

GALAXY BLACK



*Space fantasy adventure
in the Collapsing Universe*

*Galaxy Black IV Imperial Gear and
Technology*

Dreaming Gynoid studio

COMPATIBLE WITH
**DCC
RPG**

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black IV. Imperial Gear and Technology
Featuring

**Space Trader Nick's Coreworld Consultant and Frontier Survival
Supply Catalog**



**This is the fourth volume of Galaxy Black. It is not a complete game in itself,
and requires the DCC RPG rulebook to play.**

Forthcoming

Galaxy Black V Imperial Book of Common Prayer
Galaxy Black VI the Judges Guide to the Collapsing Universe
Galaxy Black VII The Space Girl's Guide to the Galaxy

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black IV. Imperial Gear and Technology

Space Trader Nick's Coreworld Consultant
and Frontier Survival Supply Catalog



This product is compatible with the Dungeon Crawl Classics
Role Playing Game

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Galaxy Black contains what a 21st century nascent info-democracy would consider mature themes. It has psychic powers, drugs, needle guns, gods, demons, and lots of extremely cruel, well dressed people. The universe is lethal but there are lots of work arounds. In short, exactly what you would expect from fantasy SF inspired by reading LOTS of Lovecraft, Moorcock, Vance, Brackett, Burroughs (both Edgar Rice and William S.), Carter, Leiber, Ellison, Le Guin, Varley, Blish, Spinrad, Kafka, and Zelazny.

In short, this is appendix N as all hell. **PLAY IT LOUD**

This is a galaxy of either/or options. Use what you like and discard the rest, as always. But also, always add whatever you like. At the minimum I would grab your copies of Crawljammer and MCC (you have those right?) and the nearest pile of old comics, the old EC's, a stack of Epic Illustrated, Heavy Metal, or Metal Hurlant, or the underground commix of the early 70s, put on some prog rock, settle in, and let your imagination take you where you wish to go.

Galaxy Black

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Basically, the blame

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Gwendolyn Harper and her fabulous stock art review

Louis S. Glanzman

Louis S. Glanzman images taken from the Public Domain.

Danger in Deep Space, the Revolt on Venus, the Space Pioneers (a Tom Corbett book).

Stop here before reading.

This is the fourth part of Galaxy Black, and itself requires the DCC RPG rules for play. However, it is probably the single most self-contained book in the series, especially for high tech far out space adventure purposes. However, some additional explanation may be in order. The Build DC pertains to an ability of Field Scientists (see **Galaxy Black I Characters and Classes**) to work out, plan, and fabricate various items of high technology, or to rapidly jury rig something together in a manner reminiscent of MacGyver, Star Trek, or countless golden age science fiction pulps. There are further explications for the Electronic Warfare ratings especially as it pertains to certain character classes and character types, covered in **Book I Characters and Classes**.

Certainly, if an earlier variety of these rules, or other rules better suit, by all means use them. Everything works together but the various sub-systems have been kept as self-contained and 'modular' as possible.

This does not represent the sum total of all possibilities inherent in Galaxy Black, far from it! Literally any magic item, gizmo, high tech thingamajig, or whatever you can find anywhere in DCC is appropriate here. Surely some world somewhere uses that one rare, weird thing as the basis for their technology or culture (those familiar with the Gongfarmers Almanac may shudder at the prospect of the Hot Dog Costume Planet. (no, really. It's all very *Bill – the Galactic Hero* actually.) As said in the similar forward to book one, If it pleases you and your group then it belongs at your table and thereby, has a place somewhere in the galaxy.

Use these rules as the basis for a funnel or whole Galaxy Black campaign, to supplement your DCC game, or in any other way you see fit. These toys are yours.



The gears in your mind keep on turning,

Dreaming Gynoid studio
June 2021

Imperial Technical Basis: Economics and Technology



Section Four- Parasitence and Imperial Technology

How does the Imperium maintain control?

Technology: control and control of technology, control through technology. In practical terms, this means

Total control of Communication, Gravity, and Transport between the stars.

The Empire alone shall control communication.

Information control – the ansible network

The invention of the “Ghost Radio” a primitive Ansible, allowing for faster than light Sub-etheric communication created the Third Empire; it's successor state the Empress Imperium maintains tight control over this state controlled communications network.

The Empire Alone Shall Control Gravity

Key to the Stars - Gravity Tech

The Empire is absolutely, by policy, ruthless in this matter. No exceptions
Like weapons of massive destruction, the empire retains the use and development of gravity tech for themselves and themselves alone. All others are immediately declared hostile powers.

Worlds beyond the frontier have been found to be even developing the tech have been known to be bombed into glass

The Empire Alone Shall Control Atoms

Though molecules are fine - Fabricators and Matter Weavers

core (though emergent) imperial technology. Basically early “replicator” tech; also called makers, orgo-replicators, and many other terms.



The Empire in 11,000/third empire is a Kardashev II.3 civilization, expanding towards Kardashev III over the next 5 - 50,000 years

\\\\\\Imperial Parascience and Imperial Technology

Core Imperial Technologies

Imperial technology is rooted in developments¹ far beyond our present understanding, and some quite likely impossible in our own universe, collectively known as *Imperial parascience*. *Imperial Parascience incorporates metaphysics and science into a cohesive set of principles*

Psionics

The Imperial volume owes a great deal to the Navigator houses regarding psychic powers and psionic technology. Psionics tech is ubiquitous in the Imperium, especially within the Imperial core.

Imperial Macroengineering

Capable of total planetary or stellar transformation given time; planetary fabrication. So widespread is this technology and it's implications that, possibly within the next Sidereal or two there will be a vote on mars as to whether or not to break the world up or try to salvage terraforming efforts there again (a third time) If they vote to break up then this will be the first of the 'mainline' core worlds to vote to change their composition and structure and go post-planet.

Weapons tech

Perfection of Imperial gravitational tech provides a superior basis for military arms. Gravity mines, vortex bombs, and of course colloidal gravity. On a larger scale, this takes the form of weaponized gravity drives as planet crackers and antistellar weapons, the latter of which are an important bargaining tool with their adjacent neighbors. .

Examples of other key technologies

Hard Light Constructs & Advanced holographic Engineering are a mature science. *Massed holographic games operated through direct mind link, though the users experience projection into a hard light avatar.*

Communications

informational networks exist across whole communities of artificial life forms in the Imperium, providing a similar function and scope as the various telepathic networks of the Navigator houses

Sensors

space stations and other artificial habitats are routinely equipped with (among many other things) thermal detection "flash" sensors - used to pinpoint directed energy weapons fire down to the millimeter.

Biomods

Government Population Control technology

Standard Pacification Drug Therapies, regimen one thru nine

Serenade in Blue/Omega class bioweapon; can biocide a world-sized population in less than an hour provided the world itself is small and it is the surface that is inhabited.

¹ The 16 Principles – describe all things in the omniverse using 11 dimensional geometry; it is a 'gravo-electromagnetic theory of material everything; Matter in this case being "gravito-baryon strings." These have been set in stone since the Conference of Tympani in 1114 Third Empire. It is from these "Tympani rules" that Geometrodynamics (a Hyper-geometric description of all physics) were derived all

Table - Random Starting Items / Starting Gear/ things on their person Table
(Replaces table 3-6)

1	Auric Goggles	Allows a d12 Psi check to see auras and the near Sub-ether.
2	Basic (concealable) Skinsuit (1 in 4 comes with under layer of data film)	(1 in 4 comes with under layer of datafilm)
3	Thumbbook - Orange Book of Ibrahim -	Prehistoric religious text in Basic, Lingeshtar, and Interworld; oft used as a codebook for criminal enterprise (past or present)
4	Electro binoculars	long range with clear sky
5	Cry Pipe	Dulcinean object d'art, smokes
6	E-Suit, Spacer	24/7 wearable custom space suit
7	An organic necklace with a small detachable orange and black spotted shape shifting puddle of good. (Multi-specie sex toy, bonded to owners biometrics)	(Multi-specic sex toy, bonded to owners' biometrics)
8	Commsta9	Small aquamarine glyph somewhere visible. Provides commlink and Grid Access where available.
9	Quiver shiv - a piecemeal homemade vibro dagger.	3d6 and explodes on 1; Inflicting 4d5 to all In 10' radius
10	Energy Dome	Circular pyramid worn on head to recycle orgonne. Of course it works!
11	Jumpsuit.	Clean.
12	Pud-DEE (An organic necklace with small detachable orange and black spotted shape-shifting puddle of goo)	(Multi-specic sex toy, bonded to owners' biometrics)
13	Standard imperial medical kit	Slots & contents for 22 micropacks, e-sealed
14	Skinsuit, type I	Leaves precious little to the imagination.
14	Squeeze tube of liquid heal-all	D3 applications remaining, each heal d3 points of damage
16	Type one power fist	Low end vibra-weapon that inflicts and additional 1d6 to 'unarmed' attacks.
17	Tongue Box	Usually, wearable translator and linguistic program.

18	Personal Orgonne Accumulator	Recovers additional 1d4 hp/day of Inactivity. Addictive.
19	Vox shot	Injectable bacteria - allows understanding of all Imperial languages for d20- Sta hours
20	Za Pod	When seal is broken, contains 1d12 quality but bland slats of Za, now piping hot. Do not accept from the courier if the seal is broken.

Table Notes:

Auric Goggles allow “visibility into the Kirillian spectra”

Using a **tonguebox** under the influence of a **Vox shot** will fry up your brain’s language centers for d4 hours. During that time reading and speaking all but one native language will be impossible. Spellcasters may find that the scrambling of the language centers of their brain may prevent spellcasting or possibly subject the caster to a variable -2 to +5 result (roll a d8) otherwise.

Save v. Will or experience glossalia for up to the full

Duration instead. 2% per instance of Babel effect

Telepaths may inflict this on their companions in lieu of actual communication in like fashion, especially if they do not like their companions very much.

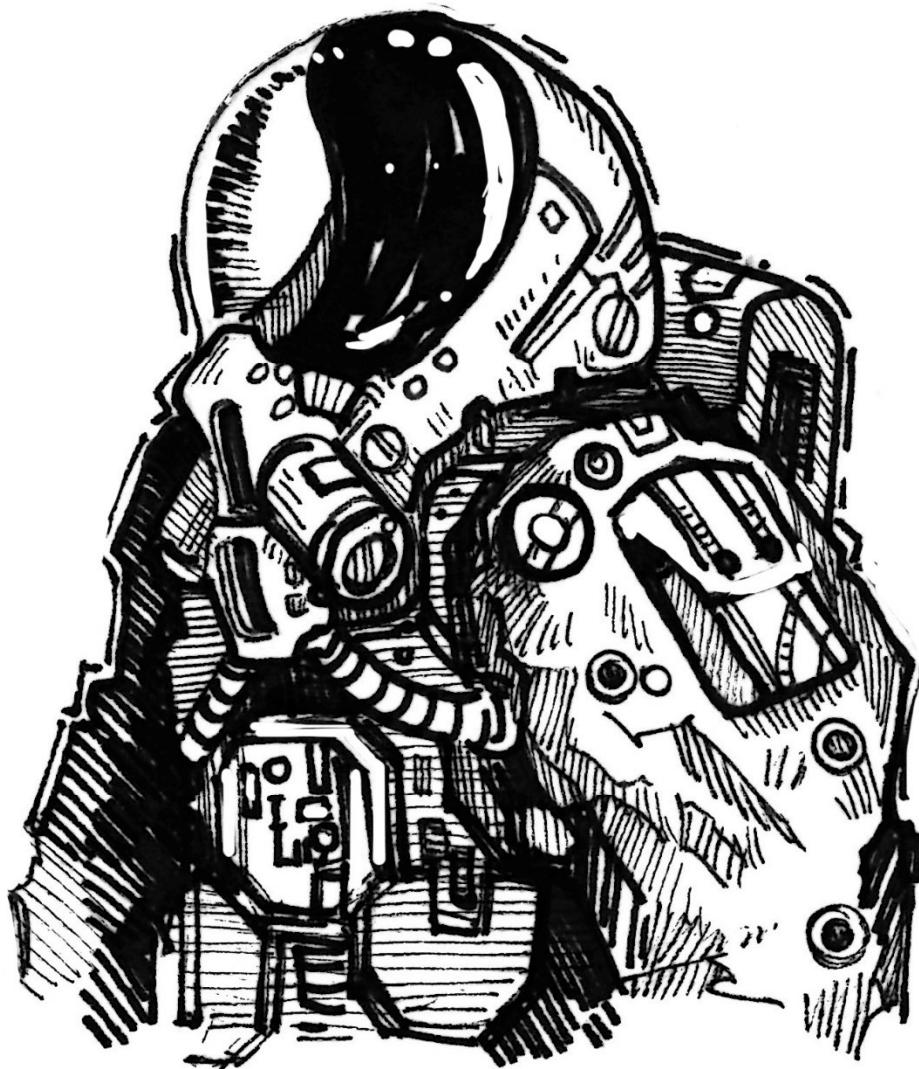
Cry pipe - The work of Dulcinean crystal carvers - this is a pipe carved, by ‘hand’ out of a single solid crystal; Every now and then, that rarest of things, a wizened and ancient Dulcinean crystal hunter, will carve a pipe out of crystal, taking care not to disrupt the fragile matrices deep within. Such a pipe has a carb, a channel, a nested bowl, and in front, a ‘tear duct’ which slowly drips to keep the pipe from filling with resinous encrustations.

Spacer E suit - Not a model of space suit so much as a style, a way of modifying other vacuum, and environmental suits to a particular purpose. Stripped down and built back up, each suit is customized endlessly by its wearer; oftentimes, when a member of your space tribe dies, it is often easier to send the suit with the body down to Reclamation rather than try to tailor it.

Spacer suits are designed to be comfortable and patchable; they don’t get taken off much. Bodily wastes are reclaimed and recycled through the suit’s waste cylinder (not necessarily. An actual cylinder) usually must be dumped at Reclamation once every 26 hours or so. Otherwise, this is a custom fitted “uniquely you” light space suit designed for casual wear and travel; the character’s kit stores neat and tidy in patches, pockets, and secure loops designed for that specific purpose. Only the addition of a helmet is necessary to survive the rigors of space, the near ether, or a foreign atmosphere.

Power source - bodily bleed heat, amplified pumping action from motion, internal and external (the suit charges very slowly from heartbeat and respiration)

The spacer's tags indicating ship, Ship's God etc. will be displayed prominently upon their suit of course and likely the suit will at least in part be in ship's colours.



Standard medical kit

contains – 2 liters of Biogel, 12 individual day's meal Concentrated Protein Superfuel, 4 units of Universal Blood, Two fire and forget autoinjectors, and Two hypo-sprays (one Sprayskin, one Anethestitol)

Money

Macroeconomics

The Empress Imperium cannot be concerned with silly things like counting coins. On the scale that the Empire exists, economics are measured by individual world or habitat and star cluster; at the interstellar level the Imperium measures things in what seem like abstracts -

*Industrial Labour Units*² (one of the means by which the Empire tracks a given world's economic output) are sometimes used as a guideline for a world's general level of wealth and economic activity.

An *Imperial Transaction*³ (iT or Tran) is the least form of imperial book-keeping, though by tradition it's value is set by the Imperial Cult⁴.

Credits

Or rather Recognized Imperial Credit – a one for one exchange (that fluctuates per world) whereby the Imperium recognizes the spending power of that world's economy and vice versa.

Ever practical and reductionist, Spacers just call them credits; spacers just call all 'dirtfarmer money' credits as a consequence. *Gold? Credits. Steel? Credits. Plastic? Credits. Worth Imperial money but not actually Imperial money? Then they are spugging credits.*

The faithful of Leviathan will tell you that this is the basis (or one of them) for the Imperial Social Contract. Imperial Transactions are functionally only an exchange currency – functionality here determined by the perceptions of the millions of member worlds and settlements in the Imperium, not the Imperium itself. However, each exchange represents a statement of trust in the imperium as a medium of exchange, and this is extended thusly to trust in the imperium.

Starting Credits Some characters begin the game with an amount of "starting credits" – meaning money or regional equivalent from a particular world or habitat; sometimes 'domestic currency.' Generally, this is money that must be used in character creation, it will be in itself worthless once they leave that world. *For simplicity* assume one "starting credit" to be equivalent to 1 miliTran (mT), regardless of its source. (If the Judge wishes to simulate market fluctuation, you're on your own.)

<i>Milli-Tran (1/1,000th of an imperial transaction)</i>	=	<i>1 starting credit</i>
<i>Centi-Tran (1/100th of an Imperial Transaction)</i>	=	<i>100 starting credits</i>

² In the Empress Era, ILUs are plotted along a HapoVancian Curve. ILUs can be broken down or translated into Imperial Transactions but that is beyond the scope of this work.

³ In practice a single Transaction should have the buying power equivalent to a car, or other significant personal major purchase c. 2019 Western democracy, at least as it would appear on a government spending sheet. The Judge is encouraged to wiggle the numbers better into line with their campaign and tastes accordingly.

⁴ If the value of a transaction is, theoretically set by the Church of Exterre, then perhaps one thousand credits to the Transaction and one transaction gets you into the temple as a supplicant to the oracles there.

Judges with access to Sub-ether 01 or Colony Black should be aware that on average, both a Quantis from Maleth Noir and a company Sun Dollar are equal in purchasing power, most days, to a *militran*. One militran is (on stable trading) worth about 1 g of thin processed base block material Making an Imperial Transaction worth literally one kg of Maker block material. This is reflected in the Coreward Company Sun Dollar, which is literally a thin slip of printed maker bloc material⁵ weighing (ha) 1g. Of course, by implication this means that if tradition has any basis in reality, walking the labyrinth at an Exterrene temple costs the same as 1kg of maker material. Which is completely accurate as

- a) the church helps set those prices and (especially)
- b) this is the only commercially available divination outside the navigator houses.

If you, the Judge, *really* want to stimulate currency fluctuation for some obscene reason, assume that the exchange rate of militrans to Noirish Quantis is about 0.5 to 1.2 and the Sun Dollar trades (as such.....) for imperial money (when this is permitted and accepted) at a base rate of about 2 to 1. Each prog, roll 1d6, 1-2 the exchange rate remains stable, 3+ it deviates by (again roll 1d6,

-2 or less somehow +20%

-1 +10%

0-1 -5%

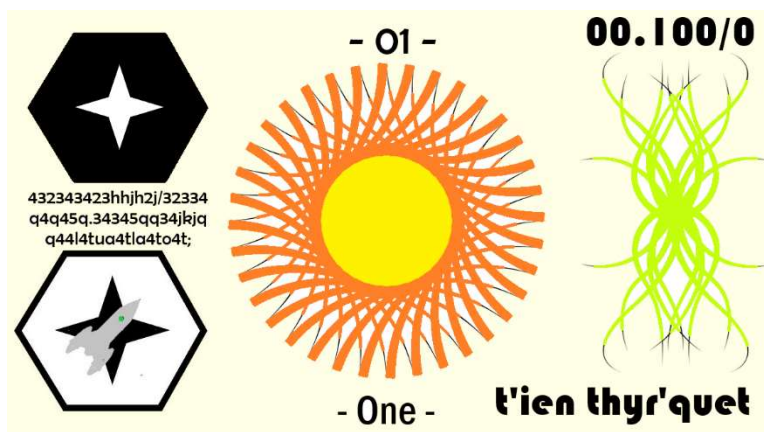
2-3 remains/returns to previous

4-5 -30%

6+ -50%

Roll results are inflicted upon the locally trading currency in relation to the imperial standard. (i.e. only rarely will the value of the local money increase)

Every **Space Trader Nick's** location maintains a coinage exchange at (most often) set rates. Conversion of gold and platinum to (and from) fractional Imperial Currency is a matter of course and oddly a service they provide with only the most minimal surchargers. They can give gear prices in militrans, sun dollars, and Quantis For more information on Space Trader Nick's, see **Orphans of the Black, Sub-ether 02.**



⁵ Theoretically they aren't forgeable as they are base bloc material, or they aren't.YMMV

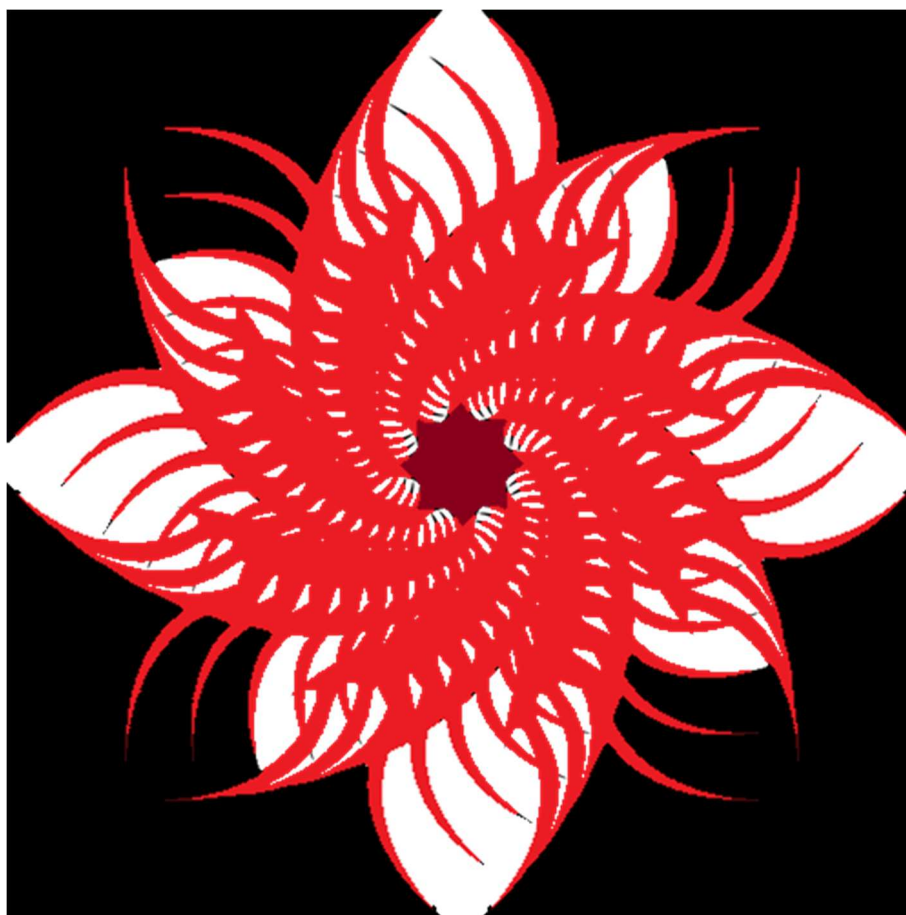
With rare exception(there is an exception to almost everything somewhere in the Empire) Imperial transactions are not printed or material money, they exist entirely as data, tagged to individual socmetrics; when material monies are required, local money in whatever habitat or on whatever moon or planet is nearest is used. Criminals and those who operate in the *Shadows* of the Imperium must make do with electronic fraud, identify theft, and material goods exchange. Of course, many seek to become imperial citizens.

In some areas of space, various quasi-legal and criminal syndicates can be identified by their choice of material money.

Space Trader Nick's is always happy to convert to 1 cm coins made of atomically pure (98.9%) base metals at no additional surcharge. Warning, they are *wafer thin*.

The Imperial Copper Bank administered by **the Church of Leviathan Ascendant** (see **Galaxy Black Volume V**) will, as efficiently and speedily as possible conduct any legitimate (i.e.. Legal) business transaction, including conduction or collection of commerce fees and monetary exchanges for a standard 7% fee charged to all mortal life forms.

(Elves and their kind may, at the Judge's option, even *now* find that their fees in this matter are waved, citing some ancient "hell tithe" that the player character – probably – knows nothing about. *Awkward*.)



The Seal of Leviathan

OPTIONAL 'High-level' Wealth Level System

In lieu of actual money, at least in some respects, there's the Wealth Level. Any character has a wealth level, expressed as a die on the die chain.

When purchasing something, circumstances can move the price up or down the dice chain. Hardened circuits, up two. Trying to find a gun on the black market? Up five. Doing so in Noir's DMZ? Up Eight. To facilitate the kinds of connections they should have allow Urban Confiscators to stage their way up or down the dice chain one step per level per economic transaction.

Rules

Wealth Level is defined as meaning 'what is casually available to you.' As opposed to the outer limits of spending capability.

If something is available below your wealth level, just grab it.

If something is available at your wealth level It is available with minimal effort.

If something is beyond your wealth level, you'll need to get monies for that.

D3 you are functionally homeless and have only what is on your person.

D4 so you're in the *poor* house Hey, you and your gear are *very* upwardly mobile.

Most imperial 'subjects' fall into one of these four wealth levels; those planet bound will have especial problems (staging the price up) getting imperial tech on world.

D5 Lowly nobody. You spend most of your time surviving.

D6 only Nobody. You spend a lot of your time surviving and getting even

D7 Mostly nobody. You spend all of your time getting ahead and surviving.

D8 Queen of the Heap, Prince of the Pile, Emperor of In between places

Here and below are commonest for imperial 'citizens'

D10 Basic needs met – housing, food, clothing, employment etc.

D12 basic custom bemoobs or cybernetics

D14 Common vehicles and appliances. "Middle Class"

D16 High quality common goods, appliances, vehicles, weapons, and toys. UMC

D20 Very successful – you own load, a home, or business.

D24 Easily nobility you have your own starship.

D30 You have your own asteroid, moon, or planet somewhere most likely.

This is not really recommended for normal game usage in a campaign unless the game is centered around Imperial citizens and or others with jobs and bills and whatnot. It was conceived of as a way to abstract the wealth of a party made entirely of Imperial Nobles going nuts in Saxus for their Spring Break

For the aristocratic level of socio-economic play, it is IDEALLY suited and recommended. Exceedingly successful mid and high level PCs likely will qualify regardless of background.

In a more conventional game this can represent a line of credit somewhere the party shops a lot – Space Trader Nick's for example.

OPTIONAL *Electronic Warfare*

In an age of smart matter and relatively available Fabricator technology, especially in the core, everything is networked. Across a variety of systems and relays and micro-transceivers. When everything is networked, everything is at least a little smart, and so many of the coreworld population are mechanized, it is not surprising how common it is for that technology to be hacked. From guns, to computers, to cyber-optics, all of it can be hacked if it can be remote accessed at all. To simulate that, the following simple but highly invasive rule is presented.

Give all mechanicals an Electronic Warfare Value; they can add their class and int bonus to this as well. Some classes also give an EWV bonus; urban confiscator may just add their level. Some cybernetics can give organics a base EWV as well.

Note that Being and Class EWV bonuses **are** stackable.

All gear that is electronic and networkable gets an EWV as well; that's the DC the hacker would need to affect that device. This can be an enemies' smart gun, or their onboard computer.

Gear EWV DCs should range from relatively low (10 to hack house appliances, 20 to hack an enemies' weapon in combat, and up)

Some items will have n/a or (*) where *denotes a particular value; this indicates that the item cannot normally be hacked but if somehow the computing elements on board could be hacked this would be the DC to hijack them.

Yes in theory you can hack another mechanical but it's BAAAD form and also their defenses are higher than most tech. Esp. if leveled.

Gear can come in hardened varieties, which is '*hack resistant*' increasing the DC by 2 for effectively doubling (at least) the equipment price

Or (whatever the impy gov't uses) basically super hardened which is +3 DC

Just remember, Cybernetics can be hacked.

Beings can do EW

All mech created

Classes that give EW - Both add full level to derive their EWV

Urban confiscator

Imperial Space Knight

Also adds half of their level to derive their EWV

Field scientist

Being EWV = (basically) 1-6

Maybe add Sensory column to Being write ups (common visual spectra, UV, IR, low light, radio sense)

--Auntie L's Space Catalog--



"THIS," the dealer gestured "is an osmium-adamantine Type III Power fist. Careful, or you will snap your wrist organic."

All items need Price, Weight?, and Build DC listed**

Weapons

Item

This names or briefly describes the item

Damage and effects

Direct game effects go here

Type and range

Indicates if the weapons Is thrown, ranged, or for melee.

Default range in yards or meters

Additional

Any additional notes will be placed here.

Build DC

The base target for any Imperial Field Scientist to design or jury rig the device.

Electronic Warfare Value

Gear EWV DCs should range from relatively low (10 to hack house appliances, 20 to hack an enemies' weapon in combat, and up)

Some items will have n/a or (*) where *denotes a particular value; this indicates that the item cannot normally be hacked but if somehow the computing elements on board could be hacked this would be the DC to hijack them.

Price

The cost in credits Imperial miliTransactions for the device under normal 'legal' circumstances

The number given parenthetically represents the DC for an Urban Confiscator to find one available for sale or purchase, as well as the price for those using the Wealth Code system.

After each table individual weapons will be elaborated upon to what degree is necessary.

Notes on chart pricing

For things that are controlled like weapons there is a base (legal) price and then a variable indicating the black market price.

Sample Prices

A decent complete equipped ready for space vacuum suit – about half a Tran (500 cr or 500 mT)

Items lacking a listed price are assumed to be “placed to be found” by the Judge, not commonly available, or – in some way – up to the Judge’s discretion, as would the price be.

