



Void Mechanic Shard Framework

Void Mechanic



Scavengers, tinkerers, and miracle-workers. Void Mechanics can fix anything—or make it explode creatively. When a system breaks, they're the one holding it together with spit and spite.

Protocols

Patch Job: Choose one Core Metric. That Metric cannot be reduced to 0 this phase—if it would be, it instead stabilises at 1. This effect applies once per phase per Arcship. If the Metric is already at 0, this has no effect.

Scavenger Loop: You gain one temporary Module. The GT selects a one-use Module from a themed pool. Module lasts one phase only and is destroyed on use. This module is automatically added and is **ACTIVE**.

Activate: Activate one Item in your inventory or install one module making it **ACTIVE**.

Gambits

Burnout Boost: Target one Module (can be active or used this phase). Choose one of the following enhancements: Double its FP effect, Extend duration by 1 phase, Remove a usage restriction (e.g. can be used twice). It gains the **UNSTABLE** status after its next use the Module is **INACTIVE** for the rest of the phase or until repaired (even if normally persistent).

Rebuild on the Fly: You design a Tech Schematic for an item. This schematic is added to your personal Scrapcode Compendium (on your Character Sheet). What you submit: Name of item, Effect / concept (what it's meant to do). What the GT provides: A write up of the mechanical effect, Assign a resource and credit cost to craft it, Add it to your Scrapcode Compendium (You can purchase from your Scrapcode Compendium at any time). You may trade or sell schematics to others.

Ship's Wrath: All Arcships in target Sector suffer -1 **HULL** or **CORE** (your choice). **Backlash:** You suffer either -500 Defensive FP or one of your Modules is randomly **INACTIVE** (GT decides).

Patch Job Shards			
Shard	Cost	Prerequisite	Effect
Jury-Rigged Redundancy	1 AP / 2 EB		When you use Patch Job, you may name a second Core Metric as a fallback. If the primary protected Metric does not reach 0, and the second one would, it instead stabilises at 1. This is FLUX power level.
Emergency Flux Regulator	2 AP / 3 EB	Jury-Rigged Redundancy	When you use Patch Job, you may sacrifice one of your own Arcship's Core Metrics by -1 to instantly restore another Metric to +2 (up to its maximum). The Metric you sacrifice cannot be the one you're restoring. This is BREAK power level.
You may choose only ONE ASCENDANCE Shard			
Redline Shield Conduit	3 AP / 5 EB	Emergency Flux Regulator	When Patch Job is applied, the protected Metric is not only stabilised—it also becomes immune to any further reduction this phase. This is ASCENDANCE power level.
Reactive System Echo	3 AP / 5 EB	Emergency Flux Regulator	Once per phase, if your Patch Job prevents a Metric from hitting 0, you may immediately trigger a GT-defined Arcship effect (e.g. temporary boost to Defensive FP, stabilising an ongoing ritual, minor NPC reaction). This is ASCENDANCE power level.
Voidflow Shunt	3 AP / 5 EB	Emergency Flux Regulator	When Patch Job is used on a Metric currently at 0, its Critical State Failure is effect removed immediately rises to 2. If the Metric is then hit again, it cannot drop below 1 until the end of the phase. This is ASCENDANCE power level. One use per phase.
System Reboot Cascade	3 AP / 5 EB	Emergency Flux Regulator	When you use Patch Job, you may choose to trigger a Reboot Cascade on the Arcship. This immediately prevents any core metric loss, But randomly disables one Module (GT selects), and removes all temporary boosts or defensive effects for the rest of the phase (e.g. no active shielding, no bonus FP). This is ASCENDANCE power level.

Scavenger Loop Shards			
Shard	Cost	Prerequisite	Effect
Scrapfield Focus Array	1 AP / 2 EB		When using Scavenger Loop, you may now name a desired Module category: Offensive, Defensive, Utility, or Ritual Support. The GT will still select the exact Module from the unstable pool, but will bias the result toward your chosen category.

