



Iron Stars Unified Ruleset 1.5 Edition

A Setting Supplement for Stars Without Number Revised Edition

Seven years have passed since The Scream, a psionic disaster responsible for killing billions across the galaxy in one swift stroke. Humanity has clung to life now forced to continue without virtually any of its psychic citizens or psi-tech industries that developed around their special talents. Deprived of the instant cross-galactic communication, and major jump gates this new era has plunged most of humanity's scattered worlds into an all-consuming Silence.

This section of the galaxy has recently vanquished a fearsome race of flesh molding aliens, endured raids by an empire of slavers, banded together to halt the ambitions of an evil mining megacorporation, and now face their largest test in the form of another unified band of political states to the galactic north. Frictions grow, and former friends now look upon one another's borders with a mixture of fear and desire, testing cross-polity friendships and forcing many to ask just where their true loyalties lie.

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Introductory Remarks

Welcome to Iron Stars!

As of the time of writing, Iron Stars has been consistently played for over five years by dozens of different players. Joining a server with a history going back years both in and out of game and trying to do everything right on the first day is an overwhelming prospect. This guide is designed to be a collection of important information to make it easier for new players to begin playing. This document is by no means exhaustive, so if you have any further questions feel free to ask them in the **Help** channel, and someone will be around to help you out.

What is Iron Stars?

Iron Stars is essentially two things. First, it is the name of the West Marches style play by post Stars Without Number game that we've all contributed to over the past seven years. Second, it is the name of the region of space in which the game takes place. Learning the way the former works is important, while learning the latter can be done at your own pace as you play. This document will provide a basic overview of historical events but for a deeper dive take a look at [the Wiki](#), as it has articles on every major historical event, polity, visited world and more.

Please remember that this is a hobby. Everyone involved is here to engage their creative side in a fun, supportive, and collaborative way. That includes other players, mods, and the game's creator, Neko. We have a zero tolerance policy when it comes to pooping in the punch bowl. When you are ready to get started with creating your first character and entering the world of Iron Stars, please send Neko a DM that begins with the phrase "I PROMISE TO REMEMBER WE ARE SILLY NERDS PLAYING SPACE PRETEND"

How to Use This Guide

This guide is not a substitute for reading the core rulebook. Information easily available in the core rulebook has been left out. It is important that you become adequately acquainted with the systems in the core rulebook early on. This guide is not designed to be read in one long go. The index above has been provided so that you can skip to relevant parts as they come up, and re-reference them as needed until you become more comfortable with the rules and get a feel for how we operate. This document is a comprehensive list of answers to common new player questions.

As always, the **Help** channel exists for you to ask questions as no one expects anyone to understand the entire game. Not even Nekosmash knows everything going on in Iron Stars!

Character Creation in Iron Stars

Making a Character

Making a character is exciting and is the primary way you will interact with the Iron Stars game. This rulebook is intended as a helpful resource but does not replace the Stars Without Number Revised Core Rulebook. Most of the rulebook (and most of this book) is information not immediately relevant to a new character. All characters both new and returning will need to reference the Core Book for many things, listed below.

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Choosing a Polity

Almost all Iron Stars characters belong to a polity. While it is possible to play a PC that isn't a member of any polity, your first character must start as part of one. Polities make up a large part of the Iron Stars structure and a lot of work has gone into making them interesting to be a member of. Membership in a polity is not meant to be restrictive and you can change polity during play if you feel like a different one speaks to you later on. The polity is a large early game boon to players as it provides transportation, easy access to quest lines, and assistance in navigating the ever expanding world of Iron Stars

The polities currently in play (linked to their Wiki articles) are as follows:

- [Celestial Freebooter's Republic](#)- A newly birthed self governing state of privateers, castaways, and people's fleeing oppressive rulership elsewhere, taking what they cannot make themselves
- [Communist Brotherhood of Stellar States](#) - Dutiful laborers, working under the guidance of their chairman, a conclave of precognitive psychics, a robust administration corps, and a recently established elite mech corps.
- [Elysium Protectorate](#) - Fierce and proud, the Protectorate seeks to balance working alongside others and maintaining their own relative independent nation modeled after the ancient Greeks.
- [Greystar Confederation](#) - A former spy agency turned legitimate government, their agents work across the Iron Stars to gather information and further polity aims.
- [Inheritor Alliance](#) - Steeped in magic and mystery, this polity has a higher than average number of mages and psychics.
- [Mithrilheart Elected Monarchy](#)- A council of electors under a First Lord, their agents work to fight the darkness in the wilderness of their home system, and explore beyond for the first time.
- [New Moon Cooperative](#) - an emergent constitutional monarchy, the common people have imprisoned the nobility and look to ensure their experiment in government survives, supported by laser rifle armed formations and solar sailed naval ships.
- [United Nations of Worlds](#) - The first of the post-Scream polities to emerge, the UNW seeks to balance continued expansion with maintaining and progressing its expansive territorial holdings.

Take a look at all of them and figure out which one feels right. You don't need to make a decision before you build your character, but knowing what polity you are going to join may make some parts of creating a new character easier.

Choosing a Race

Over time, many races have been made playable through player action. They all have histories, agendas and notable members, but there are no polity or class restrictions. You can play as any race you want regardless of your character's circumstances; the Iron Stars are a wide and varied place and people of many different walks of life make their home among its numerous worlds.

Playing as a human comes with no added benefits or drawbacks, and therefore they do not have an associated page as their rules are the default character creation rules in the core rulebook. Alien races sacrifice their first foci pick in order to represent both the benefits and drawbacks of that race, all listed on their page.

