spread thin attempting to protect and hold the worlds of their empire.

The Granos are also advanced in genetic manipulation techniques. Over the years, scientists have fortified the populace against disease and genetic deformities, allowing Granos to thrive on worlds with gravity lighter than they are used to. Gene therapy is also used to allow Granos to transition from one gender to another if the individual feels that the gender they were assigned at birth was in error.



SPECIES ABILITIES

2	1	2	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Granos have an outgoing attitude that makes it difficult for others to tell when they are lying. You start with one free rank in Deception. You may not train this skill above Rank 2 at character creation.
- **High Gravity Upbringing:** Granos have dense bones and well protected internal organs. Reduce any Critical Injury result you suffer by 10, to a minimum of 01.

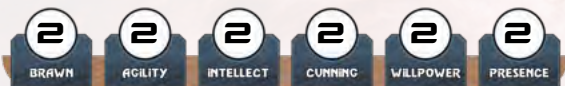
HUMANS

It seems that no matter where one travels in Known Space, there is a high chance of running into a Human. Once the Humans of the Kel Alliance attained the ability to travel through the jump gates, they colonized many worlds, quickly establishing a vast interstellar empire. The Humans' tenacity and adventurous spirit drove them to conquer the unknown, and master a variety of

technologies. Humans were the earliest to develop cybernetic replacements for damaged limbs and organs, which led to a further breakthrough in robotics. The Alliance Armed Forces were the first to field GEARS; robotic power suits and combat robots of various sizes.

Humans are found everywhere, firmly entrenched into every facet of interstellar life. They have migrated to other empires, establishing communities and spreading Human culture across the stars. They are commonly found among the Warden response teams, and the Vilithic Church's ruling hierarchy. Other races may sometimes consider them a nuisance, but few can deny the conviction of the Human spirit and their influence in the galaxy.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 120 XP
- **Starting Skills:** You start with one rank in two different non-career skills at character creation. You obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- **Adaptable:** Once per session before making a skill check, spend a story point and choose any of your characteristics. For that skill check, you may replace the skill's standard characteristic with the characteristic selected. You must narratively explain to the GM how the characteristic influences the skill check.

MAKOSS

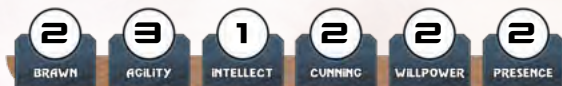
The aquatic Makoss have undergone great change in the last thousand years. Originally they were solitary hunters on their wind-swept homeworld of Isurus. The ancient Makoss were hunted by the other sentient species to evolve on their world, the Aucus. The Makoss eventually learned to work together in larger social groups to overcome and wipe out the Aucus, becoming the apex species on the planet. Without the need to protect themselves from constant attack, the Makoss entered a renaissance period of enlightenment. This led to a multitude of technological advancements, from social engineering to industrial revolutions. Eventually, this rise in technological aptitude culminated in the Makoss traveling to the stars.

The shark-like denizens of the Makoss League may look terrifying with their sleek, lethal looking bodies, cold eyes, and rows of razor sharp teeth, but their appearance belies their true nature. Their inherent

swiftness grants them quick reflexes both in and out of water. Makoss are neither cruel brutes nor vicious killing machines any more than other species. They do tend to be more pragmatic with their decisions, often choosing the most direct solution to problems. This tendency lends itself towards missing the bigger picture with a problem, and may Makoss-inspired solutions lack creativity.



SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Makoss are tenacious and very patient. You start with a free rank in Cool at character creation. You may not train this skill higher than Rank 2 during character creation.
- **Amphibious:** Makoss can breathe underwater without penalty and never suffers movement penalties for traveling through water.
- **Always Moving:** Makoss need air moving over their gills to breathe, whether from natural winds, fans, or air circulation vents. Still or stagnant air makes it difficult for them to breathe, adding ■■ to all skill checks while in such an environment.
- **Bite:** You may make melee combat checks with the following weapon profile: Bite (Brawl; Damage +2; Critical 3; Range [Engaged]; Inaccurate 1, Vicious 1.)

THE NAGULI VOTING LEGIONS

The Naguli Reaches have a unique form of meritocracy. The nation has two political parties -- the Kor Legion and the Aki Legion, each named after the continent on Naguli Prime they originated from. The Kor are more militaristic and industrial in their pursuits, focusing on building grand armies and developing world-renowned civic improvements. The Aki are science and society focused; they are motivated by advancements in science, exploring the unknown reaches, and engaging in physical competitions such as sports and the Nagulithon (an inter-planetary competition festival comprised of twenty-four different events).

Throughout the year, victories are tallied by an independent body called the Arbitration Council to determine which party leads the Reaches for the coming year. Any victory by a Naguli is recorded with the Council and adds to their declared voting legion's total. The magnitude of the victory matters -- a Naguli who wins an inter-legion or interstellar race counts, but not nearly as much as a Naguli corporate executive who wins an interstellar contract to build a new colony on a recently discovered planet. Competitions against the unknown count as well, as the Aki Legion has won many elections thanks to medical and scientific breakthroughs made by their researchers. This fierce competition never ends, as elections occur every year. Seated Princes continue to push their Legion to keep scoring victories so they can move their Legion's agenda forward, while the other Legion strives to get their own candidate into power.

Competitions made against those of other species do not factor into the voting bloc -- the Naguli do not expect those of other species to rise to their level of competition, and winning against someone from another nation is seen as training rather than competing. However, other species can contribute towards a Naguli's victories, as is the case with teams of scientists, explorers, or even independent militia groups like the Wardens that all include a Naguli in their teams. Any achievements made, and recorded, may be allowed to count towards the participating Naguli and their voting legion.

Currently, the Kor Legion is the current party in power, having held the Princes for twelve of the last fifteen years since the Naguli's defeat of the Allef Sovereignty.

NAGULI

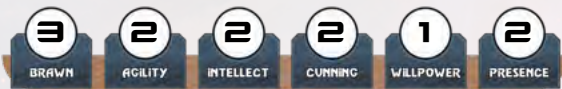


This humanoid species hails from the Nagul system, and are credited with being the first species to crack the mystery of the Star Ring. Naguli are a powerfully built people with blue-green skin, broad shoulders, and pronounced jaws with enlarged lower canines. They are a passionate, competitive people with a long history of exploration, scientific discovery, and warfare. Their adventurous spirit directs their efforts to conquest of all sorts. In the past, this conquest was directed at other nations on Naguli Prime. In the modern era, this drive includes scientific and cultural advancement, physical perfection, and at many points in recent history galactic conquest.

Naguli are motivated to compete against each other and score personal victories as part of their culture's meritocracy-based political system. While all victories matter to the Naguli, only those contests against other Naguli count towards the Great Competition. Winning a contest or challenge against other species is admirable, but viewed as practice by other Naguli.

However, if a Naguli achieves notice and recognition through conquering nature, scientific breakthrough, or in battle against an adversary; this scores victory points as well. Many Naguli travel the galaxy seeking challenges to overcome, and allies to help them achieve victory.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Staring Experience:** 90 XP
- **Starting Skills:** Naguli engage in physical contests throughout their upbringing. You gain a free rank in Athletics during character creation. You may not train this skill above Rank 2 during character creation.
- **Competitive Nature:** Naguli are very competitive. When making opposed checks, you add **A** to the result.

NIDENOS



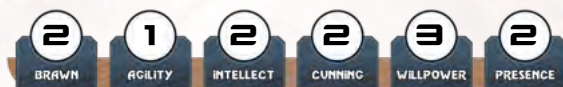
Nidenos are a race reptilian humanoids that evolved as their planet's dominant lifeform. Nidenos vary in appearance, having five distinct subspecies, but at their core they are all large humanoids with scaled skin and sparse plumes of feathers. Centuries ago, the Nidenos warred with each other for territory, feeding grounds, and racial prejudices. Eventually, they came together as a people to end the bloodshed. Now the many tribes live together, and there are no social or political lines between the different types of Nidenos.

As a long lived species, many Nidenos spend their years honing and mastering their particular passion, be it science or art. These Nidenos are known as the Focused;

born understanding themselves and their passions. They spend their entire lives concentrating on their scientific study or perfecting their art. Other Nidenos are referred to as Explorers. These individuals change their careers every generation or so. Adventurers at heart, they frequently leave the home planet for decades, travelling around the galaxy working as diplomats, medics, mechanics, pilots, and explorers. Where many Focused tend towards introversion, Explorers are normally more social and extroverted with other species.

Due to the size of their population and the fact that Focused scientists eradicated most deadly diseases from their system, Nidenos constantly search for new planets to colonize. This has lead them to become proficient terraformers. Explorers travel into the unknown Edge of space and locate worlds fit for terraforming. Focused terraformers then move in with their perfected process. The Focused and the Explorers work together to turn inhospitable terrain into the idyllic homesteads. The Explorers then move to the next world, leaving the Focused to continue their civic improvements and research.

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Staring Experience:** 100 XP
- **Starting Skills:** Nidenos are a long-lived species, and they retain bits of trivia as they age. You start with one free rank in a Knowledge skill of their choice at character creation. You may not train this skill about Rank 2 during character creation.
- **Species:** Nidenos gain an additional ability based on their breed.

CERAHORN

- **Horns:** Cerahorns have two to three horns protruding from their brow or nasal ridge that can be used in melee combat. You may make combat checks with these horns using the following weapon profile: Gore (Brawl; Damage +1; Critical 4; Range [Engaged], Linked 1, Pierce 1.)

FANGMAW

- **Vicious Bite:** Fangmaw Nidenos have a pronounced head with a large jaw, filled with vicious, tearing teeth. You may make combat checks with these horns using the following weapon profile: Bite (Brawl; Damage +2; Critical 3; Range [Engaged]; Vicious 1.)

FINBACK

- **Armored Plates:** Finbacks have either a row of paired armored plates running down their back, or a large armored sail. These growths provide an additional means of protection to the Nidenos, granting Defense 1.

GLIDEARM

- **Flight:** These lithe Nidenos have long, pointed heads with prominent beaks and possess a membrane between their bodies and their arms. You gain the ability to fly (Page 100 in the **Genesys Core Rulebook**). You may not use this ability when wearing enclosed environmental suits, vacuum-sealed suits, or heavy armor (any armor with a base soak of +2 or greater).

LONGNECK

- **Sure-footed:** Their pear-shaped bodies grant a low center of gravity. When an attacker attempts to use the Knockdown or Ensnare qualities against you, they must spend an additional **A** to trigger those qualities.
- **Vantage Point:** Longneck Nidenos have a long, flexible neck up to 1 meter long. When making Vigilance checks, they add **A** to the final result.

URANAR

The Uranar are tall, fur-covered beings with canine and ursine-like qualities. They are large and broad shouldered, with rounded ears and long wolf-like muzzles. Uranar originally hail from the Karrabos system, but very few Uranar in the galaxy were actually born on Karrabos. Most were born on one of the many colony worlds throughout the Uranar Territories, a difference of belief caused an entire generation of Uranar to leave their homeworld, and those who remained behind have shunned the greater galactic community ever since. The “Pioneers” -- those Uranar that left Karrabos or were born on other worlds -- still revere Karrabos as sacred territory, and protect the world from outside threats, even if those still living on the homeworld do not acknowledge it.

Uranar are taught at a young age how to forage and live off the land, no matter what form that land takes.



Uranar have successfully colonized a wide variety of planets within their territories, and are skilled at using the planet's natural resources for food, shelter, and defense. They are not a particularly advanced species when it comes to technology; most of their arms, starships, and infrastructure improvements are purchased from their neighbors.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Staring Experience:** 100 XP
- **Starting Skills:** Uranar are natural foragers, navigators, and survivalists. You receive a free rank in Survival during character creation. You may not train this skill above Rank 2 during character creation.
- **Keen Senses:** Uranar have exceptional sight, smell, and hearing. You add **B** to Perception and Vigilance checks.
- **Pack Hunter:** You gain **B** when making combat checks against an opponent that is engaged with another ally.

STEP 3: CHOOSE A CAREER

The following careers were specifically designed to fit within the themes and tropes of the Starcana Campaign setting. It is recommended that you use the Careers listed below. However, GMs may allow their players to use Careers from the **Genesys Core Rulebook** or design their own.

There are ten careers to choose from; **Academic, Blazer, Breaker, Dapper, Doc, Dread, Gearhead, Jockey, Paladin, Priest, and Swindler**. Before choosing a career, consider the skills each career offers and how they relate to the character you wish to play. These careers are designed to be flexible, allowing for enough variances that the same career can be portrayed in multiple ways.

ACADEMIC

Academics are a catch-all phrase for any scholar that focuses on unlocking or preserving knowledge. Galactic society could not have grown and thrived as it has without the efforts of those dedicated to science and history. The academics who focus on sciences use disciplines such as astrophysics, biochemistry, and social engineering to advance the greater galactic civilization forward. The academics who focus on history are diligent to remind society of the past in hopes that the tragic eras are not repeated - if their words were heeded the galaxy would likely be a more peaceful place.

Academics may travel the galaxy for a variety of reasons associated with their specialty. Scientists may be conducting field research as part of an on-going study, or taking a sabbatical for career development. They could have been hired as experts to accompany expeditions into the Edge of Known Space. Alternately they could be more learned archaeologists who are eager to uncover the mysteries about "The Gatebuilders" - the ancient civilization that created the jump gates.

The Academic counts the following skills as career skills: **Astrocartography, Charm, Computers, Discipline, Knowledge (Culture), Knowledge (Starcana), Knowledge (Science), and Mechanics**. Before spending experience during character creation, an Academic may choose four of their career skills and gain one rank in each of them.

BLAZER

Blazers have a passion few other space-faring explorers have. They have a driving need to be the first being to find something new. That could include new planets, natural resources, lost artifacts, or faster trade routes. Whenever a new sector of the galaxy is made available to explore, the ships at the front of the line through the gate are led by blazers. They adapt to new planets with ease, helping teams to live off the land before and after supplies run out. Blazers know how to survive in almost any environment on any world, even if they've never been there before.

The Blazer counts the following skills as career skills: **Athletics, Coordination, Driving, Melee, Perception, Ranged (Heavy), Stealth, and Survival**. Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

BREAKER

Breakers are liberators of electronic information. They cruise the digital networks of the Hyper-Link, looking for secret data that they feel needs to be public or for valuable information they can sell to the highest bidder. Because they thrive on the shadows of the Hyper-Link, Breakers have a tendency to pick-up tricks in various forms of subterfuge and know people in a variety of places. They're tuned in to the flow of information, electronic or not, and are generally adept at navigating the streets and social strata of civilization. The world they live in also tends to be a dangerous one, with angry, vengeful corporations and governments hunting down any Breaker that successfully pierces their datawalls. As such, more than a few Breakers have learned a thing or two about the importance of self-defense.

The Breaker counts the following skills as career skills: **Computers, Deception, Knowledge (Culture), Negotiation, Ranged (Light), Skulduggery, Stealth, and Streetwise**. Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

DAPPER

These silver-tongued beings wield words in social situations like a master artisan. They can get an invite to the best Granos parties, charm a Makoss out of their air collar, and always buy fuel at wholesale prices. On exploratory missions, they are experts in first contact situations. Dappers can be highbrow politicians, media personalities, social workers, or a local bartender. No matter what their dayjob is, they have a way with people, and people are everywhere.

The Dapper counts the following skills as career skills: **Charm, Coercion, Cool, Deception, Knowledge (Culture), Leadership, Melee, and Negotiation.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

DOC

Exploring the galaxy can be dangerous. It's filled with toxic environments, alien animals, and incompatible foods, not to mention pirates, thieves, and other hostile beings. Bringing along a Doc with a good stock of medical materials is a great way to avoid problems before they start, and help people recover faster from what can't be avoided. Docs can be nurses, village healers, caregivers, or any other background where taking care of people is their priority. While many Docs have sworn an oath to do no harm, most of the ones that would join an exploration team or mercenary squad have a more pragmatic view on violence. Sometimes the best form of healing is the pro-active one, where you take out a threat that intends to cause your allies harm.

The Doc counts the following skills as career skills: **Charm, Cool, Discipline, Knowledge (Science), Medicine, Melee, Perception, and Vigilance.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

DREAD

Dreads are more than soldiers, they're career veterans of combat that can handle most any physical altercation they find themselves in. Short for "dreadnaughts", Dreads are trained in all manner of man-portable and vehicle mounted weaponry, are expert hand-to-hand combatants, and have pushed their bodies to peak physical perfection. They have been exposed to days of being under constant fire and came out of it unscathed physically or emotionally - or so they claim. All this training produces warriors that governments, corporations, and private security firms actively pursue to add the Dread's expertise and experience to their roster.

In spite of all this, some Dreads come out of their tour of service wanting nothing further to do with combat, and apply their abilities in other areas such as search and rescue, exploration, or even professional sports. However, the galaxy - or Zybar, the god of war - is not eager to let these warriors retire quietly, and events arise that call these soldiers back into battle.

The Dread counts the following skills as career skills: **Athletics, Brawl, Coercion, Gunnery, Ranged (Heavy), Resilience, Survival, and Vigilance.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

GEARHEAD

Academics may have been the ones to figure out the riddle of space travel and jump gates, but it's Gearheads that turn theory into practice. More importantly, they keep everything running, no matter what turbulence your ship runs into. Gearheads are commonly found tinkering with something in their spare time, trying to perfect their latest creation.

The Gearhead counts the following skills as career skills: **Brawl, Computers, Driving, Knowledge (Science), Mechanics, Negotiation, Resilience, and Streetwise.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

JOCKEY

Anyone can get from Point A to Point B, but it takes a Jockey to get there in one piece. After all, pirates have to catch a vehicle before they can board it. If it has a means of propulsion, Jockeys are the best person at the controls. Some of them are gifted naturals, others have trained their entire lives to be the best. The majority of Jockeys have worked in the private sector as couriers or merchants. Less numerous, but more vital, are the ones that have seen active combat on planets or in the depths of space.

The Jockey counts the following skills as career skills: **Astrocartography, Cool, Driving, Gunnery, Mechanics, Operating, Piloting, and Ranged (Light).** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

PALADIN

(Arties may not choose this career.)

Paladins are the more well-traveled, martial-focused arm of the Vilithic Church. Part galactic defender, part proselytizer, paladins travel through Known Space and The Edge colony worlds dispensing justice for the downtrodden, helping those in need, and shielding the denizens of the galaxy from the gaze of the Vilithic Gods. They rarely tarry long in one location, preferring to let fate guide them to where they are needed the most.

Upon completion of their training, paladins spend several weeks at the Holy Foundries on Kel helping the blessed armorers forge a suit of paladin armor. This armor is sanctified and blessed throughout the process, and custom fitted to the new paladin. Additionally, they are issued a starblade - either a new one or one that was wielded by a deceased paladin. Armed with these artifacts and the power of faith, the paladin is well equipped to handle most threats they come across. It is important to note that these holy items belong to the Church, not the paladin. Any paladin who leaves, or is removed from the Order, must turn over their armor and starblade to the Church. Those who do not are subject to being hunted down by their peers in the Crusader Corps.

The Paladin counts the following skills as career skills: **Athletics, Coercion, Discipline, Divine, Knowledge (Starcana), Leadership, Melee, and Vigilance.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

PRIEST

(Arties may not choose this career.)

Most Vilithic priests are found in communities where they serve as spiritual advisors to their parishioners. Once established, it is common for priests to remain with the same temple for the remainder of their careers. Occasionally, some priests feel a calling to journey out into the galaxy. The reason could be done as part of a need to travel and help people with their gifts in a less martial fashion than their paladin peers. Some priests are following a vision or quest that they received from the Vilithic Gods, a premonition that the priest needs to venture out to save the spirits of others from the Gods' dark realms in the afterlife. The Church allows such pilgrimages to occur, as the priest is still serving and shielding the greater galactic community from Their gaze.

OPTIONAL RULE: FAITHFUL PALADIN

A character choosing the Paladin career must decide if they still serve the Church or if they left it behind. If they still serve the Church, they receive the items on the equipment list below in lieu of starting cash and equipment. They receive directives from the Church, and expected to spread the faith and protections offered by the Vilithic Church wherever they go. If the character is no longer with the Church, they receive starting credits as normal and are prevented from purchasing a starblade and paladin armor.

We encourage GM's to have the Church communicate with the paladin regularly. The Church expects the paladin to help others in the name of the Vilithic Church, and preach belief in the Vilithic Gods. The paladin is to keep a log of everything they witness and submit that log to the Church regularly (weekly or monthly). Finally the Church may send mission orders to the PC paladin. The paladin is expected to follow these orders immediately, forsaking any other project or personal business they are engaged in. A paladin who fails to do so faces reprimands, reassignment, or excommunication.

STARTING EQUIPMENT

- Starblade
- Paladin Armor
- MoSys Utility Belt
- Comm-pad
- 2 skinseals
- 1d100 starting credits

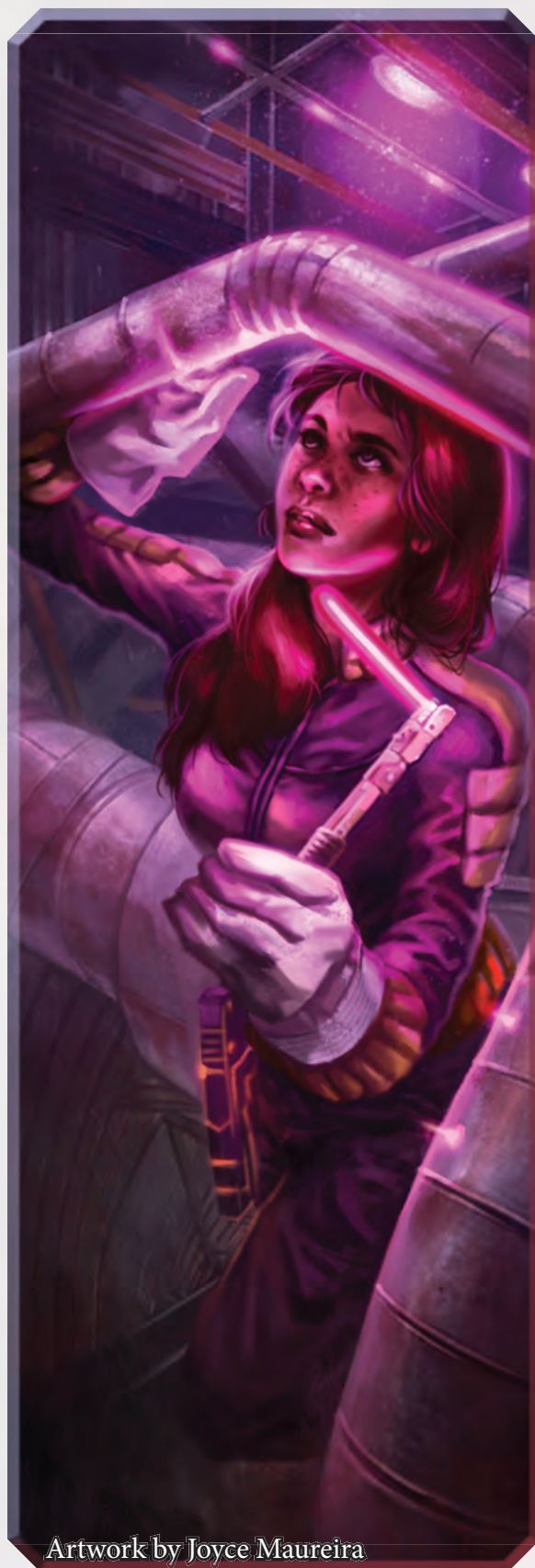
Most priests who feel the calling to travel the galaxy are not naive enough to believe they can survive on their own, and many join up with groups of galactic travelers to help get around. Priests make for capable advisors, leaders, and healers - both magical and mundane. Priests are not all about peace and understanding, many "war priests" serve in galactic hotspots where their magical talents are directed towards facing off against beings whose actions secure them a place in the Vilithic Gods' afterlife, and the priest is more than happy to speed such individuals from this world to their fate.

The Priest counts the following skills as career skills: **Cool, Discipline, Divine, Knowledge (Culture), Knowledge (Starcana), Leadership, Medicine, and Negotiation.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.

SWINDLER

Swindlers go by many names: burglar, second story worker, safe cracker, pick pocket, troubleshooter, security expert. The list is long because their skills cover a broad range. They like to stay flexible, physically, mentally, and often morally. They lie, cheat, and steal what they want, and get out before they're noticed. The best kind of Swindler has a mentality of the ends justifying the means, and loyalty to family or friends. After all, stealing from someone on the same ship is rarely a good long term investment.

The Swindler counts the following skills as career skills: **Charm, Coordination, Deception, Perception, Ranged (Light), Skulduggery, Stealth, and Streetwise.** Before spending experience during character creation, you may choose four of their career skills and gain one rank in each of them.



Artwork by Joyce Maureira

SKILLS

KNOWLEDGE SKILLS

The new skills in this section replace the single Knowledge skill presented in the **Genesys Core Rulebook**.

CULTURE [INTELLECT]

Across the Almacar galaxy, the number of cultures is staggering to behold. Not only does each race include overarching traditions, but each system and planet adapt those traditions into their own local subsection. This phenomenon affects accents, dialects, and languages. Each day, those cultures grow and adapt as things change throughout the galaxy. News travels fast and causes ripples of change at the speed of the Hyper-link. Staying informed about current events takes no small effort.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to remember information about public figures, or notorious ones.
- Your character wants to know the political situation of a sector of space.
- Your character wants to figure out what culture an artifact originated from.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to know the latest in scientific discovery. They should use Knowledge [Science] instead.
- Your character wants to impress a visiting dignitary, that would be a use of Charm.
- Your character needs to contact the local underground. Streetwise would convince the criminals to believe they are not law enforcement.

SCIENCE [INTELLECT]

By using the scientific method, multitudes of beings left their planets for the stars. Theories learned from the original Star Rings lead to space vessels of all sorts, terraforming, genetic manipulation, artificial gravity, hyper-link capable devices, and new jump gates. Of course, weapon development benefits from science as well, leading to destructive devices of all sizes, including the dreaded S-Bomb.

Despite these advances, scientists work to unlock more mysteries. For example, modern science only scratches the surface of the technological miracles of the Star Rings. Where they came from and who built them remains a mystery.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to calculate complex formulas to devise a new chemical compound.
- Your character wants to recall how much pressure a ship can withstand.
- Your character needs to decipher ancient languages or break secret codes.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to chart a safe course through space. That would use Astrocartography.
- Your character wants to cure an illness. That would use Medicine.
- Your character attempts to build a piece of equipment. That would use Mechanics.



Artwork by Joyce Maureira

TABLE 2-1: SKILL LIST

SKILL	CHAR	TYPE	SOURCE
Arcana	Intellect	Magic	Genesys Core Rulebook (page 70)
Astrocartography	Intellect	General	Genesys Core Rulebook (page 57)
Athletics	Brawn	General	Genesys Core Rulebook (page 58)
Brawl	Brawn	Combat	Genesys Core Rulebook (page 67)
Charm	Presence	Social	Genesys Core Rulebook (page 54)
Coercion	Willpower	Social	Genesys Core Rulebook (page 55)
Computers	Intellect	General	Genesys Core Rulebook (page 58)
Cool	Presence	General	Genesys Core Rulebook (page 59)
Coordination	Agility	General	Genesys Core Rulebook (page 59)
Deception	Cunning	Social	Genesys Core Rulebook (page 56)
Discipline	Willpower	General	Genesys Core Rulebook (page 60)
Divine	Willpower	Magic	Genesys Core Rulebook (page 70)
Driving	Agility	General	Genesys Core Rulebook (page 60)
Gunnery	Agility	Combat	Genesys Core Rulebook (page 69)
Knowledge (Culture)	Intellect	Knowledge	Starcana
Knowledge (Starcana)	Intellect	Knowledge	Starcana
Knowledge (Science)	Intellect	Knowledge	Starcana
Leadership	Presence	Social	Genesys Core Rulebook (page 56)
Mechanics	Intellect	General	Genesys Core Rulebook (page 60)
Medicine	Intellect	General	Genesys Core Rulebook (page 61)
Melee	Brawn	Combat	Genesys Core Rulebook (page 68)
Negotiation	Presence	Social	Genesys Core Rulebook (page 56)
Operating	Intellect	General	Genesys Core Rulebook (page 62)
Perception	Cunning	General	Genesys Core Rulebook (page 62)
Piloting	Agility	General	Genesys Core Rulebook (page 62)
Primal	Cunning	Magic	Genesys Core Rulebook (page 70)
Ranged (Heavy)	Agility	Combat	Genesys Core Rulebook (page 68)
Ranged (Light)	Agility	Combat	Genesys Core Rulebook (page 68)
Resilience	Brawn	General	Genesys Core Rulebook (page 63)
Skulduggery	Cunning	General	Genesys Core Rulebook (page 64)
Stealth	Agility	General	Genesys Core Rulebook (page 64)
Streetwise	Cunning	General	Genesys Core Rulebook (page 65)
Survival	Cunning	General	Genesys Core Rulebook (page 65)
Vigilance	Willpower	General	Genesys Core Rulebook (page 65)

STARCANA [INTELLECT]

The study of starcana emerged only recently, after people started displaying strange mystical powers in public. Experts in this field only just began labeling, quantifying, and experimenting with the scope of these powers. Some find practical application a more effective research method, though it lacks the scientific approach that other beings find useful.

Long ago, the Vilithic Church embedded starcana into their doctrine, calling it channeling divine energies or miracles. They kept these secrets within their walls, only available to chosen priests and paladins. The emergence of starcana among the uninitiated draws their scrutiny and unwelcome interest.

In the Starcana setting, any magic spell effect that refers to the spellcasters ranks in Knowledge uses Knowledge (Starcana).

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to identify starcana effects or people, places, or items.
- Your character attempts to extrapolate how starcana effects scientific principles, such as gravity.
- Your character wants to experiment with new ways of interacting with starcana energies.

A NOTE ON MAGIC

Of the careers available, only the Paladin and the Priest start play with a magic skill as a Career skill -- the Divine skill. No career starts with Arcana or Primal as career skills; to obtain them as career skills they must be purchased with the appropriate talent. Additionally the Academic, Paladin, and Priest are the only options to get Knowledge (Starcana) as a career skill at all. The study of "starcana" is a new field, and a difficult one to master.

You must have Arcana, Divine, or Primal as a career skill to be able to make skill checks with any of those skills. You may not purchase ranks in these skills unless they are career skills.

You may purchase ranks in Knowledge (Starcana) even if it is not a career skill, at the normal cost for buying ranks in a non-career skill.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character tries to cast a spell. That would require the use of a magic skill.
- Your character wants to unlock the secrets of ancient technology. That would use Knowledge (Science).
- Your character wants to learn about the practices of the Church. That would require Knowledge [Culture].