Auntie L is one of the founding members of Space Trader Nick's and as such, hers is a quite successful facility. One of five Trader's installations that, collectively help set the prices for the others (well, the “advised” prices. The rules of a “franchise holder” are fairly fast and loose. You get it or get replaced.) Her main installation is along the halfway point from the imperial core to where, until recently, traffic departed for New Orien and the Sagittarius Beyonds.

Her old adventuring crew still operate, often using her installations as bases of operation. She is happy to sit back and fund their expeditions and help bail them out of trouble when they need it.

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Weapon specific Combat mods

Guns in general target the user's

Sniping - a sniper with surprise or any condition where the

All spray multiguns are designed for auto fire.

Conducting Auto fire - firer decides how many rounds to squeeze off in advance; each round in spray is rolled separately but on a descending action die. (Example: A first level legionnaire fires a three round burst; the first rolled is d20 and conducted normally, the second used a d16 and the third a d14)

Spray multiguns only critical on a 20 and only on the initial roll. IN legal weapons, fumbles on subsequent dice are ignored. In illegally manufactured weapons, they frequently count for fumbles as well.

DIRTFARMING (Sidebar)

The barbarian problem

Certain energy blades: the force and power swords in particular, are infamous for what happens when untrained low tech barbarians try to wield them just like much heavier actual swords. What happens is that they fumble like usual but do so at +4 on the die. This may also lead to weapons being mistaken for weapons that are not related, *the crossbow problem*. Such things are used, at least initially, two steps down on the die chain. However, this is related to the technical problem, see below.

The technical problem

Dirtfarmers in space often find that the most basic of items is baffling but that with a modicum of repeat use their unfamiliarity can be overcome. Most imperial tech is designed specifically to be usable as simply as possible by the broadest range of creatures and this aids this process. Unknown but semi familiar weapons and tech can be operated at one, or sometimes two steps removed on the dice chain until such a time as the character adapts to the use of the new item or weapon. In most cases however this should be no more than a matter of a few weeks in relation to items broadly similar to items common their background and adventures

Weapon tables – nonlethal (melee)

Item	Dmg & Effects	Type/Range	additional	build dc	EWV	mT
Pain stick	1d5 + fort save (DC 15) or take 1d6 more (temp)	melee	Criticals on the Neuronic Crits table (p 146)	22	n/a	175 DC 5
Antipersonnel Tasp	1d4 + 1d8 STA and 1d12 pers	3/6/9 (short range weapon) Useless v. AC 18+	Reduction to 0 STA = reduced to drooling giggling moron Reduction to 0 Pers = restraint and bladder control go out the window. You wet yourself and come on to everything.	23	n/a	450 DC 15

Neuronic Whip	1d6 + 1d3 Agil damage (dc 12 fort save to resist localized paralysis)	Melee + 5 feet	Reduction to 0 Agil means unconsciousness for 1d6 hours.	23	n/a	500 DC 14
Sick Stick	Organics must save v. Fort (DC 20) or power puke	Melee Useless v. AC 15 or higher	Those power puking can do nothing but convulsively vomit; all actions are at -3 steps on the dice chain	22	n/a	320 DC 10
Sticky Rope	REF save DC 20 or be enmeshed in glue like colloid that tightens as they struggle for d5 minutes or broken down by spray			18	n/a	100 DC 12
Sticky Net	REF save DC 20 or be enmeshed in glue like colloidal net that expands as it tightens, trapping as many as 4 human sized sentients; that tightens as they struggle for d16 minutes or broken down by spray			19	n/a	200 DC 16
Slaver Whip	DC 20 Fort save or blisses out for 1d5+pers bonus unable to violently resist.	Melee (1H)	Not illegal but very frowned upon in Imperial space Class C weapon (Coercion)	24	n/a	450 DC 18

Antipersonnel Tasp – Standard Imperial Security Nonlethal Loadout (v. citizens and above) – directly stimulates brain's pleasure centers to an overwhelming degree. Results are involuntary and embarrassing.

Sick sticks – touch contact weapons which induce total nausea and vomiting with contact; up to six settings for different varieties of organic creatures and their relevant neuro-gastronomic interface

The (Martian) **slaver whip** is a wicked black and green bio-construct design-grown for the control of imperial humanoids. While the technology pre-dates the current regime, it is not in common use. (Also, of note – the slaver whip does not inflict pain. It is a contact reliant Tasp. Being hit by one of these things is, in addition to everything else, probably embarrassing.)



Lethal Melee weapons table 1

Includes the DCC weapons tables, which are by far the most common weapons in the Empire; most people carry nothing more sophisticated than daggers or clubs functionally

Item	Dmg & Effects	Type/Range	additional	build dc	EWV	mT
Power Fist	3d6 + str bonus	Melee	Cannot be used without proficiency	21	n/a	1200 DC 16
Shock Mace	1d6 + 1d7 electrical	Melee	Grips only provide partial protection, insulated glove required	20	m/a	900 DC 12
Imperial songblade	4d6	melee	popular noble's affectation, the 'singblade' is a Vibroblade of exceptional design and quality; its master crafted qualities endow it's vibration along a particular sonic wavelength, in effect, making music once drawn and as it is used.	28	n/a (up to 28)	2000+ DC 20
Vibro dagger	5d6	Melee	Triggers vertigo in opponents who fumble	25	n/a	2500 DC 20
Vibro blade	4d6	Melee	Triggers vertigo in opponents who fumble	25	n/a	3000 DC 20
Vibro sword	6d6	melee	Triggers vertigo in opponents who fumble	26	n/a	5000 DC 24

Power fist - just what it sounds like. Working on a similar principle to low end Vibraweapons. The power fist **cannot** be used untrained. IF attempted a DC 12 Fort save must be made or the user's wrist may sustain injury (2-4 minimum)
When used proficiently and successfully striking an opponent it will inflict an additional 3d6 plus strength bonus

DMG die +3d6

8 (4 worn) pounds

Imperial Songblade

A popular noble's affectation, the 'singblade' is a Vibroblade of exceptional design and quality; its master crafted qualities endow it's vibration along a particular sonic wavelength, in effect, making music once drawn and as it is used.

- Several varieties have sound based (or, more advanced, sound and motion based) hypnogogic sensors and micro-holo emitters to facilitate influencing of their opponent or those around them with the weapon.

DMG 4d6

Weight 1 pounds (4 in use)

Vibro weapons - A material (often ceramic) blade augmented by a force field which cycles through thousands of vibrations a second allowing for beyond razor sharp cutting power, an old and somewhat archaic technology but with many applications.

Vibro Dagger - archaic technology involving a weak but rapidly oscillating force field in the shape of a knife blade, containing semi molten tungsten, vibrating at a particular mass frequency. Battery life is short. (Battery discharges utterly on a fumble)
Semi legal (world dependent) sometimes classed as 'Tool'

DMG die 5d6

4 pounds

Vibroblade - equally archaic but a common collectible. Battery life is not as bad though most (95%) are full of defects that will eventually cause the device to rattle itself apart in use (on a fumble).

DMG die 4d6

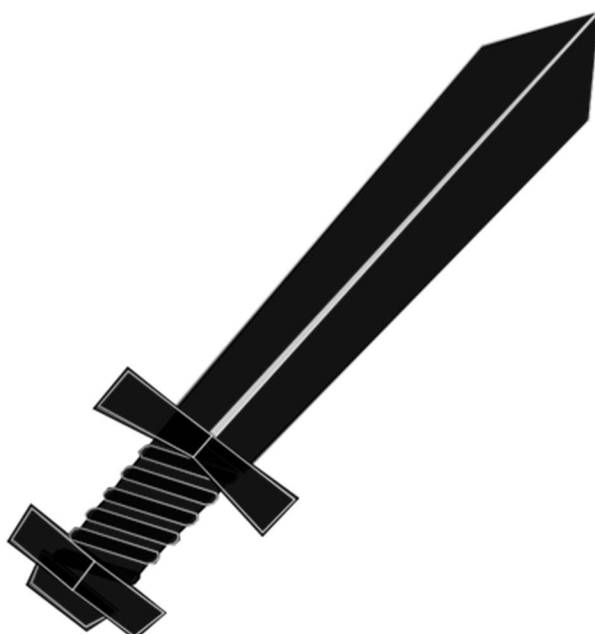
3 pounds

Vibro Sword - once upon a time these were dedicated weapons of war; shining elaborate often of a sculpted or other highly stylized shape, designed for one purpose – cleaving the enemy. The blade field is quite thin and useless for blocking; these weapons are very power intensive and often were equipped with especially lengthy grips to accommodate larger capacitors; some of the later period Vibro Swords are considered works of art by collectors. Most have an effective battery life in use of about 5-10 minutes however

Noisy, hard to look at. (Can trigger vertigo in combatants who fumble.)

DMG die 6d6

5 pounds



Uncommon melee weapons - Esp. non-standard, ethnic, and non-Imperial

The **Bait'leithe** is the favored weapon of several clades of imperial humanoids; the 'blade of forgetfulness' will help you forget things a la Madame Guillotine. This strange two handed "sword -axe" was originally used as an executioner's blade.

Galvanic Sword – Showy Second Empire Era weapon; hilt grounded. An obscure weapon of uncertain lineage, dueling blades with batteries and leads; blades are made of conductive material; often with elaborate tracery within or along the blade. Spark on contact.

DMG die 1d7 +1d5 electricity 3 pounds

Electro-Axe – functionally a variation on the Galvanic Sword and working in a similar fashion. Favored by many of the Tauroch clans on the Rimward side of the Imperial border.

DMG die 1d7+1d6 electricity 4 pounds

Force Sword – sometimes called an Energy Sword; prime second empire technology; a fully balanced high energy force field containing plasma; once a weapon of great skill and tradition; it is a tradition now only remembered by the great houses. Now is considered an archaic tool with little dedicated purpose (It is essentially a high powered force field shaped into a cutting edge with a reinforced durable grip on one end. Few other melee weapons are capable of cutting into the thinner parts of a ship's hull though.

DMG die d8 x pounds

Power Sword - orig. Navitech; a psionically enhanced, linear extrapolation of the Force Sword. An adamantine compound blade serves as field gen and capacitor for a dynamic energy field bound to that blade psycho-magnetically.

Most such weapons will not "ignite" for someone non-proficient. Presence of Psi-circuits allows weapon to "remember" combat details.

DMG die d 12 x pounds

Power lance - a rare weapon in this day & age, but still in common use on a dozen of the imperium's feudal planets; sometimes also called psychokinetic rams, and ram-shields;

DMG die d 12 x pounds

Lethal Melee weapons table 2

Item	Dmg & Effects	Type/Range	additional notes	Build		
				DC	EWV	mT
Bait'leithe (the two handed axe- sword)	1d10	Melee 2H	Cannot be used without proficiency Crits as sword.	16	n/a	799 DC 16
Galvanic Sword	1d7 +1d5 electricity		Sparks on contact	22	n/a	1100 DC 12

Electro-Axe	1d8 +1d7 electricity damage	Melee, 1 or 2H	Double bladed axe weapon with inlaid conductors.	22	n/a	1800 DC 16
Force Sword	D8	Melee	sometimes called an Energy Sword; prime second empire technology; a fully balanced high energy force field containing plasma; once a weapon of great skill and tradition; it is a now only remembered by the great houses. Now is considered an archaic tool with little dedicated purpose (It is essentially a high powered force field shaped into a cutting edge with a reinforced durable grip on one end. Few other melee weapons are capable of cutting into the thinner parts of a ship's hull though.	30	26-30	8000 DC 24
Power Sword	D12		Navitech; a psionically enhanced, linear extrapolation of the Force Sword. An adamantine compound blade serves as field gen and capacitor for a dynamic energy field bound to that blade psycho-magnetically. Most such weapons will not "ignite" for someone non- proficient. Presence of Psi-circuits allows weapon to "remember" combat details.	30	30	10k+ DC 26
Power lance	D16		rare weapon in this day & age, but still in common use on a dozen of the imperium's feudal planets; sometimes also called psychokinetic rams, and ram-shields;	25	n/a	3000 DC 16

Firearms



A note about the guns

The weapons tables may, at first blush, cause even die hard DCC enthusiasts to look twice. So *many* things do so *much* potential damage. This is intentional. While in this darkened universe the level of technology may have increased - the more fundamental law of mayhem has and will ever prevail. With the addition of such firearms, fights get shorter but not always for 'fun' reasons. If the Judge utilizes everything in this book, death becomes both a bit cheaper, a bit more meaningless and what that means ... changes.

There are reasons the Empire imposes a hard limit on guns and energy weapons on those it claims governance over – imperials, spacers, and criminals use guns and hi tech energy weapons. And the nobles of course. They can do whatever they want. But everyone else

is more limited than that. The needler is among the commonest of weapons, sonic weapons, and various stunners and other 'nonlethal' implements even among criminals on most worlds.

Simply put, bodies leave more questions that most are prepared to answer for. In its way the Empire reserves the right of the population to kill itself too.

Also remember that this stuff malfunctions all the time.

But in the face of massively available psi powers, dedicated psychics, as well as wizards and stranger things, a great many still bear the most reliable of arms, arms that do not power down, or run out of ammunition. Knives, swords, and clubs.

All of which contributes to why gunfights in Galaxy Black tend to be over...quickly.

Guns - recall that all manner of firearms are illegal for non-citizens.

While on world, this is irrelevant depending on the local laws and culture codes to a large extent, on imperial installations (all Starports) this will definitely be enforced.

Of course, you can always bribe them. Be courteous and respectful during the pat down and leave the squeeze where they'll find it. So long as you keep them discreet they didn't see anything.

Disruptors use a variety of energy forms to disrupt cellular integrity of their targets

Weapon tables – nonlethal (rangd)

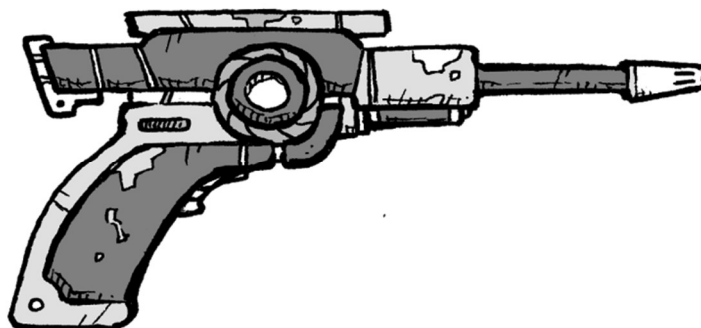
Item	Dmg & Effects	Type/Range	additional	build dc	EWV	Mt
Neuralizer	Pen shape fires small white cone shaped ray -3d4 temp Int	1/3/9	Blanks the subject, washes the prior 6 hours of memory, leaves them -2 to will saves for d3 hours after.	26	22	1350 DC 16 - 20
Needle Gun (hand needler)	1d3 to 2d4	3/6/12	Varies by load	21	n/a	300 DC 10
Sonic Anti-Personnel Gun	2 settings - 1d5 temp hp + unconsciousness (resist with Fort save DC 15) Or Suppressive Wave A 15' cone that creates vibrational waves that immobilize and demoralize organic attackers. (Fort DC 25 or total brown note)	Range is 10 or 15 depending on setting.	Reduction to 0 Agil means unconsciousness for 1d6 hours.	23		500 DC 14
Tingler (paralysis pistol)	Fort DC 20 or go numb for d5 hours	1/3/13	Advanced Neuralizer in a way	26	n/a (25)	850 DC 16
Tangler Grenade	DC 15 to dodge blast;			23	n/a	2550 ea. DC 10

Sonic weapons are often especially effective against natives of the Sub-ether and so are often carried as anti-boarding weapons during long interstellar voyages.

Needlers are largely silent weapons that fire flechettes or a variety of darts, often containing toxin or drug. Needle guns are perhaps the commonest firearms within the Imperium.

Weapon tables - ranged

Item	Dmg & Effects	Type/Range	additional	Build	EWV	mT
Light pistol (slug thrower)	1d8	3/13/23	Damage is at -1/die at long range	20	n/a	220 DC 7
Scattergun (stump gun)	.2d8	6/10/20	Damage is -1 die at long range	20	n/a	350 DC 8
Lighter (laspistol)	2d5	2/5/9	Damage is at -1/die at long range	23	22	500 DC 12
Heater (las rifle)	2d7	5/13/23	Lights flammables for additional 1d4	22	20	900 DC 14
Jet pistol (rocket pistol)	Fires single gyrojet round 2d8	30/90/180	Dmg can vary by rocket load out	23	23	800 DC 12
Gauss Pistol	4d6 (+1/die)	30/90/300	Sonic boom	23	22	750 DC 14
Spray Multigun	Adds two to dice chain	8/16/25	Fumbles suck	20	n/a	1,000 DC 16
Bolt Caster	3d6 ea.	8/16/28	Recoilless; 2H weapon	22	n/a	1100 DC 14
vibrapistol	D6		Criticals on 19-20 Stuns on Critical hit (fort save DC 15 to resist)		22	660 DC 12
Light carbine	D8	30/130/230		20	n/a	450 DC 10
Super Needler	3d3 or 4d4	30/60/120	Varies by load	23	21	600 DC 8
Vibragun	D8	15/30/60	Criticals on 18-20 Stuns on Critical hit (fort save DC 15 to resist)	25	23	880 DC 10
Rocket gun Aka Spinner rifle	Heavy & programmable multi gyrojet rifle 2d8 min.	23/79/230	Often features Variety loadout.	22	25	1000 DC 14



Light Pistol

1 kg / 2 pounds

A Magazine of 18 standard rounds (usually 5-7mm)

Scattergun/Stump Gun

2d8 (-1 die at long range)

4-7 pounds (10 loaded) 6/10/20

Up to 12 rounds

Lasers are the least of the energy weapons; they are pretty much useless beyond short range; rifles require high energy backpacks, and their imaging is expensive & delicate. Consequently, in imperial space, most medium + long range energy weapons are *not* lasers.

Spray Multiguns are strictly controlled; they exist primarily in this age as an anti-shield device for 'hardened targets' who increasingly use personal shield tech. Even otherwise 'reasonable use' in a crowded area of non-hostiles carries the harshest of penalties. In the age before personal shields, Multis, SMGs, and other automatics were banned completely as 'weapons of mass murder and terror.' Possession is frequently classed alongside explosives or hull-damaging components.

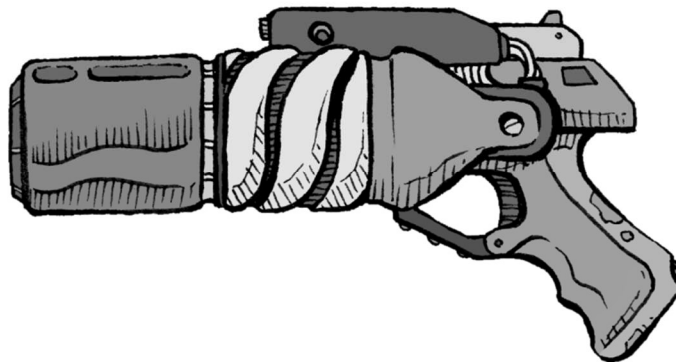
Vibrapistol

DMG die d6

/ /

30 shots per e-charge Crits on 19-20; Crit (fort save 15 or be stunned)

Most **Rocket guns** and related tech are not allowed in spacecraft for a variety of reasons. (And all of its' ammunition must be stored in ship's locker)



Rocket gun load outs

Item	Dmg & Effects	Type/Range	additional	build dc	mT
Hi Explosive	3d6	+2 to hit AC 16 or higher	Do not Fumble. (Magazine explosion likely) Illegal as hell in space	23	660 each DC 20
"Foe seeking	3d6 exploding shell that pursues target for d5+1 rounds	+2 to hit AC 14 or lower.	Do not fumble (will target wrong person)	23	1050 each DC 24

Gauss pistol

DMG die 4d6 +4 **x pounds**

33 shots per e-charge

Requires battery and base block

The **Bolt Caster** is a large, handcrafted weapon that gong farmers might recognize/mistake for a crossbow. It fires superheated liquid metallic (frequently liquid tungsten suspended in a magnetic e-packet) bolts that discharge on striking their targets with tremendous explosive force. The 'bolters' make a very loud sound when they are fired. Weapons are ideal for microG use as they are recoilless.

Weapon loadouts often illegal for Environmental Toxicity on many Imperial garden worlds.

Light Carbine

DMG die d8

4 pounds

30/130230

Vibragun

DMG die d8 3 pounds 15/30/60
30 shots per e-charge Crits on 18-20; Crit (fort save 15 or be stunned)

Super Needler

DMG die d3/f4 2 pounds 30/60/120
133 shots per e-charge in Vec (Km 3/6/12)

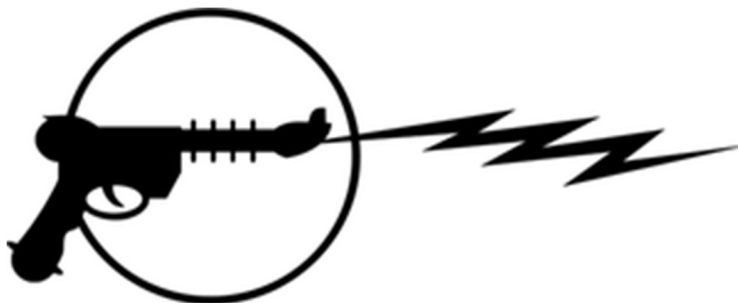
**Needle Gun load outs**

Item	Damage & Effects	Type Range	additional notes	brew dc	mT
Yellow no 5 aka Drug-a-Thug	Fast acting CNI suppressant	1d4+ Fort (DC 15) save to resist 1d3 hours sleep		18	200 DC 8
Babble juice	Social disinhibitor and muscle relaxant	1d3 + Fort (DC 20) Successful Fort save allows DC 20 will save to avoid 'being led'	General inability & disinclination to tell the truth. Elicits a search for approval.	20	1000 DC 16
Lights out	Sense deprivation drug; numbs sight, sound, taste, touch, and hearing. Psi abilities unaffected.	Fully blocks 5 common physical senses 1d3 hours.	Can be, and often is, mixed with other, more psychoactive drugs to induce particular terror states.	23	2000 DC 20

Hijack dart (sometimes Trimatrix dart, or	Fires dart - head is injectable micro seeker that creates transmitter & interface in target's forebrain & spine	Target entitled to Fort save (DC 20) Success indicates probe has not released seeker. Otherwise, sensory hijack to pre-programmed datalife location in d3 rounds.	Transmitter range is 2,000km; any sub-ether or pandimensional activity will immediately interrupt signal.	24	2000 DC 24
Kaleidoscope	Brain stimulant & hyper-Ox hallucinogen	Fort save DC 20 Failure - Target trips balls. Psi or magically active target trips Dave Bowman acid bath balls. And for additional level + Int bonus hours too.	Lasts 30-Sta hours; may seem to last d12x that long to recipient Note - used on targets with Int below 12; fumble or critical will add d3 points to Int; these are permanent and can only be received once.	22	700 DC 10
Coagulator	Blood toxin.	1d3 + REF save DC 15; failure means bad news.	Death in d5 rounds by cellular suffocation	24	1800 DC 24
Blue Glass	Psychoactive	1D3 + TRIPPY Fort DC 17 to resist)	Freakish light show and simple mindedness for d3 hours.	21	250 DC 6
Neuro-9	Neurotoxin	1d3 + Fort save DC 25 or die horribly. If successful take 7d6 damage anyway	Immediately begins breaking down on contact with biology, save on a fumble.	25	3000 DC 24

Proscribed Weapons tables - ranged

More so than other firearms, only real criminal scum (just owning these is a death sentence)



Tissue Disruptor – A very high power disruptor weapon, purpose built for killing organics. When fired the beam functionally explodes the tissues affected by electrochemically disrupting cellular metabolic functions; cells explode and die by the millions in the affected area. A very messy way to die.

Developed specifically as anti-organic tech during the Second Empire's Last War.

Item	Dmg & Effects	Type & Range	additional notes	Build dc	EWV	mT
Organic Tissue Disruptor	5d6	1/3/9		25	22	2000 DC24
Napalm pistol	5d6 (bare flesh) 3d6 (covered) REF save (DC 15) for half.	6/12/15 (yds.)	Fires a liquid stream of burning fuel gel. Continues burning 3d5 the next round, 2d4 the next, and 1d3 finally. Lights flammables for additional 1d4	21	18	4000+ DC 24
Paint Gun (Bulky and heavy pistol for what it is. Lots of doodads on it)	1d3 (laser) + 2d5 (particle beam) + 1d4 (radiation) Note radiation damage is modified by the AC bonus provided to target by armor worn. (a target in plate mail would roll 1d4+8 for radiation damage)	5/8/11	A weak beam laser pistol used to drive a jacketed particle beam. Nasty. Fort save (DC points taken in radiation damage) to avoid developing cancer or similar in 1d4 years.	22	24	3000 DC 26
ISARC batch KR-3	DC 25 Fort save Failure subjects target to experimental	As Needler	Illegal experimental needle gun load	25	n/a	10000+ DC 26+

<p>(all such marked with the black pyramid of the Imperial Science Academy)</p> <p>Each individually molestamped with ident number.</p>	<p>reality warping drug.</p>		<p>out Drug use is potent and indefinite. Fort saves (DC 20) can be made weekly to snap out of drug's effects.</p> <p>Note: Criticals and Fumbles alike have the same effect; both induce a quantum tunneling effect in the KR-3, where the target slides into a Splinter universe where their hallucinatory experience is there real.</p> <p>Weekly saves to throw off drug's effects as normal; on success, target returns to prior universe (or home universe, if prior universe is not their native.)</p>			
<p>Polonium tipped explosive bolts for Bolt Gun</p>	<p>2d8 + poison (DC 18 fort save)</p> <p>Success an additional 2d6</p> <p>Failure additional 3d6, then 2d6, then 1d6</p>	<p>7/15/27</p>	<p>Super illegal, Radioactively hot</p> <p>A weapon of desperation and excess</p>	<p>21</p>	<p>N/a</p>	<p>5000+ DC24</p>

Proscribed Weapons tables – ranged military and official restricted weaponry

Item	Damage & Effects	Type & Range	additional notes	build dc	EWV	mT
Squirt Gun	2d6xd2 (5' each way) 3d6x3 (5' ea. way)	3/5/15 Or 5/8/10		22	n/a	2000 DC24
Atomic blaster Handheld	3d10		Anything reduced to 0 hp is disintegrated.	25	26	10000 DC 26
Atomic blaster Rifle	3d10		Anything reduced to 0 hp is disintegrated.	25	24	10000 DC 30
Sonic Disruptor	4d6	3/9/27		25	20	2000 DC20
Diss pistol	2d6	1/3/10		26	22	1000 DC 16
Staser gun		3/9/27		30	28	15000 DC 30

Squirt Gun – a nasty little weapon; essentially a shotgun firing chemical rounds but it's actually a bit more complicated than that. A variable 3 to 6 aperture setting (think choke) adjusts both volume and range, high density chemicals are fired in directed patterns that splatter away from the user and collectively in a line along an arc of fire to make targeting easier.

The most common load out for a squirt gun is acid, which is nasty and frequently disfiguring. There is also

Strictly speaking a Napalm pistol is simply a more purpose built version of this weapon.

Squirt guns are controlled weapons in the Imperium; aboard ship they are absolutely forbidden

Sample (with basic acid load out)

Max range: 15' (3/5/15) 2d6xd2 (5' each way)
Or (5/8/10) 3d6x3 (5' ea. way)

Atomic Blaster – weakens the bonds in given atoms; those slain are disintegrated in whole or part.

3d10 damage inflicted per discharge; any target whose hp are exceeded is functionally reduced to so much ash and water vapor in a flash.

Blaster, Rifle (a blaster)

DMG die 3d10

8 pounds

25/50/100

20 shots per e-charge

Blaster, Handheld

DMG die 3d10

4 pounds

5/10/20

5 shots per e-charge

Disruptor

Disruptors use a variety of energy forms to disrupt cellular integrity of their targets; extended disruptor fire (esp. on a non-living target) reduces much of the biomass to a discorporate sticky mass; it is used on low security words to destroy evidence and hide bodies by the criminal element.

“Giving someone a sonic shower.” is euphemism for this practice from Maleth Noir.

Sonic Disruptor

DMG die 4d6 4

pounds 3/9/27

28 shots per e-charge

Discharges cone shaped narrow area of effect

(It is only 3 feet across at its widest)

“Giving someone a sonic shower, just like in the trid”

Diss Pistol

Sonic Disruptor, minor

DMG die 2d6 2 pounds

1/3/10

14 shots per e-charge



Milspec weapons, shipboard

Neither the Phaser (see COUNTERSPECTRAL measures p 463) , nor the Staser damages hull in any way whatsoever, and so are rather more common shipboard.

Counterspectral measures - anti matter particles and their by-products can be utilized to manipulate spiritual beings due to some commonality of ‘charge’ and CS measures exploit this. A combination of exotic matter particulation and specific wavelengths of hard radiation can be used to drive off, weaken, or discorporate/destroy spectral entities. The most common application of counterspectral technology involves streams of short lived anti matter particles suspended in a magnetic field. Some aspect of this allows contact with an etheric form even from the material world.