NOTE: Playing as an alien race uses up a player's starting focus pick. This will be discussed later in the document.

The current alien races (with links to their Wiki page) are as follows:

- [Ashen Ones](#) - Diminutive tech experts who view the world in augmented reality
- [Geon](#) - Hardy rock and mineral based humanoids known for prestigious strength
- [Jademane](#)- Expert hunters and trackers with strong perceptive powers based on their home
- [Merlon](#)- Amphibious humanoids who are capable statesmen and negotiators
- [Mosk](#)- Crab like creatures with a number of varying biological adaptations
- [Noctua](#)- Moth like creatures with limited telepathy and spore based abilities
- [Novice](#)- A mechanical shell for a mechanical mind
- [Piggen](#)- Pig like humanoids with a rich history and unique natural crafting based magic
- [Slyth](#)- A re-emergent culture, jacks of all trades while being masters at few
- [Taros](#)- Elven humanoids, richly steeped in cyberware and speed
- [Tre](#) - A bond based humanoid alien, with abilities based on choice of companion
- [Utan](#) - Recently uplifted neon furred apes, learning the ways of the galaxy

AI and VI are not playable. Those wishing to play a mechanical race should review the Novice race.

Rolling Attributes

Generating attributes in Iron Stars is a simple process. Roll 3d6 in the Iron Star Discord dice channel six times, and apply them *in order* to Strength, Dexterity, Constitution, Intelligence, Wisdom then Charisma in your Google character sheet. For further information see page 10 of the SWN rulebook. Your character sheet will automatically fill in the modifiers for your attributes. **Depending on your character class, you may end up being allowed to replace one result with a 14 if your rolled value is worse. This rule replaces assigning a free 14 to any attribute at character creation.**

For Experts, allowed replacements are Intelligence or Charisma. For Psychics, they are Wisdom or Constitution, and for Warriors they are Strength or Dexterity.

Example: I roll 3d6 six times, getting (in order) 12, 17, 9, 9, 5, 13. I type them into my character sheet and end up with this:

STR: 12

DEX: 17

CON: 9

INT: 9

WIS: 5

CHA: 13

Example: The character I am playing is a psychic, and wisdom is used as part of the calculation to determine the amount of psychic effort I have available. Since I rolled a 5 in that stat, I can replace it with a 14 to ensure my psychic character will begin the game as someone competent in their profession.

STR: 12

DEX: 17

CON: 9

INT: 9

WIS: 14

CHA: 13

If your character is an alien species, please pay careful attention to the Homebrewery sheet for your chosen species. Some will have one attribute that is naturally boosted to 14 . You may still choose one other attribute to boost to 14, or you may boost your species attribute to 16 instead.

Choosing a Background

Page 13 onward of the main rulebook goes into detail on what backgrounds you can pick and how to roll or select your starting skills. There are more backgrounds in other rulebooks, notably Codex of the Black Sun for arcane classes, but the main rulebook is generally enough.

Languages In Iron Stars

Several alien races are prevalent in the Iron Stars region of former Tenebrian Empire space. Many have lived there all along and were simply living on the same worlds later colonized by humanity, while others have moved in to fill the void of the collapsing empire claiming worlds of their own. Mandate Common is still almost universally spoken in this region of space, though other old Earth dialects and unique alien languages are also common.

Alien characters are assumed to speak both the language of their race, and Mandate Common. Languages can also be learned during space travel downtime. Existing languages that can be learned are Ashen One, Chimeran, Geon, Jademane, Merlon, Mosk, Noctua, Piggen, Rachk, Slyth, Taros, 'Tre, Utan, and Wasimian. Other languages may be added based on player discovery.

***A note on languages in the Iron Stars- The default language of the Iron Stars is Mandate Common (Or Common, for short) . Alien languages do not count toward the wanderer or diplomat foci and must be learned through downtime, or through raising the character's intelligence modifier. For each positive modifier you may also learn one additional language. ***

Choosing a Class

There are many classes to choose from, and for an in-depth look please read the rulebooks as understanding what your class does is something worth internalizing early on. This document will only go into the basics of class selection. Classes are found in the Stars Without Number Core Rulebook, magical classes are found in the Codex of the Black Sun, a few classes from Worlds Without Number have been imported, and there are a few homebrew classes also listed below.

New Classes In Iron Stars

The Gun Mage

The Iron Stars have seen the emergence of a new class straddling the line between proud warrior and arcane practitioner. Gun Mages have a slew of versatile arts to employ that no other class enjoys and feature powerful ways to swing confrontations in their favor through the use of their consecrated armament.

[Gun-Mage](#)

The Metaspace Pacifier

There are always those who believe metaspace and the dangers it brings outweighs the benefits and technological progression that comes with it. Gone are the days of anti-psionic inquisitions, pogroms, and general mistreatment of those who manifested Metaspace Extroversion Syndrome but old suspicions and cultural distrust runs deep and there are those who would see humanity return firmly to its mundane roots.

Not all Metaspace Pacifiers are zealous inquisitors holding public witch burnings and indeed that is not the way local authorities want business done on all but the most primal of worlds. Instead, the Pacifier looks for signs of those dabbling in disciplines the Psychic Authority has deemed dangerous such as Pacting and work with metaspace entities known as Shadows. Given the authority to handle these situations as they arise, the Pacifier is the tip of response to dangerous cults, unexplained metaspace phenomena, and preying shadows.