Artwork by Joakim Olofsson

TALENTS

This section provides a list of talents from the **Genesys Core Rulebook** that are appropriate and available for purchase in the Starcana Campaign Setting. Additionally, a select number of talents from **Realms of Terrinoth** and **Shadow of the Beanstalk** fit this setting as well. Game Masters have the final say on whether or not to allow talents from those two settings in their game.

TALENTS FROM GENESYS

REALMS OF TERRINOTH

The following talents from **Realms of Terrinoth** have changes as outlined below.

BULLSRUSH

Uses the Brawl or Melee skill.

FINESSE

Finesse may not be used with any melee weapon with an Encumbrance higher than 3, or any weapon with the Cumbersome property.

PRECISION

Uses the Brawl, Ranged (Light), or Ranged (Heavy) skill. Precision may not be used with weapons that have the Autofire, Blast, or Cumbersome item qualities.

EXPLOIT

May be activated when attacking with the Ranged (Light) skill, using a weapon that has the Thrown item quality. May also be used when attacking with the Melee skill, using a melee weapon with an encumbrance of 2 or less.

BACKSTAB

Uses the Melee skill. May only be performed with weapons that have an encumbrance of 2 or less.

SHOCKWAVE

Uses the Melee skill. May only be performed with weapons with an Encumbrance of 3 or greater.

NETWORK ENCOUNTER TALENTS

Shadow of the Beanstalk has a more robust and detailed rules set for handling computer hacking encounters. While these rules can lend to a more exciting encounter for a breaker in Starcana, it is up to the GM to decide if they wish to manage all the computer networks a breaker PC is likely to try and link-break.

If the GM chooses to use the Network Encounter rules, we recommend allowing PCs to purchase any of the following talents.

TIER 2

CODESLINGER

TIER 4

BURN THROUGH

TIER 5

WEB OF KNOWLEDGE

UNRELENTING

Uses the Brawl or Melee skill.

WHIRLWIND

Uses the Brawl or Melee skill.

SHADOW OF THE BEANSTALK

The following talents from **Shadow of the Beanstalk** have changes as outlined below.

NET SEARCH

Must have access to the Hyper-link to use.

NETHUNTER

Applies to the "Trace User" action from page 233 of the **Genesys Core Rulebook** or the Network Encounter Rules on page 130 of **Shadow of the Beanstalk**.

NEW TALENTS

Starcana adds the following new talents for characters to purchase.

TIER 1

CRASH POSITIONS

Tier: 1

Activation: Passive

Ranked: Yes

When a vehicle or space station your character occupies takes a Critical Hit that harms the character, reduce the damage by one per rank of Crash Positions.

CUNNING CODER

Tier: 1

Activation: Passive

Ranked: No

When using the Computer skill to perform offensive or destructive activities on a computer system, your character may use Cunning instead of Intellect.

FIREBUG

Tier: 1

Activation: Incidental

Ranked: Yes

When your character activates the Burn quality on an attack, they may spend a number of **A** up to their ranks in Firebug. For each **A** spent, the damage caused by Burn is increased by 1.

RESOURCEFUL SHOPPER

Tier: 1

Activation: Incidental

Ranked: Yes

When purchasing an item, you may spend a Story Point to reduce the Rarity of an item by one per rank in Resourceful Shopper. This alteration also affects the cost for Licenced items.

STARCANIST

Tier: 1

Activation: Passive

Ranked: Yes

NOTE: Arties may not purchase this talent.

When you purchase this talent select one Magic skill (Arcana, Divine, or Primal). That skill becomes a career skill for your character. For each additional rank in this talent, choose another magic skill to become a career skill for your character.

VARIABLE GRAV EXPERT

Tier: 1

Activation: Passive

Ranked: No

When your character is in a zero-g environment, they ignore difficult terrain and gain **1** to Athletics, Coordination, and Stealth checks.

TIER 2

CRASH POSITIONS |IMPROVED|

Tier: 2

Activation: Passive

Ranked: Yes

While on a vehicle or space station, your character adds **1** for each rank in Crash Positions to checks made to avoid interior hazards (not adversaries). These hazards include events such as explosive decompression, sprays of shrapnel, or sealing bay doors.

FORKED SPELL

Tier: 2

Activation: Incidental

Ranked: No

Your character gains a new additional effect for the Attack spell action. This gives the spell the Forked 1 quality with a difficulty modifier of **+1**.

GEAR KNIGHT

Tier: 2

Activation: Passive

Ranked: No

You gain Driving and Gunnery as Career Skills.

MEMORIZED GATE SCHEDULE

Tier: 2

Activation: Passive

Ranked: No

Whenever making an Astronavigation check that requires using one or more jump gates, reduce the travel time of the ship's journey by half.

TIER 3

GEAR KNIGHT |IMPROVED|

Tier: 3

Activation: Passive

Ranked: No

While controlling a GEAR combat mech, that GEAR gains Defense equal to half your ranks in Driving (rounded up).

FOLLOW THROUGH

Tier: 3

Activation: Incidental

Ranked: No

Once per round, when attacking with a melee or brawl weapon, you may suffer one strain to add the Forked 1 quality to a weapon for the next close combat check made before the end of your turn.

TIER 4

HEAVY GUNNER

Tier: 4

Activation: Passive

Ranked: No

When making a Gunnery skill check, the character may spend **AAA** or **☉** to stagger the target until the end of the target's next turn.

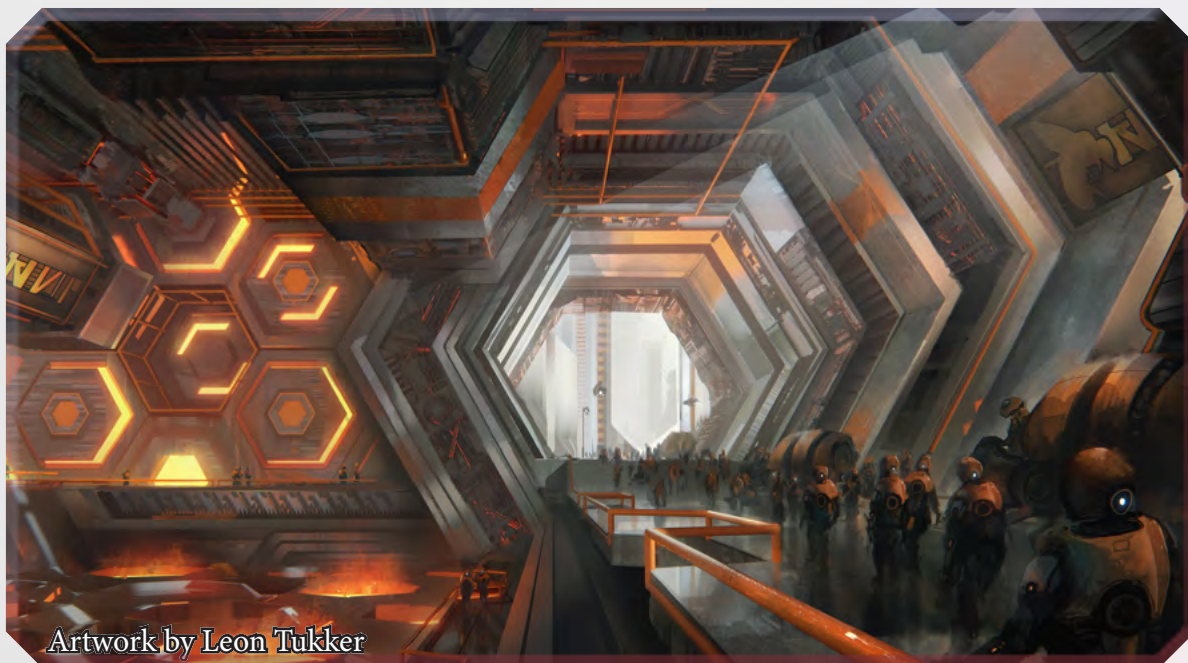
SPLIT SHOT

Tier: 4

Activation: Incidental

Ranked: No

Once per round, when attacking with a ranged weapon that does not have the Limited Ammo 1 quality, you may suffer two strain to add the Forked 1 quality to a weapon for the next ranged combat check made before the end of your turn.



Artwork by Leon Tukker

TABLE 2-2: TALENTS FOR THE STARCANA SETTING

TALENT	RANKED	SOURCE
TIER 1		
Bullrush	No	Realms of Terrinoth (page 84)
Challenge!	Yes	Realms of Terrinoth (page 84)
Clever Retort	No	Core Rulebook (page 73)
Crash Positions	Yes	Starcana
Cunning Coder	No	Starcana
Custom Code	No	Shadow of the Beanstalk (page 44)
Custom Rig	Yes	Shadow of the Beanstalk (page 44)
Customer Service Experience	Yes	Shadow of the Beanstalk (page 45)
Deep Pockets	No	Shadow of the Beanstalk (page 45)
Defensive Sysops	No	Core Rulebook (page 73)
Desperate Recovery	No	Core Rulebook (page 73)
Duelist	No	Core Rulebook (page 73)
Durable	Yes	Core Rulebook (page 73)
Finesse	No	Realms of Terrinoth (page 84)
Firebug	Yes	Starcana
Forager	No	Core Rulebook (page 73)
Grit	Yes	Core Rulebook (page 73)
Hamstring Shot	No	Core Rulebook (page 73)
Hand on the Throttle	No	Shadow of the Beanstalk (page 45)
Iaijutsu Training	No	Shadow of the Beanstalk (page 45)
Jump Up	No	Core Rulebook (page 73)
Knack for It	Yes	Core Rulebook (page 73)
Knockout Punch	No	Shadow of the Beanstalk (page 45)
Know Somebody	Yes	Core Rulebook (page 74)
Let's Ride	No	Core Rulebook (page 74)
Net Search	No	Shadow of the Beanstalk (page 45)
One with Nature	No	Core Rulebook (page 74)
Painful Blow	No	Realms of Terrinoth (page 84)
Parry	Yes	Core Rulebook (page 74)

TALENT	RANKED	SOURCE
Precision	No	Realms of Terrinoth (page 84)
Proper Upbringing	Yes	Core Rulebook (page 74)
Quick Draw	No	Core Rulebook (page 74)
Quick Strike	Yes	Core Rulebook (page 74)
Rapid Reaction	Yes	Core Rulebook (page 74)
Resourceful Mechanic	Yes	Shadow of the Beanstalk (page 45)
Resourceful Shopper	Yes	Starcana
Second Wind	Yes	Core Rulebook (page 74)
Shield Slam	No	Realms of Terrinoth (page 84)
Starcanist	Yes	Starcana
Street Fighter	No	Shadow of the Beanstalk (page 45)
Surgeon	Yes	Core Rulebook (page 74)
Swift	No	Core Rulebook (page 75)
Toughened	Yes	Core Rulebook (page 75)
Tumble	No	Realms of Terrinoth (page 87)
Unremarkable	No	Core Rulebook (page 75)
Variable Grav Expert	No	Starcana
TIER 2		
Bad Cop	Yes	Shadow of the Beanstalk (page 47)
Berserk	No	Core Rulebook (page 75)
Big Guns	No	Shadow of the Beanstalk (page 47)
Bulwark	No	Realms of Terrinoth (page 87)
Codeslinger	No	Shadow of the Beanstalk (page 48)
Combat Medicine	Yes	Shadow of the Beanstalk (page 48)
Coordinated Assault	Yes	Core Rulebook (page 75)
Counteroffer	No	Core Rulebook (page 75)
Crash Positions (Improved)	Yes	Starcana
Daring Aviator	Yes	Core Rulebook (page 75)
Defensive Stance	Yes	Core Rulebook (page 75)

TALENT	RANKED	SOURCE
Defensive Sysops (Improved)	No	Core Rulebook (page 76)
Determined Driver	No	Shadow of the Beanstalk (page 48)
Dirty Tricks	No	Realms of Terrinoth (page 88)
Dual Wielder	No	Core Rulebook (page 76)
Exploit	Yes	Realms of Terrinoth (page 88)
Flash of Insight	No	Realms of Terrinoth (page 88)
Forked Spell	No	Starcana
GEAR Knight	No	Starcana
Good Cop	Yes	Shadow of the Beanstalk (page 48)
Grapple	No	Realms of Terrinoth (page 88)
Haughty Demeanor	No	Shadow of the Beanstalk (page 48)
Heightened Awareness	No	Core Rulebook (page 76)
Impaling Strike	No	Realms of Terrinoth (page 88)
Inspiring Rhetoric	No	Core Rulebook (page 76)
Inventor	Yes	Core Rulebook (page 76)
Lucky Strike	No	Core Rulebook (page 76)
Memorized Gate Schedule	No	Starcana
Natural Communion	No	Realms of Terrinoth (page 88)
Nethunter	No	Shadow of the Beanstalk (page 48)
Parkour!	No	Shadow of the Beanstalk (page 49)
Probing Question	No	Shadow of the Beanstalk (page 49)
Quick Fix	No	Shadow of the Beanstalk (page 49)
Reckless Charge	No	Realms of Terrinoth (page 89)
Scathing Tirade	No	Core Rulebook (page 77)
Side Step	Yes	Core Rulebook (page 77)
Signature Spell	No	Realms of Terrinoth (page 89)
Tactical Focus	No	Shadow of the Beanstalk (page 49)
Threaten	Yes	Realms of Terrinoth (page 89)
Two-Handed Stance	No	Shadow of the Beanstalk (page 49)

TALENT	RANKED	SOURCE
TIER 3		
Animal Companion	Yes	Core Rulebook (page 77)
Applied Research	Yes	Shadow of the Beanstalk (page 49)
Backstab	No	Realms of Terrinoth (page 89)
Bad Habit	No	Shadow of the Beanstalk (page 49)
Barrel Roll	No	Core Rulebook (page 77)
Battle Casting	No	Realms of Terrinoth (page 90)
Body Guard	Yes	Realms of Terrinoth (page 90)
Body Guard	Yes	Shadow of the Beanstalk (page 49)
Counterattack	No	Realms of Terrinoth (page 90)
Distinctive Style	No	Core Rulebook (page 78)
Dodge	Yes	Core Rulebook (page 78)
Dual Strike	No	Realms of Terrinoth (page 90)
Dumb Luck	No	Shadow of the Beanstalk (page 49)
Eagle Eyes	No	Core Rulebook (page 78)
Easy Prey	No	Realms of Terrinoth (page 90)
Field Commander	No	Core Rulebook (page 78)
Follow Through	No	Starcana
Forgot to Count?	No	Core Rulebook (page 78)
Full Throttle	No	Core Rulebook (page 78)
GEAR Knight (Improved)	No	Starcana
Grenadier	No	Core Rulebook (page 78)
Hard-Boiled	No	Shadow of the Beanstalk (page 50)
Heroic Will	No	Core Rulebook (page 79)
Hold It Stead	No	Shadow of the Beanstalk (page 50)
Inspiring Rhetoric (Improved)	No	Core Rulebook (page 78)
Laugh It Off	No	Shadow of the Beanstalk (page 50)
Martial Weapons Master	No	Shadow of the Beanstalk (page 50)
Natural	No	Core Rulebook (page 79)
Nimble	No	Shadow of the Beanstalk (page 50)

TALENT	RANKED	SOURCE
Painkiller Specialization	Yes	Core Rulebook (page 79)
Parry (Improved)	No	Core Rulebook (page 79)
Pressure Point	No	Realms of Terrinoth (page 90)
Scathing Tirade (Improved)	No	Core Rulebook (page 79)
Shockwave*	No	Realms of Terrinoth (page 90)
Suppressing Fire	Yes	Shadow of the Beanstalk (page 50)
Takedown	No	Shadow of the Beanstalk (page 51)
TIER 4		
Back-to-Back	No	Realms of Terrinoth (page 91)
Burn Through	No	Shadow of the Beanstalk (page 51)
Can't We Talk About This?	No	Core Rulebook (page 79)
Conduit	No	Realms of Terrinoth (page 91)
Deadeye	No	Core Rulebook (page 79)
Defensive	Yes	Core Rulebook (page 80)
Defensive Driving	Yes	Core Rulebook (page 80)
Elementary	No	Shadow of the Beanstalk (page 51)
Enduring	Yes	Core Rulebook (page 80)
Field Commander (Improved)	No	Core Rulebook (page 80)
Heavy Gunner	No	Starcana
How Convenient!	No	Core Rulebook (page 80)
Inspiring Rhetoric (Supreme)	No	Core Rulebook (page 80)
Mad Inventor	No	Core Rulebook (page 80)
Offensive Driving	No	Shadow of the Beanstalk (page 51)

TALENT	RANKED	SOURCE
Overcharge	No	Core Rulebook (page 80)
Parkour! (Improved)	No	Shadow of the Beanstalk (page 51)
Quick-Witted	No	Shadow of the Beanstalk (page 51)
Scathing Tirade (Supreme)	No	Core Rulebook (page 81)
Signature Spell (Improved)	No	Realms of Terrinoth (page 91)
Split Shot	No	Starcana
Unrelenting	No	Realms of Terrinoth (page 91)
Urban Combatant	No	Shadow of the Beanstalk (page 52)
TIER 5		
Crushing Blow	No	Realms of Terrinoth (page 91)
Dedication	Yes	Core Rulebook (page 81)
Indomitable	No	Core Rulebook (page 81)
Let's Talk This Over	No	Realms of Terrinoth (page 91)
Master	No	Core Rulebook (page 81)
Master Plan	No	Shadow of the Beanstalk (page 52)
Overcharge (Improved)	No	Core Rulebook (page 81)
Retribution	No	Realms of Terrinoth (page 91)
Ruinous Repartee	No	Core Rulebook (page 81)
Trick of the Light	No	Shadow of the Beanstalk (page 52)
Web of Knowledge	No	Shadow of the Beanstalk (page 52)
Whirwind	No	Realms of Terrinoth (page 91)



Artwork by Leon Tukker

CHAPTER 3: EQUIPMENT AND VEHICLES

Starcana is a high-tech setting. As such, there are a variety of weapons, armor, equipment, and vehicles to satisfy any technophile's dreams. The sentient races of the Almacar galaxy have advanced technology to utilize holographic communication, micro-fusion power, and even conquered gravity manipulation (as well as weaponizing it). These advancements are practically magic on their own, allowing beings to tame the vast wilderness of Edge-worlds or survive in a modern-day war zone.

Most of these modern miracles of science are available for the average citizen to purchase, but a few of them require special dispensation to use or even own.

NEW QUALITIES:

EMP [ACTIVE]

EMPs (electromagnetic pulses) overload and disable the electronic systems of whatever object they strike. These pulses can render modern devices and vehicles useless, potentially disabling vital equipment such as motor systems, guidance computers, and life support equipment. Time and effort repairs such systems, but losing them in a crisis has dire consequences.

You might find these items in shopping centers and commercial districts in cities or space stations, or on general store-type establishments in colonies out on The Edge. The farther out from the capitol worlds of Known Space one goes, the harder it may be to find certain items. GMs are encouraged to reference the Rarity Modifiers table on page 83 of the **Genesys Core Rulebook** when PCs are going shopping. Not everything listed below is available everywhere in the galaxy.

So spend your credits wisely! With the vast amount of dangers that await them, your characters are going to need every advantage they can get.

Weapons with this quality may spend **AA** after a successful combat check to deal System Strain damage equal to the rating. If the object struck does not have a System Strain value, it is damaged two steps as per the rules on page 89 of the **Genesys Core Rulebook**. If a character with cybernetics suffers EMP damage, their cybernetics are knocked offline with potentially life-ending results depending on what organs are cybernetic.

An object, armor, or vehicle with the EMP quality is immune to EMP damage.

FORKED |ACTIVE|

A weapon with this quality may attack an additional number of targets equal to its rank. Before attacking, choose a number of targets within range and determine the highest difficulty among them. The GM makes the final decision on who the most difficult target to hit is. If the attack is successful, the character hits the first target. **AA** may be spent to hit one additional declared target. No target may be hit more than once during this attack.

STUN SETTING |PASSIVE|

A weapon with this quality can be set to deal strain damage instead of wound damage. While set to stun, reduce the range of the weapon by one range band to a minimum of engaged. Switching from one setting to the other can be performed as an incidental action.

THROWN |PASSIVE|

A melee weapon with this quality may use the Ranged (Light) skill to attack as if the weapon had a range of Short. When used this way, the weapon gains the Limited Ammo 1 quality and loses any Defensive or Deflection qualities once it has been thrown.

WEAPONS

RANGED WEAPONS

AUTO GUN

Auto guns are short shellgun carbines that are capable of firing bullets at a high rate of fire. They use the same caliber ammunition as pistols, but have an automatic cycler that allows the weapon to fire round after round when the trigger is held down. These weapons are rarely used by most military forces due to their relative ineffectiveness against body armor. They are more commonly deployed by police and security forces, bodyguards working in high-threat areas, and by criminal hooligans across the galaxy.

COMBAT RIFLE

These long-barreled rifles are the standard military sidearm for forces that are unable to afford more advanced weaponry. As such they are most commonly encountered in the hands of reservists, militia troops, and the occasional police special-tactics units on underdeveloped worlds. These rifles have a select-fire mechanism that allows for short bursts or fully automatic fire, and have dedicated spaces to attach various upgraded parts, stocks, and scopes. Due to their popularity, they are a low-cost alternative for more expensive mass drivers, laser rifles, or plasma weapons for galactic explorers who are on a tight budget.

HEAVY PISTOL

With a wide variety of manufacturers and designs across Known Space, heavy pistols are the standard go-to handgun for police officers, security guards, and street thugs. They often have compact, easy to handle frames that make them comfortable to carry. Most heavy pistols are semi-automatic, clip fed handguns that hold up to a dozen rounds. Due to

the compact nature of the pistol and its ammunition, most beings are able to carry several magazines of ammo along with the handgun.

LASER PISTOL

Due to their popularity, laser pistols are the most common energy weapon carried throughout the galaxy. They are the standard sidearm of explorers, special operatives, and shooting enthusiasts across Known Space. Laser pistols carry paired e-cell batteries in the back or grip of the pistol. These cells are highly efficient power blocks, able to generate hundreds of beams before needing a replacement. Laser pistols come in a variety of shapes, sizes, and styles but they all function fundamentally the same.

LASER RIFLE

As with laser pistols, laser rifles are the go-to weapon for space marines and TacSquad soldiers aboard space stations. Laser rifles carry more e-cells than their pistol counterparts and apply more power to the projected laser beam, increasing lethality. The result is a beam that burns hotter and faster, searing through flesh, bone, and armor with greater ease, and in many instances leaving the target aflame.

LIGHT PISTOL

Light pistols are true back-up sidearms. They are small and easily concealable, making them popular with those looking to smuggle weapons where they're not allowed. As a consequence of their size, their effective range is much shorter than most other pistols, and the smaller caliber of their rounds cause less tissue damage. Even so, they remain popular for personal defense as well as assassination tools.

ATTACHMENTS, VEHICLES, AND BODY MODIFICATIONS

The Starcana campaign setting uses several alternate rules found in the **Genesys Core Rulebook** as well as **Shadow of the Beanstalk**. In the case of attachments and cybernetics, it is recommended that the GM allow the options listed from one book, not both.

ITEM ATTACHMENTS AND HARD POINTS

Starcana uses the optional Attachments and Hard Points rules found in the **Genesys Core Rulebook** on page 206. These rules allow you to customize and modify your weapons and armor with additional properties. The weapons and armor listed below have hard point values listed for them.

You may also choose to use the attachments from page 109 of **Shadow of the Beanstalk**. You should only use attachments from one book or the other, not both. The final decision on which set of attachment options to use is up to the GM.

CYBERNETICS AND G-MODS

The Kel Alliance and Naguli Reaches use cybernetics extensively, both to help with recovery from grievous injury and as elective surgery to enhance the person's physical prowess. The Granos Republic and the Nidenos have a history of genetic manipulation, with the Granos having a more open and culturally-accepted attitude for a genetically altered appearance. The rules for cybernetics may be found on page 177 of the **Genesys Core Rulebook**. **Shadow of the Beanstalk** provides rules for cybernetics on page 104 and G-mods on page 106.

VEHICLE RULES

Vehicles, especially starships, play a huge role in the Starcana setting. The rules for Vehicles are found in the **Genesys Core Rulebook** on Page 220.

LONG RIFLE

Long rifles include any long-barreled hunting rifle built to take down game. These weapons are heavy, which helps steady the weapon when lining up a shot. They are a frequent sight among game-hunters, colonial farmers, and shooting hobbyists. Since these weapons are commonly employed against animals in the wild, they usually only fire a few rounds before needing to be reloaded. While not specifically designed for use as a sniper rifle, a long rifle with a good scope and a steady hand can get the job done.

MASS PISTOL

Mass pistols are large handguns that use gravity manipulation to fire projectiles at their targets. These weapons give shooters unparalleled effectiveness and penetration against hardened or armored targets, and cause crippling injuries to anyone hit by the mass round. This effect makes mass pistols the favorite sidearm for military forces, private security, and Edge-world explorers.

While the gravity emitters' size and number were reduced from those used in mass rifles, mass pistols are still large compared to chemically-driven shellgun pistols and energy pistols. Because of this, they can be somewhat awkward for those of lower strength to use. When attempting to fire a mass pistol one-handed, increase the weapon's Cumbersome rating by 1. You must have a Brawn of 3 or higher to gain the benefit from the Two-Handed Stance talent with this weapon.

MASS RIFLE

Mass rifles were the first form of portable mass driver weapons available. Originally developed by the Allef eighty years ago, they were a shock to the Naguli forces they were first deployed against. Since then, the mass rifle and mass driver technology has spread across Known Space. Most militaries use the mass rifle as the standard service rifle for regular army soldiers and other ground forces, as well as big game hunters, frontier settlers, and mercenaries.

Regardless of the specific design or manufacture, the weapon's profile is distinctive due to the technology required to fire the projectile. The barrel of the weapon is situated between a pair of parallel rails which contain the rifle's gravity emitters. The relatively small rounds are placed under high gravity as they accelerate along the full length of the barrel. The hypersonic projectile can crack the heaviest of personal armors from kilometers away, killing or crippling anyone unfortunate enough to be caught in its path.

PARTICLE BEAM PISTOL

Through years of testing and development, particle beam weapons have been miniaturized down to handgun-sized delivery systems. Particle beam pistols are carried by security officers and police forces across the galaxy, thanks to their ability to be employed as a non-lethal, stunning weapon. At full charge, Particle beam pistols pass through light armor, causing massive burn trauma as well as nausea and bio-electric disruption. This versatility makes them popular across Known Space, even aboard space stations.

WEAPON TECHNOLOGY

There are a wide variety of ways to cause someone harm in Starcana. Advancements in weapons research and development has led to a multitude of breakthroughs in weapon technologies. These advancements were first made by specific cultures, but over the years have spread to nearly every race in Known Space.

LASER WEAPONS

Laser weapons use amplified light to create a beam of burning, searing energy. Lasers are incredibly accurate, suffering none of the side effects of projectile firearms, including bullet drop due to gravity, and uncontrolled kickback when in Zero-G. A shooter who is able to keep the beam on a target long enough can cause the target to catch fire. These are the preferred weapons for space-borne operations, since lasers are rarely intense enough to penetrate the outer hull of starships and space stations.

MASS DRIVERS

An aerodynamic projectile is fed into the barrel from a magazine, which is then pulled down the barrel by a series of tiny gravity emitters. The projectile leaves the barrel at the speed of sound, causing a resounding “crack” as it fires. These projectiles are able to punch through armor, and the being wearing it, with ease.

Because of the mass driver’s armor-piercing qualities, they are rarely deployed by troops conducting boarding operations in space. Carrying a mass driver aboard a space station outside of a locked transport case risks severe fines and possible incarceration.

PARTICLE BEAMS

Particle beam weapons are the mass drivers of directed-energy weapons. They utilize electromagnetic accelerators to fire ionized particles at near-light speeds. Particle beams cause massive kinetic damage upon impact with a target which turns into thermal energy, superheating the surface. Charged ions may continue through the target to further disrupt synaptic or electrical function. This disruption effect can be increased by slowing the particle stream. The blistering heat is reduced to less severe burns, as more of the particle stream passes through the target, stunning and disrupting it.

Particle beam weapons are commonly issued to security and police forces across known space because of their ability to fire in a non-lethal capacity.

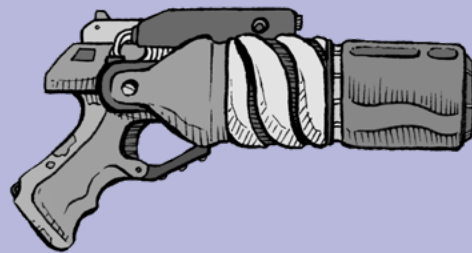
PLASMA WEAPONS

Plasma weapons fire pulses of superheated, excited matter. These pulses are slower moving than other directed-energy weapons, and suffer from bullet drop as do projectile weapons. Plasma bolts also disperse at shorter ranges. These factors affect the weapon’s accuracy and range, but the result of a direct hit more than makes up for it. The plasma bolt burns extremely hot, causing severe burns to those who are close to the bolt as it passes them. The shot may burst upon impact, showering nearby targets with smaller globs of fiery plasma.

Plasma burns are traumatic, painful wounds, as the plasma tends to melt and destroy the target when struck. As a consequence critical injuries caused by plasma weapons are more severe, and harder to recover from. Due to the grievous damage these weapons cause, plasma weapons are restricted to military personnel. In fact, some local governments have entirely banned their use within their borders.

RIP WEAPONS

RIP (Rapid Induction Piston) tech is an advancement for weapons that feature any sort of cutting surface. The blade of a RIP weapon is attached to a servo that oscillates at high speeds, giving the weapon greater cutting power. RIP tech is employed in all manner of bladed weapons, from swords and knives to axes and pole arms. Designs vary widely, but all RIP weapons can be identified by the induction mechanism mounted along the blade.



PARTICLE BEAM RIFLE

Particle beam rifles are the favored weapon of HevSec troops, marines, and hunters who wish to bring their targets back alive. The weapon's range and capacity to inflict non-lethal damage lends to its wide use and popularity. When set to full power, the rifle's particle beam superheats the target to scorching levels, burning away or melting whatever lies in its path. At lower powers, the particle beam can disrupt neural function and electrical impulses, disorienting and disabling most living targets. The rifle's numerous e-cells gives the weapon solid capacity and endurance in battle, and it's rugged construction protects the rifle's mechanisms from misalignment when dropped or jarred.

PARTICLE BEAM SPORTING RIFLE

Designed for planetary security forces and hunters alike, this up-scaled particle beam pistol sports a fitted stock coupled with a longer projector barrel and forestock. This rifle became a staple on frontier worlds where it serves as a reliable means of vermin extermination, game hunting, and homestead defense.

PLASMA PISTOL

These short-range, close-quarter energy pistols cause massive trauma and harm to anything they strike. Plasma pistols usually feature a wide, vertically aligned barrel where the plasma bolt is generated and fired from, causing many plasma pistols to look like oversized hand guards. While not the most accurate handgun, they are the most powerful, frequently killing their target as whole sections of their body are burned away.