Most counterspectral weapons do not damage a starship hull in anyway. Neither the Phaser, (nor the unrelated) Staser damages hull in any way whatsoever, and so are rather more common shipboard.

(Photon directed stasis delivery system; (aka photon directed stasis blaster)

“**Staser Gun**” A very efficient short range directed energy weapon, it fires a targeting-painting imaging laser at the target which then acts as a carrier beam for a directed stasis charge. Preferred means of bringing down high officials for trial or formal appearances. Also used to prevent regenerating or shape shifting species from reflexively changing their form.

As this is a VERY energy intensive weapon, it seldom comes with many charges

(Kirlian Phase Pulse Beam Laser) 'Phaser' - COUNTERSPECTRAL

A very specific form of directed energy weapon; it utilizes a sustained, lithium2 pumped laser to paint/deliver a somewhat out of phase energy pulse, which is delivered directly to the target's etheric body, injuring them psychically, emotionally, and metaphysically, at higher levels of power uses this to deal damage directly to target's neural pathways by attuning the weapon to the wavelength of imperial stock aura templates.

Weapon infamously targets only the target's raw AC plus Agil bonus if any. No armor bonuses are factored unless magical. Items which provide bonuses to defend v. mental or soul attacks add to AC.

Weapon settings

Level 0 (default) Counter spectral – 3d6 per pulse to dematerialized, out of phase, etheric, or spectral entities.

Level I (basic) 2d6 + WILL save DC `5 or dazed for 1d3 rounds

Level II (stun) 3d6 (all non-lethal) + DC 20 WILL save or rendered semi-conscious for 1d5 rounds; non-lethal damage heals all at once in (minutes per point of damage sustained) after they have regained consciousness.

Warriors, as a class, get an extra FORT save DC 20 to shrug off the beam's effects. They're WARRIORS and it's in genre.

Level III (heavy) 6d6 raw damage (neural pulse and shock overload of aura attack)

Price 7,000 (DC 24) Weight 8 Build DC 26

Twin Particle-fission beam (Proton Gun) Ultimately a scaled down version of the crew served Proton cannon) – called a proton gun, a Streamer, or twin particle fission beam this is a use specific particle accelerator (a Positron collider); it broadcasts twin beams of directed radiation at spectral targets.

Also HIGHLY dangerous to living organisms – any such living being struck must make twin DC 20 Fort saves or suffer 9d6 damage immediately from hard radiation exposure.

Inflicts 4d6 / round on etheric undead, the incorporeal, and the ethereal; these hp are drained but will not recover until such a time as the being is freed of the beam and free roaming in the Sub-ether.

Of note – the weapon is designed for short range containment; beyond 20 feet, both the to hit roll and damage rolls are staged down one step on the die chain each.

Range Short/Near (10/20) Max range 30

Price 8,500 (DC 26) Weight 6 pounds Build DC 26

Emergency Ethero-containment Bottle (Ghost box) - a portable magbottle for containing hostile spectral threats; Appearing as a small pseudo metallic cylinder with a push button iris valve on the brightly coloured end. Once opened, a 3x12x15 cone opens, drawing any spectral, etheric, or dematerialized undead inside unless it exceeds a DC 25 Fort save.

Spectral and etheric undead must be reduced to 0 hp to be so trapped; such a being trapped is functionally cut off from the Sub-ether and powerless. Should such a being escape the box, it will regenerate 1 hp/hour provided it can flee into the near Sub-ether but remains powerless for the duration of their "healing."

Most such traps are capable of holding up to 20 HD of spectral or ethereal un-dead.

Price 15,000 Ea (DC 30) Weight 4 each Build DC 26

The Requiem series 9 electro-plasmic replant field Functionally this is the same technology starships use in their anti-spectral Ghost Screens.

Build DC 30

And when push comes to shove, the military carries these

Phased Plasma Rifle (39-46 megawattage)

DMG Die d12

5 pounds

130/260/390

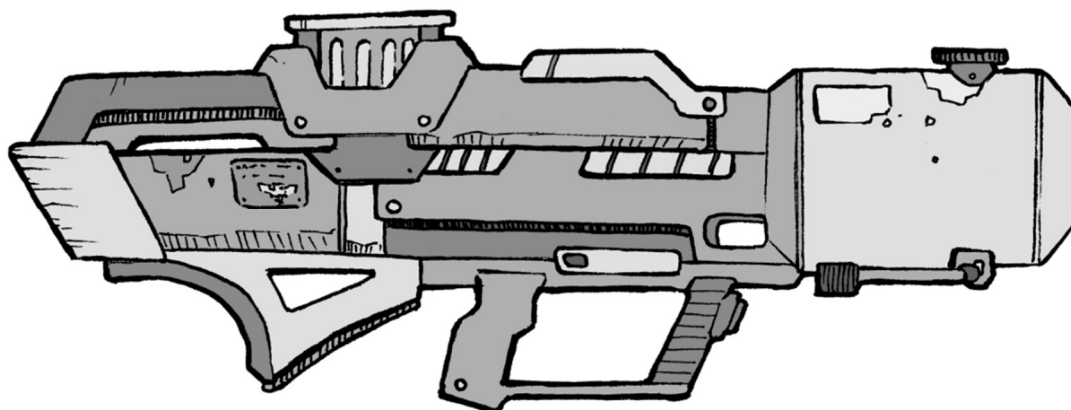
23 shots per e-charge

Military grade light counterspectral - unique targeting apparatus locks onto target's etheric pattern not their biology or such. Equally good at targeting unshielded unarmored organics but let's not mention that part much

Material or physical targets reduced to zero hp are assumed to be burning. Spectral, Sub-etheric, or dematerialized targets must make a DC 18 Fort save or spontaneously light up in "ghost fire" for 1d3 rounds, taking 1d5+2 points of damage per round. Dematerialized organics get subsequent opportunities for that save to see if the ghost fires spontaneously go out.

Price: 16.000 rs (DC 26)

Build DC 26



Shipboard Emergency Kits

And of course, a brace of silvered weapons, and small tac boxes of Church Blessed Ghost Bombs (they are evolved water balloons)

Armors	AC adj.	Rules	special
Vac suit	+3	Your basic space suit for organic purposes. 6 hours of total life support in tanks; Suit rupture on 1 or opposing critical.	Max functional Agil 17 Most come with radio, full environ controls and plugs for gear/interface. Decent full Vec suit worth about half a Tran (500cr)
Environmental suit, light	+2	A more utilitarian body suit for wider applications. 16 hours of atmo support/recycle in tanks. Suit rupture on 1 or opposing critical.	Generic survival suit for Nitrogen/Oxy Humanoids et. Al...
E-suit armored	+5	Ruptures only on opposing crit. 6 hours operating time before recharge.	Paramilitary; often modded illegally Agil penalty -1
Powered Explorer suit (Exo suit)	+6	16 hour recycling use/breathing before 1 hour rest; perpetual battery Ruptures only on opposing crit.	Civilian 'Scout armor' Go-to for hostile world exploration; Agil penalty -2
Sirimet body glove	+1 (plus, 1d4 hp)	Memory armor has limited ability to self-repair and self-maintain. Easily worn under other armor. Waterproof when sealed.	Covers body from the neck down. Modest AC bonus offset by additional 1d4 hp/day conferred by the armor's adaptive & regenerative qualities. This HD is gone when used, regenerated the following day.
Reflec Armor	Does not affect armor class at all; Reflec is archaic but still in use on many very low-tech "Lasers are Nifty" planets. Armor becomes useless after the wearer takes actual damage as it has cooked off in large areas by that time.	Damage from all laser/light based attacks are reduced 4 steps on the dice chain; Shooter must make REF DC 14 save or laser rebounds in random direction.	You are a giant mirror ball that sounds like walking tinfoil. Stealth is impossible. Armor becomes useless after the wearer takes actual damage as it has cooked off in large areas by that time.
Personal Shield	+12 (nobles) To + 6 (rare private citizen or imperial commander)	Provides no defense whatsoever against unpowered melee weapons. Only effective v. missile weapons, slug throwers, most energy weapons,	Noble type stuff. Expensive the Imperium frowns on citizens or anyone really being able to shrug off blaster fire. IT's a thing. A small disc, worn as clothing (Belt, appendage, or wardrobe mounted).

Hard light armor	+4 to +8 generally appears as radiant glowing armor pieces overlaid over the “wearer” some can be tuned to x ray or IR light	Armor moves with character. Can be destroyed by targeting the GenBee (AC 25 - requires ultra-vision or quality UV filter)	Expensive & energy intensive Nobles do this shit.
E suit, Desert (Stillsuit)	+4 AC bonus	Recycles and captures moisture and most other waste products to aid survival to +2 weeks.	No Agil penalty
Aqua suit	+2	4 hour battery and atmo support life; Movement 35' in water, 5' without effort	Dedicated E-suit for liquid media.
Aquasuit (dense atmo rated)	+4	4 hour battery and atmo support life; Movement 30' in water or other dense liquid medium; 45' in normal aqua-dense conditions. Comms and plugs for gear and interface. Wearer adds +2 to fort saves while the rebreather is active.	Dedicated E-suit for dense liquid media. Also aids in breathing dense atmo when instructed. Agil penalty -1 out of water.

Vac suits and **light E-suits** recycle/reuse as much gaseous, solid, and liquid waste as possible, they are run by high efficiency interface computer that does nothing more than constantly keep the suit running as efficiently as possible to keep wearer within certain variances. (Which can be reprogrammed if desired. E suits and vacuum suits ignore up to three points (depending on rating) of cold and heat damage adding that also to saves v. cold / heat attacks when suits re fully sealed.

Inertia field – nobles wear these; a highly variant type of Personal Shield, it prevents anything moving faster than 7-8 cm/sec from penetrating it, rendering it impervious to any kind of weapons fire but subject to melee. Blaster fire always fumbles when used on Inertia fields so DO NOT DO IT

***Impermasuit** *Impermasuits - the ‘ultimate form of wearable hidden protection’ The Impermasuit is the ultimate evolution/form of Apfi but “an incredibly advanced form of personal armor that is skintight and basically invisible” it does not restrict movement (or anything else. one can have sex in it) protecting the wearers from radiation, the weather, heat or cold attacks, poison (unless imbibed, electricity, or acid. Made of advanced gel APFI but as “an incredibly advanced form of personal armor that is skintight and basically invisible” it does not restrict movement (or anything else. one can have sex in it) protecting the wearers from radiation, the weather, heat or cold attacks, poison (unless imbibed, electricity, or acid. IT also absorbs some of the damage the wearer would receive as kinetic energy which helps it retain its charge; likely the armor is at least partially *made* of force fields; used by imperial intelligence among

other rarefied individuals. ; mentioned for high level gams and an idea of what Imperial science is routinely capable of. Just remember if the nobles of the core can afford it, you and your world's GDP pro'lly can't. You want some exotic tech? QUEST FOR IT!

Climate & temperature – no damage from temperature extremes. Functionally an E-suit for all climes save vacuum.

Radiation, heat, and cold attacks – absorbs two points per die /damage inflicted

Poison – wearer is functionally immune to injected, or contact poisons and saves at +6 v. inhaled toxins.

Electricity & acid – the wearer ignores the first point and two points per die /damage inflicted respectively.

Build DC 30

Spar-tech armor systems.

Primarily known for their Acro line space armor.

Acro I Space Armor

Full body enclosed ceramic - superplast armor seal system. Adds 6 to base AC, adds 2 in flight, comes with retractable combat rated flight pack (max speed 120', cruising speed 40'), on board atmo recirc (two hours without augmentation) and a flight helm that adds 2 to rolls involving maintaining balance or high precision flight. Six additional ports built into the armor allow customization options.

Acro II Space Armor system

As above however

Further the armor's superior gyroscopics and specially designed steering system compensate for Agility penalties resulting from Agility ratings lower than 9.

Armor, Milispec

Ceramic Clamshell	+7 AC bonus Medium armor (+4 partially configured, light armor)	Basic load out for deployed imperial armed forces. Can be worn in partial configuration (light armor, weighs less)	Helmet often fitted with transmitter, tac blocs and harness allow fitting of additional d15 small items at no enc. penalty. Can be fitted with respirator for E suit use.
ImpTacPac (Messiah Pack)	50 hp force field when active. +6 AC v. energy weapons, slug throwers, anything guided or programmed.	Imperial Tactical Pack; ECM/comms generator and force field maker. Allows secure comms & info xfer with up to 12 others.	Officer load out for hostile field landings. Standard black box brick lodged deep inside for all Legion issued Tacboxes.
Imperial Command & Control Armor "Colonel's Chrome"	+12 AC bonus Levitate at will Non-reductive Reflec properties (includes ImpTAcac)	Secure comms & storage up to 39 others. Flight up to 360' Sealed environment for 28 hours without discomfort.	Shiny chrome, kind of a designated target; can be fitted with micro ansible relay on authorization (which is seldom)

One of the primary functions of psionic battle armor is that you cannot fumble in it. Even the basest set is like wearing clothing

Wearables:**All wearables -**

Add a molecular instability weave for +25% and watch your garment never permanently tear, rip, stain, or stretch from wear.



Datafilm – A biological construct created by the Shaper houses of old Mars long ago. Transparent and generally clings body tight to the skin of the wearer, acts to use the wearer's body as an interface exchange. Ubiquitous tech, in the core many families grow custom blends. When not engaged in a data-tank or other interface device, the wearer will appear largely naked save for a shimmering, “wet” appearance.

Price 100 (DC 4)

Weightless

Build DC 22

Common tech: Capellan memory fabric - The sort of things you want your super suit made out of it. Holds data film, embedded information, and etc. well. Can hold “instructions” with limited molecular shifts/effects that activate under pre-programmed circumstances. Sometimes can be reprogrammed simply with an electric current and a wireless signal. Also, especially well at hosting symbiotic bio-computer hosting (its initial purpose).

-wearable computer

-an auto save function that transforms into a temporary (10 min) survival suit should the wearer suddenly find themselves in vacuum. Options exist to deploy a distress beacon as well.

-those who lead dual lives find it helps to have outfits that can spontaneously become ... other outfits. Urban confiscators take note.

APFI - Applied Personal Fabric, Interactive

Price 200 (DC 5)

Weightless

Build DC 23

APFI jumpsuit

Price 200 (DC 5)

Weightless

Build DC 23

Skinsuit Type I, limited interactive (advanced data film)

Price 400 (DC 6)

Weightless

Build DC 24

Barrier superskin (a heavier version of the above but not Impermasuit heavier)

+1 AC

Price 700 (DC 12)

Weightless

Build DC 25

Skinsuit Type II, fully interactive A standard example of coreworld technology, this is an art-ganic engineered growth, a dedicated symbiotic life form resembling an Apfi garment; once bonded with the wearer it can adjust for temperature control, any surface can be used as a data display or interface, and any “theme” can be set, allowing the character to radically alter their appearance though not beyond the fundamentals of their bodies (humanoids are stuck with a humanoid shape for example but otherwise could appear conceivably as anything within that range of variation.)

Also allows limited (20') infra and ultra-vision when desired. Can provide limited (30 minutes) atmo supply if suit coverage is set to Body wide, deriving from the

host's pre-existing supplies and the suit's limited ability to synthesize more from that.

In the core, psionically active Type II (Fully Interactive, enhanced) are equally common, and everyone has programs for full telepathy, empathy, and general clairvoyance tech. Core Worlders often have zero sense of privacy, regardless of native population at origin.

Price 1000 (DC 10) Weightless Build DC 24

Logics – unsentient non-thinking “dumb” computers.

In Imperial space, a dumb computer with no sentience or thought capability is called a Logic⁶.

Hand logics – mostly extent as voice, signal, or telepath operated chips embedded in clothing or gear. Generally laded with desired information for travel or activity.

Useless in the core where most are chipped, or their biometrics are on file and data activity happens as a matter of course. Commonest on the frontier, for scientists, creatives, and other eccentrics.

chameleon cloak

A chameleon weave can be added to any clothing simply add 3x price. . Each Class adds two to any attempt to hide, move without being seen, remain concealed, etc.

Class I

Price 1000 (DC 10) Weightless Build DC 24

Class II Possession restricted

Price 4000 (DC 16) Weightless Build DC 26

Class III Use and possession restricted, Military and imperial use only

Price 10000 (DC 24) Weightless Build DC 28

Glider pack

Grav assisted wearable flight unit. Retractable harness/steering system, miniature aerogyros, turbofans, and allow flight up to 40” (cruising speed 25”). Adds 1 to wearer's AC while in use.

Price 3000 (DC 14) Weight 4 (deactivated) Build DC 23

Flight pack - the (military) step up from the Glider pack; superior steering and control as well as contragrav aided turbo-jet propulsion allowing for up to three bursts of 300” speed a day. While in use the wearer gains +2 to their AC.

Price 5000 (DC 15) Weight 3 (deactivated) Build DC 28

Spacesuit decentralized - a polymer memory fabric, reprogrammable by flesh contact and osmotic pressure.

⁶ At least somewhat due to lingering traces of organic racism. Once upon a time when mechanized, synthetic, and data life were less ubiquitous the stereotype of such creatures (esp. among lower tech organics) was of cold “logical” thought and presumed emotionless.

A sealed suit, combining the features of an environment suit and a fairly basic vacuum suit, that takes the form of whatever inhabits it. Designed for CIFAL and other colony life forms in the empire.

There exists a sneak suit variant for imperial commandos that also manipulates shadows and has a Class III chameleon weave embedded. Combined with its ability to take any shape, this can easily be the stuff of your nightmares.

Price 1000)DC 10) Weight 2 Build DC 24
(sneak suit variant)

Price 10000 (DC 26) Weightless Build DC 28

FUBAR suit - Failsafe Universal Backup and Automatic Recreation - a specialized type of vacuum suit that will recreate the deceased individual in the event of their death once the suit is retrieved. On board backup systems maintain a cortical stack-like emplacement for this purpose. The sort of thing only nobles of great houses or important imperial specialists are ever likely to see.

Price 10000)FV 24) Weight 8 Build DC 26

Symbiotic Armor - grown or fitted, and yes there's a chance of rejection with the latter and yes it has to crawl onto you to find the right fit. Theoretically any of the above clothes or armor elements could be grown or grafted into such but it would be expensive.

Symb suits - biosculpted flesh armor suits; perhaps once developed to allow imperial subjects to operate in areas not fit to their biology by blending/adapting rather than wearing something more traditional. Martian shaper houses have made them for a long time but never seem to quite catch on. A full body meat suit that is grown for you specifically, you climb in it, and wear it like an external meat body; it manages the conversions of atmosphere for you; it is "all natural"

Yes this means that Imp intelligence has Mission Impossible style disguises that are actually living suits of people. And likely they are intelligent.

Price 8-20,000 Build DC 23+
depending on specifications' (DC 20+)

Type III Spec enviro suit (mini)

Owing to the overwhelming humanoid bias implicit in certain facilities, it has been advanced for member species of a smaller, less sturdy, and less....humanoid body plan. A fully symbiotic (they are custom grown for the wearer, though theoretically interchangeable within species) humanoid "suit" - a 4 ft. biped with arms & legs with three fingers and an opposed digit each, as well as a high end visual sensor package. The "Expedition" edition Type III comes in a modded form for extended wear and use, for immersion of 24-96 hour metrics.

Greyware symbiotic meat suit.

Price 15,000)DC 24) Build DC 24

Type IV Naked; gills, body mostly used to breathing liquid oxygen; webbed fingers and toes; feet deformed (more flippers than feet)

Price 12,000 (DC 20) Build DC 26

Psionics

Psions utilize a variety of psionic technologies to focus, actualize, and in some cases, to make possible, their innate Psi ability. These can range from nearly full body armatures to (at the very least) a small focusing lens, wrought of highly advanced or rare crystal elements.

While the Far Seers of the ancient Navigator Houses dominate in fields of genuine psychic ability, the empire has long relied upon time tested *psionics*, technology to replicate, replace, and augment psychic ability.

Most commonly used for mind control, mind illusion, telepathic and empathic contact as well as the setting up telepathic networks, mass minds, and the like.

Psionics = psi tech

Psionics are ultimately however psychic *emulation technology*. As such, it is somewhat less immediately dangerous to the wearer or those around them. *On a 1, for example, a fumble results....*which as bad as it may be, is likely not as bad as tearing a hole in reality, for example.

The most common application for psionics of course is the simulation (or stimulation) of psi abilities for those without them. The Psi craft roll for anyone who is not psi but using the tech is rated with the device.

If for some reason, a Psi check die for a mind blind (non-psychically endowed) character is needed, assume they have a d8.

If not stated assume the Psi check die for tech is at least d10.

Psionics & Psychic Powers FAQ

Can a wizard or elf use psionics?

Unless your Judge says otherwise (their universe, their rules) yes. As written, anyone can use psionics. In fact, the only group that this really disadvantages is, well, psions. Just run with whatever resentment this breeds – it's implicit to the setting.

And yes a Cleric could as well, though that may well earn the wrath of Whomever is signing their spiritual checks. Kind of depends. At least dogmatically, Nikas, Lord Mu, and Leviathan are pro psionics use.

Optionally – For Judges who want this but for some reason need permission spelled out, yes if you just dislike elves with psi that's fine, there's nothing wrong with liking the classics. It also might explain why more elves don't hound the space ways, unlike some far future empire based Splinters.

How does this work?

Each psionic device has a die type noted with it. For the non-psychic, this is the base die used in that psychic activity, though of course all the usual modifiers apply. Psionic devices are not necessarily intended to (under most circumstances) replicate the higher end of potential but the lower end and so very few devices will confer a full d20 action die for psionics; this action may only be used to use the device. The die assigned to a given piece of psionic technology is not subject to change save where otherwise indicated.

For the Mind-blind

Auric goggles d12 also called Kirlian lenses - depending on the point of sale and the amount spent, this could be a simple set of Kirlian goggles, or dedicated contact lenses that allow sight of corona, specifically those attributes detectable by Empathy (also implants, and eye filters).

May be used conjunctionally with the Empathic sensor beads (see below).

Goggles D12

Price 1000 (DC 10)

Build DC 21

Lenses D16

Price 5000 (DC 14)

Build DC 23

Contacts D20

Price 10000 DC 20

Build DC 25

Dreamlinks among the more mundane psionics, these allow two or more parties to share in one another's dreams when worn.

Price 6000 (pair) or 10000 (set of 6)

Build DC 24

Telepathy band d16 (worn around the head, provides telepathy along several channels); Infamously does not work in relation to Federated galactics.

Price 100000 (DC 24)

Build DC 24

Empathic sensor beads d16 Oft appearing as small freckles or tattooed dots in a triangular arrangement to either side of the character's temples; allows short range/line of sight empathic reading; for the inexperienced, much more useful in conjunction with an Auric set (which this tech does not provide)

Conjunctional use with a set of Auric goggles or equivalent will raise the effective die rating for both effects to a d20. Fumbles however will apply to both devices, and will be rolled separately.

Price 8000 (DC 24)

Build DC 24

Electro Telepathic overlay (added to a skin suit) **d20**

Price 20000 (DC 24)

Build DC 24

Electro -Telepathic overlay (implanted) **d24**

Each allow near unlimited surface telepathic contact with simple touch. Most modifiable to work through clothes or suit technology

Price 30000 (DC 26)

Build DC25

Psionic Shield- most often worn about the head or wherever the organism's braincase is located. Can be worked into an electro=telepathic overlay

1d20

Price 10000 (DC 22)

Build DC 23

Advanced Psionic Shield

1d24

Price 30000 (DC 26)

Build DC 26

Security Devices - "Capture field"

- a refinement of psionic pk; also, functionally a dedicated tractor/pressor beam; when used in an antipersonnel capacity, the individual is hit with a wave of concussive force, lifted off the ground, and constantly rotated to keep them from being able to recover. The rate of spin can be altered depending on who's been captured. Strikes at +6 in most cases, inflicting 2d6 concussive hp damage, 2d4 Agil damage, and preventing movement, reducing the effective AC of those affected by four.

Price 20,000 (DC 26)

Build DC 24

Orgonne Resonator - Cellular Adjustment Wand

A psionic device somewhat resembling an old electric toothbrush; activating the sensor buds on the end interfaces the corona of the user and the intended recipient, fueling a process of rapid healing depending on the strength of and 'type' of life force the user possesses.

Warriors, Dwarves, Halflings

d8+ CL+STA bonus

Thieves

d6 +CL+AGIL bonus

Wizards, Elves

d4 +CL (will not treat spellburn)

Clerics

d6+CL +highest spell level

Psions, Empaths, and Psychic Healers

d4+CL (will not work on strain)

Results

Damage as above may be used to treat an individual once a progression thusly

Injury – wounds close but may not be completely healed, infection risk is reduced

Disease – for common ailments boosts immune response and alleviates ability

damage as above. For more significant ailments, allows a second saving throw when the first has been failed.

Poss. Restoration – when used conjunctionally during a successful rolling the body check can alleviate or negate certain long term consequences.

Price 8,000 (DC 18)

Build DC 25

Electronic Empath - Constant scan detects hostile intentions in known life forms within 3 - 5 seconds at a maximum range under optimal conditions of 20m provided life forms are actively thinking hostile, violent thoughts.

In the hands of a psion, acts as an amplifier; need only be held to be used automatically and constantly in a 20m radius and does not use charges.

in the hands of a non-psion, each use requires a round, a charge (each power cell can hold before requiring recharge) and detects in a cone shaped arc out to 20 m, 2m wide at it's narrowest point.

Price 10,000 (DC 22)

Build DC 23

For Psychic Individuals

Actualizer Bands - used in training; can only be used by 0 or 1st level pcs, when worn add 3 to Psi craft rolls.

Price 30,000 (DC 24)

Build DC 25

Augmentation Web – effectively boosts psi checks involving a single psychic operation or discipline. Most often teleportation by up to 3; psions may use their relevant abilities without sacrificing a daily manifestation.

Price 50,000 DC 28)

Build DC 28

Inhibitor Bands - (illegal) reduces Psi ability by seven steps on the die chain.
Price 20,000 (controlled) Build DC 26

Energy Matrix – One of the more common applications for Psi tech (psionics) is the use of energy matrices to serve as reserves; literally these are rated from one to ten, each providing a single point that can be used for Brainburn. **rated one to ten**, each is worth a point that may be spent on Brainburn. Most often these appear as precious or semiprecious stones, often crystals, with refined wire work and a subtle hint of infiltration by microfibers, creating a star pattern inside the device in the right light (and by such means may they be identified by suspicious sorts)

They must be worn and ideally, in contact with the psion; hence they are most often worn as jewelry.

Energy matrices are *expensive*. A single rating energy matrix in a non-precious stone is, minimum, about a thousand Transactions.

Price 1-20,000 (DC 12+) Build DC 20 + rating

Enhancement Band - Rated by level (1, 2, or 3) each level increases Psi ability that many steps on the dice chain.

These are the toys of the idly wealthy – members of the Great Houses, high end agents of the Empress, that sort of thing. A level one of these things shouldn't retail for less than 25,000 Imperial Transactions. Though were you really planning on paying for it?

Price 25,000 (DC 26) Build DC 28 and higher

50,000 (DC 30) Build DC 29+

100,000 (DC 30) Build DC 30+

Psychic Lens

Derived from alleged ancient relictech, these devices – once dedicated to a single user – act as amplifiers, focus aids, and force multipliers. Each is fabricated to enhance one variety of psychic power – sensitivity, psychokinetics, or far movement. When so used, the variety of psychic power is used with the action die staged up one level on the die chain.

Price 100,000 (DC 30) Build DC 30

Telenodes and Teleportals – A telenode allows a number of psion (teleporters) to “log into” the system at which point it acts as a teleport booster/processor. Up to eight such teleporters can be hooked to such a ‘tele-node’ and it allows them much freer use of their ability, allowing a teleporter to teleport non-teleporters.

A callback to classic First empire stargate tech scaled down.

Price 50,000 + (DC 30) Build DC 26

Far Step Fields - are extraordinarily rare outside the Imperial core for a variety of reasons, many of which are not available to the general public. However, these highly energy intensive devices allow practical, casual teleportation by any individuals, regardless of Being. You walk in one side and come out the other

Price 100,000+ (DC 30) Build DC 27

Psibernetics & Psionic Implants

Augmentation Web – can also be fitted as psibernetics implant system; most often by navigators to boost their teleportation abilities. Again, effectively boosts psi checks involving a single psychic operation or discipline. Most often teleportation by up to 3; psions may use their relevant abilities without sacrificing a daily manifestation.

Price 80,000 (DC 30)

Build DC 29

Boost tech is a psionic cybernetic implant that amplifies native psionic ability along one of six specific lines of enhanced power and sensitivity (mostly psychokinetic) It is an old side/refinement of Navigator technology

Note that the rating of Psi boosters and amps add to the warp and strain experienced by those critically failing.

Psionic Amplifiers (come in a WIDE variety) - an advanced interface technology to enhance and make more efficient existing psi powers. (Useless on non-Psis)

Rated I - IV (V or VI for military versions) - each amp rating is pretty much a permanent +1 on their psi craft checks.

For a variety of reasons, they primarily boost psychokinetic ability but some boost ESP as well.