[Metaspace Pacifier](#)

Alchemist

The alchemist is an arcane practitioner equally at home in the field as working in a lab. Alchemists fuse arcana and science to create effects impossible for others, and can use their discoveries to create effects impossible for all others. Alone, or working as part of a team, these characters push the bounds of what is possible by bottling greatness, and distilling hard won knowledge into their arsenal of elixirs.

[Alchemist](#)

Elementalist

Elementalist (From Worlds Without Number, Page 76)

Many simply find the practical uses of flame, stone, water, and air to be beneficial for their own ends. The fiery rebuke of a master Elementalist can scourge whole towns, and even less talented mages can work wonders in helping others deal with physical obstacles.

Some Elementalists learn at the feet of wizened masters, while others belong to formal schools that teach the art for the benefit of their patrons. A PC might be one such student, or some scientist-sage who has developed their arts in pursuit of some deeper understanding of metaspace and its impact on physical laws.

Outside of their formal organizations, Elementalists often find much to discuss in their occult studies, though differences of opinion regarding the “correct” operation of unaltered reality can sometimes cause bloody disputes.

Creating an Elementalist

- All Elementalists gain Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0. A firm grounding in the arcane science of Iron Stars is necessary to master their particular arts. Elementalists can prepare and cast High Magic spells in addition to the New Magic spells specific to Elementalists.
- As usual for spellcasters, Elementalists can't cast spells or use arts while armored or holding a shield.
- Elementalists are not as talented at general High Magic research as High Mages are, but their studies still bear fruit in time. Each time they advance a level, they can pick a new High Magic spell or a New Magic Elementalist spell to add to their spellbook. They must be able to cast the spell to add it to their selection.
- Elementalists gain the Elemental Resilience and Elemental Sparks arts as part of their basic training, and may pick one additional art from the adjacent list. Further arts are learned as they advance in character level, as given in the tables below. Once chosen, an art cannot be changed.

Healer

Healer (From Worlds Without Number, Page 80)

Every culture has a need for physicians and menders, and it is no surprise that many of them would turn to magic for this need. Healers are those adepts of curative sorcery who focus on mending wounds, purging diseases, and preserving the lives of living creatures. They are very rarely the only medical specialists in their native society, but their remarkable powers are in high demand wherever they are found.

Healers do not practice High Magic or other forms of conventional spellcasting. Instead, their training revolves around specific techniques for mending damaged living tissue and the neutralization of diseases and toxins.

Conventional medical treatments that revolve around the germ theory of disease and ancient commonplaces of physiology aren't always reliable or valid in the lands of The Iron Sectors, and so magical techniques are sometimes necessary to achieve what antibiotics or psi-surgical intervention could accomplish in a former age.

Creating a Healer

- The Healer class exists only as a partial class, to be taken by an Adventurer along with another partial class. Thus, a Partial Warrior/Partial Healer might be a grizzled combat medic, a Partial Expert/Partial Healer might be an erudite physician gifted in both mundane and magical healing methods.
- All Healers gain Heal as a bonus skill, acquiring it at level-0, or level-1 if they already have it at level-0. A basic grounding in mundane healing techniques is necessary in order to learn their more sophisticated magical arts. Healers do not learn how to cast spells. Instead, they focus on their special arcane healing arts.
- Wielding these arts usually requires nothing more than touching the target and concentrating on the desired effect, and the process is direct and simple enough to perform even when burdened by armor or carrying a shield. At first level, a Healer gains the Healing Touch art and can pick one more of their choice. As they advance in levels afterwards, they can learn new arts. Once chosen, an art is permanent and cannot be exchanged.

High Mage

High Mage (From Worlds Without Number, Page 66)

High Mages are skilled at the production of magical Workings and the development of arcane devices and standing enchantments, but they rarely ever attempt to devise New Magic. Instead, they work to unearth lost spells of High Magic and expand their own grimoires with more of these potent sorceries.

To this end they have developed numerous arts that help them control and focus the powers of High Magic. Experienced High Mages can mold and adjust their spells in ways that other wizards cannot hope to achieve and they are exceptionally skilled at resisting, undoing, and discerning the magics of others.

Creating a High Mage

- All High Mages gain Use Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0. Every High Mage is well-educated in the principles of magic as understood by the sorcerers of the Iron Stars.
- High Mages can prepare and cast High Magic spells, and have a number of arts dedicated to improving their use of these incantations. As usual for spellcasters, they cannot wear bulky clothing or armor while casting or using arts, nor use shields. Mages who have trained to overcome these limits with the Armored Magic Focus have more latitude.
- High Mages conduct extensive experimentation and study as part of their daily activities. This relentless focus helps them master High Magic spells without needing the outside help of tutors and discovered texts. Each time they advance a level, they may pick two High Magic spells from the list in Worlds Without Number to add to their repertoire. These spells must be of a level they can cast.
- High Mages also gain arts specific to their tradition. At first level, both full and Partial High Mages may pick two from the adjacent list. As they advance in level, they can pick more as given in the tables below. Once picked, these choices are permanent and can't be changed.

Vowed

Vowed (From Worlds Without Number Page 86)

Innumerable sects of bodily adepts can be found throughout the Iron Stars, each determined to master the hidden capabilities of their body and spirit. Some focus on a religious or philosophical dedication to the task, while others see only practical benefit in honing their bodies to a pitch of superhuman prowess. These “Vowed” are those men and women who have attained some measure of success in their quest.