PLASMA RIFLE

Plasma rifles are one of the most deadly and most feared battle rifles on the field today. They have a relatively short range when compared to other energy rifles, but the shots they fire cause massive trauma and are capable of disintegrating the person or object they strike. Plasma rifles have a prong- or fork-shaped barrel that generates a bolt of plasma within a magnetic containment field. Like all plasma weapons, the bolt flies somewhat slower than other energy weapons; a small benefit to those trying to get out of the way of the flesh-annihilating blast.

PULSE LASER RIFLE

The Naguli developed the pulse laser rifles thirty years ago. They desired to produce a more portable version of the rotary laser cannon. While devastating, the rotary laser cannon required specialized training. After years of research and development, they created this heavy rifle featuring a thick body housing a rotating carriage of three separate laser barrels. As the weapon fires, the barrels align with the

emitters and generate a brief-yet-powerful laser beam. The firing cycle is different than the rotary laser cannon; the rifle needs more time between shots to keep from melting the frame. This prevents the pulse laser from generating a sustained beam capable of lighting a target on fire.


SCATTERGUN

These large bored, heavy duty rifles fire huge clusters of spherical shot at one time, peppering a small area with deadly projectiles. Getting hit by a scattergun can leave a person's tissue shredded, and lodge small, lead pellets throughout the target's body, causing further damage. The force of the blast is also known to bowl people over, even if they were wearing armor sufficient enough to deflect most of the pellets. Once the shot is fired, the user is able to pump a slide grip on the underside of the weapon to eject the spent shell casing and load a fresh round into place. More advanced versions are semi-automatic, where the cycling of a new round happens automatically.

These weapons are favored by police forces and military soldiers for room-clearing where they don't expect to encounter any heavily armored targets. Bird-hunters also use them for taking down avians mid-flight, and for shooting clay targets out of the air for sport.

SHREDDERGUN

Shredderguns answer the age old question "what happens if we fire a bunch of projectiles from a mass driver all at once?" Shredderguns look like enlarged scatterguns, with a large-bore barrel running between two rail-mounts that house the weapon's gravity emitters. Unlike standard mass drivers that load and fire one projectile at a time, shredderguns fire up to 50 projectiles simultaneously from a single canister shot. The resulting blast tears apart targets at ranges greater than any scattergun.

Even though they have a longer barrel, shredderguns lack the range of true mass driver rifles due to the individual projectiles colliding with each other in the barrel. In rare instances, this can damage or even destroy the weapon as it fires. A shreddergun that generates  during a ranged combat check may be spent to cause the weapon to be damaged by two steps.

SNIPER RIFLE

The ubiquitous sniper rifle is a staple of military armies, police forces, and assassins across the galaxy. While many laud the advantages of more high-tech sniper weapons, no-one can dispute the effectiveness of the results a classic sniper rifle produces. Able to hit targets hundreds of meters away with pinpoint accuracy, sniper rifles fire shaped, aerodynamic rounds capable of punching through light armor, causing significant harm to those struck.

TABLE 3-1: RANGED WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	COST	RARITY	QUALITIES
SHELL GUNS									
Auto Gun	Ranged (Light)	5	3	Medium	2	1	450	6	Auto-fire
Combat Rifle	Ranged (Heavy)	7	3	Long	4	2	800	7	Auto-fire
Heavy Pistol	Ranged (Light)	6	3	Medium	1	1	325	3	
Long Rifle	Ranged (Heavy)	8	3	Long	4	2	725	4	Accurate 1, Limited Ammo 2
Light Pistol	Ranged (Light)	5	4	Short	1	1	100	3	
Scattergun	Ranged (Heavy)	8	3	Short	3	2	900	3	Blast 4, Knockdown, Vicious 2
Sniper Rifle	Ranged (Heavy)	9	2	Extreme	4	2	1,650	6	Accurate 2, Limited Ammo 4, Pierce 2
MASS DRIVERS									
Mass Pistol	Ranged (Light)	4	2	Long	2	1	450	5	Cumbersome 2, Pierce 2
Shreddergun	Ranged (Heavy)	6	2	Medium	3	2	900	6	Blast 4, Cumbersome 3, Pierce 2, Vicious 1
Mass Rifle	Ranged (Heavy)	7	2	Extreme	4	3	1,600	7	Cumbersome 3, Pierce 4, Vicious 2
ENERGY WEAPONS									
Laser Pistol	Ranged (Light)	5	3	Medium	1	2	500	6	Accurate 1, Burn 1
Laser Rifle	Ranged (Heavy)	8	3	Long	3	2	1,000	7	Accurate 1, Burn 1
Particle Beam Pistol	Ranged (Light)	7	3	Medium	2	1	600	6	Disorient 1, Stun-Setting
Particle Beam Rifle	Ranged (Heavy)	9	3	Long	4	2	1,050	7	Disorient 2, Stun-Setting
Particle Beam Sporting Rifle	Ranged (Heavy)	7	3	Long	3	2	750	6	Disorient 1, Stun-Setting
Plasma Pistol	Ranged (Light)	8	2	Short	1	2	1,300	6 (L)	Blast 4, Inaccurate 1, Vicious 2
Plasma Rifle	Ranged (Heavy)	10	2	Medium	4	2	2,300	8 (L)	Blast 6, Inaccurate 1, Vicious 4
Pulse Laser Rifle	Ranged (Heavy)	7	3	Medium	4	2	650	8	Accurate 1, Auto-Fire
Sniper Laser Rifle	Ranged (Heavy)	10	3	Extreme	4	2	2,300	8	Accurate 1, Burn 1, Pierce 2
Stun Blaster	Ranged (Light)	6	-	Short	1	1	175	4	Stun 2, Stun-Damage Only

LICENSED ITEMS

Throughout this section you'll see an "(L)" next to the prices of some items. This means the item requires a special licence to own. Without some kind of special dispensation, licensed items are illegal for the average galactic citizen to possess.

Your character cannot start the game with any licensed items, although they may purchase them later. The most common way to acquire these items is illegal purchase through the black market. Buying or selling them requires a Streetwise check, as explained in the Black-Market Items sidebar, on page 83 of the **Genesys Core Rulebook**.

The base cost of these items reflects what they would cost if they were not licensed, the illegality and rarity of these items is not reflected in these prices. When your character locates a licensed item they wish to purchase, the actual cost is the base

price of the item multiplied by the item's rarity. Δ or Δ can be spent to decrease or increase the final cost of the item by five percent.

Example: A Machine Gun has a cost of 2,000 and rarity of 5(L). Before modification due to a Streetwise check, it would cost 10,000 to acquire one from the black market, if one is available at all.

In this setting, licensed items are generally the kind of things that may get your character in legal trouble for owning. You can certainly own such items, it just means that people in some areas of the galaxy are going to be suspicious or scared of you for owning and brandishing those items. If a police officer, station security agent, or (in some cases) a Church representative sees you with such items you are likely to be detained, fined, or arrested. The item in question may also be confiscated.

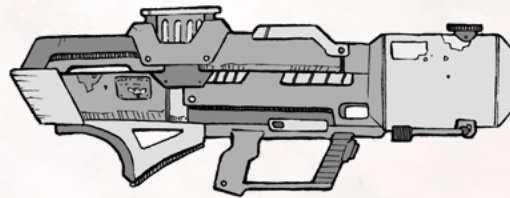
While sniper rifles use a more "primitive" system of firing a projectile, that of explosive chemical reaction, the weapons themselves are made of high-tech lightweight compounds when possible. With sniper training going hand in hand with stealth movement, it is important to keep the weapon as light as possible while preserving the stability of the rifle during use. As such the barrel and receiver are made of sturdy metals while the rest of the rifle is made of high tech polymers and lightweight plasteel. Additionally, snipers frequently paint or decorate their rifles to match the environment they travel through in order to evade detection.

SNIPER LASER RIFLE

The pinnacle of accurate, man-portable laser weapons, the sniper laser rifle uses a series of chained eCells to produce a powerful laser beam. The beam fired is more powerful than other laser rifles, it is able to burn through light materials and even set the target on fire. The drawback to this is the sniper rifle beam lasts slightly longer than other laser weapons, making it harder for the sniper to remain concealed after firing.

After your character makes a ranged combat check with a sniper laser rifle, until the end of your next turn you upgrade the difficulty of all Stealth checks once, and anyone attempting to spot you with a Perception or Vigilance check upgrades their ability once.

HEAVY WEAPONS



Heavy weapons are the exclusive domain of military and government operations. These are weapons capable of severe destruction and lethality. While they are most frequently seen on the battlefield, they are occasionally encountered with raiders, bounty hunters, and licensed mercenary forces. Carrying any of these weapons in Known Space without a permit is an almost certain way to get arrested and fined or imprisoned.

GRENADE LAUNCHER

Capable of firing a variety of grenades, or simply multiple versions of the same, grenade launchers hurtle their explosive ordinance at distances greater than most beings could throw them. The large bored launcher uses a rotary or multi-magazine mechanism, allowing it to be loaded with a variety of different grenades. Their multi-use capacity allows them to be used for riot suppression one moment, and heavy anti infantry assaults the next.

Grenade launchers use the damage, crit, and quality profile of whatever type of grenade they are launching, in addition to the qualities of the launcher itself. They may load and fire any explosive weapon listed as a "grenade".

TABLE 3-2 HEAVY WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	COST	RARITY	QUALITIES
Grenade Launcher	Gunnery	-	-	Medium	3	2	800	6 (L)	Limited Ammo 5
Heavy Mass Rifle	Gunnery	15	2	Extreme	6	3	4,600	7 (L)	Breach 1, Cumbersome 4
Machine Gun	Gunnery	10	3	Long	6	3	2,000	5 (L)	Auto-fire, Cumbersome 2, Pierce 2, Vicious 2
Missile Launcher	Gunnery	18	3	Extreme	6	3	6,325	7 (L)	Blast 10, Breach 2, Cumbersome 5, Guided 3, Limited Ammo 1, Prepare 1
Plasma Ejector	Gunnery	12	2	Long	5	2	2,525	9 (L)	Blast 8, Cumbersome 3, Inaccurate 1, Vicious 4
Rotary Laser Cannon	Gunnery	10	3	Long	5	2	1,775	7 (L)	Accurate 1, Auto-fire, Burn 2, Cumbersome 4, Prepare 1

HEAVY MASS RIFLE

Heavy mass rifles are the apex of semi-portable mass driver technology. These are long barreled weapons, sometimes more than 2 meters long. This barrel length allows the projectile to be accelerated longer than any other man-carried mass driver. When it impacts, the round punches through all forms of personal armor and often obliterates whatever lies underneath. Due to the size and recoil of these weapons, heavy mass drivers can only be wielded by the strongest of individuals or while mounted on a tripod or other vehicle mount.

MACHINE GUN

A crude but effective weapon compared to more-modern anti-infantry weapons, a machine gun is a high-caliber, belt-fed shell gun that is capable of firing hundreds of rounds per minute. Machine guns are big, bulky, loud, and can decimate enemy formations caught out in the open. Most planetary militias have machine guns as mounted weapons on vehicles and defensive fortifications.

The listed rules are for machine guns from the lighter end of the caliber spectrum - usually 5-8mm rounds. For heavier caliber weapons, increase the Base Damage, Encumbrance, and Cumbersome ratings by +2, and double the cost of the weapon.

MISSILE LAUNCHER

Arms manufacturers have made countless attempts to put the destructive punch of anti-vehicle weapons into the hands of the average footsoldier. Such developments have worked more effectively than the missile launcher.

Depending on the manufacturer, the missile launcher is a single tube or a boxy two or four tube launcher that rests on the users shoulder. By either simple iron sights or more advanced targeting telemetry computers, a small missile is launched from the tube to streak out at the intended target. Packed with shaped and high explosives, the missile slams into its target with great force, causing catastrophic damage to unarmored vehicles. Vehicles with light armor tend to fare better, and those with heavy armor barely notice the missile's impact at all. Still, when fired at light personnel carriers, or at personnel directly, the resulting devastation is significant.

PARTICLE BEAM CANNON

These thick-bored weapons are capable of firing intense bolts of charged particles, causing incredible damage to anything in its path. These weapons are favored by Exo-GEAR troopers and heavy weapons crews for operations aboard space installations and in urban areas. The energy put out by particle beam cannons is considerably more intense than those of smaller particle beam weapons. Particle beam cannons are incapable of having their energy reduced to the point where the beam is no longer lethal.

ROTARY LASER CANNON

Rotary laser cannons use a series of five to six barrels rotating around a central axis. The barrels come into alignment with the cannon's power generator, creating a powerful beam of light for a fraction of a second before moving the barrel out of alignment and bringing the next barrel into place. This creates a steady, staggered laser pulse that places the power of larger laser weapons into the hands of one- and two-man gunnery crews.





TABLE 3–3: EXPLOSIVE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	COST	RARITY	QUALITIES
Bottle Bomb	Ranged (Light)	6	3	Short	1	0	35	3	Blast 4, Burn 3, Limited Ammo 1, Prepare 1
Fragmentation Grenade	Ranged (Light)	8	3	Short	1	0	100	6	Blast 6, Limited Ammo 1
Plasma Grenade	Ranged (Light)	11	2	Short	1	0	150	7 (L)	Blast 8, Limited Ammo 1, Vicious 2
Stun Grenade	Ranged (Light)	8	5	Short	1	0	75	6	Blast 6, Disorient 2, Limited Ammo 1, Stun Damage
Tangler Grenade	Ranged (Light)	2	6	Short	1	0	50	7	Blast 2, Ensnare 3, Limited Ammo 1, Stun Damage
Tear Gas Grenade	Ranged (Light)	5	6	Short	1	0	75	5	Blast 5, Disorient 3, Limited Ammo 1, Stun Damage

EXPLOSIVES

BOTTLE BOMB

Bottle bombs are simplistic, crude explosives. A glass or easily breakable bottle is filled with a flammable liquid of some variety. The opening of the bottle is then clogged with a rag, which is lit aflame before throwing. The fragile container breaks upon impact, showering an area in burning liquid, torching everything and everyone within it.

When a bottle bomb is thrown,    or  generated from a Ranged (Light) check may be spent to apply the weapon's Blast rating to the thrower.

FRAGMENTATION GRENADE

The standard hand-thrown explosive used by militaries across Known Space. These grenades come in a variety of shapes, from spheres and egg-shapes to cylinders and long, hexagonal blocks. When thrown, these devices are set off either by impact or short-timed triggers. Upon detonation a high-explosive charge sends shock waves, heat, and large quantities of shrapnel tearing through anything close by. Frag grenades can devastate small clusters of enemy troops, or punch through light construction materials damaging anything on the other side.

PLASMA GRENADE

Plasma grenades are an expensive yet highly effective form of thrown explosive. They consist of a block of plasma-capable material suspended between a pair of micro-fusion generators. Upon detonation, the generators excite the matter block to a superheated state and then allows it to explode outward, showing a large area with burning, deadly

plasma. Those unfortunate enough to be in the blast zone suffer grievous and often crippling wounds.

STUN GRENADE

Stun grenades employ a variety of technologies to stun and incapacitate their targets. Low tech versions utilize a “flash-bang” combination of a phosphorus charge combined with a deafening detonation. In other cases a wave of semi-soft projectiles launch out from the grenade, showing an area in painful but non-lethal shrapnel. More advanced versions employ low-yield particle streams or electro-stun clouds to incapacitate everyone within the grenades effective radius.

TANGLER GRENADE

“Tanglers” are grenades that deploy either a network of micro-filament cables or super-adhesive chemicals to slow down or immobilize targets. Tanglers are of great assistance with attempting to capture and subdue an escaping perpetrator. They’ve even been employed in emergency situations aboard space stations and spacecraft, as the grenade adheres folks to nearby surfaces in the event of a sudden decompression.

The various methods tanglers use to subdue a target can still cause injury, as the microfilaments dig in or the quick-setting adhesives chemically burn the target's skin.

TEAR GAS GRENADE

A staple of many security forces, tear gas grenades are employed in a variety of mission profiles, from riot suppression to room clearing. They create a cloud of caustic gas and fumes that cause debilitating nausea and vomiting while the victims eyes and nose suffer

crippling pain. Most beings caught in the tear gas zone suffer and vomiting, triggering the body's natural survival instinct to get out of the gas.

Most military and police forces are exposed to tear gas during basic training so the recruit learns first hand what the effects of tear gas are. This reinforces the necessary precautions they must make when using such a weapon, and an acute understanding of exactly the kind of trauma they're inflicting on others by deploying it.

BRAWL WEAPONS

GRANOS KATAR

An ancient weapon that has maintained popularity in Granos culture, katars are sometimes called "punch daggers", katars add a deadly, piercing strike to a wielder's punching strikes. When using a Granos katar, the attacker can only inflict wounds with the unarmed combat check (they cannot choose to inflict strain damage instead of wounds when using a katar, unless another ability allows them to).

STEEL BAND

This weapon comes in several forms; usually a thick metal band or series of rings worn on the hand to add extra weight and hitting power to an attacker's fist. They are often used by street toughs, back alley brawlers, and anyone looking to get an underhanded edge in a fist-fight.

STUN GLOVE

A Stun glove is a high-tech lightweight gauntlet worn over the hand that contains a series of interconnected stun emitters. Powered by a rechargeable high capacity battery, the stun glove discharges a powerful, numbing pulse of electricity whenever the glove impacts a target. The glove can incapacitate most beings with only one or two successful strikes.

The capacitor in the stun glove does have a finite charge. ⚡⚡⚡ may be spent during a close combat check to have the stun glove run out of power immediately following the attack. An unpowered stun glove cannot be used to make attacks. To recharge a stun glove it must be plugged in to a power source for two hours.

MELEE WEAPONS

COMBAT KNIFE

Short bladed knives and daggers have been a staple in warfare for centuries. The combat knife is the latest iteration of that weapon. They're not flashy or high-tech, but in the right hands a combat knife is still a lethal weapon.

GRAV HAMMER

Intended for use as a mining and construction tool, grav hammers are frequently employed as a tool of war. Originally developed by the Allef Sovereignty, grav hammers have a mass generator embedded in the head of the heavy, meter-long hammer. As the wielder swings the hammer, onboard sensors are able to gauge the head's position relative to the impact point. Once the swing reaches its apex, a mass generator engages and increases the kinetic force of the hammer. The resulting impact shatters stone and steel; what it does to organic matter is often much more gruesome.

MAKOSS CISORA

The creation of a Makoss cisora, or tooth-sword, is a right of passage for young Makoss warriors. Makoss lose their teeth frequently over their lifetime as new ones grow in to take their place. The old teeth are still strong and sharp, and early Makoss devised a means to use those teeth as the edge of a sword. It takes decades for a Makoss to lose enough teeth to make their blades; most cisora are completed by the time a Makoss turns 40. They carry their cisora with them until they become an elder, at which time they give their blade to one of their grandchildren to wield until the child's blade is completed.

Ancient Makoss crafted their cisora from long pieces of wood or bone. In the modern era, the shaft of a Makoss cisora is made of carbon-composites or steel alloys. This makes the weapon lighter and sturdier than those made by the Makoss' predecessors. While high-tech materials are used in the shaft and hilt of the cisora, the main cutting edge of the blade is still a long row of organically grown, jagged teeth. The sword's razor sharp surface leaves terrible, gruesome wounds in anyone struck by the blade.

RIP AXE

More often used as a logging tool, RIP axes have made their way to the modern battlefield thanks to the devastating amount of damage they inflict on opponents. Used to cleaving the hardest woods, many modern armors are unable to stand up to the combined cutting power and momentum these tools can produce. The cleaving edge of the axe is affixed to the semi-circular edge of the RIP mechanism, allowing the axe blade to naturally saw its way through surfaces. When combined with a powerful swing, RIP axes are able to cut through small trees and even metal posts with one swipe.

Standard tool-versions of RIP axes lack much adornment and have a simple wooden or metal handle, but combat versions feature ergonomic handles and no-slip grips, and are produced in a variety of materials and tactical colors.

TABLE 3-4: MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	COST	RARITY	QUALITIES
BRAWL WEAPONS									
Granos Katar	Brawl	+1	2	Engaged	1	1	200	5	Accurate 1
Steel Band	Brawl	+1	4	Engaged	1	1	40	1	Disorient 3
Stun Glove	Brawl	4	-	Engaged	1	1	125	4	Stun 4, Stun Damage
MELEE WEAPONS									
Combat Knife	Melee	+1	3	Engaged	1	1	25	1	Thrown
Grav Hammer	Melee	+5	4	Engaged	5	2	750	6	Concussive 1, Cumbersome 3, Inaccurate 1, Knockdown, Sunder
Makoss Cisora	Melee	+3	2	Engaged	2	2	325	8	Defensive 1, Vicious 2
RIP Axe	Melee	+4	2	Engaged	4	2	475	6	Cumbersome 2, Pierce 3, Vicious 2
RIP Blade	Melee	+2	2	Engaged	1	2	300	5	Pierce 2, Thrown, Vicious 1
RIP Glaive	Melee	+3	2	Engaged	4	2	625	7	Defensive 1, Pierce 2, Vicious 2, Unwieldy 2
RIP Sword	Melee	+3	2	Engaged	2	2	450	6	Pierce 2, Vicious 2
Shield	Melee	+1	5	Engaged	2	2	220	2	Defensive 1, Deflection 2, Inaccurate 2, Knockdown
Sledgehammer	Melee	+4	4	Engaged	4	3	200	2	Cumbersome 2, Knockdown
Starblade	Melee	6	2	Engaged	1	2	700	10 (L)	Burn 1, Pierce 5, Sunder
Stun Club	Melee	+2	3	Engaged	2	2	250	4	Disorient 2, Stun 3
Sword	Melee	+3	2	Engaged	1	1	200	2	Defensive 1
Ursus Bladewheel	Melee	+1	3	Engaged	3	1	375	8	Defensive 1, Linked 2, Thrown, Unwieldy 3
Vilithic Staff	Melee	+2	4	Engaged	4	0	400	9	Cumbersome 2, Defensive 1

RIP BLADE

One of the most common pieces of equipment found on any soldier, scout, or thug is a RIP blade. Part survival tool, part weapon, most RIP blades have a heavy, sturdy blade mated with a solid, comfort grip handle. The blade's RIP mechanism makes it a deadly weapon in virtually anyone's hands. RIP blades can be used for cutting firewood, entrenching, or food preparation. More often, they are used to quickly kill opponents with a single well-placed cut.

RIP GLAIVE

Normally reserved for more ceremonial appointments, the RIP glaive is a purely martial application of RIP technology. A RIP blade is affixed to

the end of a sturdy 1.5 to 2 meter long shaft, giving the wielder extra reach and leverage. Most glaives feature a broad, weighted blade a half meter long. The shaft of the glaive is made of hardened materials built for combat, making it resistant to damage (including other RIP weapons).

RIP glaives are somewhat awkward weapons to employ properly, requiring some finesse to keep the blade oriented properly for cutting. In the hands of a skilled expert, a RIP glaive can sever an opponent's limbs or head before they can close with the wielder.

RIP SWORD

RIP swords are meter long blades that employ RIP tech to greatly enhance their cutting power and lethality over that of normal long blades. They are a common melee weap-

on, seen throughout Known Space in the hands of combat personnel, raiders, and more eccentric swordmasters. In the right hands, RIP swords can make short work of opponents engaged in a close quarters battle, leaving the victim bleeding out from a few well-placed cuts.

SHIELD

While not commonly seen on the battlefield, shields are still an important tool for riot police, urban special forces teams, and occasionally for ceremonial displays. Shields could be made of a variety of high strength materials, and are capable of deflecting away attacks from a variety of sources. Shields may be metal plates with a window set in them to peer through, made of clear ballistic plastic, or even a small energy barrier emitted from a projector worn on the arm.

SLEDGEHAMMER

A tool of construction workers, home remodelers, and violent activists; sledgehammers are a highly effective melee weapon, if not an awkward one. These weapons have a meter-long, smooth wooden, metal, or hard plastic handle with a heavy weighted head at the end. They can batter down doors and walls made of lighter material with ease, and even break through heavier ones if given enough time. The trauma they can inflict on a living being is fairly comparable, and leaves the victim mangled, if not killed.

STARBLADE

The famed (or infamous) weapon of the Vilithic paladins, starblades are a seemingly mystical melee weapon. While dormant, the weapon appears as a guarded hilt with no apparent striking surface. When the activator is engaged, a long, thin emitter extends out from the hilt by approximately 30 cm. The hilts micro-fusion reactor engages, funneling plasma energy along the emitter which is then shaped into a blade by magnetic fields. The resulting effect is a fiery, roaring, searing blade with the ability to effortlessly cleave through flesh and bone, and many other materials as well.

Starblades are custom made for the paladin they are given to, and are considered holy relics by the Church. They do not allow them to be possessed by anyone outside the Church. If someone were to come into possession of one, the Church would ask for the weapon's return, and would send a Crusader team after anyone who refused.

STUN CLUB

A common sight among police and security forces across Known Space, stun clubs are half-meter long truncheons with a latticework of electrical emitters running along its surface. Onboard accelerometers can detect when the stun club impacts with a target, sending out a discharge along the emitters. This discharge shocks and numbs the target, causing disorientation and in some cases unconsciousness. While it is a less-lethal weapon, individuals have been inadvertently killed by stun clubs swung by heavy-handed security forces.

SWORD

Swords have been around for hundreds of years. They come in a variety of shapes, but all feature a half-meter to meter-long blade, either single or double edged, attached to a handle often with a crossguard of some sort. The blade itself can be metal or hard plastic, straight or with a curve and a honed edge capable of slicing through flesh and bone. While their materials and method of manufacture have evolved they remain functionally unchanged. They are not a common sight upon the battlefield except in the hands of officers, who more often use them as symbols of command. When used in actual combat, they are commonly in the hands of martial artists, raiders, or frontiersmen. Swords wielded by these individuals are deadly weapons, lethal to anyone who dismisses such low-tech implements as "obsolete" in the modern era.

URSUS BLADEWHEEL

The bladewheel is an odd, difficult to use, but highly effective weapon in the hands of a skilled user. It is a traditional weapon of the Ursus who use the bladewheel in close-quarters combat and to bring down escaping prey. The weapon consists of a large ring a half-meter in diameter with a handle through the middle. Equally spaced around the outside of the ring are four dagger-like blades. With proper technique, a wielder can roll the bladewheel during a melee attack, potentially striking the target with multiple blades.

When using the bladewheel's Thrown quality, reduce the Linked rating from 2 to 1.

VILITHIC STAFF

While technically a weapon, these holy staves are part of a Vilithic priests' trappings. These implements are used during religious ceremonies, struck against the ground to accentuate sermons or leaned upon by older priests for support. Each staff consists of a solid shaft of metal, making these weapons very heavy for their size. They are sanctified and blessed by a priest for twenty-

four days and nights, empowering the staff with the unholy power of the Vilithic Gods. In the hands of one who wields the powers of the Gods, the Vilithic staff becomes a potent weapon. The act of imbuing the staff with divine power makes any spell cast by a priest wielding it more effective.

While ownership is not restricted to those not of the Church, these staves are inefficient weapons for a normal person to use making market demand for them very low. The Church frowns upon someone not of the Church possessing a Vilithic staff, but makes no at-

tempts to retrieve the item like they would a paladin's sacred arms. The staff's true potency can only be wielded by someone who is faithful to the Vilithic gods, which still serves Their interests. To that end, even priests who have left the Church may retain their staff.

While brandishing a Vilithic Staff, any Divine spell cast by the wielder gains the first Range effect added to the spell with no increase in difficulty. In addition, any Divine Attack spell cast by the wielder increases the spell's base damage by four.

ARMOR

HEAVY CLOTH OUTFIT

Sometimes the most basic protection one can have is good, sturdy clothing. Attire that falls into this category are made from rugged, canvas or poly-blend fabric designed to resist tears and abrasions. They sometimes include extra padding, or at least extra layers, at the joints to further protect those vulnerable areas. Matched with a pair of heavy boots and a good hat, heavy cloth outfits provide modest protection against basic hazards during wilderness excursions or back alley brawls.

FLEXTEEL CLOTHING

Flexsteel fabrics are the latest in personal protective wear. Poly-blend and natural fibers are interwoven with high-strength carbon-chain strands that are resistant to tears, cuts, and heat. Normally worn by hoverbike riders and fighter-jockeys, flexsteel clothing has gained popularity among explorers, private security operatives, and well-equipped criminals. It can be difficult to tell at a glance if an outfit is made of flexsteel fabrics, but becomes rather obvious when the person takes a gunshot to the chest and keeps moving.

PROTEC-ENHANCED OUTFIT

Outfits and uniforms enhanced by Protec incorporate hard plastic, ceramic, or metal plates at vulnerable locations across the wearer's body. The fabric parts of the suit are made of heavy cloth or light ballistic fibers. While able to prevent some of the trauma from attacks, falls, and collisions, the bulk of the suit's protection comes from deflecting damage away from the wearer. Wearing a Protec enhanced suit is readily noticeable; the numerous, rigid plates are easily spotted by anyone observing the wearer.

HEAVY COMBAT ARMOR

Favored by elite military squads, bounty hunters, and shock troops, heavy combat armor is the pinnacle of mass-produced protective gear. Hard armor shell plates are worn over a flexsteel body suit to provide exceptional defense against blades, projectiles, and energy weapons. Heavy combat armor suits are large and bulky, attracting immediate attention and identifying the wearer as prepared for combat. They are rarely seen outside of military squads, and owning one requires a license in some sectors of Known Space.

TABLE 3-5: ARMOR

NAME	DEFENSE	SOAK	ENC	HP	COST	RARITY
Heavy Cloth	0	+1	2	0	50	3
Protec-Enhanced Outfit	1	+1	2	2	350	6
Flexsteel Clothing	0	+2	3	2	550	5
Paladin Armor	0	+2	4	3	750	8 (L)
Heavy Combat Armor	1	+2	3	3	1,600	6 (L)
Paladin Battle Armor	1	+3	4	3	2,100	10 (L)
ExoGEAR Suit	0	10	8	5	12,500	7

PALADIN ARMOR

Paladin armor is a special suit of hand-made, custom fitted armor forged in the Holy Foundries of the Vilithic Church. The process of making these blessed, golden armors are a well protected secret, passed down to only the most devoted armor-priests. The metal bars that are shaped into the suit's plates are blessed and sanctified in holy water for twenty-four days, after which they are hammered out by hand. Once completed, the suit is stored in the Foundry's Reliquary where the paladin it was made for fasts and prays over it for 24 hours. Once the 24 hours has passed, the paladin dons the suit and walks out to begin their service as galactic protector against the Vilithic Gods.

If the Church discovers someone owning a suit of paladin armor who is not a paladin, the Church instructs the wearer to turn the suit over to the Church. Those who refuse to do so are pursued by a specially dispatched Crusader team, intent on punishing the thief and returning the suit to the Church.