Price: 100,000 / rating (DC 30- *A very good way to get into debt.*)

Build DC (level I) 25

Psi Drugs Psi Boosters are derived from Canopan and synthetic boosterspices.

Boosterspices are extracted from the bones of the great Wyrms, mined, extracted, and purified from the massed draconic graveyard in Canopus, a once lush garden world long since a world-wide dust storm of basalt and obsidian ash. .

See Drugs pp

Also, for more on Canopan Boosterspice see Sub-ether 03

Advanced Psionic interfaces

Bio-rig: an informal term for a modified navigator style interface tank but dedicated to the remote piloting of bioroids, organic suits, and other forms of possession, jar, and mind jacking.

Price 100, 000

Build DC 25

Toposophic Imaging Implants - The advanced toposophic Imagineering Implant is a combination of implants and external devices, programming, and hardware, used to create mental illusions in other people's minds. The earliest form of this tech dates to the second empire arms race between rival Shaper and Mechanics houses. As their users develop and gain experience, these implants literally grow and change their appearance so that by level 2-3 no two such magi look the same even if fitted with identical implants at the same time on the same world by the same medtech. Today used by wizards of the Imperial Electric College to augment their Spellware illusions and pseudo-real incantations.

Price (find one) 50-150.000 (DC 26+)

Build DC 30

Navitech (Basic)

Sub-ether beacon transmitter (Electronic Thumb)

Build DC 28

Spine Plug second empire era Navigation technology; for the most part a reminder of darker times; such invasive and dangerous technology is not used or seen much the Empress Imperium era, though they do allow direct interface of older salvaged vessels.

Spinal Rig – second empire era Navigation interface and a reminder that the Navigators have not always been nobility. AT least once they were slaves, literally screwed into the navigation console of their starships like hardware. These are what they were wired into.

A dismal and – theoretically legal – looked down upon piece of technology. The Navihouses will pay for the location of such items as they seek their destruction. (Though at least one kinky navigator prefers to navigate thus, in the middle of their bridge, on display, in a traditional second empire Martian Slave Mounting.)

Partial Navigation Rig

Called by those who use them Wire Chair rigs or Thrones, this is a development of the Spinal Rig technology while far less invasive. It is also the least effective, allowing navigation only in real space, the zero, and the shallowest penetration into the Sub-ether. An arcane and archaic way of doing things today. Most Navichecks are conducted at -2 to -4 depending on age of device.

Build DC 29

Full Navigation Rig

Called by those who use them “Wiretub rigs” this sees only partial immersion in Interface Jelly and many direct sensor feeds to the Navigator’s corpus rather than direct electrochemical transmission. An older technology now used only as a cost cutting measure.

This is the most basic navigator interface, allowing a Navigator or other Seer with training the ability to ‘pilot’ a starship through the Sub-ether, and across both time and space.

Price 100,000

Build DC 30

Navigator Tank

Most Navigators make use of a full sensory immersion biological service tank. Of set gravity, contents, and environmental conditions, this is the Navigator’s home while working, an (at least) room sized tank) filled with a custom to each navigator mix of electrochemical interface jelly, and other compounds to sustain, augment, and elevate the Navigating individual. Very frequently the Navigator’s intermix consists of their preferred atmosphere (if they are fitted with gills or capable of semi-liquid atmospheres as are most Navigators), nutrients, and of course, the right mix of entheogens.

Navigators are particular about their booster drugs.

Price 1,000,000

Build DC 30

Nav Tank type II

A More advanced variation, and highly customizable. Interfaces with most or all ship's systems and specific crew members (usually the captain) in real time via a variety of communications options, including psi link.

Adds one to Navigation checks, all Seer abilities, drug effects, and the Navigator's will save.

Price 3,000,000

Build DC 30

Nav Tank type III

The state of the art – navigation goo contains augmenting microbes which love the Navigator and wish to help them. The goo mix is a psychoreactive compound derived from many processed ectoplasmic slimes. The tank is functionally customized to the individual user and will have to be rebuilt to accommodate another Navigator without long experience, though one Navigator can share the tank with another to eventually pass it on without such tedium.

A semi organic advanced AI style expert system constantly maintains tank efficiency and acts a primitive daemon with regards to the navigator's ability to interface with their technology.

Adds two to Navigation checks, all Seer abilities, drug effects, healing effects, and all of the Navigator's saving throws

Price 10,00,000

Build DC 30

Originally the Martian shaper houses developed the "interface goo" the navigators use.

Mirror Tank

A variation of the Type III tank used on long, dangerous, and sometimes military voyages. The bioelectronic and cybernetic controls of the tank are now administered by a partial backup of the Navigator's consciousness, voluntarily uploaded, and hosted in the navigator interface jelly itself. This is among the most efficient forms of Navigation technology known.

Adds three to Navigation checks, all Seer abilities, drug effects, healing effects, and all of the Navigator's saving throws, also to rolling the body checks should the navigator risk death.

Price 13,00,000

Build DC 30

Navigation Zero Chamber –

When you absolutely must have a *completely* private conversation. Not even other Navigators can seer into these things. Being inside one of these rooms literally takes you out of space time into a small room or set of rooms (Despite the name) that are outfitted for a variety of purposes – sometimes to allow an overloaded sensitive the privacy to pull their head back together, sometimes to interrogate someone without witnesses, and sometimes to do things NO ONE CAN SEE

They are manufactured from, quite literally, unique space fabric so they are exquisitely difficult to make. The houses have perhaps seven of them they swap around and use one at a time.

Price: 25 million and up

Build DC 35

The exotic materials are the real killer here though.

Psionic Weapons and Armor

Psi blade

A weapon made specifically for its user; it's construction is resonant to a frequency unique or rarefied to the individual. Resonance both material and psychic.

A **basic** (stage one) **Psi blade** Is a unique, master crafted weapon, wrought of uncommon materials but ultimately is a sword, one of special ceramic, alloy, etc. construction. IT amplifies the psychic's ability by one and serves as a psychic focus.

Price 20,000+ (DC 20)

Build DC 25

Damage 1d10 +CL

There are two higher grades of Psi Blade, each progressively more advanced.

A more **advanced**, Stage two, **psi blade** is a kind of advanced Power Sword. A high energy mithrylite compound is suspended in a geometrically precise force field – blade, field, and weapon housing are all built for and dedicated to their user and will not function for another.

Price 20,000+ (DC 20)

Build DC 30

Damage 1d12 + CL

And of course, a **third stage psi blade**, sometimes called a Whistler, owing to their tendency to hum, vibrate, and “sing” along particular sonic wavelengths (which are unique to each user). This unique and rare weapon, once constructed, utilizes unique crystals and other questable materials to provide a harnessing-focusing element for a blade of pure psychic energy. Weapon is a literal extension of the user, and is unpowered in the hands of another. Psions expend a Manifestation / day per activation of this device as they are literally channeling their life force through the implement to make the weapon.

Price 220,000+ (DC 20)

Build DC 30

Damage (CL)(wielder's HD)

Restricted

Dominator Bands – primarily used as training tools in the Imperial navy (among other high security places)

Action die d20

Price 200,000/pair

Build DC 26

Empress grade Impermasuit advanced personal armor (Skintight apfi, functionally invisible - Wearer can become invisible via cloak at will.)

Super high end military-intelligence (commando) models protect from radiation, humidity, garden weather climate extremes, incredible extremes of heat or cold, gas and other inhalants, electricity, and industrial acid to a certain molar rating; finally possesses a kinetic barrier that requires 50hp damage to bring down; attacks that do more than 50 at once will *not* bring the field down but will shave the damage down by 50 points. Attacks that inflict less than 50 hp act to weaken the force field as normal.

Price only via d30 economic factors

Build DC 30

Common Psionics

Pressure and Intent hardware –

Many higher end weapons, blasters for example, are set not with triggers but with what appear to be simple buttons for weapon activation. P&I hardware is extremely basic psi circuitry, but it combines the physical act of depressing the button with reading the electrochemical markers for intent to commit violence.

In the core this makes the prosecution of murder cases quite simple. Each weapon's P&I fitting keeps a code log for who's biometrics have handled and used the weapon. The technology was developed by the military to prevent misfires of weapons and there it remains still serving that function while also keeping accurate records as to who fires which weapon

The ECV of such an item hovers between 22-26 depending on complexity and type of the weapon. The DC for someone to hotwire or replace that system with a more conventional trigger system (or equivalent) ranges from 20 – 26 again depending on weapon and complexity.

Exotic, Higher end, and Rarefied Psionics Tech

Telepathic Omni Receiver - Telepathy seems to be especially difficult to reproduce technologically but this device was co-developed by at least two of the Navigator houses and so comes closer. a specialized device ostensible designed for standard use amongst first contact teams on imperial deep space missions or the like. An advanced Telepathic Band (above) incorporating the same technology inherent in the empathic sensor beads, managed by sophisticated software running on psi circuitry to manage and direct input and output, allowing for understanding of unknown languages foreign to imperial space or beyond comprehensibility.

Note that for some reason unknown to the general public, these devices simply do not function within 100 km of an active ansible transmitter.

Build DC 30

EWV 30 (hardened & on psi circuitry)

Psionic Actuator - cutting edge tech; this allows a non-psi to, functionally, activate their 'dormant psionic powers.' Not everyone has them of course. But those who have, or have had, the ability and lost it due to age, lack of training, lack of discipline, brain damage, resleeving or whatnot may, at least temporarily, be able to (re) awaken these abilities with the use of an Actuator.

Appearing as a thin, body tight, metallic skull cap that flares just slightly at the neck. After acquisition each must be fitted custom to the wearer,

AS an emergent technology, it has not been perfected yet. Psi check rolls of 1 lead to particularly unpleasant effects with this device.

Theoretical Price 100,000 per unit constructed, retails for theoretically any amount

Build DC 26

Exotic Navitech – Transubstantiation Box

A refinement of their ability to project astrally, this is a psionic device to facilitate the more advanced elements of that psychic discipline. When the volunteer is placed inside and the device runs, they are kept safe and their biology maintained whilst their consciousness is scanned, loaded, and signal boosted into some foreign dimensional space, another brane, or the like. In effect, shotgunning the subject into and through the astral, on arrival body analogs are created from the native environment. An essential for expeditions into the less friendly places of the omniverse.

(This is functionally a unique – meaning here all are custom built – psionic device for Liberation of the Astral Form)

PSIONIC AND IMPLANT TABLES



Psionic Fumbles (non-Psi)

1. Blinding light – take 1d4 Int damage immediately. A brilliant flash seems to overload your optic nerve and a massive headache follows. You see spots of d3 random colors in your field of vision for the next 30 minutes
2. Poor signal – device functioning at a reduce die step until next round.
3. Psionic device power cycles for the next d3 rounds
4. Information burst – user's brain is unsure what to do with burst of unusual psi information. Psionic device -4 Init. Next round and the device user is stunned with overload this round, doing nothing but +2 to be hit and is considered prone. Device may be removed to avoid -4 penalty but will have to be power cycled thereafter.
5. Misfire – device functions, at d6+20 psi craft check, on randomly targeted individual (if applicable) and then burns out. 50% that the device melts to slag or explodes (50/50) inflicting 3d3+4 points of damage to the user and anyone within touch radius. (Dodge with REF, DC 14)

Psionic Amplifier & Actuator Fumbles

1. A power surge aborts your present action, and one limb is suddenly violently hyperextended. Take 1d6 (temporary) ability damage to Sta or STR (Judge's option) and go last on your next action.
2. 2 Bibbiedee – You check out for d12+2 hours during which time you TRIP BALLS in a surreal landscape that probably only exists in your damaged brain. For the duration you are absolutely useless. There is a minor bleed in the temporal lobe thereafter giving you some fresh blood when you come out of it but aside from a near death experience with great stories you suffer no further ill effects. +1 xp
3. 3 Do you smell smoke? Take 2d4 damage and for (20– STA rating) minutes, the character will be distracted and constantly looking for things they see out of the corner of their eye. Also succeed at a DC 12 Fort save or permanently take one point of Int damage and 1d3 hp off of your total.
4. 4 An axe head, flightless water reptile–bird, or other anomalous random thing appears 1d4d10 feet distant, facing you where applicable. The hallucination is persistent, VERY real, and possibly interactive but otherwise not in itself threatening. 1 in 10 chance this hallucination may become 'real' if this occurs in the Sub-ether or another of the non-material realms. At the end of this hallucination, roll a d6. On a result of 1, 3, or 6, roll on this table again, with a d3, and immediately apply the results. Otherwise, nothing further happens.
5. 5 The smell of almonds. Make a DC 20 Fort save immediately or slump to the deck, bleeding from the nose and mouth. The character is somehow stable (mostly because the Actuator has emergency protocols) but will remain essentially comatose for 3d6 days unless roused by medical attention of some variety. 1 in 20 chance the Actuator may need to be removed or replaced to wake them.
6. 6 Make a Will Save (DC 25) or burn out the speech centers of the brain; regardless take 1d6 ability damage to Int, Pers, Agil, and Sta RIGHT NOW. IF you still live take 2d6 damage that may not be healed save through major medical intervention (scarring in the brain). If any of the above is brought to zero, the character is not dead but is persistent vegetative until they are re-sleeved, healed, or otherwise rebuilt/restored.
7. Should the character survive this process at all, when they next achieve a level, they may (re) gain some of all of their lost psi ability (Judge's option; no more than one single ability should be retained)

Psionic Fumbles (Psion)

1. Device fails to synch with your bio signature or etheric pattern. Try again next round.
2. Feedback. You have it improperly adjusted or need to reconfigure it. Either way, you are distracted by resonating waves that may seem to be light or sound but are in fact neither of these things. Ignore these weird hallucinatory phantoms for the next d3 rounds and be -2 to most things and all things involving this device.
3. You have flushed your etheric pattern of orgonne, start manifestation again next round from scratch at -1.
4. Sometimes the linkages are made by the lowest bidder; there is a tang of smoke and burning metal; psychic component of device simply fails to function. Chance device will break if used again without repair or servicing.
5. Brain is overwhelmed by ghost images that leave no technological traces or electronic logs. DC 15 will save or consult the SPACE MADNESS table with 1d4.
6. Nerve damage
7. Ozone and lighting – the smell of melting subcomponents precedes

Complications of installed and implanted technology

1. The spirit of radio – you have sustained an infection. A small colony of nanoprobes have set up a pirate comms channel ... literally inside your sinus cavities. They use radio so likely only mechanical Created will tune in but there is nothing you can do about this short of sticking your head in a bucket of high molar acid. Be this pet or annoyance is up to you.
2. Piggyback consciousness – you have a secondary passenger; legacy code from the implant (it could be a temporary test program that overcame temporary nature, or an info criminal evading capture by hiding in an implant to be fitted, or even a small Noosphere mind attracted by the changes to your orgonne flow during the process.). Regardless of source, you now have a separate entity in your head that can make life interesting and difficult. The
3. It's the way the operation made me – Some ... complications happened while you were being worked on. You pick up a dazzling variety of new scars (imagine what they've already fixed though!) And save v. anything pain induced at +1 for the rest of your (or your body's) existence.
4. Mystic or Madness – Insight – the psychological and possibly spiritual toll of the new implants and the procedure is greater than anticipated. After a time of introspection, you feel that your purpose and place in the universe have changed. (Character undergoes a major personality shift, a change of alignment, faith, or basic life philosophy. Must be RPd.
5. Wha-what? Days after the procedure you begin to notice certain....anomalies. You are missing a scar, your complexion is clearer and....wait you swear that tattoo was a few cm to the right. It would seem that during the procedure, you died on the table. For whatever reason (disreputable clinic, ripperdoc, and imperial intelligence) you were brain-taped and sleeved into a freshly decanted force grown clone. What's more, as of this morning the corpse was received at a Deadite Resleeving facility so soon enough there will be an XCX parasite running around in your body!
6. Dismorphia – like the classic story of the Robot sleeved into a Ketraxian meat body, the new you feels 'off.' With the passage of time, you find the changes harder and harder to deal with.

Equipment / Gear / Toys of All Kinds

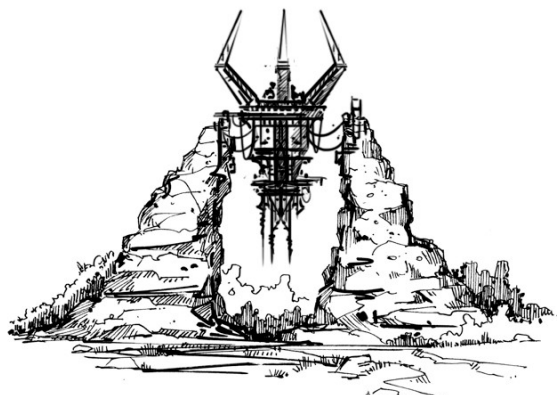
Atmo Sniffer (Basic) – a small handheld (or implanted) device. Can be set to scan, actively, or passively or for condition based alerts.

- 1d30 seconds to determine specific thing (Detect Nitrogen - does so by parts per million, etc.)
- 1d10 minutes to determine “full snort” (atmo comp, temp, particulates, humidity, etc.) Ex. 62% Nitrogen, 22% oxygen, 3% carbon dioxide, 3% 2%, 2% 2% 1%, 1% 1% trace gasses
- Can be preprogrammed with specific ranges to seek. (commonly the major atmos)

Price 1000 (DC 10)

Weight 2

Build DC 23



Expendables

Micro Blipper

micro'blipper' is a miniature tracking device with an effective range in the unobstructed outdoors to about nine kilometers, and in high density urban areas about 500 meters. They can be fired by needlers, hand placed, or (if specially coated) swallowed. Can be pre-programmed to transmit along any number of frequencies.

Price 500 (DC 8) (batch of ten) negligible weight Build DC 10

A brick of **Brax**

- Silicoid life forms can consume it as rations and emergency first aid
- Carbon based can rub it into their skin/hide; the minerals in it are good for the skin and hair.
- Insectivroids can wax their chitin with it for extra shine or friction reduction.

Medical technology *Note: **Heal-all** enzymes and **Enceledan** healing bacteria are mutually incompatible and the presence of one will negate the positive effects of the other.*

Acceledose, Enceledose, Enceledon, etc. (Enceledan Healing bacteria)– discovered initially underneath Enceladus where it was apparently trapped, introduced by a passing space craft some 100 million years ago, very early in the moon's history.

Presumably engineered by whatever species visited that system (not, it is thought, the Nagah, despite the age) Since its discovery it has become ubiquitous, entire grow facilities exist to produce tanks of the stuff for imperial facilities.

Healing rate and amount is dictated by form of bacterial introduction. Obviously anything that cannot be affected by bacteria cannot be affected thus.

Spray treatment common spray treatment *heals 1d6 hp damage 200 / use*

Gel (smeared on or in a concentrated gel pack) *2d6 hp healed and up to 1d3 ability damage restored if to Sta, str, or agility 800/use*

Direct injection into deep tissue injury (is subject to rejection; Fort save DC 15; success on this leads to 2d6 stamina damage and 1d3 hp damage a day until purged from the 'beneficiary's system. (Damage can be mitigated by treatment in an imperial grade med facility) *3d6 hp and 1d3 ability damage injury heal 2200/use*

Immersion – in rare instances, those with much credit, vast importance, or significant influence can regenerate nearly all injury without scarification of any kind. *6d6 hp damage and up to 1d6 ability damage healed per immersion treatment 10,000/treatment*

Heal-all – Another found alien enzyme (this one found in the murky soups of that GREATLY accelerates organic tissue & is ideal for aerosol spray contact

Do NOT USE TOO MUCH or the convulsions the healing skin is akin to will lead to the skin tearing it's way off and slithering away....

Restoring hp or ability loss equal to or greater than the subject's stamina score in a single round necessitates a DC 20 Fortitude save. Success leaves the affect's skin and surrounding tissue convulsive, twitching, and crampy for 2d6 hours but otherwise no ill effects; failure means the affected area literally rips free and scarpers off, an animate patch of regenerating tissue; character takes 2d6 hp damage and 1d3 ability damage to Agil or Sta as appropriate – the ability damage like the loss of skin is permanent.

It is said the cancer magi collect these 'crustbunnies' for purposes of growing their tumors.

Price 900/treatment (DC 10)

Speedheal 1 through 9; available in autoinjector, patch etc., a dedicated nano-meds delivery system; Each one restores a single hit point per rating after application.

However, there is a restriction; each level used creates a window whereby further Speedheal applications of any strength do nothing. So, a Stabilizer patch (Speedheal 1) could not and would not stack with any other Speedheal dose of any origin for the next hour. Speedheal 2 for two hours and so on.

Price 100/level per dose

Build DC 15+level



"Oh. After three scattergun blasts of The Holy Universe right in the face I saw The Light alright....."

Drugs – Pharmaceuticals are a mature technology in the Imperium, and used ubiquitously across all levels of society. Moreover, they are an accepted technology, and so can be found nearly anywhere.

Spacer Drugs tend toward the aerosol, the auto injected microdot, or micrograms of rapid acting inhaled fully consumable substances – fast acting agents that get you going, get you there quick, and keep you sharp while – hopefully – not making you useless to everyone else around you. You get really high, really fast, and then it's done. Survival dictates nothing less.

Entheogens are a separate matter. In matters of the Spirit, the Ship's Gods are clear – accept no substitute, take your time, take the whole ride.

25 meds, perception hacks, drugs, and alien spores, as found in many a starport, spacedock, and frontier installation

1. **Powdered brain stem** (inhaled or smoked. DC 12 or 16 Fort save respectively not to get VERY sick -1d4 int for 2d6 hours; those who make the save get stonking BLASTED +1d8 to their effective int; if this takes them above 18 they are useless for days as they contemplate unified field theory, vacuum energy, and the true purpose of the omniverse before shriveling into a tiny ball of altered time and begging for the super-mind to stop working..... A 1 on either of these saves represents an allergic=chemical reaction that will reduce the user's initial brain material to semi liquid soup in nine minutes or less)
2. **Moogilm jism** (Slurped, smoked, or shot, Will save DC 16 or be too overcome to do anything but writhe for d16 hours.
Known to aid Navigation (+3) or other attempts at teleportation or clairvoyance (variable +1 to 3 depending on purity and who is consuming it)
3. **Spore vape** aka Space Vape – smokable blitherspore +1 to Init. For an hour but surprise is impossible as you are constantly running your mouth off...
4. **Dust** – extraordinarily rare drug native only to parts of the Imperial core; believed to date from the First empire era; psychoactive and controlled. Possibly there is truth to the folk rumor that extended use helps express infernal or demoniac traits.....see also **Spice Zero**
5. **Swamp rot** – also called Yellow Swamp Root. A weak stimulant known to be rich in certain vitamins; addictive and (randomly) acts as a psi booster to psychics and psions. 2-5% (variable based on quality and circumstances) chance of cancer of the nose or mouth within 1d3 years as well. Yellow swamp root contains compounds inherited from billions of years ago. These PTC compounds when broken down (smoked, must be burned for release by organic beings) *can induce a vapour which creates encoded very detailed memory experiences on old (golden age of water) mars some 3.1 billion years ago. Rumor claims its effectiveness is doubled on Saurids but prove it.*
6. **Black water chew** – harsh chemical laxative hyper stimulant, used by low end spacers to stay awake on long haul one person voyages where sleep could mean death, esp. in systems undergoing terraforming, environmental engineering, or reconversion. Wear a diaper, hydrate, and don't sleep for d5 days when you will crash HARD. “ In the meantime, enjoy a +1 ref save bonus, a hatred of bright light, and lots of repetitive beats. -2 on all fort saves involving the GI tract for the duration plus 48 hours afterward. Mundane sleep will be impossible and even against compelled (magical or psychic) sleep the user saves at +10.
7. **Screamer** (off brand basement psi booster) sometimes called Blue Lights, Blue Glass, or Blue Meanie, no one knows why. **Roll 1d6 right now. On a 5 you just went gibbering insane and will need to be tranquilized and taken to a behavioral med unit.** Otherwise for the next (20 – your Int score) hours, you are at +(roll a d5) to all psychic activity, roll randomly each time. Any warp or strain effects will trigger a psychotic episode however and again the character will need

behavioral treatment, though now possibly longer term. Also, the user will constantly experience a sensation of ground glass moving around in their gut while the drug is active in their system.

8. **Rev** – what some would call Uppers, Speed, Sims, etc. roll 1d4; swap that many points from Pers into Agil for the duration of the drug's effects; the user, while twitchy, can function but their speech tends toward rapidly mumbled impossible gibberish. *Organic humanoids will sweat a few kilos of body water over the next d12 – Sta bonus hours. +1 to ref saves for the duration on top of the Agility mods. +1 Init. Bonus for the duration.*
9. **SloDown & Metaboslo** – what other games systems might call Fast Drug; a single dose of SloDown homeostatically reduces the patient's metabolism and perceptions such a degree that they will *perceive and physically experience a single day of activity for every 30 that has passed.* Natural healing and other biological processes (aging, hunger, etc.) at the same rate. *Metaboslo works nearly identically but twice as efficiently, slowing down user metabolic rate and perceptions to 1/60th of normal. Initial use requires a DC 10 Fort save: on a failure the patient*

In any case, both drugs functionally make meaningful interaction with those not moving at their rate of speed impossible.

10. **MetabolStim** – corollary to the above; what other games systems might call Medical Slow Drug. The patient experiences a rapid but stable excitation of respiration and other metabolic processes, experiencing 30 days for every day that passes, this allows rapid natural healing, recovery from illness, and other benefits. *DC 12 Fort save on ingestion; failure means the recipient takes 1d4 Sta, Agil, and Pers damage in the first hour as their body improperly processes the drug. On a 1, the patient becomes tachycardic and will pass out in 1d3 minutes while the drug takes effect.*

Note however that the user's biological processes will increase with the rest of the metabolism requiring the ingestion of several hundred thousand calories for the duration lest the character suffer the effects of starvation, dehydration, and subsequent death. Dosing an individual against their will with Metabolstim is known to create intense psychological strain; it has driven many to madness.

11. **Juice Neo** – Adrenaline, synthetic hormones, and a biobooster in a potent cocktail. Very hard on the body. *(jacks all Phys stats by 1d4 adds 1d3 extra hp per level for 3d8 hours; thereafter takes 3d6 damage immediately and 1d2 loss to all stats save luck until healed)*
12. **Juice Plus aka Jack** (as above save stats all to 18, adds extra 1d3+3 hp/level for 39 hours; thereafter takes immediate 5d12 damage, perm. 1d4 Sta loss, 1d4 temp Sta loss and a DC 15 Fort save or death from system shock)
13. **Jill** – widely illegal Nano delivery hormone & drug cocktail; alleged to induce organic humanoids into sex work / slavery with a single dose. *Hyper Stimulates the pleasure centers of the brain and a random selection of sexual stimulations for 5d14 hours/dose (- STA rating if effort is made to purge the drug). During that time the character is passive and very suggestible, -4 on all will saves, -1 on ref and fort saves. Trusted friends may be able to convince them to do*

nearly ANYTHING quite without realizing. A common drug used in large scale illegal slaving.

On the imperial frontier there are rumors of variants of this 'drug' that will also overwrite and transform those exposed to it, often to a particular 'custom variant' of their clade.

14. **Jym** (Narcotox-9; aka TranqNSpanq) the knockout drug of choice throughout the imperium, everyone from professional criminals to local SecFor use Jym. *Injected or by needler the user or target must succeed at a DC 20 Fort save or go out like a busted light within a single round. Dermal contact sprays and chempatches work the same but require two rounds to activate and the DC to resist the drug's effects is 15*
15. **Fukdox** - randomly 'shadows' parts of the brain for 1d4 hours; some find this the ultimate experience, most find it TERRIFYING, but it's always mind expanding, for those who don't wind up neurotic, psychotic or otherwise broken by the experience. *Will save DC 15 immediately or break. Otherwise have bizarre experience wherein you are only partially sentient at times and totally bodiless at other times.*
16. **Unsk** - for those organic sentients who want to DANCE (or fuck or fight or whatever) ALL NIGHT LONG and so on. Believed to be one of the oldest drugs in existence. *Boosts STA by a temporary 1d6 points with corresponding gain in HP if applicable, all of which wear off in 1d12+4 hours; these points may **not** be spellburnt*
17. **DMT-HolG/Terregen23** - spray contact telepathy; only works v. organic lifeforms. Only functional in lifeforms with 23% or more Teragen DNA (which is most organic life in the imperial volume). Allows touch contact chemical telepathy and exchange of complex information through simple skin contact. Does not require an action to share information, information shared is instantly available. (Unlike most telepathy does not require a roll either)
18. **Bynaean sweet grass**- Descriptions: Small round chunks of sticky white matter, somewhat resembling tapioca, or rice pudding. Effects: 2d4 minutes after airhypo injection *Adds 1d4 to Agil score and 1d2 to Init. For duration.*
19. **Smoldering silverthread** -A controlled substance not native to the region; most commonly sold in tiny silver squeeze tubes; 30 seconds after squeezing a small, beaded line out the material will begin to smolder. Whilst it is smoldering it is "active" *Fumes excite brains +1d6 to next 1d3 rolls.*
20. **Worm oil** - allows those who survive partaking the ability to speak and comprehend the "most wormish speech" of "ancient Saurids." Bunk?
21. **Tanis - Noir Krillopede Oil** the extracted and processed oils of the Noirish Krillopede, adapted for ranching conditions on the Imperial Capital of Tanix. Purification requires at least a centrifuge. Usually absorbed directly into neural tissue; either through direct injection or absorption via the optic nerve (a terrifying experience the first time as the user experiences partial - sometimes total - blindness as the oil "settles." *Roll a d20. On a 1, the blindness is permanent. Creates neural distortion and cognitive dissonance for 1d6 hours, during which users are largely insensible to the outside world.*
22. **"Naga juice"** Allegedly derived using similar techniques as those used on Canopus Rex but from extinct but recovered Nagah corpses, usually depicted

as semi calcified or petrified, the actual origin of this substance remains elusive. Substance must be metabolized by direct injection; *use immediately inflicts 1d12 Sta loss which represents the tremendous toll that this takes on the user, though it does not take effect until afterward. Users experience bizarre hallucinations involving time space shifts, time in reverse, and bizarre 'negative' versions people and places (sometimes themselves) living in reverse, doing horrible things. Scientific or medical analysis on an active user will (DC 20) determine that temporal asynchronicity is not hallucination but the result of the user brain being fed information from another reality.*

23. **Black bone oil** - Hearsay suggests black bone oil is harvested from the bone marrow of those slain by the undead. Regardless of its origins, *it fortifies users +1 to Fort saves and saves v. un-death and un-death effects for 1d3 hours; At end A DC 4 Fort save is required or be ill for a full progression*
24. **Keflax Smoking Mead** - A unique variety of the azure keflax weed-vine, tank grown in an ovo-honey solution produces a light recreational drug; no game effects save for a mild pleasant buzz and inclination towards socialization.