Creating a Vowed

- The Vowed class exists only as a partial class, to be taken by an Adventurer along with another partial class. Thus, a Partial Warrior/Partial Vowed might be a hardened temple warrior-monk, a Partial Expert/Partial Vowed might be a sage teacher of religious or philosophical truths, and a Partial Elementalist/Partial Vowed might be a mountain sage who wields the elemental forces of nature in conjunction with his practices of bodily purification.
- All Vowed gain a non-combat bonus skill appropriate to their order, acquiring it at level-0, or level-1 if they already have it at level-0. Orders that focus on physical training might grant Exert, while scholarly ones might give Know, or occult sects grant Magic. You may pick whatever non-combat skill suits your order, assuming the GM finds it reasonable.
- Vowed do not learn how to cast spells. Instead, they refine their inner powers and physical capabilities. These arts are too precise and delicate to bear the encumbrance of heavy clothing, armor, or shields, and cannot be used when so burdened. The Armored Technique Focus can mitigate this, but Vowed are all trained in effective unarmored defense techniques.
- At first level, a Vowed gains the Unified Style, Unarmed Might, and Unarmored Defense arts, in addition to one more art of their choice as given on the adjacent list. Further advancement will grant additional arts, though once chosen they cannot be changed

New Foci for Iron Stars Characters

- **Arcanotech Specialist-** Through study, mentoring and experimentation you have an intimate familiarity with the entire process of designing, formulating and creating arcanotech.
 - **Level 1-** Gain Know Magic as a bonus skill. Whenever creating Arcanotech from a formula that you yourself scribed, reduce the Occult Lore cost of the item by an amount equal to half your character level rounded up.
 - **Level 2-** When creating a piece of Arcanotech, the item is only considered 'Warm' if the Int/Know Magic roll fails by 3 or more. If the Int/Know Magic roll fails by 5 or more the item is considered 'Hot'. The Arcanotech Specialist can also undergo a second project in a research month. The Mage must decide before they make any rolls whether or not they will pursue one or two projects in a month. If two projects are pursued the DCs of all projects are increased by 2. Additionally the mishap potential for all research projects are increased by 1 (Excl. Routine Personal Research and Routine Artificing)
- **Lucky-** Some fund of remarkable luck has preserved your life at least once in the past, and continues to give you an edge in otherwise hopeless situations. This luck does not favor the already-blessed; this Focus can only be taken by a PC with at least one attribute modifier of -1 or less.
 - **Level 1-** Once per game month, a blow or effect that would otherwise have killed, mortally wounded, or rendered helpless the PC somehow fails to connect or affect them. The PC makes any rolls related to games of chance twice, taking the better roll.
 - **Level 2-** Once per mission, in a situation of need or peril, the PC can trust to their luck and roll 1d6. On a 2 or more, something fortunate will happen to further their goal, provide an escape from immediate peril, or otherwise give them an advantage they need, if not immediate victory. On a 1, the situation will immediately grow much worse, as the GM sees fit.

- **Pop Idol-** (previously Cult Following) Whether a street musician, graffiti artist, underground journalist, cam girl, folk singer, or Robin Hood-esque thief, you have a devoted following of enthusiasts who are willing to help you when you need them.
 - **Level 1:** Gain Perform as a bonus skill. Once per game month, with an hour or so of messaging, you can mobilize about a hundred of your fans to perform some act of your choice, provided it's no more than mildly criminal or slightly dangerous. Flash mobs, getaway drivers, scouting reports, tailing people, or instant parties might all qualify as services. Your fans don't have any special skills, but they'll do anything ordinary workers or civilians could do. If you mobilize them for donations or merch purchases, you get \$1,000 per character level, doubled at fifth level and quadrupled at tenth. You can't mobilize them to buy your content more than once per month.
 - **Level 2:** You can mobilize up to a hundred fans per character level, though major mobs are likely to draw a law enforcement response. You've cultivated fan leaders who can pass along your wishes deniably, concealing your involvement in the crowd. Your donation and merch earning amounts double. Your Charisma modifier increases by +1, to a maximum of +2

- **Pistolier/Two Weapon Fighting-** *You have the mental discipline and physical dexterity to handle the complicated art of fighting with two weapons. Be they a pair of fine dueling pistols or twin blades made from the bone of a deadly beast, each of your hands is an instrument or martial prowess on its own. Each weapon continues to count separately for encumbrance purposes and both must be considered 'readied' to be able to use this foci in combat.*
 - **Level 1-** When using your On Turn action for 'make a weapon attack' , you are able to make an independent attack roll for both weapons being wielded. Reloading the weapon with an 'on turn' action or 'main action' counts as reloading both in the set.
 - **Level 2-** The weapon attacks made with this foci now benefit from an additional +2 to hit, and only one weapon counts in terms of 'readied' and

'encumbrance' as you become truly adept at fighting with them. Both weapons still need to be on your person to benefit from the foci.