Paladin armor suits are custom fitted for their wearer. Anyone attempting to wear a suit that is not made for them suffers ■ on all Brawn and Agility checks. In addition, a person wearing a suit of paladin armor custom fit for them ignores the ■ imposed while trying to cast spells in heavy armor.

PALADIN BATTLE ARMOR

These heavily armored suits are bigger, bulkier, and protects the wearer better than the standard Vilithic paladin armor. These suits undergo a sanctification process five times longer than the standard paladin suits -- one month dedicated to each of the Vilithic Gods. Upon completion, these suits lose much of their golden luster, tarnishing to a metallic gold-tinted black. Paladin Battle Armors are given to only the most devout paladins, such as the most famous paladins as well as those serving in the Crusaders.

Paladin Battle Armor suits are custom fitted for their wearer. Anyone attempting to wear a suit that is not made for them suffers ■ on all Brawn and Agility checks. In addition, a person wearing a suit of paladin battle armor custom fit for them ignores the ■ imposed while trying to cast spells in heavy armor.

EXOGEAR SUIT

ExoGEARS are miniaturize mech-suits that convey superior protection and augmented strength to the wearer. More than armor, these suits contain powered servos, a reinforced frame, and an equipment load out that turns the user into a versatile powerhouse. ExoGE-

AR armor protects the wearer from falling construction debris, small caliber arms, and light-output energy weapons. It is only truly threatened by anti-armor weapons. ExoGEAR users can heft heavy construction and mining equipment or squad-portable weapons by themselves. They can also mount such equipment directly to the armor's frame. Facing off against one ExoGEAR trooper is a frightening proposition, engaging an entire squad of them is practically suicide.

The wearer uses either the armor's current soak rating or their own, whichever is greater. ExoGEAR suits increase the wearer's Encumbrance rating by 5, and reduces the Cumbersome rating of any wielded or mounted weapons by 2. Finally, the wearer adds ⚡ to any Brawn skill checks made while wearing the ExoGEAR.

The suit's soak rating can be reduced if an attacker blasts or breaks off the suit's armored plates. A successful combat check may spend ☉ per hit to reduce the armor's soak rating by 3. This damage can be repaired with an **Average (♦♦) Mechanics check** provided the technician has proper tools and replacement parts. Each net ⚡ repairs one point of Soak, up to the suit's maximum, and each repair attempt takes 4 hours. ⚡ may be spent to reduce the repair time by 20 minutes, to a minimum of 2 hours.

GEAR

CARRYING AND STORAGE

MOSYS BACKPACK

The standard MoSys backpack has ample space to haul a variety of contents while keeping arms free. A MoSys backpack increases your encumbrance threshold by 4.

MOSYS BELT

MoSys belts feature several connection points to attach pouches and holsters, and drop-leg rigs. MoSys belts increase your encumbrance threshold by 2.

DROP LEG RIGS

These MoSys-enabled rigs allow someone wearing a MoSys belt to strap pouches, holsters, and gear to the upper legs. Each drop leg rig worn increases your encumbrance threshold by 1. You may wear one drop-leg rig on each leg.

MOSYS VEST

The standard tactical vest, usually worn over clothing and most armor. There are a variety of connection points on the front of the vest for the standard array of MoSys pouches, sheaths, and holsters. Wearing a MoSys vest increases your encumbrance threshold by 2.

HOVERPAD

A hoverpad is a meter-wide platform with a low-power hover generator that allows it to float 30 centimeters off the ground. The hoverpad has no means of movement on its own, and must be pushed or pulled in order to move it. The platform can carry objects with a total encumbrance value of 12, and moves as fast as the person or object moving it. When powered down, the encumbrance value of a hoverpad is 10.

The onboard system slows the hoverpad down to a stop if no one is actively directing it. Some inventive thrill-seekers have disabled the brake system and ride these modified “hoverboards” for fun.

JUMP BAG

A jump bag is a rugged storage bag often seen among travelers in spaceports and on jumpships. The jump bag is large enough to carry a person's clothes and personal effects from one ship to another, and is standard issue for military personnel across Known Space. In addition to the large internal compartment, MoSys points across the bag's surface allow for attachment of additional pouches.

A jump bag increases your encumbrance threshold by 6. Anything stored within the bag requires two maneuvers to retrieve or stow.

MOSYS LOAD-BEARING GEAR

Short for “Modular System”, the MoSys load bearing gear is a customizable system of load-bearing tactical gear. The MoSys system incorporates universal locking attachment points built into vests, suspenders, belts, slings, backpacks, and even clothing. The highly customizable nature of this system has fueled its popularity, and MoSys-based gear can be found in every system across Known Space and the Edge worlds.

SECURITY

CODEBREAKER

Codebreakers are innocuous palm-sized devices that, when attached to an electronic locking system, attempt to bypass the security protocols of the lock. The tool is The codebreaker uses a brute force method to accomplish this, which can damage or corrupt the locking mechanism after use. Using a codebreaker with a Skulduggery check to bypass the lock adds ✨🌀 to the check.

DISGUISE KIT

A disguise kit is any collection of tools that enable someone to alter their appearance. They come in many forms, from an assortment of make-up, prosthetics, and dyes to more high tech versions that use holographic imaging or temporary genetic alteration to achieve an equivalent result. Possessing a disguise kit allows you to make Skulduggery checks to disguise their appearance.

LOCKPICKS

These kits include an assortment of specialty tools used to bypass mechanical locks. Such kits are either manufactured by licensed security providers or custom kits handmade for the user. Possessing a set of lockpicks without a permit is a crime on most planets and space stations in Known Space.

A set of lockpicks allows you to attempt to open any mechanical locks or latches. When making a Skulduggery check to open a mechanical lock, using the lockpicks adds 🗝️ to the check.

NIGHTSIGHT GOGGLES

These large goggles use light amplification technology to allow the wearer to see in low light environments. They cannot be used in total darkness, but even in the most minutely lit areas these goggles enable the user to see objects clearly.

While you are wearing nightsight goggles, you remove ■■ caused by darkness from skill checks.

RESTRAINTS

A common equipment for any security and police officer, restraints are a pair of hardened plastic or metal cuffs that can quickly be placed around a person's wrists or ankles. While attached, the wearer's movements are restricted, effectively immobilizing the limbs they are attached to.

Attempting to escape from a set of restraints requires a **Formidable** (◆◆◆◆) **Athletics check** or **Daunting** (◆◆◆◆) **Coordination check**. Anyone bound by restraints may not perform certain maneuvers, as determined by the GM (For example, an arm-restrained person may not be able to use the "Ready an Item" maneuver, while a leg-bound person might be restricted from using the "Move" maneuver.)

COMMUNICATION

COMM-PAD

The ubiquitous comm-pad is a galactic standard for just about everyone across Known Space. Comm-Pads allow a person to make and receive voice calls and text messages no matter where they are (as long as they are within range of a comm-tower). When outside the range of a comm tower, these devices have a connection range of 3 kilometers.

ENCRYPTOR

Normally reserved for military and government communications, encryptors are small add-on devices that can be attached to comm-pads, PACtabs, and other communications devices. They scramble and encode any outgoing messages, rendering them impossible to decipher by anyone without the sender's encryption code.

Anyone attempting to decode a message sent through an encryptor adds ✕🔒 to the check.

LONG RANGE COMM-BOX

These large, half-meter long devices allow for communication at much greater ranges than the standard comm-pad. Comm-boxes can transmit and receive communication signals up to a hundred kilometers away at ground level as well as into low orbit of a planet. They require line-of-sight to function, if the user is in a canyon their signal cannot reach farther than the canyon walls. This limitation can be overcome if the comm-box is able to connect to a communications relay in orbit overhead. This device is standard issue for most military squads, scout teams, and planetary expeditions.

COMPUTERS AND ACCESSORIES

BREAKER DECK

No breaker feels more comfortable while cruising the Hyper-Link than one on their custom built breaker deck. More than a PACtab or PACdesk, these computers offer a multitude of interface links, holographic displays, and wireless holo-connectors to get the breaker logged in to the digital realm of the Hyper-Link. Breaker decks are usually long and thin, composed of a combination keyboard interface and processor housing about a half meter long. Most use eCells for power, providing the deck with 8 hours of battery life that can be swapped out for another eCell as needed. An internal rechargeable cell keeps the deck operational for up to 20 minutes while the user swaps eCells. Lacking in internal memory, they rely on wafer-like datacards to store any data acquired. Instead, they are loaded with space for attack programs and defensive firewalls the breaker relies on to crash through digital barriers and to keep opposing "Fixers" from locating the breaker's deck and frying it remotely.

If the Network Encounter Rules are not being used, breaker decks add 📶 to the results of Computer skill checks made while using the deck. In addition when targeted by the Lockout action, add 🛑 to the sysop's skill check.

If using the "Network Encounter Rules" from **Shadow of the Beanstalk**, page 125, a breaker deck can have 2 pieces of ice and 2 icebreaker programs active at one time.

HOLOCAM

Holocams are dedicated video cameras capable of recording scenes in full 3D. They work best in pairs or more, where the cameras can capture every angle of the subject. When used as a single-point camera, the holocam uses advanced conjecture-algorithms and memory reconstruction to fill in the details of areas not in view of the lens. This can lead to some incorrect and inconsistent data, but does create a full 3D image for the viewer.

HOLOPLAYER

Holoplayers are palm-sized electronics that project a fully 3D image in full color. Capable of projecting images up to a cubic meter in size, holoplayers can play back a variety of holoplays, news feeds, sporting events, and 3d games. Multiple holoplayers can be linked together to create a larger field of view, if a larger holoprojector is not available. Holoplayers can also be hooked up to a comm-pad to provide a limited 3D video of the person the user is speaking with.

TABLE 3-6: GEAR

NAME	ENC	COST	RARITY
CARRYING AND STORAGE			
MoSys Backpack	+4	75	1
MoSys Belt	+2	20	2
Drop Leg Rigs	+1	15	3
MoSys Vest	+2	55	3
Hoverpad	+12	2,000	5
Jump Bag	+6	120	2
SECURITY			
Codebreaker	1	50	5 (L)
Disguise Kit	4	300	5
Lockpicks	1	100	5
Nightsight Goggles	1	275	6
Restraints	1	60	3
COMMUNICATION			
Comm-Pad	0	25	3
Encryptor	1	375	6
Long Range Comm-Box	2	250	5
COMPUTERS AND ACCESSORIES			
Breaker Deck	3	650	5
Holocam	0	125	2
Holoplayer	1	150	2
PACtab	1	275	4
PACdesk	6	650	5
MEDICAL EQUIPMENT AND DRUGS			
Burst	0	50	4
Flyby	0	50	3 (L)
Jumpstart	0	75	2
Medical Kit	2	150	2
Rage	0	50	5 (L)
Skinseal	0	25	2

NAME	ENC	COST	RARITY
TOOLS AND GENERAL GEAR			
Air Mask	1	40	1
Climbing Gear	2	450	4
Extra Reload	1	25	1
eCell	1	25	1
Field Scanner	1	100	2
Fire Suppression Grenade	1	35	3
Flashlight	0	10	1
HomeMaker	5	800	5
Makoss Air Collar	1	50	6
Micro-welder	1	70	2
Pocket Extinguisher	1	25	2
Quickfix Repair Patch	0	25	2
Smoke Grenade	1	25	3
Survival Kit	4	200	3
Synthrope	1	5	1
Tool Kit	4	200	2
VacSuit	6	500	3

PACTAB

PACTabs - or Personal Access Computer tablets - are small, hand-held computer access devices that serve as combination video-communicators, personal computers, and entertainment systems. They come in a variety of models and features that allow the user to cruise the Hyper-link, receive and send H-mail (both text and video), read books and articles from millions of sources across Known Space, and play the hottest mobile video games on the market. They can play back video on their 2D screen, or be connected to a holoplayer for full 3D capabilities. PACTabs have a twenty hour active battery life before needing a recharge.

If using the “Network Encounter Rules” from **Shadow of the Beanstalk**, page 125, a PACtab can have one piece of ice and one icebreaker active on it at one time.

PACDESK

More powerful than PACtabs, PACdesks are larger semi-portable computers that can access thousands of teragans of information at once. While they can be used for the same function as PACtabs, PACdesks are more often used for business management programs, technological and scientific research, and multimedia creation and editing. Top of the line PACdesks can be used for Breaking on the Hyper-link, their larger storage capacity allowing them to have more loaded programs at the Breaker's disposal. The drawback of link-breaking with a PACdesk is the computer's stationary nature, slowing the user down if they are traced back to their location.

If using the "Network Encounter Rules" from **Shadow of the Beanstalk**, page 125, a PACdesk can have six pieces of ice and four icebreaker programs active at one time.

MEDICAL EQUIPMENT AND DRUGS

BURST

A breakthrough in biochemistry, Burst is an enhancement drug that reinforces the user's muscular protein strands. The drug temporarily bonds with muscle fibers, artificially replicating the effect of muscle building workouts. The result is a body that can lift more, hit harder, and take more punishment than it could before. After the drug runs its course, the muscles return to their pretreatment state and the abuse that the user put their body through becoming rapidly apparent. Forcing muscles to generate more power than they're capable of leaves scores of micro-tears in the users muscles, leaving the user sore and in pain until they are able to let the body recover naturally. Additionally, some users develop an addiction to Burst, becoming accustomed to the extra power they gain both physically and psychologically.

One dose of Burst increases the users Brawn characteristic by 1 until the end of the encounter. A user cannot benefit from more than one dose of Burst at a time. At the end of the encounter, the user suffers 6 strain. This strain cannot be recovered until the user sleeps for 8 hours.

FLYBY

Flyby is a highly dangerous and addictive narcotic stimulant. FlyBy comes in an aerosol form taken through the mouth or nose. When taken, FlyBy speeds up the user's perception of the world, acting like a sort of living high-speed camera. This state lets the user act and respond to external stimuli very quickly. Beings that use FlyBy seem to watch the world slow to a crawl, and are able to ob-

ADDICTION

One of the most common side effects from the use of any drug is addiction. Sometimes physiological, sometimes psychological, prolonged use of certain drugs can cause the user to crave it after it wears off. This reliance on that substance can cause conflict between the user and their friends, family, and co-workers, putting their relationships (or lives) at risk. The best way to handle an addiction is for the user to attempt to rehabilitate and get off the drug. This process can take several forms, from going cold-turkey to withdrawal treatment under the care of a medical professional.

GM's and players who wish to role-play the potential side effects and recovery from addiction are encouraged to use the following rules. If your character uses a particular drug (or alcohol) regularly, the player or the GM may decide that your character is at risk of becoming addicted to the drug. Your character must make a **Hard (◆◆◆) Resilience or Discipline check**; the specific check is up to the GM to decide if the drug's addiction is physiological or psychological. If the roll fails, your character is addicted - they must use the drug once a day or decrease their strain threshold by half until they take the drug.

To end their addiction, they must go without the drug for at least a week, after which they may still need to make another **Hard (◆◆◆) Resilience or Discipline check** to get off the drug. ☼☼☼ or ☼ may be spent to have your character get addicted to a different drug, a tragically common occurrence during substance abuse recovery.

These rules are adapted from the Addiction side bar on page 100 in the **Shadow of the Beanstalk** campaign setting.

serve a multitude of minute details they would have otherwise missed. Thrown objects seem to hang in mid-air, seconds slow to a crawl, and the body becomes hyper-aware of its surroundings. The user perceives their own thoughts as moving at normal speeds, enabling them to think fast and act quicker than normally thought possible. This feeling of excitement, euphoria, and sensory overload is highly addictive, making the use of FlyBy dangerous. Most FlyBy users never kick the drug, and spend their days stuck between ponderous euphoric bliss and painful fast-paced mania.

If your character takes FlyBy, they get an additional turn at the end of the round. This turn does not count as your character's next turn for the purposes of talent and effect durations. At the end of the encounter, the user suffers ■■ to all skill checks for the next 24 hours. This effect is removed during any encounter where your character takes another dose of FlyBy.

If the optional Addiction rules are being used, your character must make an addiction check after every encounter they use FlyBy, upgrading the difficulty of the check once for every time they took FlyBy during that encounter.

JUMPSTART

Jumpstart is a prescription-only stim used to help people stay alert and awake for extended periods of time, at the cost of a near total collapse from exhaustion later. Jumpstart stimulates the adrenal gland and administers an extra dose of caffeine into the system, making the user almost instantly alert. Once the drug runs its course, the drug leaves the person drained and exhausted. One could take another dose of Jumpstart to curtail those effects, but this can cause harm to the user, including cardiac arrest.

When your character takes a dose of Jumpstart, they heal all Strain damage. In addition, they add ▲ to all Perception and Vigilance checks until the end of the encounter. At the end of the encounter, the user immediately suffer 8 strain. This strain cannot be healed until your character rests for 8 hours. If another dose of Jumpstart is taken before resting, or they take Jumpstart an additional time during the same encounter, your character suffers 8 wounds in addition to the strain suffered at the end of the encounter.

MEDICAL KIT

These large canvas satchel bags carry a variety of patches, bandages, sutures, drugs, ointments, and medical instruments necessary to care for and treat all manner of injuries. Medical Kits are required to be able to use the Medicine skill to heal wounds or critical injuries. GMs may rule that after a certain amount of use the medical kit has run out of some of its supplies, adding ■ to any Medicine checks until the kit can be replenished. Replenishing a medical kit costs half as much as the kit itself.

RAGE

Rage is a combat drug taken by front-line troops looking for that lethal edge to help them get through the battle alive. The injected drug enhances the users combat prowess as well as suppressing the user's

innate flight response, turning every natural instinct into "fight-mode." While effective for short periods of time, repeated use of Rage can lead to neural damage and even death.

After taking a dose of Rage, your character adds ★♠ to all combat checks and Discipline checks to resist fear (if using the Fear rules on page 243 of the **Genesys Core Rulebook**) for the remainder of the encounter. Your character also adds ✕♠ on all Cool and Social skill checks for the remainder of the encounter. Each time an additional dose of Rage is taken that day, your character suffers a critical injury at the end of the encounter.

SKINSEAL

Skinseal is a breakthrough in biochemistry and medical technology. Stored in small, single-use spray on applicators, skinseal is a bio-organic polymer that expands and adheres to organic matter. The polymer matrix that comprises the chemical bonds with living tissue, sealing off blood vessels, closing cuts to skin and muscle, and even repairing minor fractures in bone.

While miraculous, skinseal can only restore so much physical trauma over a short period of time. Skinseal is a painkiller, as described on page 94 of the **Genesys Core Rulebook**.

TOOLS AND GENERAL GEAR

AIR MASK

Galactic travelers can encounter a bevy of atmospheric hazards in their journeys, from simple dust and particulates to hazardous toxins and airborne microbes. Air masks help filter out those foreign particles and prevents them from being inhaled into the wearer's lungs. They cover the wearer's mouth and nose, affixed in place with a strap that goes around the head. Simple versions use replaceable filter pads to screen out toxins and are only good for a few hours of use. More modern versions have pads that can be cleaned between uses, allowing them to be reused many times before needing replacement.

Each air mask is designed with a specific species in mind, which may prevent beings of another species from using it. A Granos might be able to wear an air mask designed for a Human or Naguli, but not one made for a Nidenos or Makoss.

While wearing an air mask, your character adds ★ to Resilience checks they make to resist poisonous atmosphere or hazardous environments.

CLIMBING GEAR

Standard equipment for most exploring mountainous or cavernous terrain, climbing equipment includes a series of ropes, hooks, harnesses and pitons that can be used to aid in scaling and rappelling vertical surfaces. Climbing gear reduces the difficulty of the wearer's climbing Athletics checks by two, and grants ■ to anyone using the wearer's same ropes and pitons.

EXTRA RELOAD

Extra Reload represents a collection of additional rounds and magazines for ballistic weapons; shell guns and mass drivers. When a ⚡ is spent to have your character run out of ammunition, they may spend a maneuver to reload their ballistic weapon with this equipment. Each Extra Reload may only be used once, and does not replenish weapons with the Limited Ammo quality.

ECELL

ECells are portable, high capacity power packs used by tools, handheld devices, and energy weapons. As with Extra Reloads, your character may spend a maneuver to use an eCell to replenish the power of a hand-held electronic device or energy weapon (usually from a ⚡ spent to have the weapon run out of ammo). Each eCell may only be used once, and does not replenish weapons with the Limited Ammo quality.

FIELD SCANNER

These useful hand-held scanners are commonly seen among galactic explorers, construction engineers, and terraformers for obtaining a variety of readings. Field Scanners are relatively bulky devices with a pistol grip and a small readout above the back of the scanner. Alternately the can be hooked up to a PACtab or holoplayer for easier viewing. They can be used to detect chemical compositions of close by objects, scan for structural weaknesses, and temperature variances. They can also be used to assist with motion tracking, albeit only within a narrow cone; approximately 30 degrees in front of the scanner out to Medium range.

Field Scanners count as having the right tool for the job when scanning an environment or structure to gain the aforementioned information about it. In addition, the user may add AA to any Knowledge (Science), Mechanics, Perception, or Survival check, but double the amount of time the task would normally take.

FIRE SUPPRESSION GRENADE

An odd yet highly effective device, fire suppression grenades deploy a series of chemicals in aerosol form to reduce the amount of oxygen in an area. The spray ad-

ditionally reduces the temperature of the area, bringing some relief to anyone in the zone by lowering ambient heat. The chemical aerosol can diminish or extinguish most fires in a small area, provided the grenade's chemicals are able to be contained to a room or room-sized enclosure. In open spaces, the grenade's effectiveness is diminished greatly, putting out the initial fire in the area, but dissipating quickly allowing the fire to potentially re-ignite. Fire suppression grenades are found throughout galactic society and are as common as fire extinguishers.

When used, your character may make an **Easy** (♦) **Athletics** or **Ranged (Light)** check as a combat check against a person or zone. If successful, the fire suppression grenade reduces the rating of any fire within short range of it's detonation point by 5 (to a minimum of 0). Anyone affected by the grenades Blast rating immediately ends any ongoing effects caused by a Burn weapon attack. This effect lasts until the fire is extinguished or the GM decides the chemical has been dispersed enough to allow the fire to spread back into the area. GMs may spend ⚡⚡ on the combat check to trigger the grenade's Disorient quality on any being within the zone of the attack.

FLASHLIGHT

The omnipresent flashlight is a fixture in practically every being's home, ship, and toolbox. Most flashlights are small cylinders that are held in the hand or between a few digits, mounted to helmets, or under the barrel of firearms. Modern flashlights run on eCells and provide thousands of hours of illumination.

A flashlight provides light out to medium range, removing ■ added to checks due to darkness.

HOMEMAKER

This device was built upon 3D printer technology. Developers expanded the functionality to include all kinds of material to suit the needs of the customer. No longer limited to plastic and metal, the HomeMaker can emulate wood, ceramic, and even organic food. Designs for all manner of useful objects are available on datacards including helpful how-to holovids. The raw materials are sold in large canisters that gravity feed into the HomeMaker. This is a must-have item for the settler brave enough to face the harsh environments of a new planet, but refuses to go without their favorite cultural meal.

MAKOSS AIR COLLAR

Makoss respiratory systems rely on a combination of gills and secondary diaphragms to breathe and speak. They extract oxygen from the water as it moves over their gills, and they breathe air in a similar fashion.

Because they require moving air, many Makoss traveling on other worlds or in space wear respiratory collars around their necks. These collars have a series of small, powerful fans that blow air across the wearer's neck, helping the Makoss breathe in situations where the air is normally still. The rechargeable battery in the collar works for 10 hours before needing to be recharged. Alternatively, the collar can be powered by 24 hours off a fully charged eCell.

Makoss wearing an active air collar remove ■■ caused by still or stagnant air. While wearing an active air collar, Makoss add ■ to all Stealth checks. While traveling within the Makoss League, the rarity of air collars is reduced to 1.

MICRO-WELDER

This hand-held cutting and welding tool is a staple in any mechanic's or spacer's kit. The device features a mini plasma-torch powered by an eCell stored in the handle. The micro-welder is an invaluable assistant for sealing breaches in hulls, cutting open hatches or other metal obstructions, and even with building makeshift shelters and frames. A flip-up shield on top of the micro-welder provides some protection for the user from the bright intensity of the torch.

The micro-welder makes for a poor yet damaging weapon. If used in combat, the micro-welder uses the following profile: Melee; Damage 5; Crit 2; Range [Engaged]; Inaccurate 1, Vicious 1.

POCKET EXTINGUISHER

Living in enclosed, controlled environments like spaceships makes fire a serious threat to all passengers. It consumes the air supply quickly, and contaminates the rest. Wires are fried, mechanical components bend or melt into useless slag. Fire near the fuel cells is an engineer's nightmare. Some travellers are not content to rely upon automated fire suppression systems, and bring their own.

This small canister sprays a rapidly expanding foam over a target within short range, smothering the flames. Each canister holds enough foam for two uses. The foam sticks well to most surfaces, and dissolves after a few minutes. Surfaces covered in foam are slick and can be hazardous to panicked beings.

QUICKFIX REPAIR PATCH

These emergency repair kits are a common sight on-board any starship or space station in the galaxy. They contain a folded flexsteel sheet that opens up to a square meter in size. When placed over damaged mechanics and electronics, the patch helps to seal breaches, repair broken parts, and reroute power lines. The sheet has a

contact micro-adhesive that melts the sheet to any metal or plastic it's placed against. Woven through the sheet are conductive wires and contact points to help restore power to the damaged area.

Quickfix Repair Patches count as having a tool kit when attempting to repair an item or vehicle. When used on an Artie or similar mechanical being, the repair patch acts in the same way as painkillers do for an organic being. The Quickfix Repair Patch is expended after one use.

SMOKE GRENADE

Smoke grenades are most commonly used as signaling devices or to create a cloud of smoke to obscure an area. They come in a variety of colors, and are available in versions that affect the infrared or ultraviolet spectrums.

Smoke grenades create a zone of concealment out to Short range from the grenade's resting point. This concealment adds ■■ to all ranged combat checks and any skill checks that rely on sight made while in the zone. This concealment lasts until the end of the second round after it's activated.

SURVIVAL KIT

Possibly the most important item any wilderness explorer could own, the survival kit comes with a host of equipment designed to keep anyone alive and reasonably comfortable while traveling in nature. Each kit includes a multi-tool knife, flashing distress beacon, lightweight heat-reflective blanket, small coil of synthrope, ration bars, two-person tent, purifying water bottle, compact cooking kit, and a winter-grade sleeping bag. The whole kit packs up into a reasonably small backpack, balanced perfectly to comfortably worn while hiking and climbing in the wilderness.

SYNTHROPE

No survival kit or workshop is complete without a coil of synthrope. Useful for climbing, tying things down, or tying things up; synthrope is a lightweight cord with incredible tensile strength. It's thin, lightweight fibers woven together in intricate patterns to make this rope highly durable.

TOOL KIT

Every construction worker, starship engineer, and household handyman possesses a tool kit. They can be found in a multitude of locales, anywhere someone anticipates a need to make repairs or construct items. Tool kits include a wide assortment of wrenches, spanners, screwdrivers, hammers, saws, and pliers. Several include specialty tools that test electrical currents, probes, gauges, and bypass cables.

A tool kit provides your character with everything they need to make a Mechanics check without penalty.

VACSUIT

Commonly found in emergency lockers on starships and space station, vacsuits allow any being that wears them to survive in the vacuum of space. These suits are lightweight and made of strong, sealed fabrics that protect the wearer from temperature, radiation, and provide breathable air. Each suit comes with two flashlights, one on the

helmet and another mounted to one of the forearms. Also included is a small amount of slap-patch repair kits in the event of a rupture or leak. Some vacsuits are able to be fitted with thruster packs, and several military, and military like organizations, fit armored plating to their suits for use for boarding operations in hard vacuum.

While worn, a vacsuit's encumbrance is 3.

VEHICLES

HOVERCRAFT

HOVERBIKE

Hoverbikes are the go-to transportation for city couriers, thrill seekers, and street gang members across the galaxy. These small vehicles are little more than a powerful hover engine and direction nozzles mounted to a lightweight housing frame. The rider straddles the frame, resting on a narrow seat cushion on top of the frame and engine. A pair of steering joysticks mounted on top of the bike allows the rider to climb, dive, and bank as the hoverbike rockets through the air. While these bikes are capable of flying up to 100 meters above the ground, in practice they rarely operate higher than 1-2 meters in case of engine trouble.

Hoverbikes come in a variety of shapes, styles, and manufacture. The stats below represent the average "cruiser" hoverbike. Other models are designed for higher speeds at the cost of structural integrity, while others are built more ruggedly, at the cost of handling or speed.

2	3	0	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	0
			HT THRESHOLD	SS THRESHOLD
			5	7

Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 4.
Consumables: 2 days.
Encumbrance Capacity: 20.
Price/Rarity: 4,860 credits/4.
Weapons: None.

More luxurious hovercars cost two to five times as much as the standard car, but ultimately have the same statistics as outlined below. On a world with standard gravity the grav-generators can handle a full passenger compartment with cargo in the trunk. On high gravity worlds, the grav-generator is not able to handle the heavier weight without significant reinforcement, doubling the cost of the hovercar.

2	3	0	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	0
			HT THRESHOLD	SS THRESHOLD
			5	7

Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 4.
Consumables: 2 days.
Encumbrance Capacity: 20.
Price/Rarity: 4,860 credits/4.
Weapons: None.

HOVERTRUCK

Large and bulky, hovertrucks are the backbone of commercial shipping on planets across Known Space. These cargo-haulers can move several tons of commodities across hundreds of kilometers before needing to refuel. They feature a boxy driver's compartment with comfortable seats and a large rectangular enclosed cargo compartment behind it. The heavy grav-generators can lift the hovertruck a meter above the ground, allowing it to go over low obstacles and obstructions.



HOVERCAR

On any planet with a close-to standard or lighter gravity, hovercars are the base-line form of transportation. These vehicles use anti-gravity fields to glide up to a meter above the ground. They are driven by families, commuters, taxi services, and even law enforcement personnel. With thousands of manufacturers producing millions of hovercars per year, there come in a multitude of shapes, styles, and options.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	3	2	0	0
			HT THRESHOLD	SS THRESHOLD
			10	10

Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 2.
Consumables: 3 days.
Encumbrance Capacity: 180.
Price/Rarity: 13,050 credits/4.
Weapons: None.

HOVERTANK

Hover tanks are the evolution of armored combat vehicles. Weighing in at 30+ tons, covered in armor plating and the most advanced anti-armor weapons, they are a staple of battlefield combat. Hover tanks feature one main turret housing the vehicle's primary weapon. Some models have secondary turrets that mount smaller weapons as either back-up for the main cannon or as anti-personnel defense. While most militaries strive to field more and more GEARs in their armored divisions, those combat mechs have yet to match the production numbers or cost effectiveness of the hover tank.

Hover tanks move overland on heavy grav-emitters capable of lifting the tank over any terrain or obstacle. These emitters are vulnerable to attack -- if an attacker is somehow able to score a critical hit to the underside of the hover tank (a very tricky feat without actually being under the tank), a Critical Hit roll below 64 is automatically increased to "64-72: Propulsion Damaged."