Awareness Spectrum Narcotics

1. **Boosterspice** – see Sub-ether 03
2. **Seer smoke** - a noxious green vapour sometimes utilized by navigators to augment their farsight capabilities. *Adds 1d3+pers bonus to seer disciplines. Adds 1 to all strain rolls for 1d2 hours after use.*
3. **Canopan worm spice** –see below
You seek the most ancient, the Black Spice? Seek first no. 4.
Above.....
4. **F1-11/8** - An organic psychoactive compound utilized by the Navigator families as a focusing element for networked navigators on long voyages. When used by mundanes it's like aiming the universal shotgun at your cerebral cortex and firing. Slime derivative.
5. **Experimental Navigator Sedative**
JX-178043 - Navigators have a dedicated range of sedatives for the particular purpose of dulling the outer senses while sharpening/awakening the inner; rated from one to three, each increases the psi or spell craft roll while at the same time acting as a penalty on all physical activity (perceptual as well as movement, so it's not one for the senaualist-inclined among the Navi set)
This is a variation sourced from a closed experimental seer laboratory located quite hidden on an unassuming outer planet.



Drugs for computers – Do Gynoids jones for electric drugs?

Meatsleeve – a datadrug designed to induce a long from (6–16 hours perceived) hallucination drama in which the drugged form experiences “life as an organic.”

The Holy Universe – a bizarre experiential

Bootstrap 99 – a notorious “Intellect Booster” allowing one’s machine or information intellect to achieve higher (exponential) grades of sentience...temporarily. Relatively useless as a problem solving agent as once one’s mind has been ‘so bootstrapped’ the concerns previously presented seldom (overcome DC 30!!!!Wil save to insist) seem to matter in the long run. +4 (!!! Yes 4!!!) to Created or Mechlife intelligence score, +2 to pers and additional +1d5 hp / point of intelligence bonus from awareness of and constant analysis of possible/probable outcomes and motivations. For every 10 xp accumulated, however, only 9 xp are gained. Rumor swirls up from the depths of Maleth Noir of a variation that leaves permanent upgrades to uninstantiated datalife.

White Rabbit – For when the infolife desires or requires to go down the hole of pure intuition/inspiration; used in exceedingly high (*Fort save DC 25 to resist*) doses to “bootstrap” mechlife minds into realms otherwise denied them. Particularly useful for Mechlife wizards who seek to enter realms of birth and rebirth (and death).

Red Sector B – drug of uncertain origin or demonstrable known function; it is not known why AI minds began using the algorithm but now users experience periodic and unpredictable (apparent) quantum entanglement, alternating with feelings of depression and alienation (which can be novel for some infolife)

Roosters – Any of a variety of ‘intellect cages’ or ‘rogue brain limiters’ (to use archaic second empire terminology) or not boosters but reducers; oft used by exceedingly high post-Turing’d level AI minds to experience ‘lesser minds’ or (more frequently) to ‘meditate...as a cow.” Likely illegal in core imperial space.

BetterThanYou – info-upload (some strains pass to organics via optical hack) a least version of the software used to instantiate datalife into organic and inorganic bodies, forces a crude archetypal identity and scenario on the end user. Repeated exposure is damaging to ego and cortex (or ID stacks); indeed, repeatedly spamming this (esp v. organics) has been known as an effective means of breaking one’s identity down for later programming.....

Rumors suggest a more sinister version of the above called **Faustware**. Which serves as an underground railroad for infomorph criminals to escape....whoever pursues them. IN this case they actually download permanently. Dual DC 20 Will saves are required to not find self-obliterated by this process. Single save pummels consciousness into a comatose like state capable of recollecting but not experiencing events until freed. Both saves successful are hellish as the character is fully conscious but absolutely helpless within their own mind and body, unless they are somehow psychic or capable of ‘think-do’ levels of magick.

Other Psychoactives and pharmacologicals

Foomh gas or Foomh juice Usually a load of dreggu – outside of the magnetic field of their origination point the infamous “hallucinogenic gasses” of the moons of Foomh are not stable and do not (usually) hold up to containment. But they are frequently the name utilized for various types of flimflam and bug juice by con artists and charlatans.

Blue sponge mold – brain mold, coral mold, brain coral, etc.

Colonizing invasive lifeform that prefers temperate oxygen-nitrogen atmospheres where it accumulates in dry areas of high moisture – where the dew accumulates on rocks purely from atmospheric condensation, or in the sensitive areas humanoids keep covered up no matter what on arid desert worlds.

Esp. prone to growing on Saurids, some Synths, a few bots, and certain specific types of humanoid but under the right circumstances can grow on most anyone. When it accumulates in number in proximity to a living being and it's orgones

Revivol-9 (reanimation catalyst) – the ninth strain of the **Revivol** family This luminous green substance allows a second roll the body check, though at + X (2 or 4) Even if the body is not immediately intact, provided there is enough remaining cellular activity to carry the drug beyond the initially affected tissues. The only use restriction is that the brain and spinal cord must be primarily intact, as well as at least 75% of the body.

On injection the deceased must make a DC 18 Will save (yes Will save); the deceased can in this singular instance burn luck to affect this roll though it will be spent and not replaceable even for a thief, Halfling or other character class that has greater ability to manipulate their luck.

On a successful save the second roll the body check occurs, and the results are immediately applied, further the deceased has now regained consciousness even if their initial injury would not have permitted such.

On a failed roll the deceased's consciousness fails to hold or reconstruct and instead, one of the chemical undead (see the Judge's guide) rises in lieu of a second rolling the body check. Good luck!

Twinner-66; *'experimental seer'*

Produced in batches, taken by two different individuals, it allows for them to swap consciousness indefinitely while remaining oddly entangled. Some cannot handle this; others find it to be the *Best Thing Ever*.

Will save DC 16 to resist; if resisted disorientation, nausea, and REM sleep for 4d12 hours; If one resists and the other does not the would-be Twinner experiences a kind of acute jump sickness.

Usage is not recommended beyond the 96 hour mark. There are some ... concerns about disentanglement. You may become stuck in each other's bodies. Or begin slowly integrating personalities randomly.

Implantables and Replaceables

Everything on this list is available throughout the imperial core and most of the Middlemarches for 2-500, each. Trade Respirators being the exception

Parasites –

Trichaste – a small, yellow tube resembling a squash; a small metabolically harmless parasite used to arrest the aging process in children; most commonly used in the Great Houses to extend childhood and education by years or even decades.

Respirofilm – small bloody organism that fits in the throat and eventually colonizes the inner lining of the throat, the nose, the upper lungs, the eyes, and ears to boost the immune system and keep unwanted life forms out. Functionally head apfi.

Symbiotes

Air slugs – mount in the lungs or throat, with a limited but wide degree of atmos they can translate between, almost always nitrogen, oxygen, carbon dioxide, hydrogen or mix thereof into one particular atmosphere; even among similar atmospheric tolerances they will not work across gens lines

Lungchewer – custom life form that inhabits one (or both lower lungs, in Saurid anatomy) lung and slowly eats toxins and minor cancers. +4 fort saves v. poisons and radiation. Character must maintain a drug addiction to get this thing to work however if they don't already imbibe the creature's chosen poison

Some strains are known to have achieved unplanned sentience.

Nose bug – mounted just inside a single nostril though microfilaments will roam. +4 v. all inhaled toxins or effects, can act as an air slug for 30 minutes, and can excrete one semi to organic supplement daily.

Ear fan – appear as small aphid larvae when implanted. Within a week large silk fan looking growths will emerge, sticky and new from the character's ears. Within d5 days of slight nausea and vertigo, the wearer will be able to receive radio, microwave, lasercom, and other wavelength based communications.

Variations exist that act as solar charging batteries

Rectal crab – consumes the hosts body wastes and once a week lays an egg made of the concentrated remnants of that poo, but as a neutral semi ceramic object.

Urethral eels exist that do the same for liquid wastes, emitting the result as pencil thin matter stream 6 cm long once a day (often at a preprogrammed schedule) and **vaginal hameotophages** for those rare females who go about fertile.

Contraceptive eel – for those who go about fertile but aren't completely stupid there is this vat grown assemblage creature closely patterned on the morphology of Variants exist that serve as STI repellent, detectors, and anti-assault measures.

Trade Respirators – a cybernetic, vat grown life form designed to directly interface with an organic life form and their respiratory orifices. Wraps around the torso and extends gas-mask like triple root pseudopod to cover the mouth and nasal cavities, in whole or part. This includes the eye(s) and ears in some cases. Many are grown from the host's tissues to ensure greatest compatibility. Essentially a dedicated bio-maker that allows the host to transition between alien atmospheres effortlessly. Many come lined with varieties of translator microbes to aid merchant traffic. Developed in the aftermath of the Trader's Plague.

Bio surgical modification - *So you want to be a Mutoid?*

What's a Mutoid? I'm glad you asked imperial subject!

Imperial Humanoid, Mutoid

You have undergone, voluntarily or not, the reconstructive process to become a Mutoid. Your emotions are dead, you do not require sleep, and need only feed upon processed blood plasma once a day to preserve life functions.

The bionic reconstruction process streamlines their biological weaknesses; they become mute, capable of radio speech transmitted to one another; they have no need for speech, only to hear and obey. Also, as a consequence, you are beautiful. albeit in a distant 'gothish' manner.

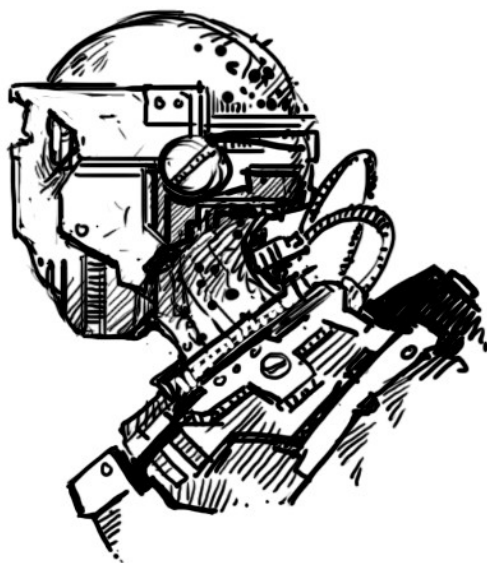
Mutoid Modification

Add 2 to STA, -2 to PERS, +1 Ea to Str, Agil, and Int, -2 luck.

Perm. Addition 2 to Fort save -1 to Will save, perm. Reduction to Init. -1, add 2d6 hp

Mutoids only require one 16 oz. blood serum to survive, daily.

Mutoids are immune to vampiric ichor, indeed, comingling their bodily secretions with that of a hemovore's ichor can serve to eliminate the plasm disrupting effects of the ichor. ("Bleeding the Mutoids" is a not uncommon solution to finding a vampire aboard your ship in the Sub ether.) Mutoids were created during the Second Empire as an anti-vampiric countermeasure. Most (99%) Mutoids are in imperial service or formerly were so.



Advanced Cybernetic & Bionic modification

So, you want to be a Borg?

Cybernetics – are primarily custom for their users at this point; perhaps 80% being fabricated by a physician (or other responsible design party) to the specifications required. Also, for the most part a “custom industry” in that particular builders have great prestige and even recognition as artists. There are a few great design houses, but they are not manufacturers, they sell their designs to the few manufacturers of ‘mass market’ cybernetics – all of which will need to be customized to a lesser or greater degree when introduced into an organism anyway.

These design houses are more like fashion houses of the early 21st century Gregorian than ‘captains of industry.’

While there is a certain, rougher (and older) customer base that is used to doing things the old fashioned way those represent less than 20% of total users in the imperium. The new designs have the further advantage of being able replicated from existing designs, provided the proper fabricator technology and raw materials are available on site. An important feature for those in high risk jobs.

Cyber-styles First of all, there are varieties of cybernetic upgrades; While they are technological differences, for our purposes these are primarily considerations of style. Standard “Chunktech” – which is a specific choice of choosing to emulate mechanized body forms. Only somewhat intended to emulate the original body. Off-putting to some, not at all to others. Mechanized Created may get the wrong idea if you hang out with them excessively, however.

“Wire tech” minimalist and designed not to overshadow the user’s own body experience, typically resembles tattooed circuit patterns in the affected area, often times with a stealth option.

“Bone tech” obvious external, bumpy and sometimes jagged calcium growths over and around the affected area, sometimes overlapping creating bumpy ‘plates.’

“Crystech” expensive; basically, the parts are replaced with shifting series of crystalline structures through which energy direction can be perceived with the naked eye. Showy. Ostentatious

Replacements & Augmentations

Arm

The arm strikes at +1 hand to hand inflicting 1d6 points of damage when used thus. (or 1d8 when used to crush something small)

(both arms)

With both arms replaced, the character has an effective +2 strength score for related matters (Note that a fumble here likely means the meat twists and breaks before the associated metal does so.)

Can be fitted with finger or knuckle mounted spurs (retractable or not) which add up to 3 points of damage on unarmed attack rolls.



Leg (both legs) Without a bone graft, biological Boneweave, or other augmentation to the pelvis and spine, cybernetic legs cannot add much to the 'wearer's' life experience outside of a somewhat greater movement allotment (+5), a doubled jumping distance, and in top of the line paired models a +1 to REF saves. On a standard medium sized humanoid frame, up to five small to two large things can be worked into each leg however, and may even be concealed/ concealable if desired.

Base price

Per leg	2000 ea.	(DC 12)	Build DC 22
Higher end	5000 ea.	(DC 16)	Build DC 26
Visible extras	2000 ea	(DC 14)	Build DC 14 - 18
Concealable extras	2000 ea	(DC 16)	Build DC 20+
Concealed/hidden extras (perm	5000 ea	(DC 20)	Build DC 22+

Eye

+1 to 4 on search tests based on quality. Cyber-optics are immune to dazzle and such light attacks, likely include vision in the IR, UV and perhaps other near-visible wavelengths of light.

Various sensors and scanners, as well as targeting and interface systems, are standard in such an implant.

(both eyes)

Also, the sensor eye option **Sensor eye** - with up to 100x mag, photographic (500) capability, and tool interface. Also, UV, IR, and possibly other filters.

Base price 5000 ea. (DC 12) Build DC 24

10,000 paired set (DC 14) Build DC 24

Additional options +1000 ea. (DC 10)

Audio A single cyber-audio implant grants a 33% detect noise.

(*both ears*) Dual cyber-audio (or Total cyber-audio in beings otherwise equipped) increases the noise detection to 66% *and adds 3 to a thief or urban confiscator's hear noise ability.*

Any additional sensitivity includes sounds that **MUST** be filtered out for the bonuses to apply. After implantation, it may take up to 14 hours to set up one's filters and preferences. Failure to do so (or a successful hack against them) reduces the cyborg's resistance to sonic based attacks, saving against them at -4 and taking +2 damage per die of damage received.

Base price 8000+ (DC 14)

Build DC 20

Respiratory/Lungs

13 hours of internally recyclable atmo appropriate to the character's lifeform; +4 on Fort saves and immune to inhaled or contact absorbed poison/toxins.

High end lung replacements can run on multiple atmospheres and / or contain micro fabricators that simply manufacture the correct amounts of whatever molecules are needed out of available gaseous materials. Most are metabolism driven and so the users wind up constantly jamming food into their gobs whenever they experience any physical exertion.

Base price 8000+ (DC 14)

Build DC 23

Artificial gills can be implanted which allow extraction of oxygen (or whatever gaseous atmo element) from an otherwise hostile atmo without fear of toxicity, so long as those gasses are present. Sometimes implanted with a replaceable atomic power slug good for up to 1d4 years of continuous operation should it come to that.

Price 1000 base + 1000/STA point

Build DC 5+(target STA rating)

Bone grafting - imparts a perm. +2 to strength and +1 to Fort saves; more importantly, +3 (perm) to armor class. Certain psychic disciplines may be able to, and many security sensors will definitely be able to detect this. Some grafts are fitted with a micro'blipper' specifically to be tracked should the authorities deem it necessary.

Price 8000 base + 1000/STA point

Build DC 8+(target total STR rating)

Bone lacing – reinforces the bones and Musculo-skeletal tissues of the host body; +2 to all gravity saves; adds an additional gravity (not stackable with bone grafting) proficiency the character's starting two. Adds one to AC Takes half damage from mundane blunt weapon attacks (clubs, nightsticks etc.)

Price 10,000 base + 1000/STA point

Build DC 10+(target AGIL rating)

Exotic augments – Spellware Contingent Reaction Implants– A complex suite of cybernetic implants, exterior sensors, and exotic memory cells, allows particularly urbane nethermancers to cast and hold spells for quick release. In appearance, the bearer seems to have up to three cybernetic eyes of differing varieties mounted as odd points on their body. The adept can tell when one of the eyes is "full."

Dangerous. Misfires cook you from the inside, or can impair your casting ability, or vegetable you. .

Price 20-50,000 ea. (DC 26+)

Build DC 28+

Executibles, Programs, and Softwares



ICESpider 1, 2, and 3

Getting tired of your cybernetics being hacked? We can fix your problem!

ICESpider.exe lives in your components, inactive, keeping things running as efficiently as possible. When an invasion attempt comes, it waits until the event is successful and then attacks back.

Grade one is the cheapest and only brings an action die of 1d16 to the party, enough to ward off casual spy and randomware attacks. A must for those living within a UIBZ, an unbraked information broadcast zone

Grade two is more reliable and provides an action die of 1d20

Most will want stage three which brings an action die of 1d241 to the table, however.

Die results or on the die rolls of 1, 10, and 20 respectively attempts to induce lethal biofeedback in the attacker, doing 1d4 damage to hit points and STA.

Head daemon storage port

Coreworlders become dependent on their information management programs, treating them as extensions of themselves or as pets rather than simple computer programs. This allows a backup runtime of that daemon to continue persisting even deprived of a computer network. (Said daemon will not be able to do much of anything but many core worlders miss having the constant voice in their head)

Gene therapies and Re-sequencing

Note: Most “for purchase” gene therapies are not heritable.

Basic level Genemods - therapies are 1d6x1,000 transactions each; each requires a pair of Fort saves (DC 14 and 18 respectively) to be made weekly. Mods do not take effect until one week after both saves have been failed. (If these saves are both made thrice consecutively, then their bodies actively reject the mod.)

Any of these, if implanted correctly in a respectable core world clinic, will suffer almost no risk of failure or complication (1 on a d20 only)



Low light vision

- Fort save DC 15 (spec. clinics use bio-limiters that drop the save by 6) or it will not take. Procedure takes less than an hour however there will be a 1d4+level hour recovery period wherein the character cannot see but experiences ‘inky’ visual hallucinations. Within 1d24 hours thereafter the augment will experience low light vision as though born with it, range 20’

Build DC 8+(target total STA rating)

Boneweave

- 2d2 week implantation and grafting process endows bones and integumentary systems, structurally and up, to perform far beyond recommended limitations. +2 to Fort saves, +1 to Ref saves, +1 on all roll the body checks, perm. Addition of 1d2 hp annually from advanced dermal deposition throughout body until such a time as they have reached their max. Sta score. Does more ‘barehanded’ damage in combat with skull, fists, etc., staging damage up once on the dice chain.

Build DC 10+(target total STA rating)

Secreter organ

- Most often grown from Zynzax stem cells along the outer gall bladder or liver (if present) this creates one to three (roll) tiny pouches organically grown inside the host (1d16 hour grow time without stimulation) that will produce a particular chemical or substance. Most often for medicinal purposes for those who cannot survive or afford gene therapy to fix a particular ailment. As they are essentially custom dedicated use bio-fabbers, they are lso used by the ultra-wealthy to create augmentational chemicals, or to get really stonking high. Likewise for the criminal element. The procedure is low tech and standard is likely to be no more than 2d6x1000 for the process itself – the material grown and fabricated however will be expensive. (sometimes 25, 50 or 100 thousand)

Build DC 12+(target total STA rating)

Rather more advanced....

Combat grade neurochem – genengineered add-on to dna grows a series of small globular glands within d3 months of implantation; glands synthesize a small amount of highly efficient combat drug, stored in these glands. With an optic, salival or neurological trigger these accumulated drugs can be released.

First grade neruochem can be released once a day, though sometimes more in particular individuals (STA bonus +1/day) Each use neutralizes most poisons in the body, restoring 1d4 ability damage to STA, AGIL, STR, and INT, as well as adding 2d6 hit points and +2 to hit and damage with all attacks, as well as a +2 bonus to Armor class. The additional hit points gained are retained until used, they will not heal back. All other benefits remain in effect for 1d3+CL rounds.

Price 11,000 . (DC 24+)

Build DC 23+

Second grade neurochem is for high end killers and government assassins Each release restores 1d6 ability damage as above, adds 2 to initiative, adding 2d6 hit points and +2 to hit and damage with all attacks, as well as a +2 bonus to Armor class. Further all Strength, Agility, or Stamina based checks are staged up one on the die chain. Duration is 1d6 rounds + CL

Price 20-40,000 ea. (DC 26+)

Build DC 25+

Full Biological Exfiltration – a long winded way of saying they can spin a new body for you, an analog of the old, out of synthetic or fully biologically active cultures to create custom bioroid or lifeform to spec, in the clade or specie-type desired.

Those who have experienced this fairly bizarre phenomenon claim it's like being taken methodically apart by a giant collapsing wall or 'loom' and then the curious but unpainful sensation of being woven back together, somehow conscious, but aware of the layering process of 'resynchronization.'

Please also consult the rules for Electrum level backups on p. 53

Price 20-40,000 ea. (DC 26+)

Build DC 26+

Related to.....

Bioetheric Galvanism – Once called Biogalvanic Mechanics, this is the parascientific technology of creating artificial bodies that can house both biological and artificial minds. Technology blossomed at the end of The Empress' reign Custom weave-printed from template. In the core there are style houses for this too....



What else to do with all that money

Training!

And other ***Advanced learning techniques***

Go to school nothing beats the combination of applied practical and informational learning.

Knowledge Skills - Book learning; that which is applied by mere intellect

Activity Skills - Physical stuff; running, swimming, fighting, fucking, etc.

Professional Craft Skills - Skilled knowledgeable work; likely organized in trade guilds.

All of these take not just money but TIME. Fortunately, there is tech for that...

Sleep teaching – a common form of passive mind control and information induction technology, often used to keep skills current for those on service duty in the imperial navy and other areas of the official imperial apparatus. In only limited use commercially as it's use beyond the state, medical, and recreational areas is greatly restricted.

Direct Neural Interface - through cybernetic or telepathic interface, It is not enough to implant information into the mind, it must also be (correctly) accessed and referenced often in a short time to take. In practice this mean it functions better to augment exiting learning than as form of learning itself. Of course, you can't learn to fight this way, you would have to have this information in your head and then get into a lot of fights. In that latter instance, such a character might earn an additional experience point per playing session for getting into fights.

Behavior Modification Assisted Learning (Mind Control used for instructional purposes) – the imperial navy uses this on a semi limited basis to impart certain harder to fathom high order concepts, vital intelligence techniques, and all manner of advanced behavioral training. Much of the officer corps of the fleet are used to having their heads examined, duplicated, and altered; shipboard, some are used to it occurring nightly as needs arise. (Those who have received such advanced training are at -5 to any attempts to resist such manipulation but save at +3 against all other forms of mind control or behavioral influence, as though 'hardened.'

Direct Download – for mech created, synths, and those with the proper cybernetic enhancements, the information can just be loaded directly into the brain and CNI stack. For activity skills such as martial arts or acrobatics, the relevant skill wires must already be implanted or the character will require a period of acclimation or using the new skill sets will cause injury, possibly permanently.

Bio-implanted data (literally adding the data as protein that bonds with specific sections of the brain; a few days or weeks of use with the new skill or information is necessary for it to become neuroflexible and integrated into the recipient's normal memory functioning.)

Even at only modest levels of imperial technology, most basic to modest complexity skill sets can be temporarily "burned" into a recipient's brain, the direct transfer is usually accomplished through the retina or optic centers, and is assisted by the native micro biome of electronic life that is common to 95% of worlds in Imperial space and vital to the advanced information matter functioning on many core worlds. Weapon proficiencies, basic piloting of simple vector vehicles, and most other common, routine, but skilled tasks can thus be imparted as needed in emergencies or on an as needed or as funded basis. (High Intelligence actually acts against the duration time of such data implanted skill sets; such skill sets typically last for 20 – INT hours before degrading.

Cheating Death!

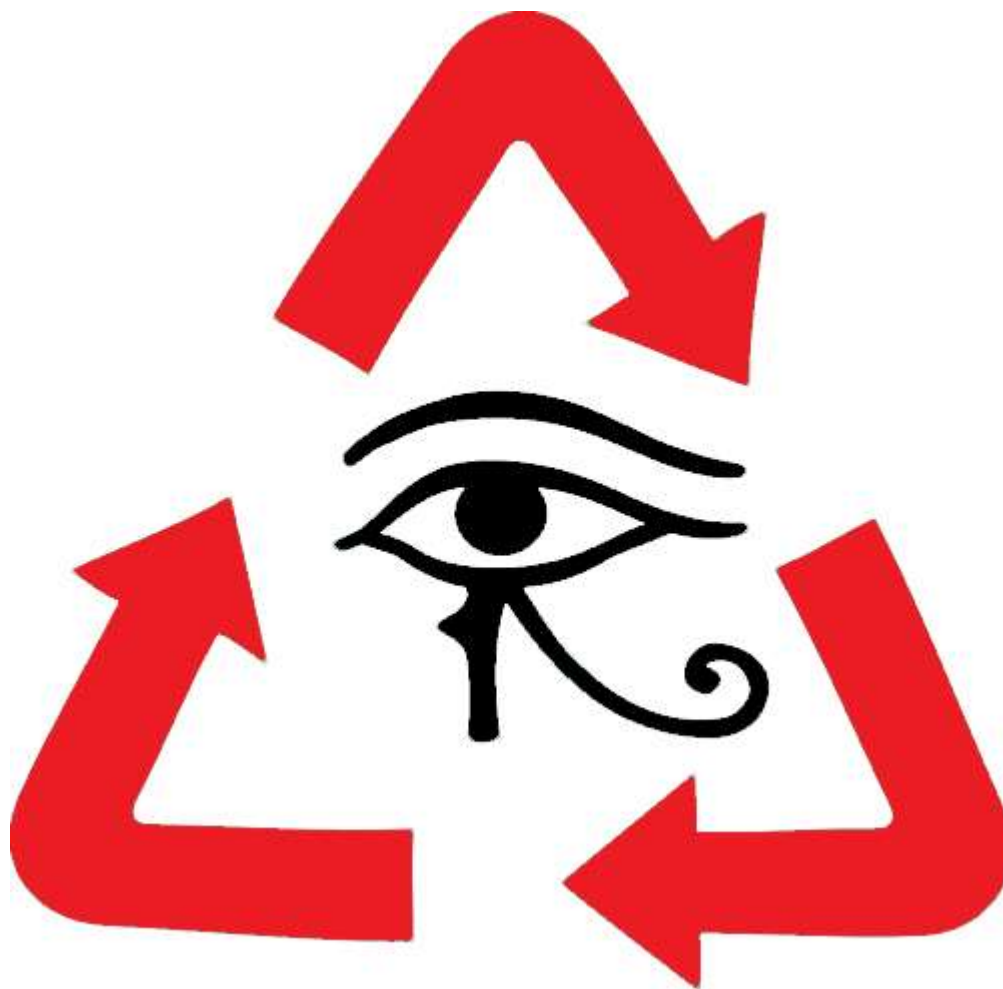
Subscribe to a clone bank

- Less expensive than you might think but not cheap. Easier though when practically any mid-tech imperial installation or world can probably just print your new body out when needed, though speed may be a factor. Most such things are done through (imperial supervised) services wherein the clone (and presumably a personae backup) can be activated and decanted from a private facility, most often among the dozen or so technological 'edgeworlds' along the fringe of the imperial core



Back up your personality

- Creating a **Persona backup** is expensive but mostly it is time consuming; initial scanning can take $d16 + CL$ hours.
- *The initial scan will create a 0 level copy of the character.* The initial scan is expensive, worth 1,000 credits x the sum of the character's ability scores. .