- **Starfarer (Revised)**- *Through formal education or innate ability, you are extremely skilled at Spike navigation. Your drills are more fuel efficient than average. Further experience allows you to plot longer drills.*
 - **Level 1**- Gain pilot as a bonus skill. You are able to perform two drills for the standard amount of fuel in your ship. Fuel bunkers still provide one extra jump.
 - **Level 2**- Double your Pilot skill for all spike drill-related skill checks. Spike drives of ships you navigate are treated as one level higher; thus, a drive-1 is treated as a drive-2, up to a maximum of drive-7. Spike drills you personally oversee take only half the time they would otherwise require. (No change from CRB focus)

- **Trapmaster**- *You have uncommon expertise in handling traps and snares, both mundane ones and the magical perils sometimes found in Deeps or the lairs of sorcerers. You know how to quickly improvise traps with materials you commonly carry.*
 - **Level 1**- Gain Notice as a bonus skill. Once per scene, reroll any failed saving throw or skill check related to traps or snares. Given five minutes of work you can trap a portal, container, passageway, or other relatively narrow space with foot snares, caltrops, toxic needles, or other hazards. Non-lethal traps cause the first victim to trigger it to lose a round of actions while dangerous ones inflict 1d6 damage plus twice the character's level, with an appropriate saving throw for half. Only one such improvised trap can be maintained at a time. More fearsome traps may be laid with congenial circumstances and the GM's permission.
 - **Level 2**- You know secrets for unraveling even magical traps or arcane hazards that would normally require a wizard to dispel them. Once per scene, your efforts count as an Extirpate Arcana spell against the trap or hazard, cast at twice your level, with any relevant skill check being Int/Notice or Dex/Notice.

- **Valiant Defender-** *You are a bodyguard, shieldbearer, or other gifted defender of others, accustomed to the roil of bloody battle and desperate struggle.*
 - **Level 1-** Gain any combat skill as a bonus skill. Gain a +2 on all skill checks for the Screen Ally combat action. You can screen against one more attacker per round than your skill would normally allow.
 - **Level 2-** The first Screen Ally skill check you make in a round is always successful. Gain +2 AC while screening someone. You can screen against foes as tall as large vehicles.

Your First Mission

You've picked a polity, pitched a character concept, and filled out your character sheet. Congrats! You are ready to enter Iron Stars as a brand new player. Your first mission is a solo experience meant to help you get a feel for the game and your polity of choice. These are a few setting details that will be consistent from your first mission and beyond.

You might still be thinking of a backstory for your character to decide how to best fit into the large amount of background material Iron Stars has generated over the years. There is no obligation to create a really extensive background bio. Something simple that gives a brief description of the character and their goals is plenty to start with.

The polity will usually provide a way for you to get to your first few mission targets

Communication is age-of-sail style, with messages traveling at one day per galactic map hex, so while on a mission you often can't reach your superiors and must decide the best approach for things yourself.

Most NPCs prize their safety and won't participate in situations where their personal safety might be compromised, or where they might be asked to do something illegal without a serious incentive.

Laser weapons in Iron Stars (aside from the Shear Rifle) make noise. There are no silent laser weapons or silencers for weapons in this game.

TL 4 Pharms and Lazarus patches are not available in Iron Stars. Refer to frontier medicine later in this book.

New Equipment

Armor

Armor Name	Armor Class	Armor Type	Cost	Encumbrance	Tech Level
Butterfly Combat Harness (CFU)	16	Combat	3,000	2	4
Monsoon Powered Armor (Both Variants)	19	Powered	15,000	2	5
Camouflage Cloak	+1	Street	1,500	1	4

Butterfly Combat Harness- The Butterfly Combat Harness is a suit of Combat Field Uniform armor, fitted with a modified version of the Icarus Harness. This harness offers integral gravity boosters that allow the wearer to leap up to 20 meters as a move action. This leap can be made horizontally or vertically, and the wearer ignores falling damage from falls of that height. Each fall or leap consumes a readied Type A power cell.

The BCH is considered to have one of its three modification slots used by the Grav Boosters needed to give the harness its unique function.

Monsoon Power Armor-The Monsoon Armor is a clever adaptation of the more standard Storm Armor suits available to Galatea Council polities. The armor composite is roughly the same, and the reinforced suit still counts strength as 4 points higher for encumbrance purposes. Onboard medical status systems allow the user to make a physical effect save to

stabilize when mortally wounded and dying of an untreated wound. In place of the jump ability common on Storm Armor suits, the Monsoon comes in a few different models depending on what the wearer needs for the task at hand.

"TekShark" Pattern- A rare model even when first devised, this pattern was developed for SCAF battlefield experts expecting to meet heavy resistance keeping them from repairing a vital system, hacking an important command and control point, or a myriad other tasks where the foe would strenuously object to their important technology being compromised.

The Tekshark retains the strength and onboard medical systems of the base Storm Armor suit, exchanging the jump ability for a powered tool rack, and an advanced data gathering hardware and software suite. The wearer is able to add a +2 on all fix and program checks, and the powered breaching tools on the armor will allow the user to cut through any obstacle except dedicated military fortifications.

"Crimson" Pattern- This model is a favorite among the few highly elite SCAF boarding marines and heavy support troopers on the ground. It retains the improved strength and medical equipment of the base Storm Armor model, but exchanges the jump ability for an advanced gyro stabilization package- allowing heavy weapons to be fired with no set-up time needed. An advanced ammunition storage system ensures the user has enough for the given conflict providing storage for enough solid rounds or an unlimited supply of energy to the attached weapon for the conflict's duration- and the user will not need to pay for reloading their heavy weapons when the existing magazines or cells run dry.

Rocket Launchers will still be subject to the -4 penalty of firing at normal humanoid sized targets.

Camouflage Cloak- A woven blending of tough fabrics colored for the local environment and holographic projectors, this cloak can be worn over street and combat armor (but not powered armor) to assist the wearer in blending into their local environment. Sensors and projectors worked into the fabric break up outlines and adapt the pattern on the cloak as the user moves. A character wearing a camouflage cloak gets a +1 on sneak checks against being noticed. TL5 sensors are not fooled by the use of the cloak as advanced detection algorithms work faster than the decision making power of the cloak's own sensors. **(Only available to CBSS, EP, GSC, NMC, and UNW Players)**

Computing Gear

Argus Web- A set of almost invisible cameras and microphones worn by a subject. The web captures video and audio of the wearer's surroundings for up to twenty-four hours before it must be downloaded onto a dataslab or wiped to make room for more. Noticing an argus web on a person requires a difficulty 12 Notice skill check or a very close physical search. The Argus Web costs 500 credits.