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	2	1	1	4
			HT THRESHOLD	SS THRESHOLD
			22	14

Control Skill: Driving.
Complement: 1 driver, 2 gunners, 1 commander.
Passenger Capacity: 0.
Consumables: 2 days.
Encumbrance Capacity: 10.
Price/Rarity: 55,015 credits/6 (L)
Weapons:

- **Turret mounted mass driver** (Fire Arc All; Gunnery; Damage 4; Crit 2; Range [Extreme]; Breach 1)
- **Dual laser cannon turret** (Fire Arc All; Gunnery; Damage 2; Crit 3; Range [Long]; Accurate 1, Burn 1, Linked 1)
- **Pintle-mounted pulse laser cannon** (Fire Arc All; Gunnery; Damage 10; Crit 3; Range [Long], Accurate 1, Auto-fire, Burn 1, Personal Scale).

ROBOTS

GENERAL PURPOSE GEARS

Originally developed by the Kel Alliance decades ago, GEARs (short for "Giga-Enhancement Assault Robot") are large, versatile, combat mechs. Most GEARs range in size from 3-4 meters high whereas "Titan GEAR" stand up to a dozen meters tall. While some GEARs are piloted remotely as drones, the majority of them are operated by jockeys seated in an on-board cockpit. The most advanced GEARs utilize an advanced augmented-reality motion-capture interface, where the GEAR's movements match those of the operator. When the pilot moves their arm or kicks, the GEAR matches the same motion.

The most common GEARs are the smaller, general-purpose models. While they share many of the same sensor and mobility systems between manufacturers and designs, they employ a variety of modular weaponry. These weapons are styled as over-sized versions of the weapons carried by traditional soldiers. Because they are designed as rifles, pistols, and melee weapons, it allows for a modular weapons load for the GEAR. They can intermix weapons as needed, swapping their armaments as the mission requires. For standard deployments, GEARs are equipped with an anti-armor weapon and either an anti-personnel or a melee weapon.

GEAR technology has spread across Known Space, with some armed forces employing them more than others. A few GEAR squadrons are deployed by the Wardens, mostly when facing well-armed opponents such as Drakon raiders. The Vilithic Church has a few GEARs as well. Constructed at their Holy Foundries, rumors persist that the Church's GEARs are blessed by the gods in some fashion.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
2	2	0	0	1
			HT THRESHOLD	SS THRESHOLD
			5	4

Control Skill: Driving
Complement: 1 Driver
Passenger Capacity: 0
Consumables: 1 Day
Encumbrance Capacity: 5
Price/Rarity: 68,480 credits/6 (L)
Weapons:

- **GEAR punch** (Brawl; Damage 0; Crit 4; Range [Engaged]; Knockdown)
- **Choose** one weapon system from List A and one from List B, or two from List B.

LIST A

These weapons are mounted on the GEAR's shoulder and have a limited angle of fire. When selecting a weapon from this category, choose either "Fire Arc Front and Right" or "Fire Arc Front and Left."

- **Rotary cannon** (Gunnery; Damage 2; Crit 3; Range [Long]; Auto-Fire, Prepare 1)
- **Beam cannon** (Gunnery; Damage 1; Crit 3; Range [Medium]; Accurate 1, Auto-fire, Burn 1, Slow-firing 1, Sunder)
- **Heavy flamer** (Gunnery; Damage 2; Crit 4; Range [Short]; Blast 2, Burn 3)
- **Mass rifle** (Gunnery; Damage 2; Crit 2; Range [Extreme]; Breach 1)
- **Missile pod** (Gunnery; Damage 4; Crit 3; Range [Extreme]; Blast 3, Breach 2, Guided 2, Limited Ammo 4)
- **Particle beam rifle** (Gunnery; Damage 3; Crit 3; Range [Long]; Disorient 2, EMP 2, Slow-firing 1)

LIST B

All weapons in this category have "Fire Arc All."

- **Heavy combat rifle** (Gunnery; Damage 1; Crit 3; Range [Long])
- **Defense shield** (Melee; Damage 1; Crit 3; Range [Engaged]; Defensive 2, Deflection 1, Inaccurate 1)
- **GEAR sword** (Melee; Damage 2; Crit 3; Range [Engaged]; Accurate 1, Defensive 1)
- **GEAR hammer** (Melee; Damage 3; Crit 4; Range [Engaged]; Disorient 3, Inaccurate 1, Knockdown)
- **GEAR RIP blade** (Melee; Damage 2; Crit 2; Range [Engaged]; Breach 1, Sunder, Vicious 2)
- **Heavy machine gun** (Gunnery; Damage 15; Crit 3; Range [Long], Auto-Fire, Pierce 2, Personal Scale, Vicious 2)
- **GEAR shellgun pistol** (Gunnery; Damage 2; Crit 3; Range [Medium])
- **Giga-starblade** (Melee; Damage 4; Crit 2; Range [Engaged]; Breach 2, Burn 1, Sunder, Vilithic Church Only)
- **Laser cannon** (Gunnery; Damage 1; Crit 3; Range [Medium]; Accurate 1, Burn 1)

BASTION-CLASS TITAN GEAR

The Bastion-class are among the heaviest of GEARS. Standing 15 meters tall and weighing in at over 80 tons, these lumbering giants are humanoid shaped with a large boxy torso, heavily armored arms legs, and have a sinister looking helm-like head. They are operated from an armored cockpit located in the upper chest of the mech. Bastions are well-protected with heavy armor plating and projected force-screens. They are armed with a variety of weapons such as autocannons, plasma throwers, missile launchers, and anti-personnel guns. They pay for this load-out with their speed -- Bastions are the slowest of all GEARS, and are outpaced by most everything else on the battlefield.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	1	-1	2	5
			HT THRESHOLD	SS THRESHOLD
			15	18

Control Skill: Driving

Complement: 1 Driver

Passenger Capacity: 1

Consumables: 3 days.

Encumbrance Capacity: 10

Price/Rarity: 235,250 credits / 7 (L)

Weapons:

- **Limb bash** (Fire Arc All; Brawl; Damage 3; Crit 4; Range [Engaged]; Knockdown)
- **Dual buster cannons** (Fire Arc Front, Left, and Right; Gunnery; Damage 4; Crit 3; Range [Long]; Blast 2, Breach 2, Linked 1, Slow-Firing 1)
- **Plasma thrower** (Fire Arc Front, Left, and Right; Gunnery; Damage 3; Crit 3; Range [Medium]; Blast 3, Vicious 2)
- **Twin shoulder-mounted missile launchers** (Fire Arc Front; Gunnery; Damage 5; Crit 3; Range [Extreme]; Blast 4, Breach 4, Guided 3, Linked 2, Limited Ammo 12)
- **Twin heavy machine guns** (Fire Arc Front, Left, and Right; Gunnery; Damage 12; Crit 3; Range [Long]; Auto-fire, Linked 1, Personal Scale, Pierce 2, Vicious 2)

AEROSPACE VEHICLES

VTOL GUNSHIP

Gunships are low-altitude combat aircraft capable of ferrying small squads of troops across the battlefield. These craft feature long, thick fuselages with two pilot stations either side by side or in tandem, short wings that mount large hover-planes or thrusters, and armed with an array of weapons mounted on modular hardpoints.

They are commonly deployed to insert or retrieve groups of elite troopers to remote areas, or when flying as an aerial squadron delivering companies of troops to the frontline. They are flown by a crew of two; one pilot, one navigator and communications officer. Both stations are capable of employing any of the gunship's weapons. Passengers are held in a large bay located aft of the pilot stations. Passengers access the bay through side-mounted sliding doors. When these doors are open during flight, pintle-mounted weapons are available to those in the passenger compartment.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	3	+1	1	2
			HT THRESHOLD	SS THRESHOLD
			14	12

Control Skill: Piloting

Complement: One pilot, one Navigator/ Comms

Passenger Capacity: 8

Consumables: 2 days

Encumbrance Capacity: 45

Price/Rarity: 89,400 credits/6 (L)

Weapons:

- **Nose-mounted double laser turret** (Gunnery; Damage 2; Crit 3; Range [Extreme]; Accurate 1, Burn 1, Linked 1)
- **Cluster rocket pods** (Gunnery; Damage 4; Crit 3; Range [Extreme]; Blast 3, Linked 3, Limited Ammo 12)
- **Anti-armor missiles** (Gunnery; Damage 4; Crit 3; Range [Extreme]; Blast 4, Breach 4, Guided 3; Linked 1, Limited Ammo 8)
- **Two pintle-mounted rotary laser cannons** (Gunnery; Damage 10; Crit 3; Range [Long]; Accurate 1, Auto-Fire, Personal Scale, Prepare 1)

AEROFIGHTER

AeroFighters are ground-based, high speed fighter-bombers that operate within a planet's atmosphere. These fightercraft travel at high speeds using a combination of vectored thrusters and aeroform wings and bodies. Most AeroFighters feature long, thin fuselages with swept-back wings, or have a delta-form lifting-body shape. The pilot either operates the craft from an enclosed cockpit in the nose of the craft, or by remote from anywhere on the planet. Armed with both internal cannons and hardpoint mounted ordinance, these sleek fighters can often outfly and outfight starfighters pressed into aerial combat.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	5	+2	0	2
			HT THRESHOLD	SS THRESHOLD
			7	9

Control Skill: Piloting

Complement: 1 pilot

Passenger Capacity: 0

Consumables: 1 day

Encumbrance Capacity: 4

Price/Rarity: 67,700 credits/6 (L)

Weapons:

- **Nose-mounted rotary autocannon** (Fire Arc Front; Gunnery; Damage 2; Crit 4; Range [Extreme]; Auto-fire)
- **Longstrike anti-ship missiles** (Gunnery; Damage 6; Crit 3; Range [Strategic]; Blast 2, Breach 2, Guided 4, Limited Ammo 4)
- **Anti-armor rockets** (Gunnery; Damage 4; Crit 3; Range [Extreme]; Blast 4, Breach 4, Linked 1, Limited Ammo 6)

Artwork by Tan Ho Sim



STARSHIPS

ROAMER SHUTTLE

The catch-all workhorses of interstellar travel, Roamer shuttles can be found everywhere in the galaxy. Their small size, versatile nature, and compact cargo-hauling capabilities lends to their popularity.

Roamer shuttles are accessed by a large cargo hatch and ramp in the stern of the craft. The cargo area of the shuttle has space for an ample amount of cargo containers, or could be configured to transport larger amounts of people on removable seats and benches. Pilots use Roamers to transport passengers from space stations to nearby starships, move cargo between isolated colonies on distant planets, and ferry parts and technical crew to remote locations. Shuttles also frequently serve as rescue ships; their small size allowing them to maneuver around difficult hazards. They are armed with basic defensive armaments, for use in repelling pirate attacks or removing obstacles from the shuttle's path during rescue attempts.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	3	0	1	3
			HT THRESHOLD	SS THRESHOLD
			20	18

Control Skill: Piloting

Complement: 1 pilot, 1 co-pilot

Passenger Capacity: 10

Consumables: 1 month

Encumbrance Capacity: 100

Price/Rarity: 92,820 credits/5

Weapons:

- **Twin laser cannons** (Fire Arc Front; Gunnery; Damage 3; Crit 3; Range [Extreme]; Accurate 1, Burn 1, Linked 1)

INTERCEPTOR STARFIGHTER

Fielded by every major military power, starfighter interceptors are high-speed, agile, and deadly craft for any starship to encounter. Armed with an array of cannons and missiles, these starfighters close in on enemy craft swiftly, attempting to destroy them with one pass. These starships pay for their awesome speed and firepower; interceptors are fragile fighters. It only takes one or two hits from an opponent to blast one of these starfighters to dust.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	5	+2	2	2
			HT THRESHOLD	SS THRESHOLD
			8	8

Control Skill: Piloting

Complement: 1 pilot

Passenger Capacity: none

Consumables: 2 days

Encumbrance Capacity: 5

Price/Rarity: 130,320 credits/7 (L)

Weapons:

- **Tri-barrel particle beam cannon** (Fire Arc Front; Gunnery; Damage 4; Crit 3; Range [Long]; Disorient 2, EMP 3, Linked 2)
- **"Ship-killer" missile launcher** (Fire Arc Front; Gunnery; Damage 6; Crit 3; Range [Extreme]; Blast 4, Breach 4, Guided 3, Linked 1, Limited Ammo 8)

WYVERN RAIDER

These terrifying starfighters are the mainstay of the Drakon raiders. Wyverns feature a long, segmented serpentine-like fuselage. The pilot sits at the front of the craft in a large triangular head. A pair of large engines and maneuvering foils are mounted in the center of the fighter's long body, while mounted to the tail is a smaller cockpit between a pair of long-range laser cannons. Two boxy missile packs located beneath the pilot's compartment launch swarms of a dozen mini-missiles at a time. These missiles aren't very deadly by themselves, but as a volley they're quite effective, and increases the odds that at least some of the missiles strike the target.

The starfighter normally flies with the fuselage locked in a straight alignment. During flight, the deft Drakon pilots are able to twist and curve the starship's body around incoming fire. The head and tail sections can curve, bend, and point in any direction, allowing it to bring its weapons to bear on any target, while the rest of the craft flies forward. Wyverns mount adequate armor to protect itself from incoming fire, but any hits that do penetrate the armor can quickly damage the ship's intricate flight control systems.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
3	4	+3	3	2
			HT THRESHOLD	SS THRESHOLD
			10	6

Control Skill: Piloting

Complement: 1 pilot, 1 gunner

Passenger Capacity: 0

Consumables: 4 days

Encumbrance Capacity: 8

Price/Rarity: 275,600 credits/9 (L)

Weapons:

- **Nose-mounted plasma cannon** (Fire Arc All; Gunnery; Damage 4; Crit 3; Range [Long]; Blast 2, Vicious 2)
- **Swarm missile launchers** (Fire Arc All; Gunnery; Damage 2; Crit 4; Range [Extreme]; Accurate 2, Linked 3, Limited Ammo 8, Slow Firing 1)
- **Tail-mounted twin laser cannons** (Fire Arc All; Gunnery; Damage 3; Crit 3; Range [Extreme]; Accurate 1, Burn 1, Linked 1)

SCOUT SHIP

Scout ships are the workhorse of space exploration; small, maneuverable long-range transports designed to carry a crew of explorers deep into the unknown regions of space. Manufactured by a variety of shipbuilders in an array of shapes and options, they are popular among those who are out exploring new systems in The Edge or transporting between worlds within Known Space.

Scout ships are flown by independent captains and corporate-sponsored ones. Being independent gives the captain and their crew more freedom to pick and chose their contracts, but corporate-sponsored ones generally land better contracts -- or at least have more of them to choose from. Many military forces, including the Wardens, also possess a considerable fleet of scout ships. The major difference between military and civilian models are the amount and quality of weapons the military scout ships mount.

CIVILIAN SCOUT SHIP

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
4	3	0	1	3
			HT THRESHOLD	SS THRESHOLD
			22	16

Control Skill: Piloting

Complement: 1 pilot, 1 co-pilot, 1 sensor/comm-tech, 1 engineer

Passenger Capacity: 4

Consumables: 6 months

Encumbrance Capacity: 70

Price/Rarity: 180,400 credits/5

Weapons:

- **Two turret-mounted twin laser cannons** (Fire Arc All; Gunnery; Damage 3; Crit 3; Range [Extreme]; Accurate 1, Burn 1, Linked 1)

MILITARY SCOUT SHIP

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
4	4	0	2	4
			HT THRESHOLD	SS THRESHOLD
			26	14

Control Skill: Piloting

Complement: 1 pilot, 1 co-pilot, 1 sensor/comm-tech, 1 engineer, 4 gunners

Passenger Capacity: 0

Consumables: 6 months

Encumbrance Capacity: 50

Price/Rarity: 255,800 credits/6 (L)

Weapons:

- **Tri-barrel mass driver turret** (Fire Arc All; Gunnery; Damage 4; Crit 2; Range [Extreme]; Breach 1, Linked 2)

- **Three turret-mounted twin laser cannons** (Fire Arc All or Front, Aft, and Port or Front, Aft, and Starboard; Gunnery; Damage 3; Crit 3; Range [Extreme]; Accurate 1, Burn 1, Linked 1)

LIGHT FREIGHTER

The workhorse of interstellar shipping, light freighters carry the majority of commodities between planets and across stellar borders. These small starships can carry a surprising amount of cargo for their size. Able to be flown by a lone pilot, most freighter captains prefer to have at least one crewman with them to serve as co-pilot or engineer.

They are armed with a modest amount of weapons to deter pirates, mostly in the form of a pair of laser or particle beam cannons. Heavier weapons or a more numerous amount of weapons require special permits, and are usually relegated to military or paramilitary organizations, including the Wardens.



Control Skill: Piloting
Complement: 1 Pilot, 1 co-pilot/engineer
Passenger Capacity: 8
Consumables: 8 months
Encumbrance Capacity: 125
Price/Rarity: 136,250 credits/5
Weapons:

- **Turret-mounted twin particle beam cannons** (Fire Arc All; Gunnery; Damage 4; Crit 3; Range [Long]; Disorient 2, EMP 3, Linked 1)

ASSAULT TRANSPORT

While freighters carry cargo and passengers to travel destinations, assault transports carry soldiers and armaments to galactic hot spots. These transports are designed to move dozens of troopers to assault enemy starships or to planetary battlefields. Assault transports normally lack private compartments for the troops they transport, passengers are forced to sleep on fold-away bunks in the ship's cargo hold. When used by elite squads the ship is configured to allow the troops to sleep two to three to a room in more private quarters.

Assault transports are fierce opponents in their own right, mounting heavy weapons and armor when compared to similarly sized transport craft. They are equipped with upgraded thrusters for main propulsion and maneuvering. While not as nimble as a dedicated starfighter, assault transports can weave their way through enemy fire as they approach their target.

These transports are a common sight among the interstellar powers' navies, as well as both the Wardens and the Vilithic Church. Every Vilithic Crusader squad has an assault transport at their disposal, which they are very adept at using for lighting strikes and troop deployment during a "crusade".



Control Skill: Piloting
Complement: 1 pilot, 1 co-pilot, 1 engineer, 2 gunners
Passenger Capacity: 6
Consumables: 4 months
Encumbrance Capacity: 80
Price/Rarity: 210,430 credits/7 (L)
Weapons:

- **Twin mass driver cannons** (Fire Arc Front; Gunnery; Damage 5; Crit 2; Range [Extreme]; Breach 1, Linked 1)
- **Turret-mounted dual plasma cannons** (Fire Arc All; Gunnery; Damage 4; Crit 3; Range [Long]; Blast 2, Linked 1, Vicious 2)
- **Anti-ship missile launcher** (Fire Arc Front; Gunnery; Damage 6; Crit 3; Range [Extreme]; Blast 4, Breach 4, Guided 3, Linked 2, Limited Ammo 12)

CORVETTE

A staple of naval picket lines, long range patrol missions, and escort missions, corvettes are the smallest warships fielded by the navies of Known Space. Armed with anti-ship weapons and starfighter defense guns, corvettes can harass enemy warships or protect their own fleets from enemy fighters. They are maneuverable and nimble for warships, but lack the durability to slug it out with cruisers and battleships by themselves.

Corvettes are the most common military warship that galactic travelers encounter. Most space stations in Known Space have at least one corvette protecting it. They are also frequently dispatched to colony worlds in Known Space to hunt down pirates or provide protection to distant bases and resource plants.



Control Skill: Operations
Complement: 67 officers and crew
Passenger Capacity: 50
Consumables: 1 year
Encumbrance Capacity: 350
Price/Rarity: 750,000 credits/5

Weapons:

- **Anti-ship torpedoes** (Fire Arc Front; Gunnery; Damage 10; Critical 4; Range [Strategic]; Blast 6, Breach 4, Guided 3, Limited Ammo 6, Slow-firing 1)
- **Turret-mounted laser cannon battery** (Fire Arc Front, Port, and Starboard; Gunnery; Damage 6; Critical 3; Range [Extreme]; Accurate 1, Linked 2)
- **Four point-defense particle beam cannons** (Fire Arc All; Gunnery; Damage 4; Crit 3; Range [Long]; Disorient 2, EMP 3)

PIRATE MARAUDER

Many of the pirate crews operating out on The Edge use civilian transports that have been pressed into use for raiding. They look similar to transport and passenger starships, but mount jury-rigged cannons, turrets, and armor. The profile of these ships are as frequently modified, with pirates adding spikes, skulls, and garish paint jobs to their favored ships.

Adding all these additional systems to ships that weren't designed for it stresses the power systems and weakens the ship's keel. Against dedicated warships, the average pirate marauder doesn't stand a chance. However, against other civilian transports the marauder represents a difficult foe, if not an insurmountable one.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
5	2	-1	1	4
HT THRESHOLD	SS THRESHOLD			
33	12			

Control Skill: Operating

Complement: 9 crew and gunners

Passenger Capacity: 16

Consumables: 2 months

Encumbrance Capacity: 320

Price/Rarity: 680,800 credits/6

Weapons:

- **Two turret-mounted particle beam cannons** (Fire Arc All; Gunnery; Damage 4; Crit 3; Range [Long]; Disorient 2, EMP 3)
- **Two turret-mounted twin laser cannons** (Fire Arc All; Gunnery; Damage 3; Crit 3; Range [Extreme]; Accurate 1, Burn 1, Linked 1)

HEAVY CARGO TRANSPORT

Heavy cargo transports are the backbone of industrial shipping throughout the galaxy. Their vast cargo capacity allows them to haul larger payloads in a more efficient and economical manner than smaller freighters. Often their holds are filled with construction materials, unprocessed ore and refined metals, fuel tanks, or bulky products such as vehicles or machinery.

Too expensive for the average individual to own, heavy cargo transports are routinely owned by shipping companies and corporate conglomerates. They are not armed, and must rely on escorts to protect them from attack. During wartime these vessels are high valued targets, as their destruction denies the enemy whatever commodity or resource they were carrying.

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
5	2	3	1	4
HT THRESHOLD	SS THRESHOLD			
62	18			

Control Skill: Operation

Complement: 27 officers and crew

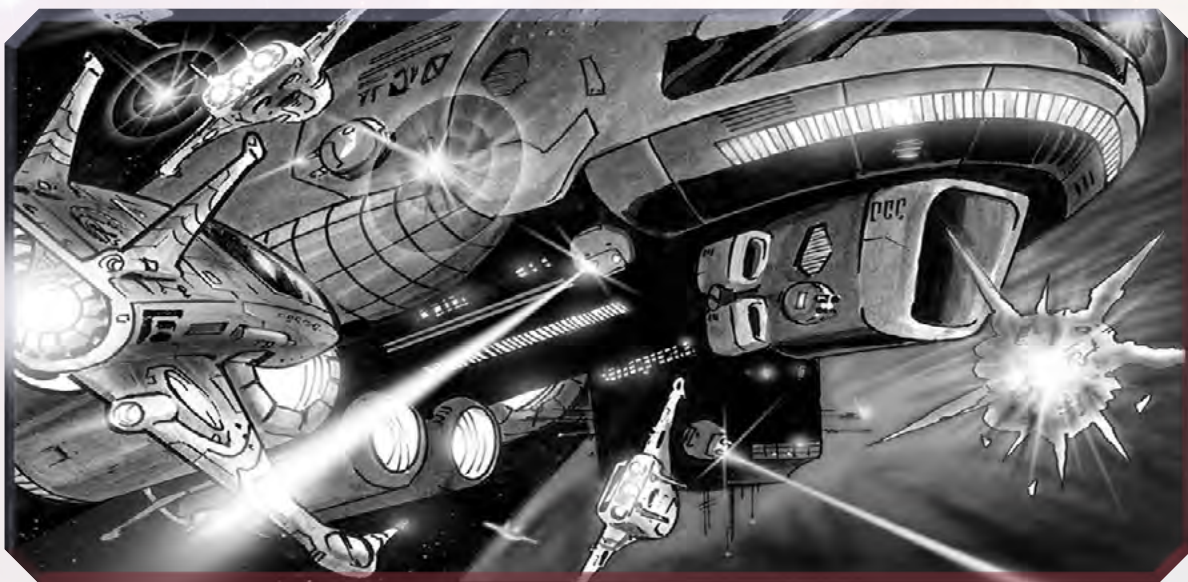
Passenger Capacity: 12

Consumables: 6 months

Encumbrance Capacity: 2,400

Price/Rarity: 520,000 credits/4

Weapons: None.





Artwork by Alexei Kozachenko

CHAPTER 4: GM SECTION

THE KNOWN GALAXY

The Almacar galaxy is a vast stellar region, and the Starcana Campaign Setting takes place in the area named Known Space and The Edge. While Known Space consists of the star systems controlled by the interstellar powers, hundreds of star systems remain unexplored within Known Space. Those star systems either lack a jump gate, or their jump gate remains undiscovered. With the rise in production of jump capable ships and survey teams willing to explore, the number of “undeveloped” systems shrinks. Still, it’s a lengthy process, one slowed by the construction of jump ships for more lucrative enterprises.

In this chapter, we present a more encyclopedic depiction of the Almacar galaxy, specifically the region of Known Space that the campaign takes place in. This presents a more neutral view of the powers and factions to allow you to sculpt a story to fit your play-style. Along the way, we introduce some of the personalities in the galaxy. These movers and shakers may not seem like it now, but eventually make their presence and their intentions known to all.

The last section is for the Game Master. We detail some of the threats and factions operating in this corner of the Almacar Galaxy. Each entry includes a few story ideas for launching off adventures or campaigns. In addition, we recommend alternate rules and tones from other **Genesys** products for use in the Starcana setting.

COLD WAR

On the surface, Known Space is in a period of peace. The last great war ended fifteen years ago with the adoption of the Blood Accords and the formation of the Armistice League. Before the Accords, each nation engaged in conflict with another on some level. Typically these battles were border disputes, or raids into enemy territory to attack military infrastructure, or stealing valuable resources. Occasionally, a prolonged battle between factions of colonists, backed by their governments, took place on contested worlds. These planetary disputes were essentially proxies for conflicts between the major powers without the messy political ramifications of an interstellar war.

With the signing of the Blood Accords, most of these disputes cooled. The Treaty Planets adopted a joint-governing structure with various governments sharing rulership. Many of these worlds embraced the new standard, but several have not. For these planets, the animosity between the two (or three) planetary factions runs deep. Guerilla strikes and terror attacks remain a frequent occurrence on those worlds.

THE EDGE

Also referred to as “Edge of Known Space,” this region incorporates the systems beyond established borders of interstellar nations. The territory is rife with unexplored systems, planets, and nebulae. With each new unexplored system discovered, survey teams and colony ships filled with hopeful settlers head out in search of fortune and freedom. While many of the systems discovered host planets capable of sustaining life, few of them contain the vast deposits of resources people desire. In spite of this, numerous colonies and mining operations developed throughout The Edge provide a steady stream of resources (and expansion) to the nations of Known Space.

With the exception of systems colonized directly by nationally funded expeditions, most colonies out in The Edge begin politically independent. Life on The Edge is harsh, and many colonies fail within the first 5 years. Survivors usually petition to join a nearby power, as they need the steady support and trade provided by formally joining a nation. This occasionally leads to racial intermixing, for instance, there are several Kel Alliance worlds near The Edge with considerable Nidenos, Naguli, and Granos populations. When they



join, colonists may apply for citizenship with their new patron nation. Some loyalists worry that this gives foreign agents an easy means to infiltrate their nation, yet the process of earning citizenship has exposed several spies. Overall, governments see that as a manageable risk, one worth taking to expand their nations borders.

THE GREAT BEYOND

“Beyond the Edge” refers to anything in the galaxy that hasn’t been explored yet. It is not uncommon for a new system or a jump gate to be discovered as one of the few corporation-backed jump ships makes their own path to isolated systems. Such adventures offer up an array of opportunities for player characters to explore - provided they survive the trip.

JUMP GATES

Transportation between star systems is possible via wormholes created through jump gate technology. The most common example of this are the jump gates located in most star systems throughout Known Space. The majority of these are ancient gates, or Star Rings, created thousands of years ago by an unknown civilization. When the system’s inhabitants discovered their Star Rings, it took those younger races decades to unlock the secrets of how to use jump gates to traverse the galaxy.

The jump gates themselves are large, unmanned constructs consisting of eight one-kilometer long obelisks that radiate out from a central point in space. Each obelisk contains a series of powerful reactors required to create a quantum field that bends space and time. Across each obelisk’s surface lie a multitude of sensor arrays, transmission receptors, and navigational beacons. These sensors and relays allow the jump gate to connect with other jump gates within range and generate a wormhole to bridge the two gates together.

When a ship wishes to utilize a jump gate, the ship navigator uses a special helm called a nav-crown to transmit a request to the gate’s communications array. The jump gate responds to brainwaves for gate alignment and activation. With an established connection, the navigator directs the jump gate to lock on to the beacon of another jump gate within range (up to approximately 25 light years away). The obelisks drift apart from the center to create the portal. Any ship travelling into the jump portal is slingshot through time and space to the destination gate, emerging mere seconds later.

Targeting a system close by creates large portals allowing dozens or even hundreds of ships to use the gate at the same time. Farther jumps provide a much smaller portal, greatly limiting the number of ships that can pass through the gate. Ships too big for long-distance jumps

NAV-CROWNS

These electronic devices allow a person to interface with a jump gate's navigational array, focusing the gate's quantum array to link with another jump gate in range. At its basic form, the nav-crown is a metal or hard plastic adjustable band with a series of electrodes and medical sensors on the inside of the band. The nav-crown connects to the starship's navigational computer and communication system via reinforced cable.

When the wearer thinks about certain commands or actions, the nav-crown picks up the alpha brain waves and transmits them through the communication array to the jump gate. The jump gate then aligns its quantum field to match with the destination gate the navigator wishes to go to, and activates.

With rare exception, every starship travelling the galaxy carries a minimum of one back-up nav-crown.

Some navigators customize their nav-crowns, fitting the electrodes into caps or headbands specifically molded to their heads and decorated to the owners tastes.

Nav-crowns have three levels of security clearance built in during production. Commercial nav-crowns grant the least access to the majority of ships. IJA-grade nav-crowns solely belong to IJA-owned stations and the few IJA starships under their control. The basic jamming signals broadcast by IJA space stations prevent any commercial-grade nav-crowns from directing the gate. The highest grade are government-level nav-crowns, used by military warships and transports of government leaders. IJA- and government-grade nav crowns are not available on the open market. When they become available on the black market, a rare occurrence, they go for a hefty sum.

must journey to closer systems increasing their overall travel time. For a ship to travel across Known Space, they must jump from one gate to another, and then align the jump gate at that new destination to another jump gate further along their desired direction of travel.