			This is FLUX power level.
Backchannel Salvage Spike	2 AP / 3 EB	Scrapfield Focus Array	You may now salvage based on a visible event this phase. When using Scavenger Loop, name one Arcship that: Had a Module disabled, or Suffered Core Metric damage this phase. You salvage metaphysical fragments from that disruption, and the resulting Module is loosely thematically tied to what happened (e.g. defensive collapse yields shielding; ritual burnout grants metaphysical interference tools). This is BREAK power level.
You may choose only ONE ASCENDANCE Shard			
Junkborne Miracle Protocol	3 AP / 5 EB	Backchannel Salvage Spike	The Module created by Scavenger Loop can be used twice in the same phase before it burns out, even if normally limited to single-use. This is ASCENDANCE power level.
Salvagefield Ghost-Tether	3 AP / 5 EB	Backchannel Salvage Spike	When you use Scavenger Loop, you may assign the resulting Module to another Arcship. They receive it as if they had scavenged it themselves, with no visible sign it came from you. You can choose if the module has a positive or negative impact. This is ASCENDANCE power level.
Spite-Bound Relic	3 AP / 5 EB	Backchannel Salvage Spike	The cannot be disabled, stolen, or countered unless by ASCENDANCE -level effects. When activated, it also causes a backlash effect to the nearest hostile Arcship: -500 Defensive FP or -1 to a random Core Metric (GT's choice). This is ASCENDANCE power level.
Chaotic Bloom Cascade	3 AP / 5 EB	Backchannel Salvage Spike	When you activate a Module gained via Scavenger Loop, you may choose to trigger a cascade effect. A second, random Module is created from the same power level and automatically activates against a random Arcship in range. This second effect is UNSTABLE . This is ASCENDANCE power level.

Activate Shards			
Shard	Cost	Prerequisite	Effect
Overdrive Loop	1 AP / 2 EB		When you use Activate, you may target two items or modules instead of one. Both effects resolve simultaneously. Each target must still be valid and available for activation. This is FLUX power level.
Surgeburn Link	2 AP / 3 EB	Overdrive Loop	You may overload an item as you activate it: Increases its numerical effect. The item is still destroyed as normal. This is BREAK power level.
You may choose only ONE ASCENDANCE Shard			
Entropy Surge Engine	3 AP / 5 EB	Surgeburn Link	When you activate an item, you may trigger a secondary effect. The item's base effect repeats on a new valid target, at 1 power level lower.

			This is ASCENDANCE power level.
Junk Singularity Protocol	3 AP / 5 EB	Surgeburn Link	When you activate an item, you may choose to sacrifice it to the Junk Singularity. If you do: Resolve the item at triple power (as if BREAK or ASCENDANCE), Then, gain a new item of equivalent power level from the Scavenger Loop pool (or GT-selected anomaly cache). This is ASCENDANCE power level.
Critical Improvisation Protocol	3 AP / 5 EB	Surgeburn Link	When you activate an item, you may rewrite its function on the fly. Replace the item's effect with another item's effect of equal or lesser Power Level. The new effect must be thematically adjacent (e.g, defence for defence, utility for utility) not a full role change. 50% chance to trigger a CONSEQUENCE , resolved at the Power Level of the replaced effect. This is ASCENDANCE power level.
Fractured Spark Catalyst	3 AP / 5 EB	Surgeburn Link	When you activate an item, you may spend 500 Essence while activating the item into one of the following temporary phase-only bonuses: +1 TAC AP , +500 Offensive or Defensive FP (your choice), Block the next Protocol targeting you. This is ASCENDANCE power level.

Burnout Boost Shards			
Shard	Cost	Prerequisite	Effect
Overburn Tuning	1 AP / 2 EB		You may choose two enhancements when using Burnout Boost instead of one. The module still gains UNSTABLE as normal. This is FLUX power level.
Volatile Feedback Loop	2 AP / 3 EB	Overburn Tuning	If you Burnout Boost a used or expended module, it triggers a feedback loop: Your Arcship gains +200 Offensive FP for the rest of the phase. Choose a target Arcship in your sector—they suffer -1 to a random Core Metric. This effect cannot be CLOAKED . This is BREAK power level.
You may choose only ONE ASCENDANCE Shard			
Cataclysm Forge	3 AP / 5 EB	Volatile Feedback Loop	You may detonate an UNSTABLE module for a cataclysmic effect: Your Arcship gains +500 Offensive FP and +1 TAC AP , A target Arcship suffers -2 to a chosen Core Metric. The module is destroyed. This is ASCENDANCE power level.
Fusion Memory Coil	3 AP / 5 EB	Volatile Feedback Loop	After using Burnout Boost, you may recreate that module instantly as a temporary one-use version at 1 power level lower than the module. The temporary module is UNSTABLE . This is ASCENDANCE power level.
Chain-Reaction Engine	3 AP / 5 EB	Volatile Feedback Loop	When you use Burnout Boost on a module, you may immediately Activate one module this phase (no cost). That activated module becomes UNSTABLE . Cannot chain Burnout Boost a

			second time in the same phase This is ASCENDANCE power level.
Entropy Stabiliser	3 AP / 5 EB	Volatile Feedback Loop	You may prevent the module from disabling when using Burnout Boost. However, this triggers a CONSEQUENCE (50% chance). This is ASCENDANCE power level.