Cyberware

Tertiary Arm- The exact styling of the arm itself can take many forms, be it a blocky industrial crane strapped to a back unit, or an array of slender flexible cabling controlled by tensile wires. However the user chooses to form their extra limb, it provides the following benefits.

Adds +1 strength score and the user can have an extra item readied and stowed beyond the current limit. This +1 stacks with any additional improvements in encumbrance through the strength bonus, This cyberware can be fitted for 5,000 credits and incurs 2 strain on the user.

Vehicle Control Rig- Similar to the drone control rig, though sized up due to the larger control mechanisms needed, this forearm mounted array allows the remote control of civilian vehicles within 100m x Program Level of the user. The vehicles are controlled with the wrangler's move action, and the vehicle wrangler can control half rounded down their program level of civilian vehicles at one time. Military vehicles such as tanks and personnel carriers are considered too shielded to allow remote connections into their piloting systems.

The rig causes 2 permanent strain, and costs 10,000 credits.

Drones

Drone Model	Cost	Fittings	AC/HP	Enc	Range	TL
Delta Hawk	15,000	6	15 / 25	6	2500km	4

Delta Hawk (Program 2 Required) - Originally discovered by New Moon Cooperative scientists Richard Newman, the Global Hawk is a massive drone designed to be an infinitely customizable high endurance platform. The drone is large, difficult to carry, and requires a master programmer to get off the ground, but if those conditions are met the drone wrangler has access to a powerful long range asset that is well suited for a wide number of battlefield roles.

Grenades

All models are 300 credits and the same encumbrance as their normal fragmentation variants

Magma Grenade- Save Vs. Evasion- on a successful save, the target is unharmed. The Magma grenade is a hand held TL4 gel incendiary device. When striking a target or surface, the burning gel is dispersed, and very difficult to put out. (2d8 damage, d8 fire damage, may be ineffective against heavily armored vehicles)

Sticky Grenade- No save Vs. Evasion, same damage as a regular fragmentation grenade. Due to always hitting, targets always take 1/2 damage, rounded up. Sticking to armor gives them an AP value of 10.

Scrambler Grenades- Thrown at robotics (Pretech or dedicated ECCM shielding may dampen or prevent effective use of the device) will force them to make a physical effect saving throw. Robots caught in a 10m radius from the point of impact are disabled for 1d4 rounds. Personal electronics are not impacted by the specially modulated currents employed by the device.

Heavy Weapons

Weapon Name	Damage	Range	Cost	Magazine	Encumbrance	TL
Light Railgun	2D8#	2000/4000	2500	10	3	4
Magma Fullisade	2D6#	30/60	1500	10	3	4

Light Railgun- A man portable heavy weapon version of the railgun, this model does not require a vehicle mount to be used, but if not braced with a main action the shooter suffers a -6 to hit penalty. This weapon can fire to suppress, but must be braced before doing so. It uses 25 credits worth of ammunition for each suppression.

Magma Fusillade- A portable flame weapon scaled down from the type commonly mounted on vehicles. The weapon's back mounted ammunition unit uses powerful compression to rend and heat virtually any solid material packed into it before expelling it as a burning wave of magma like semi-solid material. This weapon requires a new Type B power cell to be loaded after every 10 shots, and can ONLY be fired in suppression mode. (This means the effective magazine is 5 bursts)

Melee Equipment

Weapon Name	Range	Cost	Damage	Attribute	Tech Level
Kinesis Wraps	None	100	1d2+2	Strength/Dexterity	4

Kinesis Wraps- Kinesis wraps are special metaplast gloves, boots, or knuckle dusters that translate the user's blows into very focused impact points. A person using kinesis wraps can injure even those targets who are wearing advanced armor that would normally render them immune to fisticuffs. Fighting with kinesis wraps uses the punch skill.

Psitech Equipment

Metaspace Preservation Rubric (1 pretech or 1 arcane component. 5,000 credits. 1 encumbrance)-

A scrap of sacred scripture affixed to a wax seal, a metal cube engraved with meditative mandalas, a tribal talisman worked anew with modern material, just some of the examples of what many psychics have carried with them as touchstones from their days of training.

The Metaspace Preservation Rubric allows the preservation of one point of psychic effort per day and is commonly given to limited psychics as a means to allow them greater flexibility with the use and expression of their powers. These rubrics have sometimes been seen in the hands of full psychics. An On Turn action can call the stored effort from the rubric, though the psionic power it is being used for must still be turn's main action (Absent foci, or other action economy changing techniques). Only one rubric may ever be used by a psychic or partial psychic at one time.

The psychic must imprint upon the device during creation or it will not adhere to their brain patterns correctly. Pretech saving foci such as tinker or Psionic Engineering cannot be used in the creation of this device or the process will fail.

Ranged Weapons

Weapon Name	Damage	Range	Cost	Magazine	Encumbrance	TL
Taros Rifle	2D12*	100/300	2500	30	2	4
NMC Las Lock	2D6+2	200/400	175	Special	2	4

DMR	2D8	800/1600	400	10	2	4
Shear Rifle	2D8*	100/300	600	10	2	5
Tempest	1D8*	50/150	600	20	1	4
Flop Rifle	2D6	100/300	600	6	2	5
Stingray MER	2D8	1500/3000	800	1	2	4
Dremlas Breach Rifle	D10+D4	300/500	850	5	2	5

Taros Rifle- A miniature railgun, built around combat rifle design principles. The Taros rifle follows the same statline as a combat rifle, but if hit, 2d12 is rolled for damage.