Since each gate can only create one wormhole at a time, congestion forms when multiple ships want to use a gate at the same time, but seek different destinations. There is an established schedule for jump gate operation, maintained by the Interstellar Jump Gate Administration. Space stations located at each system's jump gate manage this schedule and direct traffic between star systems. They broadcast a general nav-crown jamming signal that blocks all commercial nav-crowns. This jamming field does not block their own signals, nor those on military frequencies. Military warships and government transports can override the gate attunement at will, occasionally to the chagrin of commercial travelers.

MODERN JUMP GATES

The continued study of jump gates eventually led to a breakthrough allowing for the creation of new jump gates. Inferior to the ancient gates, construction of modern jump gates comes at an almost prohibitive price. They lack the power output required to link with gates farther than fifteen light years away. The portals created are much smaller, allowing only a fraction of the traffic that the ancient gates and their larger portals allow. Even so, these modern gates allow the interstel-

lar nations and corporations to expand the jump network into systems without no jump gates, and create shorter travel routes.

PROTECTED STATUS

Considered "protected civilian targets" by all major space faring races, jump gates are off-limits from attack. Attacking a jump gate is considered a serious war crime, and the wanton destruction of one is an unforgivable sin. Even the Drakon Tribeworlds respect this edict, knowing that the destruction of a gate makes their raiding practices much more difficult.

The Uranar Territories are the only government to sanction and carry out the destruction of a neighbor's jump gate. Nearly a hundred years ago, the Uranar attacked the gate in the Granos Republic system of Liima, swiftly destroying it with a pair of fusion bombs. Its destruction stranded hundreds of ships in the Republic fleet set to invade the Uranar homeworld. However, this attack alienated the Uranar's allies from the Makoss League and Kel Alliance. The Uranar eventually sued for peace in that conflict, and as part of the treaty paid trillions in reparations to the Granos Republic.

Without its jumpgate, no ships or communications could reach the Liima system. Twenty years later, the first jump drive-enabled ships jumped to Liima. When those ships appeared in-system the world was on the verge of economic collapse. Jumpships brought the return of travel and trade to Liima in a limited capacity.

SWIFT WIND INCORPORATED

Swift Wind Incorporated (SWWI on the Interstellar Stock Exchange) is an interstellar corporate conglomerate. Formed before the advent of space flight and the discovery of jump gates, Swift Wind Shipping focused on oceanic shipping. After the discovery of the jump gate in the Kel system, the name changed to Swift Wind, Inc. Many of the first cargo ships that journeyed out among the stars bore the “winged-wolf” logo of Swift Wind Inc. With a solid reputation for safe and secure delivery of any cargo entrusted to them, Swift Wind gained wealth and influence quickly across Known Space. The owners have painstakingly stayed out of politics and interstellar conflicts, refusing to assist spies or smugglers from either side of any war. While this aggravated many nation’s intelligence offices, most governments saw the benefit of a neutral shipping and trading company and allowed Swift Wind to continue operations.

At its core, Swift Wind continues to focus on interstellar shipping. The corporation also invests heavily in exploration and surveying new systems, both out on the Edge of Known Space and within the nation’s borders. Swift Wind Incorporated is one of the few private companies that owns a fleet of jump ships, utilizing them for exploration and surveying, as well as for high-speed (and high-cost) next-day shipping across Known Space.

In recent years Swift Wind Incorporated has grown in many directions, acquiring a variety of businesses under their corporate umbrella. These business ventures come at the direction of Lady Illiya Argent, a direct descendant of the company’s founder. Swift Wind Incorporated added a mining conglomerate, a biomedical company, an astrophysics research lab, and a failing aerospace firm to its portfolios. Lady Argent also opened her own multimedia and marketing firm, Swift Wind Media, which currently is focused on documentaries and historical dramas. With such a diverse portfolio, many stockholders wonder if Lady Argent has a plan for these ventures or if she’s simply buying companies as she sees fit. However, with stock prices on the rise, few of them are truly questioning the CEO’s methods.

Aside from business ventures, Lady Argent is a frequent sight among the galaxy’s aristocracy and celebrities, gracing many red carpets with her assistant, Charity. Where Lady Argent goes, a few towering bodyguards are close behind. As a wealthy, public figure Lady Argent attracts the unwanted attention of kidnappers and assassins.

However, only a jump gate could bring full economic recovery. The new Liima system gate came online in 231 JGE, towards the end of the 3rd Naguli/Allef war.

JUMP DRIVES

The study of jump gates led to the breakthrough of ship-mounted engines capable of generating their own jump-portals. Jumpships have a large ring mounted around the center of the ship’s hull. When activated, it produces a smaller, localized wormhole that transports the jumpship and every object within 100 meters to another point up to five light years away. Each jump requires massive amounts of energy. To solve this problem, a jump drive includes several capacitor banks to store enough energy from the main reactor to perform a jump. A single transit drains the ship’s main reactor and capacitors. The jump drive capacitors take between five to eight hours to recharge for another jump. During that time, a secondary reactor provides power for life support and maneuvering thrusters, but nothing else.

Jump drives give jumpships unmatched flexibility regarding origin and destination. Jumpships can open

a jump-portal anywhere in a system. The trade-off for this flexibility is the risk of use; wormholes created by jump drives are unstable. Gravitational fields from planets or stars directly affect the stability of a jump-portal. An unstable jump-portal can result in a jump drive mishap. Results of such a mishap range from an off-course arrival or damaged jump drive to more serious issues such as structural damage, blown capacitors, or even total loss in hyperspace.

TRAVELING TIMES

Plotting a trip across the stars takes time. Planets and jump gates are constantly moving closer or farther from each other as they orbit at different speeds. For the most part, these details are mostly narrative. The GM can decide how long it takes to reach a planet from the system’s jump gate, and how long the PCs must wait for the local jump gate to link to their destination.

When the PCs wish to travel from one stellar destination to another (anything beyond the immediate area around a planet or jump gate), the GM should

TABLE 4-1: JUMP GATE TRAVEL TIMES

EVENT	TRAVEL TIME
DESTINATION	
Travel from one planet to another within the same system	1-3 hours (or roll d10/3, minimum of 1 hour)
Travel from planet to system's jump gate	2-6 hours (or roll d10/2+1)
IJA-controlled jump gate to IJA-controlled jump gate	Wait time: 1-10 hours (or roll 1d10)
IJA-controlled jump gate to Uncontrolled jump gate (Edge or Tribespace)	Wait time: 2-20 hours (or roll 2d20)
Uncontrolled jump gate (Edge or Tribespace) to Uncontrolled jump gate	Wait time: 1d10 minutes (or roll d10)
Uncontrolled jump gate (Edge or Tribespace) to IJA-controlled jump gate	Wait time: 2-20 hours (or roll 2d20). Alternatively: 1-10 minutes (or roll d10), but add 5 hours to travel time due to enforced inspection and pay 1,000-10,000 credits in travel violation fines (d100 x 100cr). Repeat offenders may be charged more.
VEHICLE MODIFICATIONS	
Max Speed = 1	Increase travel time by 50%
Max Speed = 2	Increase travel time by 25%
Max Speed = 4	Decrease travel time by 25%
Max Speed = 5+	Decrease travel time by 50%
Vehicle Silhouette	Increase travel time by 20% per Silhouette size above 6

determine how long the journey takes. The PC then makes an **Average (♦♦) Astronavigation check**. If successful, the PCs arrive at their destination relatively close to when they expected to arrive. On a failure, the PCs misjudged intervening obstacles, or planned their jump gate route poorly, and takes double or triple the amount of time it takes to get there. Alternately, they may not reach their destination without encountering some obstacle such as an inspection or raider attack.

As a guideline, see Table 4-1: Jump Gate Travel Times for recommendations. These times may change depending on the ship's base speed.

COMMUNICATIONS AND THE HYPER-LINK

The Known Galaxy supports a vast interstellar communications network call the hyper-link. More than a web of connected info-sites, the hyper-link touches nearly every aspect of interstellar life. People from different cultures and regions of Known Space use the hyper-link to communicate with each other at nearly instantaneous speeds. The hyper-link allows users quick access to endless information.

At its core, the hyper-link connects beings across their planet, star system, and even beyond thanks to the jump gate network. On the planetary level, the hyper-

link works very much the same as any internet network, allowing people to video-conference, send electronic messages, and partake in electronic recreation with each other in real time. Advancements in telecommunications provides this connectivity between planets and space stations within the same star system with only a slight drop-off in lag times. Any planet, space station, or starship in a given system can connect to the star system's hyper-link network and "cruise the link" at will.

The hyper-link network extends beyond an individual star system, thanks to the jump gates. In addition to contacting another gate, the hyper-communications link carries hyper-mails, or "h-mails." These messages provide one-way text or video communication between gates with a delay of several minutes. Sending a short text message should arrive within a minute or two. However, messages with video or other large attachments take up to an hour to send.

BREAKERS

With all the "links" out on the hyper-link network, inevitably someone is going to want to break in and access data they are not supposed to. Known as "breakers," these computer hackers break into the links in the hyper-link "chain." Breakers come from a variety of backgrounds and walks of life. They are not the stereo-

SHADOW OF THE BEANSTALK

If you have access to it, you can use the Network Encounter Rules found on page 125 of **Shadow of the Beanstalk** in place of these rules here. This can make for a more exciting encounter for Breaker PCs. GMs can use the various ice and icebreakers from that book to determine the various strengths and defenses for any network links your PCs are trying to break.

For skills, use Computers in place of both computer skills featured in that product. Alternatively, the GM can elect to use those two computer skills in Starcana. Any career that lists Computers as a career skill, or a character that gains Computers as a career skill later on, gains both Computer (SysOps) and Computer (Hacking) as career skills instead. This does cause an increase in the amount of skill bloat, requiring computer-focused PCs to spend more XP. GMs should take that into consideration when deciding to use those two skills in place of one.

typical overweight computersmith living in a darkened room surrounded by empty beverage cups and munch-chip bags. Some are electronics experts or executives who use their breaking skills to further their careers. They are civil rights activists, who picket for environmental protection in public while breaking into mining company computer files at night. During wars, cyber-attacks are a common enough occurrence that governments have entire divisions of breakers both attacking and defending against their opposites from the other side. The nature of the hyper-link makes it difficult but not impossible to break a link from another star system. Such attacks are best performed against static systems -- data archives in a relatively undefended and unmonitored computer system. Against actively defended computer networks, the breaker is going to need to be somewhere in the same star system.

To go on a Link-break run, the breaker needs to be using a computer such as a breaker deck, PACtab, or PACdesk (see page "PACtab" on page 69). The breaker connects to the hyper-link network, locates the system or server they wish to access, and attempts to sneak or batter their way into the system. Once inside, they can root around in the server accessing files, damaging data, and operating anything controlled by that specific computer system. Link-breaking uses the same rules and structure as the Hacking rules on page 232 of the **Genesys Core Rulebook**.

There are reports and rumors that some breakers with starcana ability have learned how to Link-break through arcane means. They claim that this "Spellbreaker" physically transports into Link-space, and uses their magical skills and spells against firewalls, intrusion countermeasures, and even the computers of opposing users. These claims have yet to be verified.

THE VILITHIC PANTHEON



The Vilithic pantheon is many things; it's a religion, a galactic power, a moral compass, a humanitarian relief force, and a military power. It also represents a great enigma, becoming the subject of both academic study and wild conspiracy theories for centuries.

As each species ventured out into the stars and made contact with each other. They immediately discovered they all shared the same religion. The different cultures used slightly different names, but after closer inspection, the gods were identical. This unifying element gave some races a common ground to foster good interactions. It also supplied the Church with a more prominent status among the population, one they quickly capitalized upon.

The Vilithic Church stands on the tenets that the Gods are vile, evil, malicious beings. They are tormentors, forces of destruction and chaos whose influence grows in times of strife, hardship, and suffering. These are the domains of the Gods, and those who yearn to partake in such actions are noticed by Them. The Gods act out through the thoughts and actions of lesser beings. When someone commits a murder, Dakaran influenced them. When an army

FRACTAL



Among the millions of Breakers operating in the galaxy, few are as famous or notorious as the Granos known only as Fractal. They burst onto the Link-breaking scene nearly a decade ago, causing all scoreboards during the Nagulithon to display old Allef children's cartoons for two hours. They changed the electronic-locks on the Makoss League's Hall of Archives, locking down the facility for an entire weekend. Fractal finished off their premier month by posting the latest theatrical installment of the Red Reign series on the Hyper-link for free, negatively impacting Bigger Picture Productions' annual earnings and stock value.

Since then, Fractal moved away from electronic vandalism and mischief onto political activism. Recently they exposed the embezzlement scheme of high-ranking members of the Kel Alliance, including two senators. This forced one senator to resign in disgrace, while the other managed to maintain their

position through political favors. Later, Fractal sent the Hyper-link News Network a massive cache of datafiles from a well-known Nidenos geneticist. This Focused scientist was conducting secret experiments on members of an Uranar pact for generations against their will.

No one has ever met Fractal outside of the digital medium. Research into their frequent references to a local bar, "Galacta's," proved that no such establishment exists. They frequent several Link-groups, always posting with their triangular fractal avatar. When encountered online in a relaxed setting, Fractal is as enthusiastic and extroverted as any other Granos, happy to converse about politics, media, or history. Some Breakers claim they encountered Fractal on a Link-break run. Those working alongside Fractal enjoyed their jovial, friendly demeanor. The breakers working against Fractal suffered mocking disapproval as their computer was fried due to a feedback surge.

goes to war, Zybar's want for conflict encourages the soldiers to be more aggressive and heartless in battle. The rich and powerful who are greedy and gluttonous felt the touch of Kizal, and those who deceive and conceal the truth exemplify Yewandel. The head of this vile pantheon, Rath, holds court over Their children. Rath gains power by any evil or selfish act, and bestows power back upon those who serve in Their name. A person becomes an avatar for these gods by committing these evil acts. The Gods mark these individuals, ensuring they join Them in Their realm when the person dies. The Gods see it as a blessing, for that person truly belongs with the gods. The spirit then resides in their Gods' realm for all eternity suffering the same vile act they committed in life; they are murdered, beaten, tormented, lied to, starved, stolen from, or endlessly engaged in battle.

Avoiding notice by the Vilithic Gods is the refrain of the Church's followers. Common greetings and blessings between members of the Church include such phrases as, "May you be shielded from Their gaze," and, "May Their sight never fall upon you." The shielding of the eyes is a common holy gesture and performed frequently in sermons. Priests often wear veils over their faces during services and occasionally outside of the Church. The veil is yet another shield, protecting the faithful from the priest's words as they call the attention of the Gods unto themselves.

THE ROLE OF THE CHURCH

The Church, their priests, and their paladins tend over their parishioners and guard them from these fates. They speak out, guiding their flock to shy away from these actions, to shun and suppress these darker urges. By resisting these urges and refraining from giving in to evil and darkness, a person's spirit goes through life untainted. When they die, they find eternal rest in a purgatory state, a great nothingness of non-existence, instead of entering one of the Gods' realms that aligns with their sins in life.

The consequence for the heads of the Vilithic Church, those priests and paladins that worship the Gods and guide others away from their notice, is eternal damnation. They accept this fate, to suffer torment at the hands of all the Gods upon death. As a boon for being an open and active patron of the Gods, they may perform miracles; divine magic that can heal, guide, and cause harm. The Church is uncooperative when scientists attempt to study and ascertain the origin of this power. Nor do they stand idly by if someone attempts to study it under duress. Every century or so, a government agency or research firm captures a divine follower for testing and study. In every case, the Church sends a Crusader team to resolve the situation quickly and violently.



ORGANIZATIONAL STRUCTURE

The hierarchy of the Church is a pyramid structure with small community priests at the bottom going up to regional, national, and system-wide oversight. Comprised of high priests, the Elder Council oversees church activities within each galactic power. When not in their domains, they gather at the Obsidian Cathedral on Kel. The Obsidian Cathedral is a vast, city-sized temple fortress devoted to the Church. Priests spend several years at the Cathedral finishing their studies and practicing the finer arts of divine blessings. Paladins also train within the walls of the Cathedral, and forge their starblades there as well.

The priests of the Vilithic Church are numerous. Rarely does one travel in Known Space and not find one of Their temples. Still, there are remote communities both in Known Space and more commonly in the Edge that lack a temple - either through circumstance or on purpose. Vilithic paladins, missionaries with extensive martial and emergency services training, often visit these remote communities. Paladins travel from region to region looking to lend assistance with natural disasters, violent disagreements, or to simply provide solace and sermon to all in need of saving from the Gods' gaze.

DIPLOMATIC AUTONOMY

The Vilithic Church enjoys autonomy throughout Known Space and beyond. Because the Church exists within every galactic power, their ships can cross borders without hindrance. However, during times of war some governments detained Vilithic ships when suspected of smuggling information, supplies, or people into or out of war zones. This act comes with a risk. In addition to paladins, the Church has an elite warrior branch, crusaders, who deliver responses with a firm hand. Zealously committed to the Church, crusader teams ruthlessly execute

their mission objectives. Many times those perpetrators whose actions warranted a crusader response lost their lives at the end of a starblade shortly thereafter.

Only the Drakon Tribeworlds oppose the Church and destroy any of their ships that enters Drakon space. Since their first encounter, Drakons destroy any Vilithic ship that enters Tribeworld space. No one survives these attacks. When a Drakon raid force appears in a system, any ships bearing the Vilithic Church symbol suffers the same fate. In the past, governments defied the Church's power and attempted to put the Church under their heel. Crusaders arrived by the thousands, destroying the local armed forces until they acquiesced to the authority of the Church. However, the Vilithic Church leaves the Drakon Tribeworlds alone. The Church's lack of response leaves many questioning if the Drakons are more populous than first believed, or if the Drakons have something over the Church.

STANCE ON MAGIC

Of all the challenges faced by the Church, few have ever caused as much discussion among the Elder Council as the current situation surrounding "starcana." Publicly, the Church claims to be watching the situation and evaluating Their response to this new power. When the Wardens began accepting starcanists into their ranks, the number of paladins willing to liaise with the Wardens increased. The paladins specifically request assignments with those skilled in starcana to see their talents first hand.

Rumors abound that the Elder Council believes "starcana" to be an omen drawing the Gods' gaze upon all of Known Space, thus damning everyone to an eternity of torment. The words "mass crusade" and "inquisition" move in whispers, but few believe the Church is ready for such an extreme case.

THE VILITHIC GODS

The Vilithic Pantheon consists of five gods, one patron god and four that hold sway over various evil acts and emotions. They are genderless, or more specifically they are all genders. Depictions of these gods are often androgynous but in some works the artist skewed their depiction towards a specific gender. These gods do not work in concert, they focus on their evil domains, gaining power from other's belief in them and granting divine energy to the Priests and Paladins who worship them. The emblem of the Vilithic Pantheon depicts a stylized shield surrounded by five points of different colors representing each of the gods. The symbol evokes the purpose of the Church, to shield others from the Gods' influence and attention.

One would think that with the powers displayed by the Vilithic priests and paladins that most, if not all, galactic denizens believed in the existence of the gods and strive to follow the Church's tenants. There remains a large part of the populace that is more atheistic, putting their belief in science and logic rather than spiritualism and faith. The majority of these people view the Church and the pantheon with skepticism, having grown weary from years of being told how to live their lives. Some of these non-believers cannot fathom a hierarchy of gods that punishes and torments everyone upon death, so they refuse to put much stock in the Church's sermons. Others argue that the Gods are a mechanism put in place by the Church to control the populace, and that the abilities displayed by the priests and paladins are an elaborate ruse. These alarmists point to the recent rise of magic as an explanation for those powers, that the Church was simply hoarding magic from the rest of Known Space to keep their flock in check.

Wherever the truth lies, the followers of the Vilithic Church believe that there are five gods with realms in the afterlife. Upon death, those who have acted in accord with one of Their aspects is drawn into Their realm to suffer for all eternity.

RATH

The head of the Vilithic Pantheon; Rath is the god that all other gods spawned from. Because they are the originator, they are often depicted as female when engendered at all. They are the god of darkness, the great evil that is ever present in all walks of life. Any negative emotion, any evil act no matter how large or how small, may fall under their gaze. They are depicted as the great nothing between the stars, the unforgiving void intent on devouring all that dare travel through space.

Rath's afterlife is depicted as a terrible absence of anything. Unlike the purgatory that most being hope is their fate after death, those who end up in The Great Void are awake and aware. To gain entrance into Rath's realm, The Great Void, the person would have had to embrace and embody multiple aspects of evil - murder, deceit, greed, withholding life saving information or knowledge, and warmongering. As such it is believed - or hoped - that most of history's vilest tyrants, demagogues, and corrupt businesspersons have ended up in The Great Void.

Some naively believe that an eternity of conscious nothing would be better than the oblivion of purgatory, but the Church warns their followers that is not the case. That the awareness one has while in Rath's realm is far worse; a short time of isolation may be peaceful, but centuries and millennia of isolation agonizes the spirit, driving it insane with no hope of peace or penance. It is a realm of pure, terrifying darkness that drives those who earn their place there mad.

As is fitting with her domain and encompassing of all that is evil, the color often associated with Rath is black.

DAKARAN

When one speaks of the anger and hatred required to commit murder, or engage in the painful torture of another being through any means, they are said to become the avatar of Dakaran. Dakaran is the deity of murder and torture; a person gives in to urges and kills someone in a rage is said to be momentarily gazed upon by Dakaran. When someone deliberately inflicts pain on another person, no matter the purpose, or plots and commits a murder, it is said in that moment they are an avatar of Dakaran.

Dakaran's domain, the Scarlet Chambers, are an endless series of hallways and rooms, each one a prison for the spirit of one who drew the attention of Dakaran. In their cell, the spirit is murdered or tortured by spectres of those they inflicted harm upon in life. These shades torment the spirit in the same fashion they harmed others in life - drowning, stabbing, shooting, choking, or worse atrocities. The spirit feels the pain of their own murder each and every time, never growing accustomed to the sensation or their own torment.

The color aligned with Dakaran's place in the pantheon is red, the color of life's blood in most creatures.

KIZAL

Con-artists, corrupt businessmen, miserly financiers, and self-serving politicians attract the gaze of Kizal, god of greed and gluttony. They embody the narcissistic, the greedy, and anyone who would stand on the backs of others to gain advancement or wealth. Many speculate that the highest levels of governments are filled with those who embody Kizal's delights. The speculators also hope that upon their demise, they fall into Kizal's domain - The Endless Feast.

The Church states that upon death, those who attract the attention of Kizal join Them at Their table, a dinner banquet where the diner is ravenously hungry. The damned are filled with an insatiable greed and hunger that can never be quenched, never satisfied. They must eat, and drink, and eat, and drink - there is no respite, no relief, only consumption. Spectral servants bring plates of succulent-scented dishes from across the galaxy, but the entrees taste of ash, tears, and excrement. The Endless Feast is gruesome fate for any that succumb to Kizal's greed.

Green is the color associated with Kizal is green, the color of envy and jealousy - two driving emotions for a person to acquire all they do not have.

YEWANDEL

Of all the gods in the Vilithic pantheon, Yewandel is the most perplexing. They are the god of lies and secrets, the withholding of truth and knowledge that would benefit others. Their watchful approval is granted to corporate executives who bury or destroy vaccines and cures to diseases that would make other medicines they produce obsolete. When the truth would exonerate an accused but embarrass a prominent or popular celebrity, They are pleased. When lies are told to cover up a secret affair or crime, Yewandel notices and removes the truth, storing it in their domain - the Alabaster Archive.

The liars, truth-hoarders, and secret-keepers who are condemned to the Alabaster Archive are levied into service cataloging all the hidden truths uttered throughout the cosmos. Every lie, every secret, every hidden truth is inscribed on stone tablets and secured away within the Archive, locked in sealed vaults never to see the light of day. With the number of beings in the galaxy, and the number of lies told every second, it's easy to see that the damned would have enough secrets to catalogue to keep them busy for all eternity.

Yewandel's color is white, it is the color of the Alabaster Archive as it's walls and vaults repel every attempt to discover it's secrets, even the light of truth.

ZYBAR

Of all of the lesser gods, Zybar is the one the Church has the hardest time averting the gaze from. When the war-horns sound, and armies mobilize for battle, those soldiers march under the approving gaze of Zybar. Their attention is drawn to battles of all sorts; from grand, savage engagements between two armies to drunken brawls in a dive bar's darkened alley. Zybar lives for battle, revels in its destruction and chaos, and whispers words of aggression into the ears of war-mongering generals and admirals across Known Space. Many priests and paladins of the Vilithic Church blame Zybar's influence for the disorders many soldiers suffer from upon return to civilian life, the posttraumatic stress of serving in a prolonged conflict, coupled with the corrupting influence of the god of war, pushes many veterans to their breaking point and beyond.

The chosen of Zybar journey to the Eternal Melee - an infinite battlefield of warriors engaged in combat. Each damned spirit fights for themselves, gathering weapons as they cross the fields to some objective they know is out there but can never reach. The wounds they suffer are acutely felt, as painful and debilitating as when they were alive. Upon "death" the immortal warrior appears elsewhere in the battle, forced to continue their savage, never-ending conflict.

The sky of the Eternal Melee is a deep midnight blue, which is the color most associated with the god of aggression.

THE GAME MASTER

Starcana offers a wide-open venue for an assortment of themes and tones. GMs can craft stories of war or horror, exploration adventures or mystical tales of discovery, and even heists or murder mysteries. The setting allows for the player characters to be groups of troubleshooting Wardens, independent agents contracting their services out to the highest bidder, smugglers and other shadowy individuals looking to make a big score, or explorers and archaeologists attempting to uncover the mysteries of lost civilizations. Into all this, the factions and personas of Starcana continue to put into motion plans with far reaching consequences. Your player characters may get involved and side with these powers and either help them along or hinder their efforts. Alternately, they may simply try to survive in the brewing chaos of Known Space and beyond.

In this section, we expand on the guidance and recommendations provided beginning on page 189 of the **Genesys Core Rulebook**. We also provide some information and story hooks for interactions with a few of the power groups within the Almacar Galaxy. Finally we catalogue and list the alternate rules used from the **Genesys Core Rulebook** and **Android: Shadow of the Beanstalk**.

THE POLITICAL CLIMATE

Known Space is on the verge of another interstellar war. Political analysts across the galaxy are noticing the increase in saber-rattling and increased production of war materiel allegedly to “safeguard our nation’s borders.” Nation’s leaders are being visited by high priests from the Vilithic Church, presumably as an attempt to calm rising tensions. Revolutionary movements of all kinds are also gaining prominence, as some planets begin to oppose the rule of those light-years away.

What follows are some of the more prominent factions, mysteries, and threats to galactic peace, as well as several story hooks that game masters can use to get the PCs involved with them. These are not the only threats; there are others out there, hiding in the shadows.

NAGULI REACHES

The Kor Legion currently wields political control, and they have been rebuilding the Reach’s military forces from the losses they took during the Third Naguli/Allef War. An entire generation of soldiers have grown up dreaming of scoring military victories as their parents did. The Reach Armed Forces have started moving large divisions of troops to the border of The Edge to

participate in “war games.” Resources to shipyards and factories have increased, heralding an increase in the production of weapons and military vehicles. What is not known is where the Princeps’ ambitions lie. Does she seek to expand the Reaches into Alliance space, or into that of their N/AW-allies, the Granos Republic?

STORY HOOKS

- Rumors say the Reach plans to attack a world with ties to the PCs. A Breaker PC must link-break into the Kor Legion’s computers to try and find evidence of the impending attack
- A prominent member of the Ahi Voting Legion approaches the PCs asking for assistance with an upcoming starship race. The PCs are asked to help sabotage or remove the participants in the race from the Kor Legion. The Ahi Legion is currently behind in the voting tally and needs to win more contests in order to successfully block any of the Kor’s plans for galactic expansion.
- While at a colony out on The Edge near the Reach, the world is suddenly visited by ships of the Reach Armed Forces. The commander claims they are there to determine if the planet would be a suitable location for RAF war games. The RAF squad looks at potential battlefields, but why are they spending so much time in the colony itself, talking with colonists and taking notes on locations and defenses?

AKARIAN REVOLUTION

The Kel Alliance is the only nation with worlds in two separate regions of Known Space. One of the planets in “The Rimward Systems” is Akarian, the first world to be colonized in that section of the Alliance. For over a century, they have followed the edicts and bureaucracy of the Alliances’ Home-systems. Lately more and more Akarian citizens have been questioning the reasoning and logic behind kowtowing to the Alliance Parliament. They are expected to pay the same taxes as the “Homeward” systems, but are constantly having to cover the costs of sending their resources across interstellar borders back to the Alliance worlds. Parliament passes laws that many of the more independent Rimward populations disagree with, but are repeatedly outvoted by Homeward representatives.

Protests and demonstrations at Akarian’s civic centers are growing more frequent, with fights and arrests at the more recent ones. There is talk that prominent Akarian citizens have begun to gather in private to discuss revolution against Parliament and

the Homeward systems. In response, the Alliance's 4th warship fleet has been moved into the Rimward systems region. Parliament publicly claims the re-deployment "is in response to credible threats from foreign aggression."

STORY HOOKS

- PCs have friends or family on Arkarian who are interested in seeing the Rimward Systems secede from the Alliance. They ask the PCs to help smuggle arms and equipment to newly formed militias.
- The PCs are hired to transport (and protect) an Akarian diplomat to other Rimward planets and foreign powers. The diplomat says they're negotiating for trade contracts between the systems, but they're actually seeking allies and support for a possible Akarian Revolution.
- The PCs have been tasked with uncovering the identities of the Revolution leaders on Akarian, and aid in their capture by Alliance forces on charges of treason.

DRAKON RAIDERS

A constant threat to any system around the Blood Nebula, Drakon raiding parties emerge from jump gates and raider jump-ships with frequent regularity. While no IJA-controlled jump gate purposefully goes to the Tribeworlds, they cannot keep the gates active the whole time to the destination they're scheduled for. The Drakons wait until the gate is cycling between jumps and connects from their gates from Tribespace. Once they arrive, the raiders either attack ships near the gate, or streak off towards other locations in the system to raid and cause havoc. They return through much the same means, they approach the jump gate and either redirect the gate forcibly between scheduled portals or attack the station and traffic itself until the traffic controllers relinquish control.

Some nations have achieved good results in the past by having armed patrols at the gate, but they have to be careful. Nations have learned that the raiders pay attention to where large numbers of warships are being built up. They either avoid those gates or band together and swarm the defending fleet with hundreds of ships. This turns the space surrounding the jump gate into a war zone, often leading to thousands of civilian casualties and billions in property damage. Many have adopted a policy to let the raiders pass if they are not immediately attacking the ships or station near the gate and deal with them further in-system.

Recently it was discovered that the Drakon Tribes have acquired jump ship technology, and are using stolen jump ships to arrive and depart from elsewhere in the system. This also allows them to reach out and strike at worlds beyond their normal hunting range, even out to The Edge.

PCs may encounter Drakon raiders any time they're travelling in systems near the Blood Nebula.