Resleeve rates run anywhere from 8-30 Imperial Transactions in the core, and far more beyond that area, where it is available at all.

Basic – about 8 IT

A “procedural backup” is made of the character’s mind, scanning their identity, sense of self and memories intensely.

When activated the backup is a zero level character. This character possesses all of the memories of the original, and the data contained in that backup still exists in some fashion on a sliver of thin computronium awaiting a body, runtime, or other hosting medium.

Standard Silver-Rated Imperial Consciousness Backup – about 10 IT

A full backup is made of the character’s mind, scanning their identity, sense of self and memories intensely, while also making a partial quantum imaging backup of their primary nervous system, and orgone state

When activated the backup is a first level character provided they are activated/sleeved into a body that they are familiar with – a clone, or other familiar identity. Otherwise even with the most advanced therapies, they will functionally return to being a zero level character in 1d6 weeks, although after this period the character may begin accruing

experience points again. This degradation may be held off for a length of time, perhaps indefinitely, by indulging in brain activated high cortical activity shortly after backup is activated – in other words, go on an adventure if you want to keep your level.

Electrum – about 20 IT

A full backup is made of the character's mind, scanning their identity, sense of self and memories intensely, while also making a partial quantum imaging backup of their physical form, and orgone state. This is regarded by many as the ideal high end backup for those who are planning on changing bodies into a markedly different form; higher backup methods have been known to fail when performed cross-clade and in some cases, even cross-gens

Metaphysically this is considered the least of the “true backups.”

The character is, when activated, a mental copy of the original character at the time the backup was made. However, a DC 20 Will save must be made for each level the character possesses, or the level “evaporated” in the transfer. A 1 on this roll reduces the backup to zero level and possibly inflicts some serious body dysmorphia or read/write errors.

Gold – approx.. 23-27 IT depending (23 in the core)

A full backup is made of the character's mind, scanning their identity, sense of self and memories intensely, a full imaging scan will be made of the subject's total cornua at the time of backup, and these are stored with quantum sensor level material imaging (maker) patterns for their physical bodies and condition state while also making pseudo imaging extrapolations on the characters quantum state imaging backup of their primary nervous system, and orgone state.

When activated the backup character is the original character....as of the time that the backup was made. *(Example: Chucky the Star Barbarian saved the Clone Clinic and they rewarded them with a gold backup at second level; time passes, and he dies a spiral arm away inside some nameless asteroid; the backup will be second level.)*

Platinum Deluxe – about 30 IT

For the low low price of omg money, one can have a series of custom bodies or clones grown, and regular backups maintained. The character is fitted with an Ecephal Plug that constantly writes to backup all experiential data in real time, as well as making passive observation shadow extrapolations (pseudo imaging) of their quantum state roughly every three seconds; this puts a hard backup of the character and everything they have achieved embedded in a static micro suspensor field once life functions are terminated; where possible, these plugs can be fitted to transmit backups across various communications means but this opens the plug and its contents to electronic warfare. The character can, theoretically, die as many times as they have luck points, regardless, provided the backup date is intact in some form or fashion. The backed up character will retain all of their memories, skills, and experiences (as well as levels and XP) and suffer no ravages of body dysmorphia.

This is the stuff of the Imperial Houses, and well beyond the means of almost anyone else in the imperium other than the power elite.

Storage your personality

- Unless you are going to take out a parentage license and instantiate that backup into another medium, you're going to need to put that backup on storage. This is even more expensive than subscribing to a clone bank. (Core world computing substrate is expensive.)
- XP loss is inevitable and unavoidable for those who chose the form of serial immortality that Backup Personas can have.
- Assuming the personae is updated now and then something approximating the original individual is kept but with a necessary minimum degree of distortion.

Further backups must be maintained, spending one thousand credits for each experience point. These create Advanced backups which are unstable and prone to degradation over time.

- Many are the cautionary tales of backups gone bad. Data ghosts, secret backups,
- Any Reinstantiation from backup beyond 0 level faces a Will save where the DC = the number of XP backed up. Failure on this task leads to the Reinstantiation table. A 1 on this roll leads to disastrous circumstances

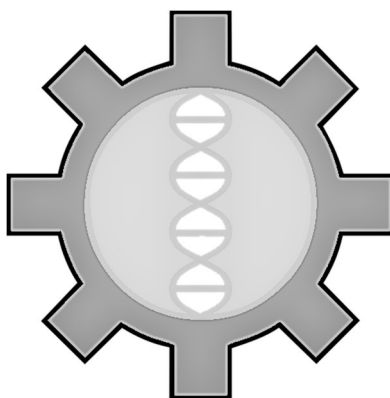
By way of reminder, most mechanical Created need not be backed up but installed into a new frame; where the frame is substantially different, the procedure follows that of the above however Mechanical Created add ten to their Will save.

Yes, even in Galaxy Black, Death Has Limits.

Each time you re-sleeve, are reconstructed by nanotechnology, or are vat grown from a backup or whatever), no matter what fate will catch up with you. Consequently, you will pay the price of a luck point. This is no more retrievable for a thief or halfling (or any other luck bender) than it is for a warrior, wizard, etc. A part of you is gone, spent, for good⁷.

When this brings you down to zero luck, ooh, resleeving failures are bad.

Luckily for the rest of us, they are usually the stuff of adventures. Thanks! Your Judge appreciates the story hook. *Make three zero level characters please.*



Don't mind the grim sounds of your companions putting down the abomination that rose in your place, just roll 3d6 in order punk.

⁷ Fate's weave is happy you are still dangling around to play your part but my wasn't that a wrinkle?

Heavy Things and Larger Materials

Vehicles

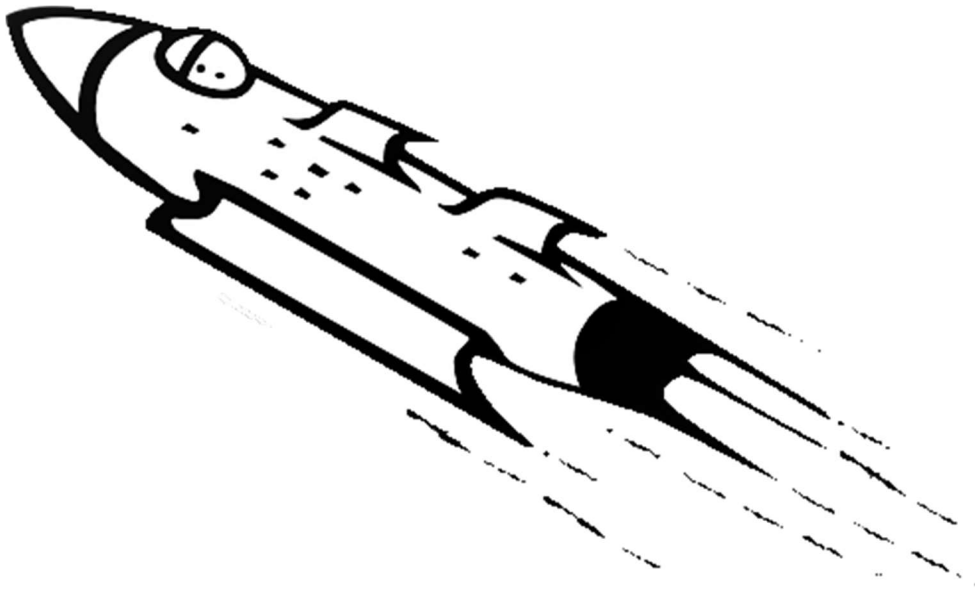
Exploration Crawler

Survey Crawler

APC

Speeder

Slider



Ships, Stations, and other Objects in Space

Jet bike (ahem Turbine Accelerator)

Flitter – core world personal gravity vehicle

Bubble top Flitter

Spacecraft

Small

Bubble top one, two, or three person personal jet saucer

Personal gravity shuttle

Aquashuttle

Stations

Shack (one, two, and three person modules available)

A *shack stack* is lit. just a bunch of stacks assembled in any manner

Transfer station

Medical station – bright green

Hub

Space Colony

System ships – are typically fusion torch ships

Vehicle - Imperial Exploration Crawler

A ubiquitous sight amongst the explorers of the Extra Imperial Fleet, the Crawler is an enclosed combination communal lodging and workspace for 4-7 sentients (depending on various factors) mounted on twin crawl-track treadwheels. The vehicle can dig through most terrain and has a much smoother ride than one would expect

Interior accommodation - two seats forward in main compartment, underside entrance; option of up to six total seats but usually discarded; upper level for two or three and an upper observation/crawlspace. All of this packed into a space between 3 and 4 meters in both directions.

Geological sensors Vibration

Air sensors Atmo Sniffer

Visual overlay - IR, UV, low light,

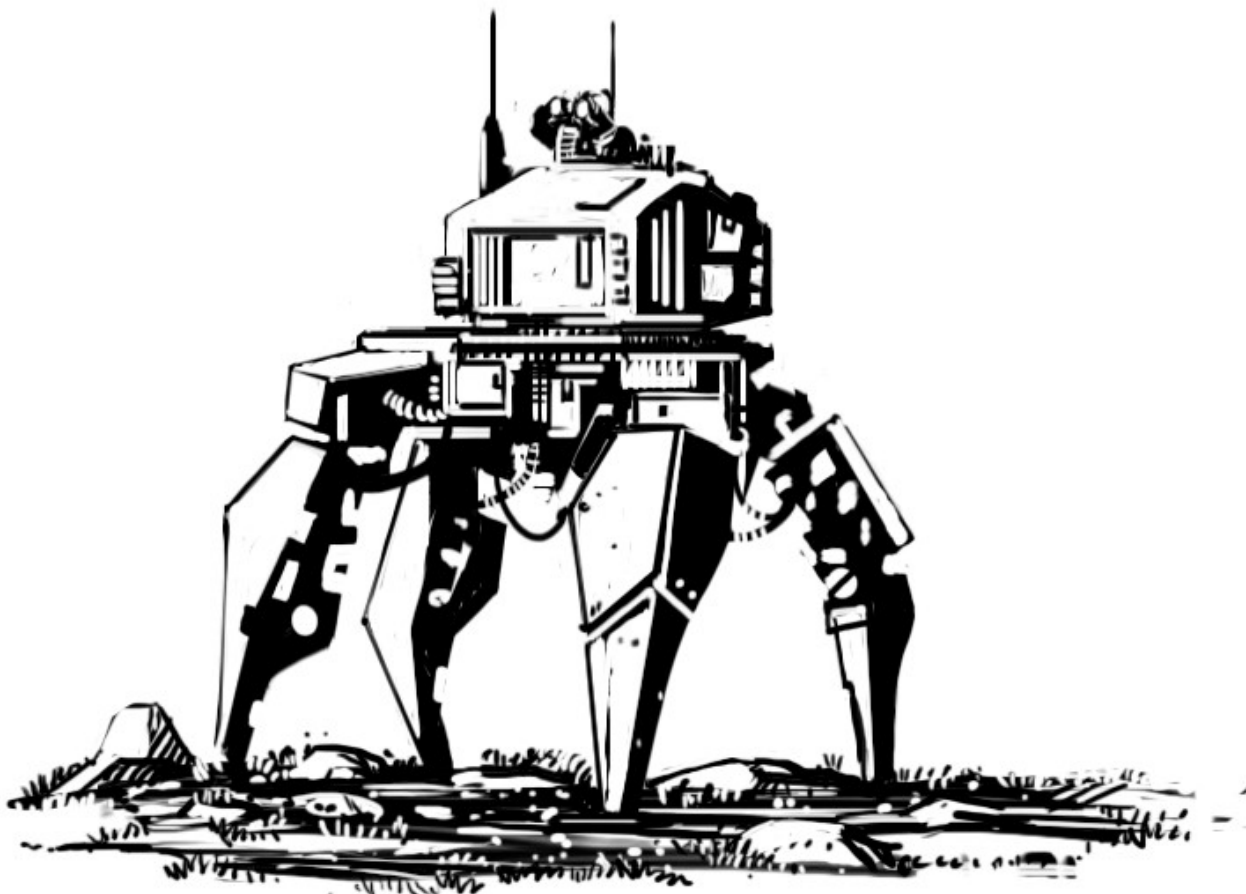
Twin canon (Or other bubble turret mounted feature – can house Mech logicbrain)

 Cannon: +4 (fire linked, each at +2 separately) 6d6 explosive each, radius 10x10

Max speed 45 mph

Armor 22

Hit Points 70 (impaired after 35)



Durathenum Ltd. Enclosed Expedition & Survey Crawler

(also available in a light hover variety lacking the armament for use in imperial space)

Seating four medium sized organic humanoids in relative comfort, six in service, and 8 in a pinch (three or fewer comfortably) this is a standard light survey vehicle for dispatching to alien worlds on First Touchdown and Eyes on Probe activities. Comes equipped with a variety of inspection sensors, a dedicated analysis computer, and a set of weapons for defense and zoological study.

Main power - A hydrolite EE-55 epsilon microfusion reactor (110 years life rated)

Fully enclosed atmosphere and waste recycler system; 96 hours of functionality at maximum rated occupancy (of eight, recommended 4-6)

Sensors – Atmo sampler, Toxin sniffer, molecule detector

Armament -

Precision needler – primarily designed for rapid capture of environmental samples (aka life) as well as non-lethal defense from same.

x-ray laser primarily intended as range verifier and such but of course may be pumped for defensive purposes.

Catchweb projector –manufactures and fires a pseudo-matter hard light “catchweb” programmed to constrict to holding anything it comes into contact with. Often they are programmed with barbs to ensure that those attempting to get free take 1d3 damage and get very bloody.

Can be fitted with a bubbletop **Goddess Omnimechanics Mobile Microlab** which adds a second, dedicated, level to the vehicle without affecting it's movement or other ratings. Allows for rapid inspection, examination, and dissection of local plant, animal, and microbial life in a controlled safe environment which can be effortlessly sealed off from the main vehicle.

Glass Slipper XVA-8100c Armored Personnel Carrier

A bullet or teardrop shaped intra-atmo paramilitary personnel transport, rated for hydrographic, low atmospheric, or ground hover operations. A jet guided; jet assisted suspensorlift vehicle.

As a light gravity vehicle, it is capable of projecting it's own force fields and so can generate a 50 hp force field when moving at top speed “in flight” or during sustained combat operations. When not in use the force field regenerates at a rate of one hp / hour but regeneration only keys on once it is reduced to five or fewer points.

The Slipper as fitted, carries 16 fully armed and armored individuals and up to two tons of gear and equipage for them. Additionally, a small vehicle fitting (for ground or very light air vehicles) and space / accommodations for three crew (pilot, sensor gunnery, and medic) plus berths for two emergencies in medical stasis for 31 days.

Top speed 200 kph

Cruising speed about 60kph

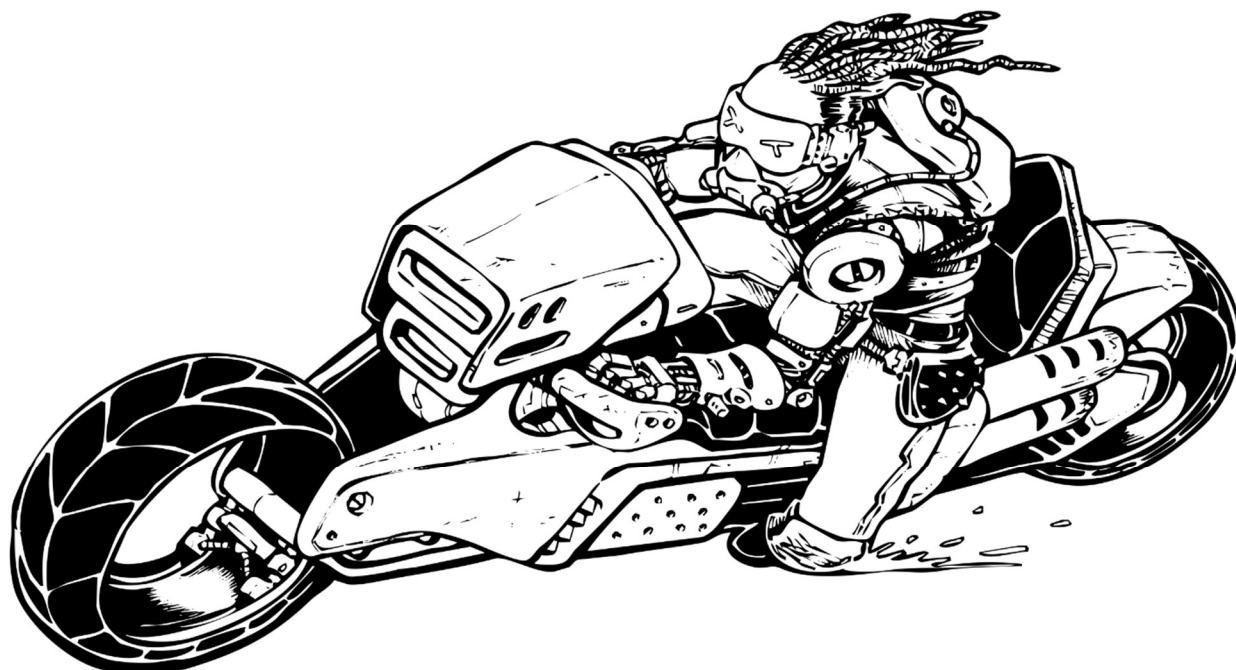
Underwater speed about 30 miles/hour

Main power – Sealed thermal Black G-unit, 4 Senseport Microfusion generators

Sensors Radar, LIDAR, lasercom and Maserwave communications

Visual overlay - thermo, IR, UV, low light, tactical

Support Cannon: +4 (fire linked, each at +2 separately) 6d5 precision fire. Autofires at 1d24 twice a round, avoiding all loaded personnel with onboard IFF.



Speeder

Speeders are fairly conventional late industrial high tech personal vehicles on some planets. The most common in the imperial core are micro jet-thrust assisted devices that ride like modern cars built around Suspensorlift contragravitational technology

On older or more industrialized planets with significant surface road infrastructure, there may be wheeled varieties especially among juves with access to Makertech. Many a core world is plagued by gangs of bored juveniles who have custom printed a homemade exotic crotch rocket on their parent's personal Maker.

Come in two, three, or four wheeled varieties, as well as the contragravitic varieties.

For more serious light civilian hauling, there is this.

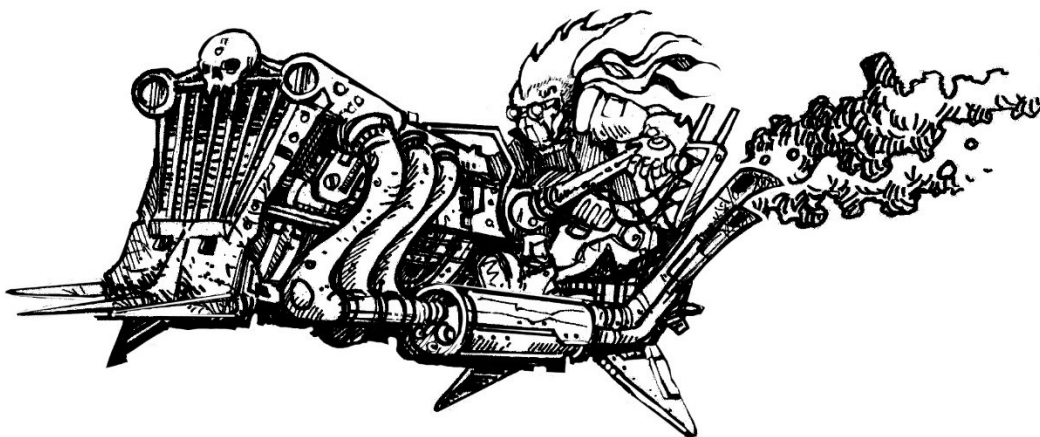


Sled or **Slider** (sort of a flatbed truck for much the same purpose)

Generally, these haul commonly two or up to six tons of material, gear, or other secured transportable goods.

Sealed or Bubbletop varieties are more like transport vans and incorporate storage racks in the walls and across the ceiling/canopy.

Skycycle – a rarefied niche vehicle in some areas of the imperial core; limited Gravities tech is utilized to eliminate 95% of the vehicle's effective weight allowing for considerable mass to thrust ratio – reaction thrusters, traction repulsors, and other lift/propulsion technologies are employed to achieve movement, often at considerable speed. Many, perhaps most, such vehicles are custom to one degree or another.



'Jet bike' (ahem **Turbine Accelerator**) – a single occupant direct control vehicle, a dedicated 'hot rodded' form of sky cycle where noncritical components are removed or replaced with enhancers and then most often fitted with an MHD thruster; when enclosed or the pilot is protected some examples are capable of achieving escape velocity from median sized rocky style garden worlds.

Aeroflitter (or just Flitter) – core world personal gravity vehicle

A true personal gravity vehicle: at full charge a flitter can even be capable of achieving orbit in a matter of minutes on planetoids and most smaller planets and hours from somewhat larger bodies, however the pilot and passengers will need to make survival arrangements.

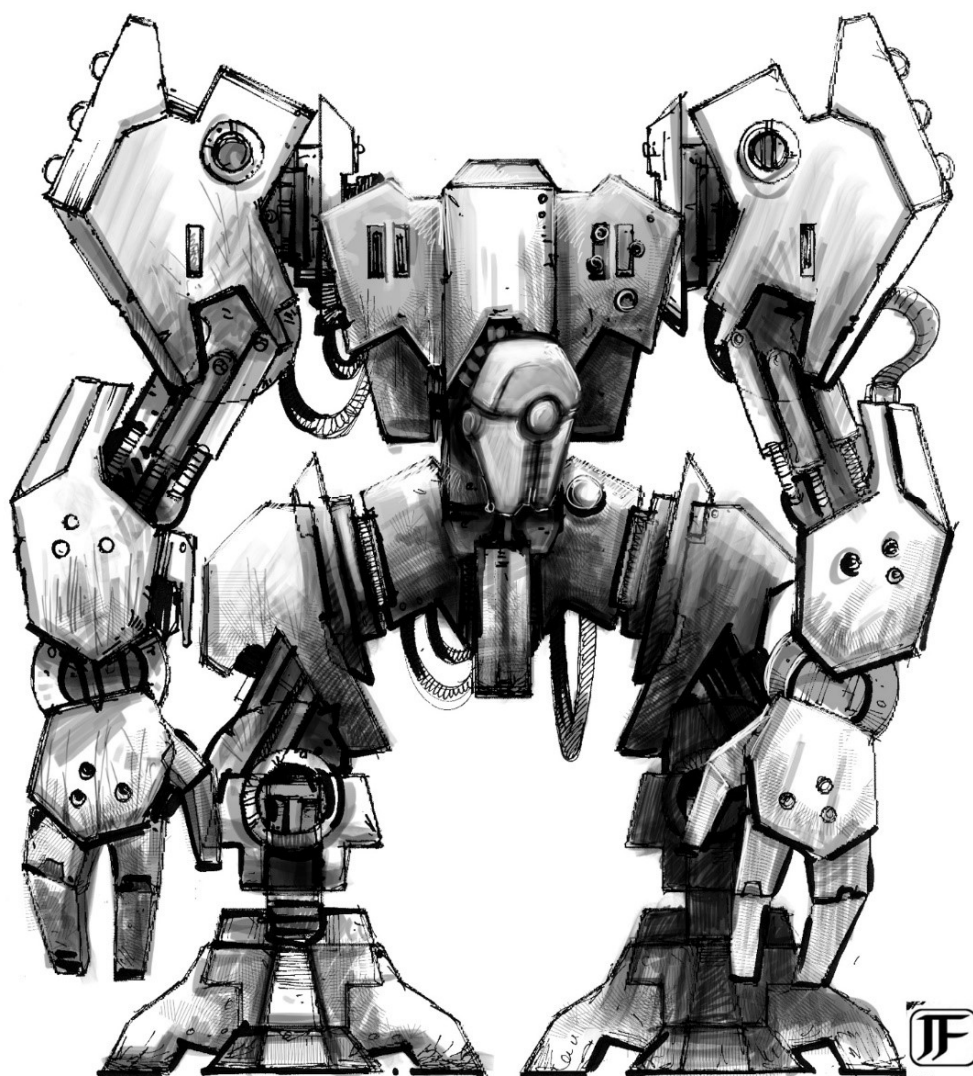
Light, work assistance Power Frame

Straddling somewhat the line between armor and work augmentation tool, and not quite power armor as the masses would know it, this is a common civilian application work augmentation frame, as ubiquitous on middle range planets as tractors, back hoes, and the like are in the early 21st century United States; most are possessed of three to six pivoting networked hardpoints to allow a variety of attachments, from agricultural, infrastructural building and repair and the like. Commonly used as power loaders aboard space stations and starships.

Used by nobles who can afford to arm them (legally) on the frontier to protect their lands, families, and investments.

Armor bonus +2 (cancels users' Agil bonus and they may not use a shield)

Str bonus +3, casual lift and carry 1-2 kt (cannot throw anything)



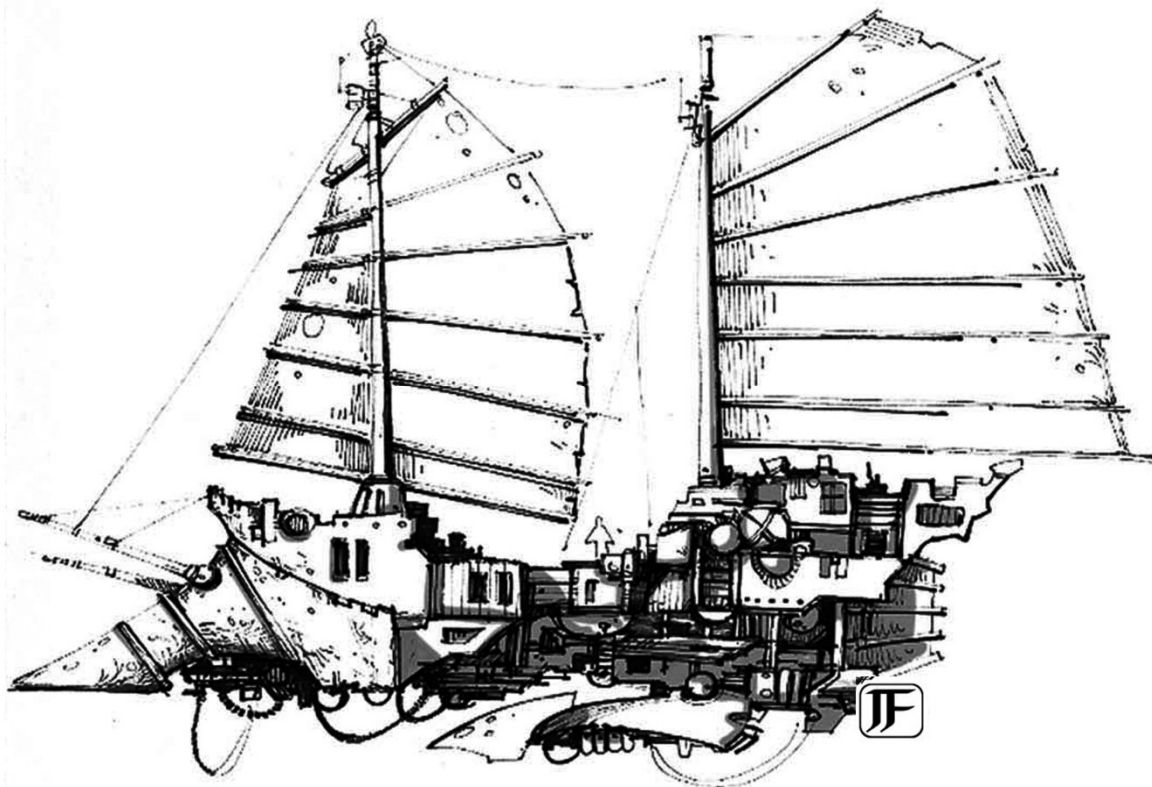
Heavy (Light industrial) work assistance Power Frame

A hard top and fully enclosed industrial work frame; this straddles the line between light mecha and a common work frame. Up to twelve light or six industrial attachments may be mounted and controlled via psionic interface, common networking, or cybernetic interface

Armor class (base) 20 +2 (replaces users' AC, when in use may use AGIL bonus)

Str bonus +3, casual lift and carry 1-2 kt (cannot throw anything)

G-Sail Skiff



Once and still the wholly arbitrary hobby of many a petty noble, G-skiffs and G-Boats are flat or hollow heavy suspensor vehicles, utilizing both a dedicated contragravity generation turbine and weight nullifying G-technology, allowing with advanced materials technology one to literally sail in open air, following the winds as required or desired. Enclosed bubble top varieties exist for lighter bands of atmospheres of gas giant worlds and the like. On many worlds of the Imperium, a dedicated workhorse and not merely a plaything of the rich.