Although this weapon is the common Taros battle rifle, in human hands, these weapons are rare and often are given only after their extensive trust is gained. Some faction leaders have been given access to them in recognition for their deeds and investment in the Taros people.

Shear Rifle- Not homebrew, but formerly lost. Re-discovery of limited tech level 5 manufacturing concepts have allowed re-creation of shear rifles. They may be requisitioned for their equipment cost in the core rulebook.

New Moon Cooperative Laser-Lock- A long and elegant NMC version of the standard rifle featuring an overcharged power back and bayonet counting as a small advanced melee weapon. It cannot burst fire. Magazine: 1 shot with move action to reload, Type A cell provides 10 shots

May use Shoot skill to make a melee attack with this weapon. It avoids the -4 close combat penalty.

DMR (Designated Marksman Rifle)- A scoped rifle, this high precision weapon system is used by members of modern infantry companies assigned to this role. This weapon lacks the “Sniper” special rule, though those using the weapon have favored it for its mostly comparable range, and the large ammunition capacity before a reload is required.

Tempest - An energy based model of the ubiquitous submachine gun, the Tempest is capable of burst fire and of being fired with one hand. It requires two type A energy cells to use, collectively totaling 20 shots before the cells are expended.

Flop Rifle - A favored police and personal arm on some worlds, the flop rifle uses phased energy charges to briefly overwhelm the nervous system of a living target, reducing it to boneless helplessness. Each hit inflicts damage as normal, but a creature reduced to 0 hit points by a flop rifle is helpless rather than dead. Hit points lost to a flop rifle return in thirty minutes. Psychics can continue to use their

powers even at 0 hit points, however, as can others with thought-activated abilities or equipment. While useful against most assailants, targets in hardshell armor are immune to flop rifle charges, as are creatures substantially larger than humans along with those with at least two System Strain points worth of cybernetic implants. Someone with Heal skill of 1 or better can also formulate a combination of standard stimulants that will render the user immune to flop rifles for up to an hour with no significant side effects. The rifle uses Type A power cells.

Stingray Marksman Rifle- An energy based sniper rifle, with a longer range than its projectile based companion, the Stingray Marksman Rifle is an impressive energy projection device of lethal intent. This weapon benefits from the 'sniper' special rule.

Dremlas Breach Rifle (Inheritor Alliance Only)- The Dremlas Breach Rifle rifle uses a modified version of resonator tech to open micro-pockets of breach in a small zone when fired at a target. Residual metaspace energy causes additional damage as the microrifts are opened and closed within seconds with each trigger pull. This weapon uses Type A energy cells as ammunition.

Specialized Ammunition

"Hotshot" Energy Cell- Ammo consumption is doubled per shot, but adds a +2 to damage. On a roll of a natural 1, the cell spends its charge prematurely and a main action must be spent to clear the weapon. A main action is required even if the PC has the gunslinger foci, as the system reset takes a specified amount of time. A Hotshot Cell can only be fitted to a weapon using Type A cells for its power source. It is the same encumbrance as a power cell, with a cost of 60 credits.

Dragonfire Rounds- Adds an additional D4 of fire damage to targets that are successfully hit. The fire is not intense enough to spread to the wider environment and will burn out after a few moments. Misfire 3. One magazine is 50 credits, can be bundled, and is encumbrance 1

Caustic Rounds- Adds an additional D4 of acid damage to targets that are successfully hit. The caustic agents are not strong enough to ignore vehicle armor. Misfire 3. One magazine is 50 credits, can be bundled, and is encumbrance 1

Weapon and Armor Modifications

Boomerang (Fix-2/Special): Applicable only to thrown weapons, this modification embeds small gravitic recoil cells in the weapon. After being thrown, the weapon returns unerringly to the wielder's hand, assuming nothing interposes. Once activated, the gravitic cells will continue functioning for five or six minutes, but must be recharged with a type A cell afterwards. An extremely rare psitech variant of this modification tunes a delicate array of telekinetic receptors within the weapon, allowing anyone with at least 1 point of the Telekinesis discipline to use it as a boomerang weapon indefinitely at no power cost. Cost: Weapon Cost x10 for normal, x100 and TL 5 workshop for psitech version

Camouflage (Fix-1): The weapon is tooled to appear as the native manufacture of a particular planet. Laser rifles can be disguised as flintlocks, monoblades as common bowie knives, or semi-auto pistols fashioned to appear as if they were issued by the local security office. Weapons can be disguised as native weapons of the same general dimensions. Weapon Cost: x4

Compact Component (Fix-1 Drone Only): Limit of one per drone, a pretech component can be used to apply one extra fitting to the drone. If the drone is destroyed the component is unable to be salvaged.

Double Magazine Port (Fix-2): The projectile weapon can be fitted to take two different types of ammunition at once. An on turn action can be used to change the selector from one magazine to the other, but only one type of ammunition can be fired per round. The gun may also be fitted with two magazines of the same type for a more convenient reload option. 5000 credits to install.