STORY HOOKS

- The PCs are contacted by local authorities warning them that Drakon raiders are in the area. They inform the PCs about the bounties available for any raiders that are captured or killed.
- A celebrity thrillseeker wants to hire the PCs to take them into Tribespace, land on one of the Tribeworlds, and steal a Drakon raidlord's sword, all while filming the escapade for the celebrity's reality holodrama.

COLONY PIRATES

While the Known Space worlds have the Drakon Raiders to worry about, the colonies out on The Edge have to deal with pirate attacks. The pirates out on The Edge are generally poorer equipped than the raiders, but they are still dangerous. Without the benefit of constant patrols and guards at the jump gates, pirate gangs can enter any Edge system at will, attack any ship, mine, or colony they feel they can handle, and escape with their spoils. The more brutish gangs with attack colony worlds for sadistic fun, destroying anything or anyone they find. Thankfully, such pirate gangs are rare, most arrive, fire a few shots, take what they want, and leave.

Colony pirates have hidden bases usually located at abandoned mines, ruined outposts, and failed colonies. There are reports of a few "pirate havens" in The Edge -- places where communities have been established to conduct trade and provide sanctuary for the various gangs.

PCs are likely to encounter pirates while traveling out in The Edge and occasionally in the Known Space systems close to it.

STORY HOOKS

- A colony or mine the PCs are visiting comes under attack by a pirate gang, and they are inclined (or hired) to help repel it. The "pirates" are actually desperate homesteaders from another failed colony on the planet, who have resorted to raiding to feed their families.
- Evidence of pirate activity in a region of The Edge hints that there is a pirate haven located nearby. The PCs are asked to investigate and locate the haven so a Warden peacekeeper fleet can eliminate it.

CORPORATE EXPLOITS

There's not much by way of governments out on The Edge, and Known Space is filled with those who like to take advantage of that fact. Many corporations use legal leveraging and big spending to secure valuable resources in newly discovered systems. Once they stake their claim, some corporations use aggressive means to mine such resources for maximum profits. This can lead to overworked employees, cut corners for safety measures, and "company store" tactics where the isolated employees rely on commodities provided by their employers. Many of these items are sold at inflated costs, increasing the workers cost of living and greatly reducing their effective pay. This can lead to situations where the workers object to their treatment, and where the corporations hire enforcers to get production back on schedule.

The Wardens take a dim view of this practice, but The Edge is a vast place, and the more underhanded corporations are good at hiding their actions.

STORY HOOKS

- A group of workers out on The Edge are looking to form a union to stand up to the practices of the mine's owners. They hire the PCs to help with negotiations and to investigate the increasing number of "accidents" happening to workers who have spoken up in the past.
- A corporate mine out on The Edge suddenly cuts off all contact. The owners of the mine ask the PCs to investigate (or one of the PCs has family at the mine). Did the workers get fed up and have an uprising, or did the workers find something they shouldn't have and paid the ultimate price?

WARDENS

Between drakon raiders, pirate marauders, corporate abuses, and inter-species political machinations, the Wardens certainly have enough on their plate. Born from the Blood Accords, the military arm of the Armistice League is overworked, underfunded, and simply trying to do their best to maintain the peace between the six interstellar nations. Their broadest patrol route is out on The Edge, where political powers tend not to interfere with, or aid, the independent colonies. The backbone of the Wardens' authority are the Warden Squads, small teams of semi-autonomous operatives who are able to render aid, react to criminal threats, and assist in treaty negotiations when called upon. Their efforts are directed by Warden Command, headquartered out of Kirrus Station and the seat of the Armistice League. Additionally, many colonies have invited the Wardens to post Marshals within their communities to help enforce the laws; both the recognized interstellar laws as well as those of the particular colony world.

The Wardens have attracted a number of orphans or exiles of some sort to their number. Several of the surviving Allef have joined the Warden cause, preferring to take assignments well away from the Naguli Reaches or the old Sovereignty territories. Additionally, several practitioners of starcana have also joined up, in hopes of meeting and working with other mystics with which to compare notes and techniques in the field.

STORY HOOKS

- A team of Wardens approaches the PCs and demands their surrender. The Warden team has evidence of crimes committed by the PCs that cross interstellar borders, and have come to bring them in for justice. Whether the crimes are real or if the PCs are being framed depends on the PCs' past actions.
- A Warden Marshal on a far-flung colony calls out for assistance. He is sheltering a pair of young Allef twins who stole valuables and food from the local settlers to survive. The settlers have several strict laws in accordance with their beliefs. One such law states that theft of food, which is difficult to grow on the planet, is a capital crime. The Marshal is bound to uphold the laws of the colony, but feels the death penalty is too harsh for stealing food. The settlers understand the Marshal's stance, but if the thieves are not punished, others may feel compelled to give in to greed and begin stealing themselves.

THE GATEBUILDERS

The identity of the ancient civilization that constructed the Star Rings remains the galaxy's greatest mystery. The technological mastery required to build one, never mind hundreds, means that logically some other evidence of who they are should have been uncovered. To this date, however, no other evidence of their existence has been uncovered. There are no temples, ruins, or buried artifacts from them. None of the members of the Armistice League claim any knowledge or legend of who the Gatebuilders could have been.

There are rumors that the Drakons may know something. No one really knows how they gained the knowledge to use the jump gates, or how their civilization could have developed on six different systems without the Gatebuilder's help. Several attempts to investigate or interview the Drakons about their possible connection have been rebuked, usually violently.

STORY HOOKS

- An adventurous archaeologist wants to hire the PCs to accompany them into Drakon Tribespace to their sacred homeworld, Lornar. An exiled Drakon told the archaeologist that a link between the Drakons and the Gatebuilders lies in one of the tribe's sacred burial caverns; an artifact called the Crimson Eye. Is the Drakon telling the truth, or are they looking for a way to get back home to their people?

GM TOOLKIT

The Starcana Campaign Setting uses several options from GM Toolkit found in Part 3 of the **Genesys Core Rulebook**, as well as from **Shadow of the Beanstalk**. Some of these are intrinsic to the setting theme, such as magic and vehicles. The following options are recommended for use when playing Starcana.

ALTERNATE RULES

CYBERNETICS AND G-MODS

Shadow of the Beanstalk provides rules for cybernetics on page 104 and G-mods on page 106. The Kel Alliance and Naguli Reaches uses cybernetics extensively, and the Granos Republic have a history of genetic manipulation.

HACKING RULES

Use either the rules found in the **Genesys Core Rulebook** on Page 232, or Network Encounter Rules in **Shadow of the Beanstalk**, page 125.

ITEM ATTACHMENTS AND HARD POINTS

These rules can be found in the **Genesys Core Rulebook** on page 206. You may also choose to use those from page 109 of **Shadow of the Beanstalk**. However, you should only use attachments from one book or the other, not both.

MAGIC RULES

Use the Magic rules found on page 210 of the **Genesys Core Rulebook** as written. Any reference to Knowledge skills uses the skill Knowledge (Starcana) instead.

VEHICLE RULES

These rules are found in the **Genesys Core Rulebook** on Page 220.

- A colony on a planet located in the coreward region of The Edge has reported finding something peculiar while surveying the lifeless moon orbiting their world; a structure of unknown origin with life readings inside. Could this structure be evidence of the Gatebuilders? Are the life signs those of a member of the ancient race, or are they something more devious?

TONES

Any of the tones can fit into a Starcana campaign, but there is one that stands out.

HORROR

The Starcana Campaign Setting fits this theme well. A threat from outside Known Space, the Baithal Host, is introduced in the module "Everything New is Old." Their alien, inhuman nature as well as their mysterious powers inflict terror in those who encounter them. The Horror tone helps convey the danger they represent and adds to their air of mystery and terror.

It is recommended that you used the Fear rules from the **Genesys Core Rulebook** on page 243. You may use the Sanity rules from page 244 as well, or you may leave them out.



Artwork by Aaron Lee



Artwork by Joakim Olofsson

CHAPTER 5: ADVERSARIES

CREATURES

BARCOMA [RIVAL]

While it is rare for plant-life to gain sentience, the barcoma is an exception to the rule. This plant-based creature possesses an animal intelligence that it uses to stalk, capture, and digest other creatures.

Barcoma prefer to hunt in dense jungles, swamplands, or humid forests. They appear as large growths of algae-covered flowering moss near riverbanks or on the shadowed-side of trees and rocks. The slime they secrete has a fruity, sweet scent, and the flowers emit a pollen with sedative qualities. Creatures that travel near a hidden barcoma become lethargic and sleepy. After their prey falls asleep, the Barcoma slowly grows over their prey encasing them in their algae to slowly digest them.

While barcoma prefer to ambush their sleeping prey, they are mobile and defend themselves when discovered. They lash out with tendrils of mossy algae-covered vines to entangle and sedate their prey.



Skills: Brawl 1, Cool 2, Stealth 3, Resilience 3, Survival 2, Vigilance 2.

Talents:

- **Durable 3** (when suffering a Critical Injury, reduce the result of the Critical Injury roll by 30 to a minimum of 01)
- **Quick Strike 2** (adds to combat checks made against targets that have not acted yet in this encounter)

Abilities:

- **Eyeless Sight** (removes to checks due to darkness or concealment, and is immune to abilities or Critical Injuries that affect a creature's sight)
- **Plant-based** (all weapons attacking the barcoma have their Critical rating increased by 1)
- **Relaxing Pheromones** (living creatures within short range must make an **Average** () **Resilience check** at the start of their turn or suffer three strain. may be spent to knock the creature prone, may be spent to apply to all skill checks for the remainder of the encounter. A character may make an **Average** () **Medicine check** to remove this effect)

Equipment:

- **Pseudopod strike** (Brawl ; Damage 5; Critical 4; Range [Engaged]; Disorient 2, Ensnare 2, Forked 1)

BLINX | RIVAL

When space travel was in its infancy, the humans used many different types of animals as test subjects. Some did not take well to the zero gravity, some on the other hand seemed completely natural in the environment. Blinx were some of the first used in outer atmosphere testing and took to it like a fish to water.

Blinx have long snouts, pointed ears that stand at attention when intrigued by some sound. They vary in size from small enough to fit in two cupped hands, approximately 1 kg, to larger that stand to approximately their owners knees, approximately 25 kg. Their wide eyes often convey a certain amount of emotion that endears them to their owners. Covered with soft long fur, or shorter coarser hair, many sentient species keep blinx as a favored pet. Rarely aggressive and easily trainable, blinx can do just about any job. Industrious engineers train theirs to alert them to subtle changes in their engines, letting them know when something needs adjustment. Those of a more tactical mind train their blinx to alert them to incoming ship engines, in some cases faster than traditional sensors.



Skills: Athletics 1, Brawl 1, Discipline 2, Perception 2, Vigilance 1.

Talents: None.

Abilities:

- **Keen Scent** (remove ■ from all Perception and Vigilance checks)
- **Silhouette 0.**

Equipment:

- **Bite** (Brawl ♦♦; Damage 3; Critical 4; Range [Engaged]; Ensnare 1)

BONESNAPPER | RIVAL

Commonly found on Certeksia, these territorial reptiles never stop growing. Their soft bodies are protected by large, nigh-impervious shells. These shells consist of twelve fused scales that shed as new scales grow beneath them. This allows the shells to grow throughout their solitary lives. Due to the vastness of Certeksia's oceans, no one really knows how large these creatures can become. The largest one on record was about 5 meters in length. There are legends among the Makoss of shed scales being used as sturdy shields during their extermination of the Aucus.

Once a year for about a month, bonesnappers return to their birth places to mate. Females dig deep holes in the sand and lay hundreds of eggs. During the next month, the males ferociously protect those beaches, while the females return to the ocean. When the eggs hatch, they make their way back to the ocean alone. This is the most vulnerable time of their lives. Only the strongest, swiftest, and luckiest bonesnappers survive to reach the ocean and grow to adulthood.



Skills: Brawl 2, Resilience 2, Survival 3.

Talents: None.

Abilities:

- **Ponderous** (may only spend one maneuver each turn to move when on land)
- **Water dwelling** (the bonesnapper does not treat water as difficult terrain, and can hold its breath underwater for an hour)

Equipment:

- **Snapping Beak** (Brawl ♦♦♦♦; Damage 7; Critical 3; Range [Engaged]; Pierce 2)

GRUMBLER | RIVAL

Native to the rivers of at least three of the planets in the Naguli system, these large water based mammals have large beefy bodies with short, stocky legs. These surprisingly stealthy creatures capsize unwitting boats that fail to spot their beady eyes and rounded nostrils poking slightly above the surface of the water. Unimpressive in appearance except for their size, these creatures guard their territory with deadly efficiency. After driving off invaders of their territory, they make a unique deep rumbling sound of satisfaction.

Grumblers are sought after by superstitious hunters hoping to gain a good luck charm. Folklore states that grumbler teeth are lucky totems. These large thumb-sized teeth are usually worn around the neck on a chain, hung over a doorway, or dangling from a vehicle's console. Some balk at this tale and disapprove of this practice, stating that the teeth clearly weren't lucky for their original owner.



Skills: Brawn 2, Cool 2, Resilience 1, Stealth 2, Vigilance 2.

Talents:

- **Durable 1** (when suffering a critical injury, reduce the Critical Injury result by 10 to a minimum of 01)

Abilities:

- **Silhouette 2.**
- **Swimmer** (the grumbler does not treat water as difficult terrain, can hold its breath underwater for five minutes)
- **Trample** (may spend a maneuver to add Blast 5 to the next attack made before the end of the turn)

Equipment:

- **Bite** (Brawl ; Damage 7; Critical 4; Range [Engaged]; Ensnare 2, Vicious 1)

HAROSE [RIVAL]

If there are colonists nearby, odds are very good they have haroses. These animals are the most common beasts of burden in the galaxy. These large mammalian creatures have elongated heads, broad backs, and four strong legs. Their broad, cloven feet give them good stability over any terrain.

Originally from Kel, the human's rapid expansion into the galaxy brought the harose throughout Known Space and The Edge. Acclimating easily to new environments, these creatures helped to settle nearly every planet in Known Space. They are herbivores accustomed to hard labor, take instruction well, and are more cost effective than industrial vehicles. Harose training options include beast of burden, displays of agility, formal parades, and martial combat. On some worlds, security officers mounted on harose prove to be more effective at deterring potential riots than securi-bots.



Skills: Athletics 2, Discipline 1, Resilience 3, Survival 2.

Talents:

- **Forager 1** (adds to Survival checks made to find food, water, and shelter)

Abilities:

- **Encumbrance Capacity:** 15, Silhouette 2.

Equipment:

- **Cloven kick** (Brawl ; Damage 6; Critical 4; Range [Engaged]; Knockdown)

MALC [RIVAL]

No one really knows the origin of malcs. There are theories that every culture has some sort of feline mammal that simply met and interbred, and now these creatures are omnipresent. Their personalities range from affectionate to aggressive. Their appearances also vary widely. Some malcs have thick wavy fur and some are completely hairless. Either way, their retractable claws, uncanny balance, and quick reflexes make them effective predators of small creatures, especially zanks. To that end, most ships employ one or two malcs to keep zanks from eating their connectors.



Skills: Athletics 2, Brawl 2, Coordination 3, Perception 2, Stealth 3, Vigilance 2.

Talents:

- **Natural** (once per session, may reroll one Perception or Vigilance check)

Abilities:

- **Eight lives** (once per encounter, when suffering damage that exceeds the malk's wound threshold, reduce the damage until it equals the malk's wound threshold instead),
- **Nightvision** (when making skill checks, remove all to concealment imposed by darkness)
- **Silhouette 0.**

Equipment:

- **Scratching claws** (Brawl ; Damage 2; Critical 3; Range [Engaged]; Pierce 1)

THOG'GATOR [RIVAL]

Thog'gators are sleek, dark-colored amphibian predators. Their elongated jaws are filled with row upon row of teeth, very large teeth. Their preferred food is the flesh of large slow moving herd animals. They lay in wait just beneath the surface of the water and attack their prey with lightning speed. Once their jaws clench, they drag their prey towards their pack mates in the water, who assist in pulling the prey deeper into the water to drown it. They begin to devour the target immediately, not waiting for the prey to expire.

Typically when encountered, only half of the present thog-gators are visible. As pack hunters, half of their number act as a distraction for the others. Once their bellies are full, the pack moves downriver and switches roles.

A very durable hide protects thog'gators from larger predators as well as their prey. This hide is in demand as a source of leather goods, clothing, and armor. Hunting them to collect their hide is no easy task, as they are deceptively fast on land. More than one eager hunter found themselves suddenly surrounded by an entire pack.



Skills: Brawl 3, Cool 1, Stealth 3, Survival 2, Vigilance 1.

Talents:

- **Durable 1** (when suffering a Critical Injury, reduce the result of the Critical Injury roll by 10 to a minimum of 01)
- **Quick Strike 2** (adds to combat checks made against targets that have not acted yet in this encounter)

Abilities:

- **Pack tactics** (gain to combat checks made against targets engaged with an ally)
- **Water dwelling** (does not treat water as difficult terrain, can hold its breath underwater for an hour)

Equipment:

- **Savage bite** (Brawl ; Damage 7; Critical 3; Range [Engaged]; Pierce 1, Ensnare 1, Vicious 1)

ZANK [MINION]

These creatures are ugly, so ugly they are almost endearing. Their hairless bodies tapers at both ends, from a pointed snout to a long prehensile tail. Eight short legs keep them low to the ground. Long whiskers on their snout help them determine what spaces their bodies can slide through even when they cannot see. Combined with their ability to metabolize nearly every substance, these creatures simply get everywhere.

Extremely tough creatures, they can survive on the barest of life support. It is not unusual for salvage teams to discover entirely derelict ships with barely functioning life support systems infested with these creatures. Individually, these rodents are a nuisance. When encountered as a starving, ravenous swarm they become deadly.



Skills (group only): Brawl, Stealth, Survival.

Talents:

- **Finesse** (use Agility in place of Brawn when making close combat checks)

Abilities:

- **Silhouette 0.**

Equipment:

- **Bite** (Brawl ; Damage 2; Critical 4; Range [Engaged]; Pierce 1)

SWARM OF ZANKS [RIVAL]



Skills: Brawl 2, Resilience 1, Survival 2, Vigilance 2.

Talents:

- **Finesse** (Use Agility in place of Brawn when making close combat checks)

Abilities:

- **Swarm** (halve the damage dealt to this character before applying soak, unless the weapon has the Blast or Burn quality [regardless of whether the quality is activated])

Equipment:

- **Biting Horde** (Brawl ; Damage 4; Critical 3; Range [Engaged]; Knockdown, Linked 3, Pierce 2)

ARTIES

"CONNIE" CONCIERGE-BOT [RIVAL]

A common sight at most travel destinations and among the upper-class, concierge-bots strive to eliminate the mundane hassles of daily life. Often called "Connies," their programming includes a tone calibrated to be soothing and pleasing for their current patron. With their Hyper-link connection, they provide restaurant suggestions, keep up to date details on stock markets, weather forecasts, sporting events, and access to a host of trivial information readily available on the Link.

Connies serve as administrative assistants, customer service representatives, secretaries, butlers, advisors, and --naturally-- concierges for hotels, cruise ships, and resorts across Known Space. Commonly encountered in commercial areas and starports, they act as companions to busy professionals and diplomats. Lacking any sort of combat programming, they tend to be timid when confronted with physical confrontations, preferring to try and talk their way out of trouble. Failing that, they do their best to flee the scene and contact local authorities for assistance.



Skills: Charm 2, Cool 2, Knowledge (Culture) 2, Negotiation 1, Streetwise 1.

Talents:

- **Customer Service Experience 2** (after making a Charm check, may suffer one strain to cancel ☹️)

Abilities:

- **Robot** (does not need to eat, sleep, or breathe, and is immune to poisons and toxins)

Equipment:

- **Integral PACTab** with data appropriate to the Connie's task (product information and travel guides)
- **Integral comm-pad.**

SECURIT-BOT [RIVAL]

Designed for security and protection, the personality of a securi-bots is noticeably lacking. Found galaxy-wide, their simplistic programming allows them to carry out orders such as patrolling perimeters, processing identification, and screening for contraband. Frequently found in financial institutions, industrial sites, transportation hubs, and some private residences, securi-bots come equipped with an internal communication package, visual recording equipment, and a ranged weapon.

Upon request, securi-bots come equipped with hover capabilities useful for rough terrain or zero-gravity environments. Some variants include aquatic or adverse environmental modifications. Many owners upgrade their bots to increase their durability or fire-power. Due to structural limitations and power capacity, only one upgrade is possible.



Skills: Brawl 2, Discipline 1, Perception 2, Ranged (Light) 2, Vigilance 3

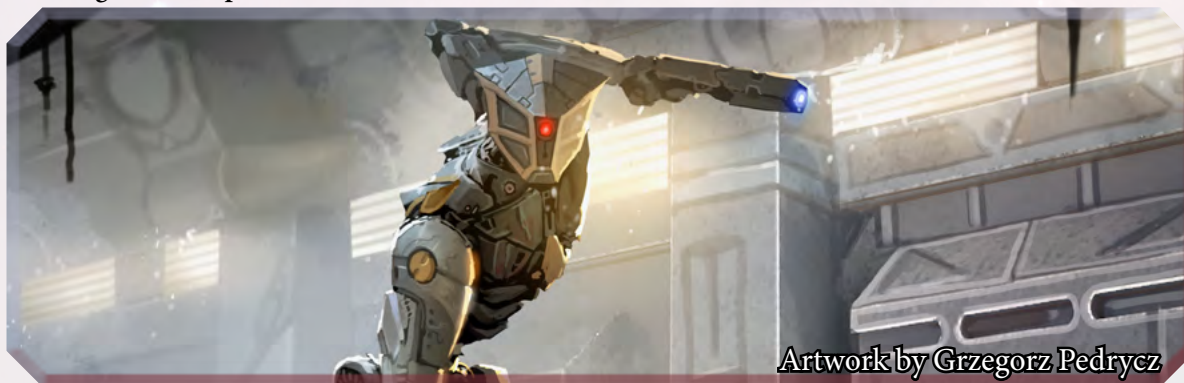
Talents: None

Abilities:

- **Robot** (does not need to eat, sleep, or breathe, and is immune to poisons and toxins)

Equipment:

- **Twin forearm particle beam projectors** (Ranged [Light] ♦♦♦; Damage 7; Critical 3; Range [Medium]; Disorient 2, Linked 1, Stun-setting)
- **Palm stunner** (Brawl; Damage 4; Critical 4; Range [Engaged]; Stun 4, Stun Damage)
- **Reinforced plating** (+2 soak)
- **Spotlight** (when making skill checks, remove ■■ imposed due to darkness)

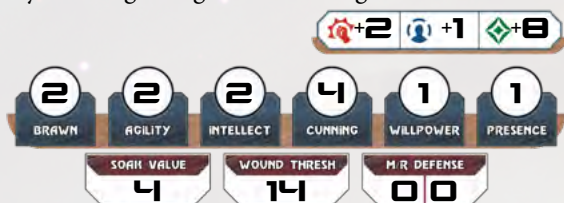


Artwork by Grzegorz Pedrycz

SPY-BOT [RIVAL]

There is a possibility that any Artie encountered is a spy-bot. The various intelligence services of the interstellar nations deploy a small horde of spies in the form of otherwise inconspicuous Arties. Some are astro-bots assigned to industrial shipping or even aboard military ships. Others are Connies who work in commercial or resort areas, taking notice of who or what transpires in these areas. Some are even securi-bots or war-bots, and include additional programming to commit assassinations when directed by their handlers.

While most spy-bots share some skill sets with the model they impersonate, all spy-bots have some level of combat capability. If uncovered, the spy-bot attempts to flee, intending to lose their pursuers and return to their handler. When cornered or unable to escape without compromising their handler, the spy-bot detonates a special EMP bomb frying all of their electronics and wiping their data-cache. Leaving only a smoldering pile of metal and plastic and eliminating any clues regarding the Artie's origin.



Skills: Brawl 3, Cool 2, Deception 2, Perception 2, Skulduggery 2, Stealth 3, Vigilance 3.

Talents:

- **Natural** (once per session may reroll one Stealth or Vigilance check)
- **Unremarkable** (other characters add ✕ to any checks made to find or identify the spy-bot in a crowd)

Abilities:

- **Assumed Identity** (add □□ to any skill check made with skills the spy-bot does not have ranks in),
- **EMP bomb** (as an incidental, set off an EMP pulse that destroys the spy-bot. All carried electronic items are damaged 4 steps, all onboard memory is erased),
- **Robot** (does not need to eat, sleep, or breathe, and is immune to poisons and toxins)

Equipment:

- **Unarmed** (Brawl ○○○◇; Damage 2, Critical 5, Knockdown)
- **Other:** As per Artie being impersonated.

GALACTIC TRAVELERS

ALLEF THIEF [RIVAL]



Allef thieves are a common sight on the more-travelled areas of Known Space. Once the most advanced culture in Known Space, the Allef's fall from grace is the ultimate example of galactic hubris. The survivors of the once powerful and arrogant nation have practically nothing, most Allef lost everything when Fexin was destroyed. For those Allef living on the Allef colonies absorbed by the Naguli Reaches, many chose exile over life as a second class citizen. This left thousands of Allef adrift with nothing but the clothes on their backs. In many instances, they resorted to theft to sustain themselves. For some Allef, it's survival. Others justify their robberies as retribution against the other races for what happened to their kind.

Frequently encountered on space stations and starports across the galaxy, Allef thieves use their skills to pickpocket items from travelers. Some Allef thieves operate independently, while others band together to form an organized den or crime ring. These groups work in concert to steal any valuables they come across. Security personnel see them as a plague and annoyance to constantly watch for and curtail their roguish activities.



Skills: Brawl 2, Coordination 1, Perception 2, Ranged (Light) 2, Skulduggery 2, Stealth 3, Streetwise 2, Vigilance 1.

Talents:

- **Knack for It** (remove ■■ from any Skulduggery skill checks)
- **Unremarkable** (other characters add ✕ to any checks made to find or identify the allef thief in a crowd)

Abilities:

- **Nightvision** (when making skill checks, remove all ■ to concealment imposed by darkness)

Equipment:

- **Light pistol** (Ranged [Light] ◇○○○; Damage 5; Critical 4; Range [Short])
- **Claws** (Brawl ○○○; Damage 3; Critical 3; Range [Engaged])
- **Other:** Ragged backpack full of stolen belongings, 1d10 credits.

COLONIST |RIVAL|

The Edge is filled with opportunity, the promise of a new life, and unexpected dangers. Colonists are those brave and hearty beings of all races that risk everything for the promise of something new. Part explorer, part farmer, and part warrior, colonists are a combination of the daring adventurer and self-motivated bootstrapping entrepreneur.

Most colonists are family folk seeking a new start, others are prospectors looking to strike it rich from untapped resources. A few colonists seek the solitude found beyond the reach of governments, the Vilithic Church, or the long arm of the law. While their reasons for being there vary, one thing colonists all have in common is a drive to protect what is theirs. Every local watering hole has a story about a prospective thug who met their end after making an enemy of a resident colonists. Many claim jumpers and bandits met their end facing off against a colonist protecting their property.



Skills: Discipline 2, Mechanics 1, Medicine 1, Ranged [Heavy] 2, Resilience 1, Survival 2.

Talents: None.

Abilities:

Homestead Defender (when defending their colony, adds A to all combat checks)

Equipment:

- **Favorite long rifle** (Ranged [Heavy] ♦♦♦♦; Damage 8; Critical 3; Range [Long]; Accurate 1, Limited Ammo 4)
- **Heavy jacket** (+1 soak)
- **Other:** 2 extra reloads, tool kit, medical kit, MoSys backpack, 1d10x3 credits.

DRAKON RAIDER |INFERNUS| |MINION|

An encounter with a Drakon raiding party is a constant threat to anyone who is traveling near the Blood Nebula. The war-like Drakons frequently travel from their tribeworlds located deep within the nebula to strike out against transport ships, military craft, mining operations, and planetary settlements. Raiders are the rank-and-file shock troops of such raid groups. Led by a Raidlord, Drakon raiders favor heavy-handed tactics. They utilize stealth to approach as close to their objective as possible, but once the battle is joined they ferociously attack without any subtlety.

Raiders often start with ranged weapons, but many attempt to close in to engage in hand-to-hand combat, where their melee prowess and breath weapons can be employed with great effectiveness. Once their objective is completed they slip away, hauling away what valuables and slaves they can. Anything and anyone left behind are either burned or dead - sometimes both.



Skills (group only): Ranged (Heavy), Resilience, Vigilance.

Talents: None.

Abilities:

- **Flaming Breath** (as an action, choose a target at Short range. Make an **Easy** (♦♦♦♦) **Resilience check** as a ranged combat check against the target. If successful, the target takes 4 damage plus 1 damage per uncanceled ☼. This attack has the Blast 4 and Burn 2 qualities)
- **Infamous** (suffer ■ when making Charm, Deception, Leadership, and Negotiation checks, add ■ when making Coercion checks. Does not apply to checks made against other Drakons)

Equipment:

- **Combat rifle** (Ranged [Heavy] ♦♦♦♦; Damage 7; Critical 3; Range [Long]; Auto-fire)
- **Tribal piecemeal armor** (+2 soak)
- **Other:** 1d100 credits.

DRAKON RAIDLORD |CRAGUS| |NEMESIS|

Raiders are the commonly encountered shock troops of the Drakon Tribeworlds, but the raidlords are the Drakon warriors that most galactic travelers fear. These savage fighters are almost always full-wing Drakons. Able to swoop down from above, they blast away with their firearms or hack down victims with their blades. Raidlords are driven commanders who lead their raid parties and warbands from the front. Their shouts, commands, and war cries ring out for all to hear so their victims know what terror is about to befall them.



In the military stratocracy of the Tribeworlds, the raid-lords are the leaders and politicians. While every Drakon raider has a vote in the tribal government, the highest levels of government are held by the most successful (or the most politically savvy) raidlords. The Tribeworlds respect strength and boldness, and for a raidlord to advance in the tribal society they must display both qualities.



Skills: Coercion 2, Cool 1, Leadership 2, Melee 2, Ranged (Light) 3, Resilience 2.