Price DC 24

Build DC 25

Aquashuttle

A dedicated core world gravity vehicle dedicated for underwater and intrinsic liquid use.

Top speed 400 kph (air) (200 kph) submerged

Maximum crew rating 12 – 2 needed at helm, 1 doctor, 1 medic, 1 engineer, `2 sensor ops, 5 specialists.

Limited to 1 ton of gear and sundries. Commonly fitted with three liquid pressure locks (Top, underside, and one side, usually right)

Capable of months of sustained underwater activity provided an atmosphere processor dedicated maker is fitted.

Price DC 20

Build DC 22



Bubble top Flitter – the often slightly larger, faster, and higher end flitter, designed for use in the deep core where practical personal travel between near moons and planets is desirable and practical and so designed for both the rigors of vacuum, and near space, as well as limited suitability for multiple atmospheres. Notably can achieve low orbit on most standard density garden type worlds in a matter of minutes with minimal discomfort to passengers.

Price DC 26

Build DC 23

Personal gravity shuttle

Uncommon in the Imperial core and almost unseen outside of it save on the estates of the nobility. This is a short range (world to moons and back) gravity shuttle for up to four people and some 200 lg pf internal cargo

The limited force fields inherent are limited to keeping the shuttle from crisping on atmospheric entry.

Can make sustained flight to an outer moon from a nominal 1g world in about 16 hours, or eight in a light traffic system.

Price DC 30

Build DC 25

Unusuals - Relics, Artefacts, Clarketech and the like

Static Box - An evolved form of stasis pod; allows maintaining of quantum superposition state for what is contained within. It is hidden and semi- nonexistent to the universe....while also semi extent.

Voxis Tyranar

The sword of Imperial Power

A creation of one of the nine space gods, known to history as the Angels of Man (it is thought Scorpil), this two handed sword, a single slab of immense quasi-stellar material etched with mystic sigils and crys-circuit tracery; it appears as an immense black blade, throbbing from within with purple light through these whorls upon the surface.

It chooses its champion carefully and if it does not chose you for champion it will only bring your doom

Special Purpose Unite All under a Single Despotic rule

According to legend this is the blade that forged the Third Empire...and its appearance only foretells an age of great complexity and strife.

Alignment: Lawful (ruthless)

Powers & bestowed abilities

- It is a +3 weapon
- It possesses the Defending, Poisonous, Willful qualities.
- When the blade is drawn it glows with an eerie inner radiance, rather like blacklight. Colours other than red or green or shades thereof are dulled in its sheen/glow. It may also seem esp. to mechanically created to constantly hum.
- The guiding intelligence is AI created by Scorpil to serve as the weapon's performance software; it *is* the weapon. The weapon is it's body. It is quite thoroughly evil and happy to pursue its goals by the bloodiest most ruthless measure necessaryor possible. It **will** expect it's champion to live up to these 'ideals.'

Also proves capable of opening the soul circuit vaults of Niraxis-99, where it is said over 13 million soldiers lost in wars fought for the imperial volume have been abducted, fitted with black box necro cybernetics and await, at the endless ebb of low power, to become the army of the next Tyrant of the Imperial Volume.

Omniscience Box - some 500 - 600 million years ago, a machine intelligence, perhaps the among the first in the galaxy, arose from an organic precursor species at the galactic rim. As they spread throughout their arm of the galaxy they scattered bits of their increasingly sophisticated post-singularity tech across their volume of space before their civilization, like all others died. We know of them only from the five known Omniboxes that have been found in Imperial Times. Three are held at the Imperial Science Academy and are believed non-functional. It is said the Empress was advised by one when she made her drive to the core that became the Reconquista.

They are limited array, omni sensors. Literally.

Many surviving Nagah will attempt to destroy such "devices" though they speak as though they are less 'devices' and more 'people.' At least one Navigator has come into contact with such a device and described it as "malevolent."

Second Empire relic

A Technics Army command battle arm – a partial cybernetic limb that attaches just above the elbow or equivalent joint on organic life forms (suited to some imperial humanoids, some biosculpted, and yellow sun Saurids but little else) – the arm contains a micro AI, essentially a micronized Strategy Computer though extremely primitive by the standards of the modern Imperium.

The arm has multiple energy weapon discharges and of course, it's primary role is to seize control of organic decision making when it goes against orders by cybernetically hijacking the body (but not the mind as such).

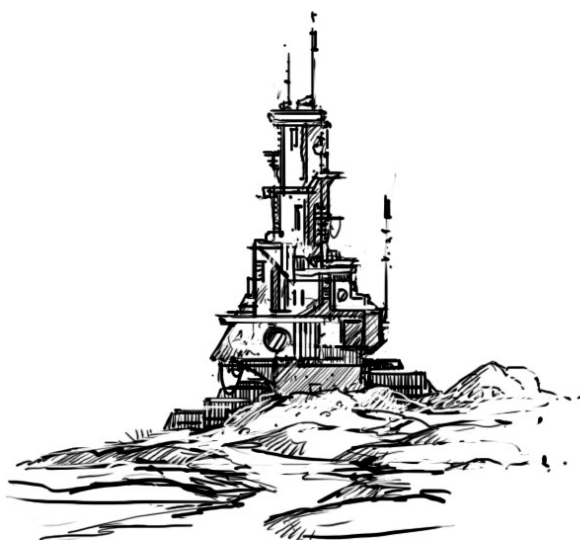
The weapon can fire up to five discharge bolts at a time

While technological in nature, it has an ego score much as do certain swords (22) and it will tolerate no essential deviation from the norms of Citadel-one.

Hinhcraft Psionic Lens – ancient Relictech

If these devices exist and they may not, then they suggest an earlier age in which the hinh of Jaldipoor were clearly master psychics. Allowing for massive feats of psychokinesis, telepathy and mind control, the lenses allegedly allowed for consciousness forking, networking, total language communication, and power over another's mind sufficient to rewrite it as suits the wielder.

If real they augmented the dedicated wielder's will and mind power to startling levels. Psychic activity is shifted one to three steps up on the die chain for such an individual.



Fumbles and Criticals charts



Fumbles and Crits tables

All classes are allowed to use the criticals charts for weapons with which they are proficient. Exceptions being, Warriors and Gunfighters.

Gunfighters critical with all firearms, guns, and the like, period. Warriors benefit from use of all the criticals tables., often a stage up on the dice chain.

Gunfighters may select any critical result on the table equal to or less than the number rolled on the critical hit.

In Galaxy Black, firearms and supertech criticals are by weapon not by class, which is part of why they are so feared. (Such weapons are frequently characterized as “equalizers” when first introduced) .

Optional Rule: Be Harsher On those Teeps

Psychics take extra effect from crits and fumbles. When a foe scores a critical hit upon them, they roll a d4 on the Damage to Psychics and Psionic users table (see XX) Further a fumble on their part nets a d5 roll on the same table. Users of psionic devices are not subject to these results, however.

Damage to Psychics and Psionic users table

1. Orgones purged from corona - character feels drained and listless -1d2 sta, agil, and pers; -2d4 hp (all of these losses are temporary; being reduced to 0 anything by this merely puts the character into 24-26 hours of deep sleep after which the temp loss will begin to return to normal)
2. Anxiety meme - a tiny bit of the noosphere infuses a few key ideals into repetitive phrases that the character cannot get out of their head inflicts 1d2 temp pers damage and -1 to Init.
3. Obsession meme - a worrisome thought about a past mistake is suddenly elevated into a life affecting horror that must be overcome temp loss of 2d4 pers and -3 to Init. Until this is overcome *Don't think I'll ever be over Macho Grande.....*
4. Body wide cramps as you psychosomatically attempt to 'hold on' to that which has been released; -2d4 Agil and -1d4 Sta from debilitating cramps that will not begin to fade for one hour.
5. Deja Vu - the target is overcome with the feeling that all of this has happened before, possibly many many many times. -1 Init. From distraction (Time mages may wave these effects off without issue, always.)

The E-Weapons Critical – Roll a d16

This means plasma, fusion, particle beam, disruptor, and blaster fire. Lasers are separate. (with possible modifiers for types of Energy Weapons. (Top of the charts should be pretty disruptor fire looking)

-1 proton release; a tiny number of antiparticles are created; target or part of target explodes for an additional 4d6; everyone in the immediate area bombarded with hard radiation to the tune of -2d4 sta, -1d4 pers, -1d2 agil, and 2d6 damage; Fort save (DC 20) to resist subsequent "Radiation Exposure Events." If target lives through this, they are radioactive and must be contained; in any case they will almost certainly die within 1d3 days.

0 perfect shot - superheating occurs in target; one round after strike, they will explode in a violent explosion of steam and viscera taking an additional 2d12 and a permanent loss of 1d6 stamina immediately. In subsequent rounds the body boils from the inside taking 1d8, then 1d6, and finally, 1d4 damage in the third round. No save. Anyone standing adjacent to the target must make a Ref save (DC 16) or take 1d8 steam burn damage when the target blows up.

1 direct hit add 2d4; target has little concentric whorls burned into their flesh or metal where struck, like heat ripples. .

2 Nailed their weapon (or primary tool) hand (or other manipulator) - takes an additional 2d6 and that limb is now useless for the duration.

3 Bedazzled - the target looked into the beam and is -3 on all actions for the next d3 rounds.

4 Overcharged strike - weapon fire was super pumped at the expense of 1d6 additional charges from the power pack or e cell. Weapon fire inflicts additional 2d8.

5 Damage to gear - light sensitive gear first, but something on the target's person is damaged (if laser or light sensitive) or light on fire (1d3 damage a round for three rounds if applicable).

6 sonic boom - the air splits with the crackle of excited electrons heat-moving the passing air to beyond the speed of sound.

7 Ozone vapour - energy bolt discharges an especially large amount of 'burnt oxygen vapour' in a five foot haze around the target.

8 Radiation effects course throughout their body, inflicting immediately 2d4 sta, 1d3 agil, and 1d2 int loss in addition to 2d5 more damage.

11 Heat damages their entire body and their gear besides.

16 The target feels a whuff and a cool breeze inside them - You have just blown, or perhaps vaporized, a nice 6 cm hole in someone - they take an additional d20 damage and if they are organic start bleeding out 1d8 hp per round thereafter.

20 Their entire body ripples with particle action and secondary radiation as you have probably very effectively cooked them from the inside out. Add 2d12 damage.

21 A scream of hot but not cauterizing gas as the target's (1d4 1 hand 2 arm 3 leg 4 other extremity) is quite effectively blown off, severed, or vaporized, barring a successful DC 20 Ref save. Despite what the trid says, they begin bleeding (well, smouldering superheated blood at first) though it is slow, 1d3 hp loss per round. (Note that onn a successful REF save, you have the luck of the trid, and your stump is not bleeding. Good on you.)

22 You have, quite artfully, blown your target in half. (1in4 you have in fact destroyed their lower half) DC 22 Fort save for the target to avoid immediate death from systemic shock. Otherwise, death in d3 rounds

23 With a scream, your target is slowly torn apart by the dynamic energy effects as they discharge throughout their body over the next d2 rounds. Painfully.

24 Congratulations you achieved total disintegration. Well done.

modifiers to table E-weapons criticals

Disruptor fire adds 8

Plasma fire adds 6

Fusion fire adds 4

Blaster fire adds naught.

Particle beams -2

LASERS CRIT TABLE

Milspec lasers are a bit dif. They are usually tuned to x-rays and then set (when dealing with organics) to the resonation frequency of their body's water...which doubles their crit threshold to 17-20 or so and those crits.

Civvy lasers roll a d2, otherwise it's d4 country

Lasers crit

1. You got lucky - you ONLY got a suntan and some mild second degree burns. Add 1d3 and 1d4 to your damage from radiation and heat.
2. Blinded by the light - fort save (DC 20) or the optic nerves have been burned out as well; at which time it's not time for medics so much as new eyes; Note that anti dazzle or antiglare mitigates this critical completely.
3. laser beams make for perfect shots; excellent targeting you got something vital +2d6 damage
4. there is a sizzle crackle as the shot causes the tissues around it to pop as the water within those tissues boils. +2d8 as steam vents from your pores violently; against non-organics this inflicts a mere 2d3 heat damage though if you were in disguise as an organic, you aren't any more.
5. a snap pop and a scream - the targeted area vibrates such that the target can feel it throughout their body, and it is still reverberating inside their skull when the tissues explode in a violent and gory mess. +3d6 damage and immediate loss of -2d4 sta and -1d4 agility, target will bleed for 1d5 more damage each round thereafter from the massive injury.

Sonic Criticals (any sonic or sound based attack)

Remember, sonics inflict half damage on inorganics, no damage on most Vec-life, and are useless in a vacuum.

1. There is a hissing in your ears
2. You will feel dizzy - and quite disoriented. DC 12 Fort save to avoid d3 rounds of Vertigo (see XX) otherwise you are at -2 to all actions for the next d4 rounds
3. A terrible oscillating you are Nauseated; For the next d3 rounds each round starts by your resisting a DC 13 Fort save. Failure to do so leaves you prone for the next d3 rounds as you violently eject your last space meal
4. Brown Note - There is an ache in the pelvic region and the target must successfully check against a DC 24 Fort save or they will be down one step on the dice chain for all actions for at least six rounds as their bowel force-vibrates itself clean. Mechanicals can gleefully ignore this result.
5. Prolapse - There is bleeding from orifices; microfractures in veins, arteries and capillaries inflicts an additional 1d6 damage and 1d2 ability damage to Pers and Agil. Mechanicals suffer 1d3 Sta and Agil damage as some of their delicate internal sensors are thrown off. Ability damage is persistent until corrected.
6. Vibrating Brains Save v. Fort DC 16 or spend d3 rounds hysterically shouting, laughing, or otherwise emoting to the exclusion of all else.

Needle Gun Criticals

1. Metabolic incompatibility: damage as normal, dosage at half effectiveness as the target's system does not process much of it. (Note this on the character sheet if relevant)
2. Perfect snapshot – channeling the fastest guns of the Mythic west, you nail the target so effortlessly and quickly as to gain a second attack immediately on the same target at full attack bonus. If that target is down, another target, directly in line is affected, and so on.
3. Style and panache – expert but unlikely shot requires target to save a – the attackers attack bonus.
4. Proper targeting – an additional 2d4 damage is inflicted
5. 8.5 from the Slavokeltic judge; you nail the target in one of their orgonne centers related to the drug load's effects. Step all effects up one level on the dice chain.
6. Perfect shot – effects applied immediately; any saves made at -1
7. Any saves made at -2
8. Further, any targets automatically fail any load based saves.

Neuronic Criticals - for pain sticks, neuronic whips, tasps, sick sticks, etc.

1. Ow – whatever else the thing does, it's still quite capable of inflicting mundane pain and injury. +1d3 hp damage
2. Especially disorienting – the weapon strike has so disoriented the target that they lose their next action.
3. The target is stunned, and incapable of taking more than defensive or movement action for the next d3 rounds
4. Weapon effects doubled.
5. Sensory overload – target suffers -4 on all actions this round as entirely too many things are happening at once
6. Maximum damage or effect achieved
7. Maximum damage or effect achieved. In addition, the target must pass a DC 20 Fort save or slump to the ground in a sort of dazed sleep for 1d6 rounds.
8. 'Love tap' – target's CNI sweet spot is artfully grazed; a DC 20 Fort save is required to avoid going into a deep sleep, in addition to other weapon effects.
9. The 'Perfect Zap' – target must succeed at a DC 25 Fort save or be placed into a stable coma. Revival requires medical means and assistance.
10. Kirlian graze – weapon effect maximized, and target placed into a graceful slumber for 3d6 rounds, no save, during which time telepathic contact is impossible.
11. Kirlian gaze – as above save that on waking the target is likely to find their consciousness dimly affected by the attack form; Tasp criticals might lead to sexual obsession or 'a new kink in the slinky,' sick sticks might put the target off of solid food entirely, etc.
12. Neural Burn – your dendrites wither and peel from sheath stripping; Inflicts perm 1d2 ability damage (each) to Agil and Int.

Vibromace crits (d7 - any vibro blunt melee)

- 1 Good strike – target is rattled by the secondary effects of the mace, acting at -1 to attack and damage for the next d3 rounds.
- 2 Perfect strike on the target's head or sensor clusters; 1d3 Agil and 1d3 Int damage inflicted in addition to normal damage, plus an additional 1d6.
- 3 One armor or worn component is struck and ruined, disarmed, or flung 1d6' in a random direction.
- 4 Mighty blow inflicts an additional 2d6 damage and will knock down a foe of equal or lesser mass.
- 5 Microfractures throughout the character's limb. It will take twice as long to heal. Further, 1d6 months later, when the character is in a cold environment for an extended period (winter say) or the first time they enter a high G area, the foot/pod/paw will break suddenly and completely inflicting 3d6 points of damage immediately unless a DC 20 Fort save is successful. Even if successful, each subsequent instance of the correct circumstances will force the save again and again until it's healed properly.
- 6 With a blue arc a terrible blow leaves opponent reeling, an immobilized mass 2d4 feet away; moreover, the blow has left the target paralyzed from the neck down until medical attention is received or the servos are replaced, as is the case..
- 7 With a terrible and awful kenning, the Vibromace achieves the precise frequency needed and shatters the target utterly. Inorganic targets and solid structures take 6d12 and will fracture into pieces unless a successful DC 20 Fortitude save is made; organics take 5d10 and must make the same save or suffer 1d3 Sta, d14 int, 1d3 pers, and 1d4 Agil damage as well as the shockwaves reverberate throughout the entire body as though shot.

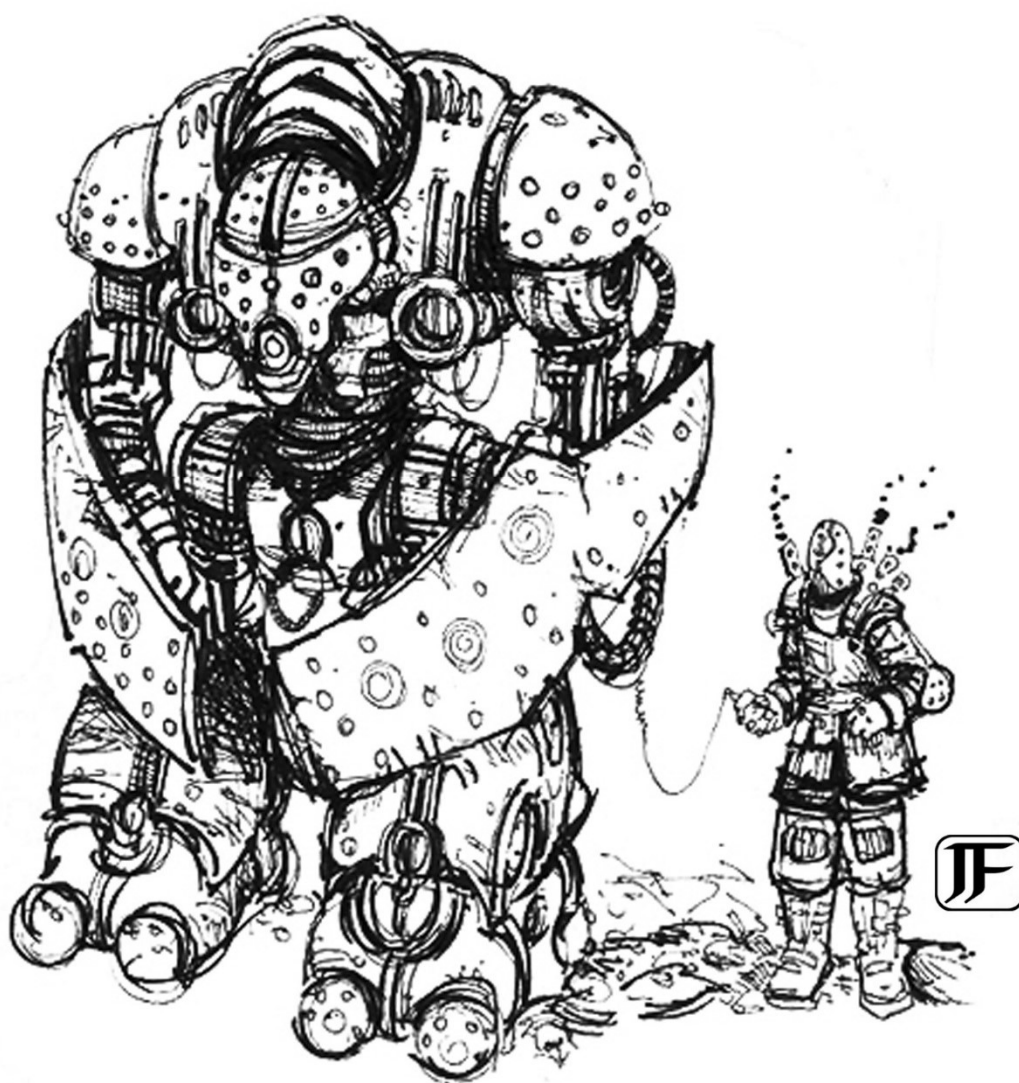


Laser & C weapon Fumbles - d14

(note blasters add 8 if firing at an inertia shield, 1 if firing at other shields)

1. Batt Low – weapon damage reduced by 1d4
2. The lack of kick on these weapons is disorienting. Roll a d20 plus half your attack bonus at a random target in the same general direction and treat it as though you hit that one instead. Proceed normally.
3. Cable loose – weapon does not fire
4. Weapon capped; safety systems prevent weapon fire
5. Foreign material in barrel; interior of weapon spends d3 rounds in cleaning and maintenance cycle during which time it cannot be fired
6. Batt-low critical – weapon damage reduced by one die step; you will be power down in d3-1 uses of this weapon.
7. **Battlow critical** flashes once as the beam fires...uselessly. The pitiful 1d4 damage only travels half the intended range. Weapon is power down.
8. There is a fizzle and the crackle of ozone as the power cell discharges harmlessly; you are power down.
9. There is a bright white flash as the capacitor burns out spectacularly; weapon discharges in random direction (d12 clockwise) doing an additional 6d6 to anything it hits. The power systems of the weapon are fried, and the battery cooked.
10. Repeated use or substandard parts – the muzzle of your weapon sags or has melted shut. Weapon is not safely operable. Attempting to do so will dictate a d16 roll on this tableadding five.
11. Focusing array cracked – weapon discharges but inflicts 2d3 electrical and 2d4 heat damage on the user immediately. At the top of the next round, the weapon will melt into a pile of 6d6 hot slag damage to anyone still holding it.
12. Battery incompatible with system – wrong battery or you hit the frame too hard. Cannot be fired until power cell is replaced.
13. Orange Redemptionists have sabotaged your weapon. It explodes inflicting 8d6 to you, and 3d6 to everyone in a 25" radius. The fully charged and intact battery lands 1d12 meters away suspiciously but innocently.
14. Battery recall – A single sensor blip wipes the weapon's onboard systems as you are showered in unexpected flash of various radiations. Weapon is now a useless hunk; A DC 14 Fort save is required to avoid soaking up 8d12 in radiation exposure which will probably cook you where you stand; otherwise, you only take 3d6 damage, are blind for 1d3 days, and will be playing advanced treatments and tumors in the next 2d5 months. Get thee to an imperial med facility.
15. The blaster fire discharges
16. or more Weapon fire and shield create energy discharge, microfusion explosion results inflicting 6d10 on everything in a 200 + hp dmg inflicted feet sphere.

NEW RULES SUMMARY



DCC optional rule - at chargen/funnel any zeros who survive the funnel with hp loss (e.g., injury) can take an extra xp out the gate for that hp loss to become a distinctive scar or attribute. (long healed by first level of course)

Suffocation - without the correct gasses, an organic or other respiring body will begin passing out after (their Stamina rating in rounds) has passed. In an environment suit or other protected medium even a trace amount of the original atmosphere can as much as double that.

In hostile circumstances (mammal on a cold methane world without a heated suit) the time to passing out can be halved. In any case, once the requisite number of rounds have passed, each round the subject must make a Fort save (DC14 initially) to stay conscious. Every passing round increases the DC by one.

When they do fail the save they pass out. If a check for rolling the body or checking the vitals is made soon thereafter (three to six minutes conservatively), they save at +1 and if a medtech is present may revive automatically at the Judge's option.

Optional Rule - temp hp

One or two things in here make use of a concept of temporary hit point loss. If this rankles your old, new, or middle school sensibilities, just ignore it. Otherwise recognize this is a stand in for stun/shock effects and PCs recover at a rate of (class HD) + sta bonus / hour.

Reinstantiation, Possession, and Body Swapping rules

If you wish to "upgrade" to a body with less of an Agil, Str, or Sta penalty that is understandable.

Basically, you keep an "orgonne" rating for your stats that reflects what you originally dived in chargen. The idea is that while it is possible, if not cheap, to get a (for example) tweaked clone body with a custom physical appearance, that has a higher innate agil, str, and sta than they started with fine, but it is FAR easier to buy off those low stats and replace them with high stats.

So, "Agil 7 dood" scraps up every last penny they have and buys a new meat body. While it is possible (tho fuggin expensive) to buy one with a base Agil of 10 (and it will be expensive, maybe a thousand per point, to instantiate someone with noticeably greater or lesser attributes than the body default)*

If using the Instantiated Concerns table, each point also adds one to the roll on that table. Additionally, each point beyond 12 costs triple and so thus adds *three*, not one, to that table. Disregard if that table is not available to you.

Yes, even in Galaxy Black, Death Has Limits.

Each time you resleeved, are reconstructed by nanotechnology, or are vat grown from a backup 9or whatever) no matter what fate will catch up with you. Consequently, you will pay the price of a luck point. This is no more retrievable for a thief or halfling (or any other luck bender) than it is for a warrior, wizard, etc. A part of you is gone, spent, for good⁸.

⁸ Fate's weave is happy you are still dangling around to play your part but my wasn't that a wrinkle?

When this brings you down to zero luck, ooh, resleeving failures are bad. Luckily for the rest of us, they are usually the stuff of adventures. Thanks! Your Judge appreciates the story hook. *Make three zero level characters please.*

Affecting Force Fields

Where not otherwise stated, the DC to affect a given force field is deemed equivalent to its current HP rating. (a Force field with 24 points of damage remaining out of 50 would have a DC of 24 to one attempting to mess with it)

Firearms & Guns Combat mods

All spray multiguns are designed for auto fire.

Conducting Auto fire - firer decides how many rounds to squeeze off in advance; each round in spray is rolled separately but on a descending action die. (Example: A first level legionnaire fires a three round burst; the first rolled is d20 and conducted normally, the second used a d16 and the third a d14)

Spray multiguns only critical on a 20 and only on the initial roll. IN legal weapons, fumbles on subsequent dice are ignored. In illegally manufactured weapons, they frequently count for fumbles as well.

Scoot and Shoot :: Suppressive fire

- The shooter holds action; whenever ANY opposing force attempts to recon/use perception abilities to gather information, move, or do otherwise than fully defend against the incoming attack
- Shooter adds 4 to any attacks; For each additional person engaged in the suppressive fire, add one to this, to an ultimate maximum total of 6.
- For each round of suppressive fire however, allied forces move with +2 to their AC for the duration, regardless of speed of movement.

Note: an allied sniper on overwatch performs all of the above duties at +1.

Note that Gunfighters and their abilities both build upon and where applicable, supersede these rules for Gunfighters only.

Psy powers tables & cheat sheets

The Devotional Sciences – Clairvoyance, Teleportation, Psychokinesis, Autoharmonics, Empathy, and Telepathy

All ranges are standardized & durations are standardized

Durations –

- Instant (no time at all)
- Immediate – takes effect immediately
- Trance (defined as with sustained concentration requiring one round of pre activity before using ability)
- Extended (for ritual stuff) – duration in the description

Ranges would be -

- Personal (within their personal space)
- Touch (within 3 feet)
- Near (a six foot sphere around the Manifester or another designated area)
- Far (7 or more feet area, more than seven feet away from the Manifester, or as designated)

Visibility – most psychic powers are relatively subtle; many times, it's difficult to tell when a psion is Manifesting, though some Disciplines are more subtle than others. This indicates if/how the use of that discipline will be visible to non-psions. Note that in the Sub-ether and the Noosphere, most psychic powers are a little more “visible.” The most reliable means of detecting psi in use remains various means of corona perception

Psychic Manifestation modifiers

Psi is in physical contact with the subject	+1
Psion is touching 'bioelectric points' on subject	+3 (supersedes above)
Psion is using a psychic focus	+1
Empath is using a Cathexis	+3

Save where noted in the text, the DC for saving throws v. psychic disciplines is the result of the Psi check.

Corona & Resonance :: Aurorae observation rules What is visible in one's Corona, or psychic aurorae?

The ;What Can You See in the Corona?' List

Lawful or chaotic aligned magic leaves a station.

With observed psychic discipline use you can identify which DS.