Rebuild on the Fly Shards			
Shard	Cost	Prerequisite	Effect
Rapidframe Compiler	1 AP / 2 EB		When you use Rebuild on the Fly, you immediately gain one free copy of the item you designed. The copy is created at the power level the GT approves for the schematic. This is FLUX power level.
Singularity Markup	2 AP / 3 EB	Rapidframe Compiler	You may submit one unusual parameter or wildcard rule as part of your schematic design (e.g. "affects metaphysical constructs," "immune to EMP," "has a second detonation window"). The GT will attempt to integrate it into the design, or twist it into something thematically adjacent. If accepted, it becomes a permanent tag on that schematic. GT may reject or reinterpret based on scope and balance. This is BREAK power level.
You may choose only ONE ASCENDANCE Void Mechanic Specialisations Shard These allow you to submit ASCENDANCE-level Rebuild on the Fly, but only within your chosen domain. Outside this domain, custom effects are capped at BREAK.			
The Architect's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are FORM . Domain: Matter, shape, structure, boundaries Effect Types: Physical creation, reinforcement, environmental reshaping. Risk: Collapse – If the shaping fails, structural disintegration may ripple back onto you or your allies. This is ASCENDANCE power level.
The Force-Engineer's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are WILL . Domain: Agency, intent, force of action Effect Types: Compulsion, influence, metaphysical command. Risk: Fracture – Overasserting Will may cause CONSEQUENCES , tearing intent from outcome. This is ASCENDANCE power level.
The Echo-Technician's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are MEMORY . Domain: Identity, history, persistence Effect Types: Altering timelines, recalling forgotten truths, stabilising patterns. Risk: Loop – Memory echoes may trap individuals in endless recurrence. This is ASCENDANCE power level.
The Silencemaker's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are VOID .

			Domain: Absence, death, silence, null space Effect Types: Deletion, concealment, anti-action. Risk: Oblivion – You may sever access to critical Essence or narrative threads... permanently. This is ASCENDANCE power level.
The Kineticist's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are PULSE . Domain: Momentum, transition, cause & effect Effect Types: Speed, chain reactions, forced timelines. Risk: Flux – Temporal bleed may destabilise nearby systems or reveal future events prematurely. This is ASCENDANCE power level.
The Interface Weaver's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are MIND . Domain: Thought, identity, perception Effect Types: Illusion, confusion, awareness manipulation. Risk: Unraveling – Misuse of Mind may distort your own identity or trigger feedback madness. This is ASCENDANCE power level.
The Sparkwright's Path	3 AP / 5 EB	Singularity Markup	You may now submit ASCENDANCE -level schematics that are ESSENCE . Domain: Potential, transformation, pure metaphysical energy Effect Types: Raw power shaping, fusion, metaphysical manipulation. Risk: Burn – You may permanently lose access to future narrative arcs or metaphysical tools. This is ASCENDANCE power level.

Ship's Wrath Shards			
Shard	Cost	Prerequisite	Effect
Calibrated Discharge	1 AP / 2 EB		When using Ship's Wrath, you may target a single Arcship in the target Sector instead of all. That target suffers –2 to HULL or CORE (your choice). You do not suffer Backlash if only one Arcship is affected. This is FLUX power level.
Surge-Linked Conduit	2 AP / 3 EB	Calibrated Discharge	You may chain Ship's Wrath into a secondary adjacent Sector during activation. This is BREAK power level.
You may choose only ONE ASCENDANCE Shard			
Living Furnace Protocol	3 AP / 5 EB	Surge-Linked Conduit	When using Ship's Wrath, choose two Core Metrics instead of one. Each affected Arcship suffers –1 to both. You suffer no backlash unless three or more Arcships are hit. This is ASCENDANCE power level.
Overload Cascade	3 AP / 5 EB	Surge-Linked Conduit	Ship's Wrath now can chain into two additional adjacent Sectors. You may select different Core Metrics for each Sector. If more than 4 Arcships are affected, choose one Metric to become temporarily locked (cannot be increased) until

			the end of the next phase. This is ASCENDANCE power level.
Sector Shock Pulse	3 AP / 5 EB	Surge-Linked Conduit	When Ship's Wrath is activated, you may target any Core Metric. All Arcships in the affected Sectors suffer -2 to that Metric and lose 5,000 of a chosen resource. This is ASCENDANCE power level.
Echo Core Singularity	3 AP / 5 EB	Surge-Linked Conduit	Arcships affected by Ship's Wrath gain the REVEALED tag. If three or more Arcships are affected, you may prevent all CLOAK in the affected Sectors until the end of next phase. This is ASCENDANCE power level.