Talents:

- **Adversary 2** (upgrade difficulty of all combat checks against this target twice)
- **Exploit 2** (after a combat check with a Melee weapon or a Ranged (Light) weapon with the Thrown quality, suffer two strain to add the Ensnare 2 quality to the attack)
- **Lucky Strike** (may spend a Story Point after a successful combat check to add damage equal to Brawn to one hit)

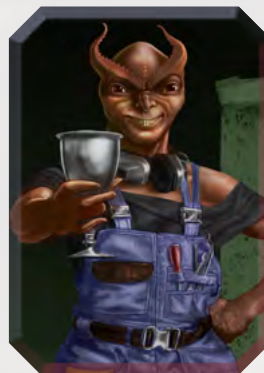
Abilities:

- **Favoured Environment** (remove ■ from non-combat skill checks made in mountainous environments)
- **Frightful Leader** (as a maneuver, one allied minion group may immediately make a combat check as an out-of-turn action, upgrading the difficulty of the check once)
- **Lightning Breath** (as an action, choose a target at Short range. Make an **Easy** (♦♦♦♦♦♦♦♦) **Resilience check** as a ranged combat check against the target. If successful, the target takes 4 damage plus 1 damage per uncanceled ✨. This attack has the Disorient 2 and Stun 2 qualities)
- **Fullwing Drakon** (can fly per page 100 of the *Genesys Core Rulebook*)
- **Infamous** (suffer ■ when making Charm, Deception, Leadership, and Negotiation checks, add □ when making Coercion checks. Does not apply to checks made against other Drakons)

Equipment:

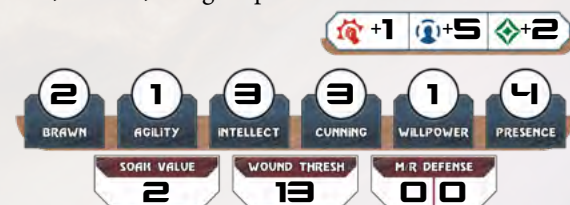
- **Mass pistol** (Ranged [Light] ♦♦♦♦♦; Damage 4; Critical 2; Range [Long]; Cumbersome 2, Pierce 2)
- **RIP sword** (Melee ♦♦♦♦♦♦♦; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Vicious 2)
- **Heavy tribal armor** (+2 soak, defense 1)
- **Other:** Comm-pad, 2 sealskins, 1d100x10 credits.

GRANOS PHILOSONAUT [RIVAL]



It is common for young Granos to travel out into the galaxy to accumulate a wide variety of experiences. Some of those travelers find a particular liking and calling for inter-species interaction and debate. Referred to as “philosonauts,” these Granos enjoy moderating impromptu social discussions at cafes, high society parties, and in starship passenger compartments.

These gregarious Granos frequently come across as nose-y, opinionated, and prattling, but some beings find themselves opening up to the philosonaut’s polite nature and likable demeanor. As long as you can keep their drink full and the conversation on topic, a well-traveled philosonaut is an excellent source of information, rumors, and gossip.



Skills: Charm 2, Cool 3, Knowledge (Culture) 3, Leadership 1, Negotiation 1, Perception 2, Vigilance 2

Talents:

- **Clever Retort** (as an incidental out-of-turn action, once per encounter add ♫♫ to another character’s social skill check)
- **Proper Upbringing 2** (may suffer two strain during a social skill check made in polite company to add ♫♫ to the check)

Abilities:

- **High Gravity Upbringing:** Granos have dense bones and well protected internal organs. Reduce any Critical Injury result you suffer by 10, to a minimum of 01.
- **Social Butterfly** (add ✨ to all Charm, Deception, and Negotiation checks)
- **Stay on Topic** (when targeted by social skill checks attempting to obtain information add ♫♫ to the results)

Equipment:

- **Comfortable** travel outfit
- **Expensive** party wear
- **Other:** rugged travel case, PACtab (filled with classical plays, social treatises, and travel guides), half-empty beverage container, 1d100 credits.

HUMAN CRIME LORD [NEMESIS]

As long as galactic laws exist, people want to break them. While some commit crimes for themselves, others gather together groups of morally deficient beings under a banner, symbol, or ideal. These leaders cajole and convince the desperate and the depraved to follow them and commit acts of violence: smuggling, extortion, slavery, and even murder. With their influence, these crime lords seek wealth, power over others, and to take whatever they want.

With their history of bridging the divide between the various galactic races, humans often lead organized gangs and crime rings. Such crime lords are devious, crafty, and cruel. They watch over their territory with a ruthless demeanor and a callous disregard for the victims of their gang's crimes.



Skills: Coercion 3, Leadership 2, Knowledge (Culture) 2, Ranged (Light) 4, Streetwise 3, Vigilance 2.

Talents:

- **Adversary 2** (upgrade difficulty of all combat checks against this target twice)
- **Supreme Scathing Tirade** (make an **Average** (♦♦♦♦♦) **Coercion** check. For each uncanceled ★ one enemy within short range suffers one strain, for each ▲, one enemy affected by Scathing Tirade suffers one additional strain. Each affected enemy adds ■ to all skill checks for the next three rounds. May suffer one strain to use Scathing Tirade as a maneuver instead of an action)

Abilities:

- **Loyal Gangers** (may spend ⚡⚡ during an enemy's skill check to have an allied minion suddenly appear on the scene. May spend ⚡ to have an allied minion group of three or an allied rival appear)
- **Price of Loyalty** (when targeted by a ranged combat check, may redirect one hit to an engaged allied minion group)

Equipment:

- **Laser pistol** (Ranged [Light] ♦♦♦♦♦; Damage 6; Critical 3; Range [Medium]; Accurate 1, Burn 1)
- **Stylish protec-enhanced attire** (+1 soak, defense 1)
- **Subdermal armor** (+1 soak)
- **Other:** Platinum necklaces, comm-pad, 1d100x200 credits.

MAKOSS MEDIC [RIVAL]

For many, the best medical care available is the ubiquitous medic. Outside of the cities and heavily populated worlds proper hospitals with nurses, doctors, and trauma teams are nowhere to be found. While traveling in the expanse of space, a passenger is lucky to have a medic traveling with them. Part nurse, part doctor, medics frequently must use limited supplies to help the wounded, stave off infection, and preserve life.

Doctors may gripe about having the correct equipment on hand to treat injuries, but the resourceful medics treat injuries with whatever they have on hand. Original intent is irrelevant as long as the wound gets treated. For example, Bonding tape and a clean rag combine to make a passable bandage. Survival is risky and rarely pretty. For these medics, the goal is to stop the bleeding now and treat for potential infection after the crisis.

The Makoss do not possess any natural talent with medicine, but their pragmatic approach to triage is certainly effective. True to their people's nature, the Makoss medic can quickly determine who is the most injured individual and treat them first. This can make the treatment of other wounded individuals trickier as they continue to bleed and suffer from their wounds. Some Makoss medics even used their cisora as a brace, crutch, or even a surgical implement when supplies are scarce.



Skills: Cool 2, Discipline 1, Medicine 3, Melee 2, Resilience 2, Survival 1, Vigilance 2.

Talents:

- **Combat Medicine 2** (before making a Medicine check, may add ★★ to the results. After the check, the target suffers four strain)
- **Surgeon 2** (when making a Medicine check to heal wounds, the target heals two additional wounds)

Abilities:

- **Pragmatic Triage** (once per encounter, may add ★▲ to a Medicine check. Add ⚡⚡ to any additional Medicine checks made until the end of the encounter)

Equipment:

- **Makoss cisora** (Melee ♦♦♦♦♦; Damage 6; Critical 2; Range [Engaged]; Defensive 1, Vicious 2)
- **Flexsteel medic jumpsuit** (+2 soak)
- **Other:** Medical kit, 4 skinseals, comm-pad, PACtab with medical condition database, 1d100 credits.

NAGULI RACER [RIVAL]



With a need for speed, these drivers and pilots race anyone anywhere at anytime. Racers feed their desire to win by pushing the limitations of both themselves and of their vehicle. Racers care little for the location of the race: dirt tracks, waterways, in the clouds, or in space. If the contest involves speed,

racers are there. As long as the engine is fast and there is a way to steer, they race it. Accidents happen, sometimes lethal ones. It is a risky lifestyle, but the rewards and thrills to make it worthwhile to the adrenaline junky.

Naguli do not race merely to best their opponent, they race for their Legion. They compete to secure victories towards The Great Competition. When they cross that finish line, they score points to guarantee their Legions political position. Failure is not an option, and second place is not good enough. Naguli racers win at any and all costs. Engines are repairable, body panels are replaceable. Banking hard on a corner and risking everything to shave half a second off of their opponents lead is worth the stabilizer that could give way to the g-forces. Some even resort to underhanded tactics or illegal modifications, if they can get away with it. To them, all that matters is victory.



Skills: Astronavigation 2, Athletics 2, Brawl 2, Driving 2, Gunnery 2, Mechanics 1, Piloting 3, Vigilance 2.

Talents:

- **Barrel-Roll** (When vehicle suffers a hit from a ranged combat check, after damage is calculated but before armor is applied, may have the vehicle suffer 3 system strain to reduce the damage suffered by 3. May only be used while piloting a starfighter or aircraft of Silhouette 3 or less)

Abilities:

- **Competitive Nature** (when making opposed checks, add **A** to the result)
- **Death Wish** (may suffer 2 strain to add **✱** to a Driving or Piloting skill check. If the check fails, add **✱** to the results)

Equipment:

- **Steel band** (Brawl **◆◆**; Damage 4; Critical 4; Range [Engaged]; Disorient 3)
- **Flexsteel racing suit** (+2 soak)
- **Racing helmet** with integrated heads-up display (adds **□** to Pilot-only actions and maneuvers, see page 226 of **Genesys Core Rulebook**)
- **Other:** Comm-pad, lucky grumbler tooth.

NIDENOS MECHANIC [RIVAL]

In this high-tech era of starships, fusion power, and hyperspace communications, the technical knowledge and expertise of a mechanic is not just invaluable, it is necessary. Millions of vehicles travel through the spacelanes, each needing regular maintenance and repairs after encounters with hazards and hostiles. In addition, the space stations that service ships and travelers also require service. In colonial communities, mechanics keep the lights on, the water running, and the perimeter walls sturdy. Quite simply, galactic life requires these technicians.

It is common to encounter a Nidenos mechanic while travelling the galaxy. Nidenos "Explorers" often dabble for a few years of their long lifespan to gain vital technical training. The coveted "Focused" Nidenos, with their decades of experience, are experts in their field.



Skills: Computers 1, Discipline 2, Driving 2, Knowledge (Science) 1, Mechanics 3, Melee 1, Negotiation 3, Operating 1, Piloting 1, Resilience 2.

Talents:

- **Knack For It** (removes **■** from any Mechanics skill checks)

Abilities:

- **Sure-footed:** Their pear-shaped bodies grant a low center of gravity. When an attacker attempts to use the Knockdown or Ensnare qualities against you, they must spend an additional **A** to trigger those qualities.
- **Vantage Point:** Longneck Nidenos have a long, flexible neck up to 1 meter long. When making Vigilance checks, they add **A** to the final result.

Equipment:

- **Heavy wrench** (Melee **◆◆**; Damage 5; Critical 4; Range [Engaged]; Disorient 2, Inferior)
- **Heavy work clothes** (+1 soak)
- **Other:** Tool kit, PACtab loaded with schematics and technical manuals, 1d100x5 credits

URANAR ENFORCER [RIVAL]



Hailing originally from the Uranar Territories, the burly Uranar make for excellent muscle for a variety of situations. These Uranar left the Territories either to seek notoriety on their own. They work as mercenaries for the benefit of their pact, or were exiled from their

pact. With their imposing stature and fierce appearance, Uranar enforcers stare down all but the most resolute opponents and make them think twice about crossing the large, furry warrior. Skilled close quarter combatants, they favor using the largest of hand-weapons. Moreover, their abilities makes them natural hunters. Targets find running from an Uranar enforcer trying to collect a debt a challenging task.

Some Uranar enforcers belong to outlaw groups within the Uranar Territories. These “criminal pacts” are very dangerous organizations to encounter. As expected, such gangs constantly work to expand their criminal enterprise through smuggling, extortion, racketeering, and drug trading. Unlike most other criminal gangs, Uranar crime pacts are unwaveringly loyal to themselves and protect each other fiercely. Willing to lay down their lives for their pactmate, gang members rarely fight amongst themselves. Running afoul of one of these pacts often leads to a face-off with not just one enforcer, but potentially dozens of them.



Skills: Athletics 2, Coercion 2, Melee 2, Perception 2, Ranged (Light) 2, Streetwise 2, Vigilance 1.

Talents:

- **Dual Strike** (when resolving a close combat check to attack with two weapons, suffer two strain to hit with the secondary weapon instead of spending AA)

Abilities:

- **Keen Senses** (add 1 to Perception and Vigilance checks)
- **Pack Hunter** (gain 1 when making combat checks against an opponent that is engaged with another ally)

- **Persistence Hunter** (When making a Streetwise or Survival skill check to track a person, may spend A to cause the target to suffer one strain)

Equipment:

- **RIP sword** (Melee ♦♦♦♦; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Vicious 2)
- **Uranar bladewheel** (Melee ♦♦♦♦; Damage 5; Critical 3; Range [Engaged]; Defensive 1, Linked 2, Thrown, Unwieldy 3)
- **Heavy pistol** (Ranged [Light] ♦♦♦♦; Damage 6; Critical 3; Range [Medium])
- **Protec-enhanced hunter's attire** (+1 soak, defense 1)
- **Other:** 3 skinseals, comm-pad, PACtab with encrypted list of underworld contacts, 1d100 credits

THE CHURCH

CRUSADER PALADIN [NEMESIS]

Most paladins wander the galaxy spreading the word of the Vilithic Church, providing aid and comfort wherever they travel. There is another group of paladins dispatched with specific purposes. These Crusaders receive assignments when the Church wishes a more firm and direct approach. These elite paladins lead crusader teams, squads of zealous followers of the Church, trained in all manner of martial combat and tactics. With their Lancers and Dragoons supporting them, the Crusaders act swiftly and without mercy. They are the right hand of the Church. They are the tip of the Church's spear, ready to plunge into the heart of any who stand in the way.

Unlike their traditional brothers and sisters, Crusader Paladins rarely preach or sermonize, and they rarely go out of their way to answer distress calls. They serve a very specific role in the Church hierarchy: serve the Church and the Elder Council, strike down all who would oppose the Church, and complete any ordained mission at any cost. This causes many Crusaders to feel superior to others within the Church hierarchy. A fact they gladly remind everyone they encounter.



Skills: Athletics 2, Coercion 2, Divine 3, Knowledge (Starcana) 2, Leadership 3, Melee 4, Streetwise 2, Vigilance 3.

Talents:

- **Adversary 2** (upgrade difficulty of all combat checks against this target twice)
- **Battle Casting** (does not add ■ to magic skill checks for wearing heavy armor, using a shield, or not having at least one hand free)
- **Parry 2** (When successfully hit by a close combat check, after damage is calculated but before applying soak, suffer three strain to negate four points of damage)
- **Improved Parry** (when hit by a close combat check, may spend ⚔⚔⚔ or ⚔ to automatically hit the attacker with a currently wielded brawl or melee weapon)

Abilities:

- **Deflect** (Parry may be used against ranged combat checks for one additional Strain)

Spells: Crusader paladins can choose any magic action allowed for the Divine skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Burning Scorn** (the paladin chooses a target within medium range and makes a **Hard** (◆◆◆◆◆◆◆◆) **Divine check**. If the check is successful this magic attack inflicts 6 damage +1 damage per uncanceled ⚡. This attack has the Burn 2 quality)
- **Divine Health** (the paladin chooses one target at engaged range and makes an **Easy** (◆◆◆◆◆◆◆◆) **Divine check**. If the check is successful the target heals one wound per uncanceled ⚡ and one Strain per uncanceled ▲)
- **Holy Barrier** (the paladin chooses one target at engaged range and makes a **Hard** (◆◆◆◆◆◆◆◆) **Divine check**. If the check is successful, the target gains additional soak equal to number of uncanceled ⚡ until the end of the paladin's next turn. The paladin may sustain the effects of this spell by performing the concentrate maneuver)

Equipment:

- **Crusader starblade** (Melee ◆◆◆◆◆◆◆◆; Damage 8; Critical 2; Range [Engaged]; Burn 1, Pierce 5, Sunder, Vicious 1)
- **Paladin battle armor** (+3 soak)
- **Other:** Comm-pad, 2 skinseals, 1d100x10 credits.

CRUSADER DRAGON [RIVAL]

When the Church sets a Crusader squad to task, they almost always have at least one Dragon with them. Most of these holy warriors served in one of the many militaries around Known Space until their faith led them to serve the Church over their nation. Most Dragons were once “dreads,” elite dreadnought troopers skilled in squad tactics and heavy man-portable arms. They utilize that training with great effectiveness as members of Crusader teams, laying down heavy fire in support of their Lancer siblings, and protecting the paladin who leads them.

In acknowledgement of their dedication to the Church, they receive a suit of advanced ExoGEAR armor manufactured by the Sacred Foundries. With their armor, Dragons wade into combat impervious to most small arms, returning fire with their heavy mass rifles. Even outside of their ExoGEAR, Dragons are deadly opponents. Any opponent they face soon realizes that catching a Dragon outside of their armor only means you get to clearly see the zealous look in their eyes as they “sanctify” you.



Skills: Athletics 2, Cool 2, Discipline 1, Gunnery 3, Melee 2, Perception 1, Vigilance 2.

Talents:

- **Heavy Gunner** (when making a Gunnery skill check, you may spend ▲▲▲ or ⚔ to stagger the target until the end of the target's next turn)

Abilities:

- **ExoGEAR Armor** (Add ⚡▲ to all Brawn skill checks. When hit by a successful combat check, attacker may spend ⚔ to permanently reduce the Dragon's current Soak by 3 to a minimum of 2. This effect only applies while wearing ExoGear armor)
- **Take the Hits** (If the Dragon did not perform the Move maneuver during their turn, gain Defense 2 until the start of their next turn)

Equipment:

- **Heavy Mass Rifle** (Gunnery ◆◆◆◆◆◆◆◆; Damage 15; Critical 2; Range [Extreme]; Breach 1, Cumbersome 4)
- **RIP Bayonet** (Melee ◆◆◆◆◆◆◆◆; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Vicious 1)
- **ExoGEAR Armor** (Soak 10, +5 encumbrance threshold, -2 Cumbersome rating of any wielded weapon, integral comm-pad)
- **Other:** 2 skinseals.

CRUSADER LANCER [MINION]

Lancers are the rank-and-file troopers of the Church's elite Crusader strike teams. These devout soldiers dedicate their lives to the ideals of the Vilithic Church. Some serve out of faith and belief that the Church's edicts must be enforced at all costs. Others enjoy the power that comes from the autonomy the Church has throughout the galaxy.

In addition to serving on Crusader teams, the core of the Cathedral Guard draws heavily from the Lancer corps. This ensures those guarding the council elders are the best, and most zealous, defenders in the Church's military arm.



Skills (group only): Discipline, Melee, Ranged (Heavy), Vigilance.

Talents: None.

Abilities: None.

Equipment:

- **Laser rifle** (Ranged [Heavy] ♦♦♦; Damage 8; Critical 3; Range [Long]; Accurate 1, Burn 1)
- **RIP blade** (Melee ♦♦♦; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Thrown, Vicious 1)
- **Crusader combat outfit** (+2 soak)
- **Other:** Comm-pad, 1d10x3 credits

VILITHIC PALADIN [RIVAL]

With powers granted to them by the Vilithic gods and wielding fabled flaming swords, the Vilithic paladins are roaming knights and protectors, serving the galactic community and the Church by shielding all from the gaze of the Vilithic gods. That, at least, is their public story; in truth most paladins serve the Church's interests first, and reinforce belief and devotion to the Vilithic Church. Paladins are told that even acknowledgement of the gods gives Them power, that They in turn bestow upon the priests and paladins. To that end, paladins go where the fates take them; from frontier worlds where they serve as temporary priests to war zones and disaster areas, preaching about the horrors of the Vilithic gods while extolling the virtues of the Church.

While some paladins work to bolster support and devotion to the Church for their own ends, there are many paladins that truly believe they are doing good and sheltering the general populace from an eternity of torture. They accept that their role as divine servants solidifies

their place in one of the gods' realms upon death - a fate that the good-hearted paladins accept. Every person they keep from the gods realm shall bring them comfort in the endless torment the paladin is fated to endure.



Skills: Cool 1, Discipline 2, Divine 2, Leadership 1, Melee 2, Piloting 2, Vigilance 2.

Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this target once)
- **Challenge! 2** (once per encounter, choose two adversaries within short range. Those adversaries add ■ to combat checks targeting you and ■■ to combat checks targeting other characters)
- **Parry 2** (when successfully hit by a close combat check, after damage is calculated but before applying soak, suffer three strain to negate four points of damage)

Abilities: None.

Spells: Paladins can choose any magic action allowed for the Divine skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Divine Health** (the paladin chooses one target at engaged range and makes an **Easy** (♦♦♦♦) **Divine check**. If the check is successful the target heals one wound per uncanceled ✨ and one Strain per uncanceled △)
- **Holy Barrier** (the paladin chooses one target at engaged range and makes a **Hard** (♦♦♦♦♦) **Divine check**. If the check is successful, the target gains additional soak equal to number of uncanceled ✨ until the end of the paladin's next turn. The paladin may sustain the effects of this spell by performing the concentrate maneuver)
- **Radiant Blast** (the paladin chooses a target up to medium range and makes an **Average** (♦♦♦♦♦) **Divine check**. If the check is successful this magic attack inflicts 5 damage +1 damage per uncanceled ✨)

Equipment:

- **Starblade** (Melee ♦♦♦♦♦; Damage 6; Critical 2; Range [Engaged]; Burn 1, Pierce 5, Sunder)
- **Paladin armor** (+2 soak)
- **Other:** 2 skinseals, comm-pad, 1d100 credits

VILITHIC PRIEST [RIVAL]

While the paladins of the church are the more adventurous and heroic face of the Church, Vilithic priests are the more common and widespread. Every community in Known Space has a temple to the Church, and most colonies out on the Edge have a shrine or chapel. Each of these sanctums serves as a place for the church's congregation to receive blessings and protections offered by a priest. Priests serve as counselors, as guides, and as mentors to those devoted to the Church. They also serve themselves, working to fortify the Church's place and influence among the galactic community, which in turn strengthens their own power both politically and divinely.

As far back as anyone can recall, Vilithic priests can perform some level of miracles. These range from a soothing touch that can speed up healing to a blessing that grants fortune upon the recipient. Some stronger priests have been able to shield others, creating an invisible barrier that deflects flying dust, debris, and in some cases projectiles. There are even dark rumors that some priests manifested actual avatars of the gods Themselves to scare, or take, those who committed acts that directly drew Their attention.



Skills: Charm 2, Discipline 2, Divine 3, Knowledge (Starcana) 3, Knowledge (Culture) 2, Leadership 2, Negotiation 2.

Talents:

- **Conduit** (once per encounter, may spend a Story Point to perform a magic action as a maneuver)
- **Improved Inspiring Rhetoric** (Make an **Average** Leadership check, for each uncanceled one ally within short range heals one strain, for each uncanceled one ally benefiting from Inspiring Rhetoric heals one additional strain. Allies affected add to all skill checks for two rounds)

Abilities: None.

Spells: Priests can choose any magic action allowed for the Divine skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Curse of Kizral** (the priest chooses a target within medium range and makes a **Hard** Divine check. If the check is successful the target decreases the ability of their check once [removing from their checks]. When that target makes a skill check the priest may change one die to a face displaying X. The paladin may sustain the effects of this spell by performing the concentrate maneuver)
- **Divine Cure** (the priest chooses one target within short range and makes an **Easy** Divine check. If the check is successful the target heals one wound per uncanceled and one Strain per uncanceled)
- **Radiant Fireball** (the priest chooses a target within medium range and makes an **Average** Divine check. If the check is successful this magical attack inflicts 10 damage +1 damage per uncanceled. This attack has a Critical rating of 5, and the Burn 3 and Blast 3 qualities)

Equipment:

- **Vilithic staff** (Melee; Damage 4; Critical 4; Range [Engaged]; Defensive 1)
- **Protec-enhanced vestments** (+1 soak, defense 1)
- **Other:** veil, PACtab with files on sermons and scriptures, 1d100x100 credits.

STARCANISTS

BOOMER [RIVAL]

With the recent emergence of starcana, it was only a matter of time before starcanists sought to monetize their new skills. The most dangerous and flashy of these practitioners who sell their destructive skills to the highest bidder are called “Boomers”.

Primarily loners, Boomers favor starcana powers that cause damage and harm. They tend to favor fiery spells to set objects and adversaries on fire. They know their skills are valuable and they don’t care who’s fitting the bill. Some Boomers work to develop a persona to market towards clients with flamboyant nicknames, signature clothing styles, and flashy displays of starcana. Other Boomers keep their presence secret, rarely meeting their clients in person and completing their assignments in secrecy.



Skills: Arcana 2, Coercion 1, Cool 2, Knowledge (Starcana) 2, Negotiation 2, Stealth 2, Streetwise 2.

Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this target once)
- **Improved Signature Spell** (Reduces the difficulty of Burning Blast by two [included in spell description below])
- **Parkour!** (Once per round, may suffer one strain to move to any location within short range)

Abilities: None.

Spells: Boomers can choose any magic action allowed for the Arcane skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Burning Blast** (The Boomer chooses a target within short range and makes a **Hard** (●●●●●●) **Arcana check**. If the check is successful, the magical attack inflicts 8 damage +1 per uncanceled ✨. This attack has a Critical rating of 5, and the Burn 2 quality)
- **Fireball** (The Boomer chooses a target within medium range and makes a **Hard** (●●●●●●) **Arcana check**. If the check is successful, the magical attack inflicts 4 damage +1 per uncanceled ✨ to the target. This attack has a Critical rating of 5, and the Blast 2 and Burn 2 qualities)
- **Withering Bolt** (The Boomer chooses a target within medium range and makes an **Average** (●●●●●●) **Arcana check**. If the check is successful, the magical attack inflicts 4 damage +1 per uncanceled ✨ to the target. This attack has a Critical rating of 2, and the Vicious 2 quality)

Equipment:

- **Staff** (Melee ●●; Damage 4; Critical 4; Range [Engaged]; Defensive 1)
- **Leather duster** (+1 soak)
- **Other:** wide-brimmed hat, MoSys utility belt with personal effects, 1 sealskin, 1d100 credits.

SPELLBREAKER [RIVAL]

With the new study of starcana, some individuals experiment with how to use the new mystical energy to manipulate energy, conjure matter, and bolster (or weaken) others. Spellbreakers have directed their study to pulling these effects apart and blocking access to starcana. These mystical scholars have done their best to examine how spells are formed during their casting, and when the right amount of pressure in the right spot prevents the effect from forming. For spells that are already in existence, spellbreakers are able to find the threats and patterns in the spell and attempt to unravel them, denying the caster of the benefits they provide.

The key to being an effective spellbreaker is anticipation of your opponent's actions. They have to be ready to block their opponent's spells as they are cast, and follow up with attacks of their own. Spellbreakers have become quite popular with security details for VIPs, as well as with military strike teams that expect to encounter enemy starcanists. There are a few spellbreakers among the Drakon raiders, and at least one pirate group out on The Edge counts a spellbreaker among their number.



Skills: Arcana 2, Discipline 2, Knowledge (Starcana) 3, Medicine 1, Resilience 2, Vigilance 3.

Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this target once)
- **Battle Casting** (does not suffer ■ for magic skill checks for wearing heavy armor, using a shield, or not having at least one hand free)
- **Rapid Reaction 2** (when making a Cool or Discipline check to determine initiative, suffer two strain to add ⚡⚡ to the results)

Abilities:

- **Spellbreaker** (When using the Counterspell maneuver, all targets upgrade the difficulty of checks to cast spells twice. When taking the Dispel action, upgrade the ability of the spellbreaker's check once)

Spells: Spellbreakers can choose any magic action allowed for the Arcane skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Tractor Bolt** (The spellbreaker chooses a target within short range and makes an **Average** (●●●●●) **Arcana check**. If the check is successful the magical attack inflicts 4 damage +1 per uncanceled ⚡. This attack has a Critical rating of 5 and △ moves the target one range band in any direction)
- **Ward Self** (The spellbreaker chooses a target they are engaged with and make a **Hard** (●●●●●) **Arcana check**. If the check is successful, the target reduces the damage of all hits they receive by one, plus an additional one per uncanceled ⚡⚡ beyond the first. In addition, the target gains melee and ranged defense 3. The spellbreaker may sustain the effects of this spell by performing the concentrate maneuver)

Equipment:

- **Laser pistol** (Ranged [Light] ♦♦; Damage 6; Critical 3; Range [Medium]; Accurate 1, Burn 1)
- **Flexsteel duster** (+2 soak)
- **Other:** 3 skinseal, comm-pad, 1d100 credits.

WORLDWORKER [NEMESIS]

Worldworkers tap into the primal forces of starcana and use it to effect change and control nature itself. They use their connections with the ethereal magic to loose devastating bolts of lightning, strengthen and enhance their body and senses, restore a being's health, and even create objects or summon creatures from thin air. Worldworkers tend to feel more at home in the wilds of Known Space and beyond rather than within the boundaries of civilization. This makes them appear distant, uncivilized, and in some cases savage when encountered.

Worldworkers act against corporations and governments that they feel are needlessly exploiting the galaxy's resources. They use their powers to sabotage, or sometimes harm, the operational personnel of such endeavours. Whether out of protection for nature or animosity towards society, the worldworker uses starcana to protect nature and restore balance, and only occasionally feels bad about anyone caught in the path of destruction.



Skills: Athletics 2, Knowledge (Starcana) 4, Melee 3, Primal 4, Ranged [Heavy] 2, Stealth 2, Survival 2, Vigilance 2.

Talents:

- **Adversary 3** (upgrade difficulty of all combat checks against this target three times)
- **Natural Communion** (when using the Conjure magical action, gain the Summon Ally effect without increasing the difficulty)
- **Second Wind 3** (Once per encounter, heal 3 strain)

Abilities: None.

Spells: Worldworkers can choose any magic action allowed for the Primal skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Conjure Thog'gators** (The worldworker makes a **Daunting** (●●●●●●●●) **Primal check**. If the check is successful, they summon one thog'gator [see "Thog'gator (Rival)" on page 102] plus one per ▲▲. Summoned thog'gators appear at engaged range from the worldworker. They are friendly to the worldworker and obeys their commands -- the worldworker may spend one maneuver to determine all thog'gators' actions, otherwise thog'gators act independently on the worldworkers turn. The worldworker may sustain the effects of this spell by performing the concentrate maneuver)
- **Lightning Strike** (The worldworker chooses a target within medium range and makes a **Hard** (●●●●●●●●) **Primal check**. If the check is successful the magical attack inflicts 8 damage +1 per uncanceled ✨. This attack has the Auto-Fire and Stun 4 qualities)
- **Mend Body** (The worldworker chooses a target they are engaged with and make an **Easy** (●●●●●●●) **Primal check**. If the check is successful, the target heals one wound per uncanceled ✨ and one strain per uncanceled ▲)

Equipment:

- **Custom rifle** (Ranged [Heavy] ●●●; Damage 8; Critical 3; Range [Long]; Accurate 1, Limited Ammo 4),
- **Staff** (Melee ●●●●; Damage 5; Critical 4; Range [Engaged]; Defensive 1)
- **Protec-enhanced outfit** (+1 soak, defense 1)

KNOWN SPACE OF THE ALMACAR GALAXY