Most telepaths can communicate the most basic concepts easily for example

Telepaths have been known to broadcast

Nostalgia – a certain atmospheric tang, bittersweet, old music, fresh memories

Lawful or Chaotic aligned magic leaves a stain Using a psychic discipline, you can identify which Devotional Science is at work - or which school of magic if they are somehow also acquainted with that.”

Psychic Auras

Bonding rite
Group Coordination
Empathic Healing
You could make a case for imbue disturbance

Meld disciplines

Kything,
Group Coordination,
Mind Meld
Empathic Healing

Attacking the Etheric Body

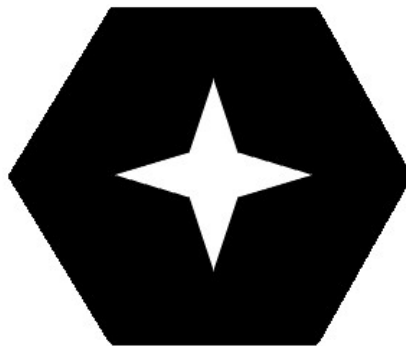
Psions are aware that they exist simultaneously, as do all living things to a lesser or greater extent, in the shadow each world casts in the Sub-ether. Trained and active psions are more aware of this aspect of themselves as it must be refined to be better able to access the relevant parts of the Noosphere to their particular psychic skill set.

Means of psychic combat - various disciplines allow interaction with and assault upon a rival Psion's etheric body.

If a Psion's orgonne flow can be disrupted they will have difficulty manifesting and may be unable to for a short time. (the ancients called this attacking the body of light)

Curiously, the touch of the undead seems also to temporarily disrupt this. At least in the mind blind. Presumably psions have some hardier mental defenses than that. But some kind of energy drain might have the same effect.

It is easier if the two parties are 'Entangled' (as specified in certain power entries)



Psychic Networks

Various abilities herein allow certain psychic characters the opportunity to become part or host to several telepathic networks. The maximum number of such networks that any character can voluntarily belong to is equal to their Int score. If this is exceeded, the psion goes barking mad, beyond the common psychosurgeon's ability to fix.

Legend suggests that the most ancient of psychic monasteries, on the Rim, toward the Core, and Elsewhere, may be able to restore such an individual could they be found.

Imperial Fabricator technology

Fabricators – also called Fabers, Makers, Matter-weavers, et multiple cetera.

Are a key imperial technology, especially in the imperial core.

While not as restricted as gravity tech, the empire does keep a close eye on this technology, with many restrictions.

However, one rule remains inviolate – no fabricator is very useful without skilled and knowledgeable programming; any Faber is limited to the ability of its programmer to define and describe the end product.

In the core especially, especially useful, or unique fabricator patterns are an easy way to demonstrate one's competence and knowledge and many survive their day to day existence through the sale or commissioning of such patterns.

While carbon crafting at the molecular and sub-molecular level is possible and increasingly efficient enough to make the tapping of certain natural resources irrelevant, the immense densities involved make certain high end materials for exotic purposes greatly inefficient or not possible at the current level of sophistication. (Dwarf star alloys, Collapsium, etc.)

Type one Fabricator

Type one fabricators are somewhat common in the imperial core but almost unheard of elsewhere. Small, enclosed boxes (like an older television or microwave oven) requiring triple that amount of mass and space dedicated for the device; they are capable of manufacturing small cheap templates of things and with the right programming and sufficient memory, foodstuffs, basic necessities (of a disposable nature) and

the like. Food, the plate it goes on, a cup, and a particular substance within, for example. Memory restrictions on such units almost universally guarantee the most generic and repetitive of matter patterns. However, it is relatively common for a type of hack of the design filters to allow tweaking to base patterns. On high population worlds, there are those who get by hacking unique art pieces by etching colourful patterns onto the plates produced (for example) or replicating particular dishes with a minimum of excess programming.

Type Two Fabricators are more common outside of the core; larger and more robust in terms of what it can make and how much it can store in memory; these are the base variety aboard most civilian commercial starships. Perhaps three times the mass of a type one (say a large dishwasher) these are more energy intensive but also more efficient; they are designed for long periods of “un-maintenance” – a vessel's entire menu for thousands of sentients each with their own nutritional requirements and likes and dislikes is often stored within such a device, much as maintenance and engineering aboard such a craft will maintain such a Faber for reproduction of outdated parts and the like.

Type three Fabricators are the largest most imperials will ever see: Perhaps two meters high, and sometimes almost as wide. These are sub-industrial and capable of rapidly making many items at once or especially large and complicated devices. These are

of such sophistication that without a dedicated programmer these are large, immobilized hunks of junk. The Imperial Star Legions and the deep space navy carry these aboard their craft for rapid weapon fabrication, armor manufacture, creation of replacement limbs, and the like. Almost never encountered in common imperial life outside of a noble's household.

Type Four Fabbers are an unusual case; by design they are for more sophisticated things; often called “scientific” fabber, these have fewer brakes placed on their use; synthesis of raw material, gas, or other periodic element is possible in these “Fabrication Vats.”

Type Five are **industrial** Fabbers

Things a Fabricator can never manufacture

Psionics technology

Magic items

Living things

Exotic matter

Energy fields

Any Plasm or plasm derivative

Boosterspice

Fabricators work entirely within the physical plane of the collapsing universe; they cannot replicate orgonne flow, auras, or any other metaphysical manifestation. Attempting to replicate a physical spell book would result in a near copy of the physical tome itself and likely that is all. Similarly, relics and other ‘holy’ or ‘unholy’ items can only have their physical presences copied or

simulated (and such offends many of the Gods anyway).

Ultimately the greatest restriction on Fabber tech is power supply and sufficient stores of protomatter as building material – the base block of material used to create does expire over time; even the most dedicated and efficient unit is subject to entropy and no matter how many or how much of the products made from that base block are recycled back into it, they will run out. Finally, there is a hard limit on Faber technology that the empire does exercise as zealously as they do their total control over gravity tech – “Living fabricators” are listed as existential threats and purged whenever they are encountered. Von Neumann machines, super-efficient nanotechnology, and the like also fall into this categorization. Even cyborgs or mechanicals that have a perfectly legal low end Fabber installed (rare but possible if you throw enough money at it) will find that they are routinely stopped and subject to partial (if not total) disassembly before being sent on their way with a warning.

All fabricators manufactured in the imperium have a dedicated source code to identify each individual maker unit; these are kept in a central repository in Imperial Centre inside Phoebe. It is thought that this can be used in a crisis to turn off the fabricator or possibly to instruct them to begin making particular things in an emergency with the right signal, but most dismiss this as conspiracy talk.

Build DC

30

Other Aspects

Molecular assembly clouds

- A side effect of Makertech; aboard ships, particular assembly clouds can be generated which sweep the corridors of the ship (vents for this) for repair or restoration purposes. These clouds are water or other non-lethal vapour suspending a rich load of nanobot devices, unstable chemical compounds, and the like; when they encounter a ship's system they affect mundane unskilled repair.
- A variation of this is used that heals organic members of the crew after mass injury.

Dregg holes and Bad dreggu

In imperial space, explicators, matter-makers, and other devices of molecular and sub-molecular engineering are very powerful but perhaps known for their efficiency going after so many hours of use (over 500 for civilian models). Usually, it's a non-issue but anyone who has traveled thru a single imperial facility will likely have some experience with a Maker with a fine crusty bubbling layer along one side or corner of the device. Sometimes smelling quite foul, others no scent at all, this is Dregg.

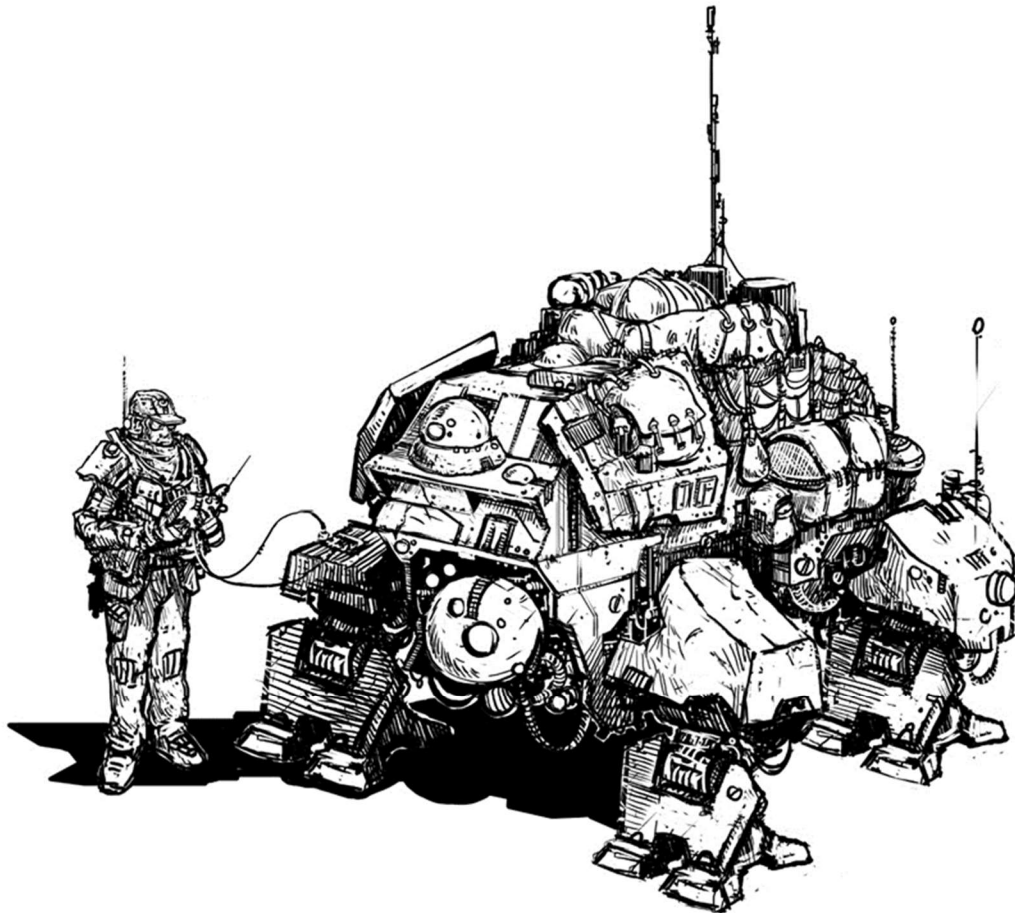
Dregg is a sort of mixed material scum that is formed with the containment and morphogenic fields involved let slip a tiny particle of something created but something inert than can get through the machine's atmosphere filters (most such are sealed for this very reason, among others). Over time, these molecules can accumulate, sometimes within the device (in older models) and often outside the device due to safeguards that prevent molecular assembly inside when it's not in use. If left long enough, sometimes, a thin layer or sticky puddle will form upon on the device surface, or nearby.

If left to grow long enough without supervision or cleaning eventually this can become hazardous to organic health and rarely worse.

Many are the legends and myths the spacer tribes have about the stuff.

1. The Maker has just created a small amount of some kind of unknown exotic matter; On the next jump the ship's gravity drive will react to this substance, both consuming it, and supercharging the jump, flinging the vessel 1d100 lights, 1d30 centuries off in a random 'direction.' Quite possibly also flushing them into a far splinter.
2. The orgo-replicator begins it's 300 use hours internal 'power-wash' – unfortunately this creates a 20x15 cloud that is toxic (Fort save DC 20) to most organic beings (2d6 on successful save, death on failed save in 1d4 rounds). Unless the ship's internal recirculation is rerouted, ambient air pressure will drag this cloud towards the back of the ship silently and without setting sensors off over the next d5 hours.
3. Some very angry dead thing has just risen "enfleshed" a monstrosity growing out of the chogged maker port on your Fabricator. Rot, death, and rapid acting necrotic cancer await this dregg-thing's consumptive overwriting touch...

Tech Makers



MAKER SEQUENCES

Maker sequences – Technology, Weapons, and Armor

Note: This section forms the *Tech add on tables* referred to in the bestiary makers.

The following maker sequences for weapons, armor, and other technology are utilitarian; they can be used to generate weapons and the like for intelligent creatures created using the maker sequence in the bestiary, or they can be used to arm a God as its signature weapon, or determine the most common weapon on a world far beyond the imperial border (itself created using the worlds sequences). Bend fold and mutilate these tables to your heart's content – it's what they are here for.

Perhaps more than any other maker sequence, this relies upon the greatest degree of personal decision making by the Judge. Do not feel straitjacketed! Be like Bruce Lee - Use what you like and discard the rest.

Theoretical basis of tools and technology (d3)

(Type and then stages of that type of follow)

Biological

Bred, grown, altered

Mechanical

Built, Created, Fabricated

Magical

Psychic

Known, shared, implemented

Divine

Discovered, honored, engineered

Sorcerous

Observed, discerned, crafted

Physical Technologies are those we in the real world are the most familiar with and proceeds (or can) along familiar or easily extrapolatable lines. The Judge is encouraged to go on wild flights of fancy to make the technology available unusual or distinctive, especially the biotech!

Early biotech starts with agriculture and eugenics and scales up to genetic manipulation and purpose driven life form creation.

Biological natural resources – animals, each other, other sentients, trees, and all biological life, mycota, bioelectric energy, chemical and other biological energy

Early Mechanical technology involves simple basic tools to save work and scale up to invention, then industry, and then mass production; most forms of energy are tapped relatively early. Observation of the natural world is all that is required to learn the principals involved. Eventually matter is custom grown from baser materials as needed in whatever configuration is desired.

Mechanical natural resources – the elements of the material world and all chemistry, space itself, most forms of energy,

Magical (or Esoteric) Technologies are those that involve manipulation of the invisible, the elusive, and the hidden. They are dangerous to the individual just as Physical tech is dangerous to the masses. There is a softer distinction between the magical ‘sciences’ than the physical and – especially at later levels of progress – they begin to loot each other’s disciplines for ideas (a mighty sorcerous empire that is running out of energy may for example opt for deicide as a dandy power source for their next millennium)

Psychic powers and psionics must be discovered, the discovery must be shared and then it must be implemented and studied before it’s principles are uncovered. Eventually the full nature of the mind and the structure of the greater omniverse is unlocked and psionics allow all to partake of this awareness.

Psychic natural resources – the mind, emotional states, trauma, pure life energy, the noosphere and it’s creatures, the sub-ether and it’s creatures, dreams

Divine ‘technology’ requires that the Gods are discovered or revealed and subsequently honored and honored in sufficient numbers to generate effects; only in the most dedicated divine tech worlds will the necessary underpinnings of the omniverse and philosophical inquiry into the nature of gods and mortals allow the final phase in which the gods themselves and their realms are fully manipulated by mass action on the part of their believers, though early experiments by dedicated individuals may also hearken massive change. Dangerous.

Divine natural resources – The Gods, Belief & Faith, The faithful (worshippers), the Church, Virtues, angels, and creatures of the divine and higher planes,

Sorcerous technology has a very long developmental curve – magic must be observed and it’s nature discerned and discerned by those with the talent for its use. Only after much observation, trial and error (impossible without a means of recording results, even in pre-literate cultures) can the first spells be crafted, though they may be learned from other sources (which will surely influence the direction of that world’s development!) Seldom do such environments develop beyond the rarefied abilities of certain very powerful individuals. In rare instances cooperation and scholarly inquiry is such to allow a full transformation of mortal society, unlocking the whole of the omniverse as a source of information and energy.

Sorcerous natural resources – elemental fire, elemental earth, and other true elements, demons and creatures of the lower planes, dreams

Remember, the progress levels betray certain imperial biases. Additionally, remember that these levels are not mere indicators of technical knowledge and prowess. Certain social and cultural phenomena anticipate particular achievements in particular forms.

Progress levels (in brief)

1 age of muscle (stone age)

2 age of heroes (dcc)

3 age of industry (1790s-1910)

4 age of data (1990s-2100)

5 age of space (2500s)

6 age of the mind (AD 60000)

7 age of imperium (this book, the far far future)

Progress levels

Age of Muscle - Wind and Muscle (the beginnings of technology are reliant upon naturally occurring elements found in the creator's native environment)

- Animals and elements in the environment are harnessed at the most basic level

Age of Heroes – if it's in the DCC core it's appropriate here or nearly so; bronze age to iron age and back again.

On some worlds it's bone age,

Age of Industry (the first widescale implementation of tech creation and resource extraction, be it from the ground, from other life forms, for from each other's beliefs)

- Be it coal or dragon bones, or ghost metal/rock one of a series of natural resources will be consumed in vast quantities at this level

Age of Data - Information Relational (Context level information processing similar to modern day Terra)

Age of Space –the limitations of material resources and their extraction are reached and exceeded. The local stellar cluster and then the galaxy become a natural resource, now the challenge is to maintain one's civilization over the stresses of a multistellar existence. Available information must be constantly and highly analyzed to allow extended survival. Culture and civilization planning are becoming real concerns and technology is developed to further that.

Age of the Mind – the inner space and all of its mysteries are revealed; full liberation of the individual as a lone entity and member of society is now possible and necessary; many / most civilizations transmogrify into completely alien forms...or stumble and fall on reaching this level; conceptual spaces become tangible things; art and science are transformed and in many cases become one. Psychic powers, and casual psionics

Age of the Imperium – sometimes called the Gravitational Era, the current Imperial era (control of gravity, base forces, and full macro and micro scale construction; here and beyond the scale of things goes off the rails) increasingly full control of all matter and energy; the final barriers in each of the previous eras fall away

Tech table – offensive / Weapons maker sequence revision 2d6 or 2d8 (1d12 or 1d16)

Standards & assumptions –

4-8 pro'lly 'baseline'

Not that these will create roughly the same types of weapons as given in the gear section but only generally. It is not (nor intended to be) a perfect fit. Allow your designs to have some flexibility and do not ever hesitate to nudge the numbers here and there to better fit your emergent design. Do see what develops first however!

Modifiers are for use with intelligent alien makers pp xxxx - yyyyyy

Base table – *pick or roll; note the modifiers however*
(parentheticals determine base damage dice)

- | | |
|----|---|
| 1 | natural abilities enhancer (d3) |
| 2 | natural abilities enhancer (d6) |
| 3 | natural abilities enhancer (d8) |
| 4 | one handed or small (size category) weapons (d4) |
| 5 | one handed or small (size category) weapons (d6) |
| 6 | single hand weapons (d4) |
| 7 | single hand weapons (d6) |
| 8 | single hand weapons (d8) |
| 9 | Hand a half weapons (heavy) (1d8) |
| 10 | Hand a half weapons (heavy) (1d10) |
| 11 | Two handed weapons (2d6) |
| 12 | Two handed weapons (2d8) |
| 13 | crew served or large size (category) weapons (2d8) |
| 14 | crew served or large size (category) weapons (2d10) |
| 15 | crew served or large size (category) weapons (3d10) |
| 16 | Three or more handed heavy weapons (1d12) |

On base table

Datalife subtracts 6 from rolled results

Sub-etheric life subtracts 4 from rolled results

Colonial life subtracts 3 from rolled results

If bipedal add 2 to results

If quadruped add 4

Hexapods add 6

And octoploids add 8

Large sized creatures add 4 additionally

Massive creatures add 6

Small creatures subtract 6 or something

Herbivores subtract 1

Carnivores add 1

Omnivores add 2

On sub tables

Add progress level to each roll; if progress level is unknown add a d7 (Judges: you may wish to record this result for that world/creature's progress level for later use)

Massive sized creatures add 2 to these results

All artificial life adds 2 to the results of this table

Parasites add 1 to sub table results

Heavy G worlders subtract 2 from table results

Low G worlders add 1 to results

Natural abilities enhancer – usually add d6 to natural attack form

- 1 special attack enhancer
- 2 bite enhancer
- 3 cestus or tiger claws
- 4 rigorous formal study (martial arts)
- 5 drug therapies (juicing)
- 6 enhanced strength frame (work loaders, labours, landmates)
- 7 gene splicing
- 8 genetic modification, creation of new species
- 9 Full organism mapping, efficiency tweaking
- 10 Orgonne rejuvenation & manipulation
- 11 Psionics
- 12 Advanced power armors and cybernetic/biotech implants
- 13 Legionnaire armor

Special Attack enhancer must be dependent on the creature in question – an electric eel type creature would have something to enhance or get better use out of their electrical generation powers; a toxin generating creature would have something to enhance that in some way.

one handed or small (size category) weapons - base damage 1d6

- 1 blunt melee
- 2 melee blunt or edged
- 3 flintlock
- 4 revolver or similar short range distance weapons
- 5 automatic pistol
- 6 hand crossbow
- 7 slug thrower, machine pistol
- 8 light and microwave based weapons
- 9 sonic weapons
- 10 tinglers & paralysis weapons
- 11 disruptors
- 12 blasters
- 13 handheld death ray

Single hand weapons – base damage 1d4 – 1d8

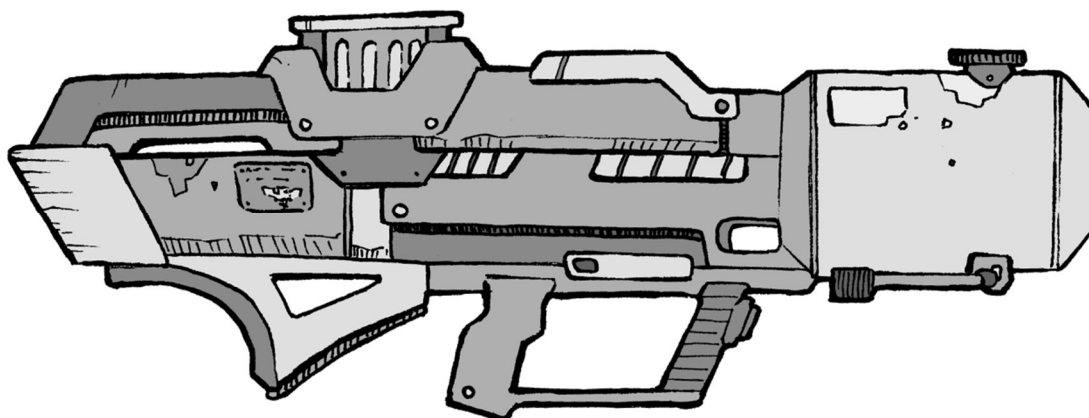
- 1 clubs
- 2 knife or dagger
- 3 sword
- 7 automatic pistol
- 8 flechettes
- 9 Needler
- 10 Shock rods, sick sticks
- 11 lazpistol
- 12 vibro blades
- 13 Force sword

Hand and a half weapons (heavy) - base damage 1d8 to 1d10

- 1 long spear
- 2 Trident
- 3 Bastard Sword
- 4 primitive scattergun
- 5 carbine
- 6 SMG
- 7 Rocket guns
- 8 Automatic scattergun
- 9 Electroaxe
- 10 Vibragun
- 11 vibroblade
- 12 atomic blasters
- 13 Excalibur,

Two handed weapons - base damage 2d6 to 2d8

- 1 greatclub, two handed spear
- 2 Hammers, great axes
- 3 Great swords, Longbows,
- 4 black powder rifle, crossbows
- 5 rifles
- 6 automatic rifles
- 7 Assault and battle rifles
- 8 Grenade launchers
- 9 Bolt caster
- 10 Light Plasma Rifle
- 11 Soldier Portable Fusion Rifle
- 12 Positron colliders and counter-spectral weaponry
- 13 Disintegrators and disruptors



Crew served or large size (category) weapons – base damage 2d8 to 3d10

- 1 catapult
- 2 ballistae
- 3 canon
- 4 gatling gun
- 5 40mm mini gun
- 6 Mounted laser
- 7 crew served fusion canon
- 8 Phased Plasma Caster
- 10 Positronic Ray Weapons
- 11 Atomic Blaster
- 12 Mass disintegrators
- 13 “hyperspace nuclear howitzers”

3 or more handed heavy weapons – base damage (1d12)

- 1 9m / Triple staff
- 2 Six Section Staff / Hexcectional staff
- 3 old martian war scimitar
- 4 Mercurial Deathblade
- 5 Vroid “Thretch-blade”
- 6 Double catcher
- 7 Saurid micro-ballista
- 8 Repeating micro-bazooka
- 9 Heavy/industrial Bolt Caster
- 10 Sun canon; super heavy “portable” plasma projector
- 11 Power Lance
- 12 Power Sword
- 13 Tyrannar, the Ozmium Blade, etc.

What? You want additional details? NO PROBLEM – use these descriptors and examples to flesh out the (very) basic weapon maker results; handy if you get stuck!

Weapon makers? (like the splinter tables to be added on to the base tables)

<u>Melee</u>	<u>ranged</u>	<u>Area affect</u>	<u>Mass destruction</u>
blunt	thrown	splattered	poisonous
Edged	blown	Splashed	infected
Barbed/spined	Slung	burned	razed
Pointed	Fired	exploded	

Apply the above across the board to standard categories, but with specifics
So blunt becomes a club in a stone age context, edged in medieval becomes a sword, etc.

Melee	ranged	area affect	WMDs
	Thrown		
Club	Spear	flaming pitch	Mass poisoning
Mace	Dart	Greek fire	Infected animals aboard
Tonfa	atlatl	Molotov cocktail	Firebomb
Blackjack	shuriken	early powder bombs	Fuel bomb
Brawl enhancer	harpoon	chemical (TNT)	blistering gasses
Reach melee	javelin	early grenades	toxic gasses
nunchaku	area affect table	stable chem bombs	Fission explosion
3 section staff	area affect table	frag grenades	Fusion explosion
Nightstick		IEDs	Radiological & EM pulse
Sick stick		Fertilizer bombs	orbital bombardment
		Advanced grenades	Engineered plagues
		Other advanced	Kinetic Kill Weapons
		delivery systems	Ethnic bioweapon
		WMD table	Anti-matter
			Gravitic collapse
			World cracker
			Star killer

Melee (edged)	ranged (shut & fired)
Dagger	Blowgun
Sword	Bow
Reach enhancer	x-bow
Bayonet	black powder weapons
	Cartridge firearms
	Repeaters
	Early automatic weapons
	Advanced auto weapons
	Flechettes
	Rocket guns
	Primitive energy weapons
	Advanced energy weapons
	Psionic weapons

<u>Thrown</u>	<u>enhanced brawling</u>	<u>reach melee</u>
Rocks	gauntlet	lance
Net	bagh nack (tiger claws)	Jung meh
Knives	brass knuckles	lasso
Net	Katar	man catcher
Boomerang	power gauntlet	pike & other pole arms
Javelin		manriki-gusari
Bola		
Chakram		

Tech tables – weapons/defensive

Worn armor

Buckler
 Partial hide armors
 Full hide armors
 Metal armor pieces
 Basic metal armor
 Full metal armor
 Basic armored suit
 Ballistic & mesh
 Adv. Ballistic & mesh weaves
 Composites
 Environmental / Vac armor
 Smart armor
 Reflect & anti-gauss armors
 Programmable armor
 Battle suit
 Legionnaire armor
 Personal force field

Carried Armor

Shield
 Helm
 Tower shield
 ballistic shield
 AP shield
 electro shield
 stun shield
 hard light shield
 personal force field

Grown armor

naturally occurring
 Skinweave
 parasite armor
 symbiotic armor
 genengineered armor

Internal armors

Diaphragm
 Chemical treatments
 Symbiotic membranes
 Antitox implants
 Early screen & filtration systems
 Bioregulators
 Adv internal regulator

Obviously by definition these are but examples. Judges are actively encouraged to add to these lists and fill in the blanks with their preferred or desired technological elements and suchlike.

Examples

Hexcectional Staff

A chained series of six short staves, which can be combined into a hexagonal mandala when 'drawn' by the skilled user. Adds 2 to the AC of the offensive user, req. Agil of 11 or higher

Mercurial death blades

3-or-more handed heavy weapon **d10** +2 on critical results

Are dedicated two or three handed heavy swords, constructed around a heavy density liquid core, often mercury or another material of similar properties. Most often used as a weapon of execution, where execution involves removing heads, limbs, or cutting a light organic body in half.

The "Thretch-blade"

3-or-more handed heavy weapon **d12**

A form of four -armed pole-arm, specialized for use by Insectivroids; functionally a short (3 foot) pole with a sword blade at each end. – *allows an extra five foot of reach* when used by a four, six, or eight limbed Insectivroid of sufficient training and mass.

Variations exist which place short slicing axe blades along the end instead.

Double catcher – a pole arm sized metallic or reinforced staff, often somewhat partially hollow; each end is fitted with a man-catcher. This creates an interesting "til forced surrender and capture" style of fighting. Duels between wielders are common. On a successful critical the proficient character may be assumed to have successfully active the "man-catcher" on their foe.

Maker compatible scientist variant

Briefly, the Weapons maker/ armor maker/tech maker tables should interface with the field scientists' ability to research and manufacture new tech.

-each level on those charts adds to a base DC
(base DC Progress Level of tech plus the above, plus field scientist level)

-For Maker sequence based tech determine via
(base DC Progress Level of tech(0 – 7), plus the above(0-12 or 16)

In both the normal process and this case, the Field Scientist rolls their action die, plus field scientist level (1-10), plus int bonus if any.

GALAXY BLACK



957th Sidereal
Space Trader Nick's
**Coreworld Supply
Catalog**

Dreaming Gynoid studio