EMP Scrambler (Fix-2): A supplementary type A power cell is required to fuel the scramble bursts emitted by this weapon, and lasts as long as one magazine worth of ammunition or one fight with a melee weapon. These bursts wreak havoc on robot armatures, and successful hits allow the attacker to roll damage twice and take the higher roll. Armatures with an onboard AI core are too sophisticated to be scrambled, and are unaffected by the modification. Weapon Cost: x20. This modification needs to be maintained in downtime to be used again.

Electrum Plating (Fix-2): Woven composites of electrum plating are inserted in the joints and soft places to provide better protection. The metallic plates are light but sturdy and subtract 2 points of damage from every instance of non-heavy projectile weapon damage. They have no effect against energy weapons. The plates are available in limited quantities, and therefore cost 10 times the base cost of the item they are being attached to,

Envenomed (Fix- 3): Applicable only to melee weapons and projectile weapons, envenomed weaponry must be designed as such from the ground up in order to safely and efficiently deliver its toxic payload. These weapons can fire envenomed projectiles or strike to poison the target. Common agency neurotoxins include stunchems, black echo, and shaker. These special toxin cartridges must be acquired separately, each bullet or hit with a melee weapon using up one dose. 50,000 Credits

Exoskeleton (Fix-1): This armor is integrated with an advanced exoskeleton system granting the wearer +1 to exert checks, +2 to strength for purposes of encumbrance and +1 to melee/unarmed damage. Sneak rolls are made at a -2 penalty while wearing it. 4000 Credits

(ISF Only) Miniature Hydra Array (Fix-3): This suit of powered armour has a portable hydra array mounted on its back. This weapon must be primed as a Move Action before firing, and the wearer cannot make a Move Action on their following turn. Its hit bonus is equal to the wearer's attack bonus + Int modifier + Shoot skill level, and it must be reloaded by someone outside the armour after each volley. Costs 30,000 credits and two units of pretech salvage.

Mounted Weapon (Fix-1): This suit of powered armor has a weapon mounted on one of its vambraces, allowing the wearer to fire the weapon while keeping their hands free. An energy weapon can be connected to the suit as per the rules for powered armor, granting it infinite ammunition. Other weapons must be reloaded as normal. Costs twice the weapon's cost.

Untraceable (Fix-4): The weapon is crafted to leave no evidence as to its place of manufacture. Projectile weapons leave no traces on the bullets or casings that can be matched to the weapon. By flicking a toggle on the weapon, it can be set to self-destruct, chemically dissolving it and its ammunition into a powdery gray dust in three rounds. 100,000 Credits

Frontier Medicine

Designer's Note- As this game takes place just a few years after The Scream, most Tech Level 4 and beyond medicines and medical technology is no longer available. The Frontier Medicine list is meant to replace all official rulebook meds, pharms, and stims until such time as player investment restores them to the game.

The manufacture DC on this chart is the Heal/Int result required to produce it. Attaining a skill level of 1 in Heal will remove the need to roll checks to produce the medicine. Actions such as preparing your work area, working with an assistant, and other ambient conditions can also lower the required difficulty. 250 Credits worth of supplies can be made per day, and the amount is doubled if a TL4 workshop or other suitable facility is available. This limit remains no matter the rank in Heal the manufacturer has.

Addictive substances require a physical effect save every time they are ingested or the body becomes accustomed to it. The addict will take a point of system strain per day that cannot be recovered until they have a dose of the needed substance. Accumulated system strain in this way is removed after a night of rest once the drug is taken. The 'how' an addiction is gained is as important as the 'why' and there is no one set way to overcome this condition. An adventure is usually required, though depending on conditions this can sometimes be bypassed.

Anti-Tox: A potent and nearly universal antidote for poisons and toxins found on many worlds. Anti-Tox must be injected via syringe or auto-injector, and upon application acts as a Heal/Int skill check against the poison's Toxicity. Only one application of Anti-Tox can be used effectively during each Interval of a poison. (non-addictive)

Healing Powder: A primitive analgesic paste made with plants, roots and bark. After it is applied 1d6 hit points are restored at the cost of one system strain per dose, Recent advancements by a Protectorate scientist named Moff have refined healing powders into a stable medicine that no longer applies a dexterity penalty when used.

Medpak: This item consists of a small syringe filled with a strong medication and a gauge for measuring the status of the contents. The syringe and the gauge are housed on the back of a patch that wraps around an arm. When exposed to oxygen the medication instantly spoils. It was originally created as a prototype for a more universal medical gel which was never refined. They are plentiful and easy to come by in more civilized areas, although on the outskirts of civilization they can be quite rare and fetch high prices. It takes a full-round to apply a Medpak, the person administering the Medpak can concentrate on nothing else. When the medicine is injected it provides immediate healing of the body's minor wounds, healing 2d4+1 hit points. Crippled limbs and broken bones are not restored with Medpaks. Each use causes one system strain (non-addictive)

Hydros (Requires Heal 1): A flavorless but unpleasant paste which is ingested and begins to take effect almost immediately. Hydros has the amazing effect of being able to keep muscle tissue from atrophying while broken bones heal. This curative agent heals bones faster thus any crippled limb can usually be restored quickly with a generous helping of Hydros. After one dose of Hydros, the healing time for broken bones or crippled limbs are halved. Hydros leaves the patient in a dreamlike haze while it is in their system and is addictive like morphine. While healing with Hydros, the user's Perception is reduced by -3, movement is cut in half, and they suffer a -2 to Dexterity for the duration of the healing time. Hydros is expensive and debilitating but effective. (addictive)

Null (Requires Heal 1): Null is a highly potent psychopharmaceutical which makes the user temporarily impervious to pain. Null grants the user 16 bonus hit points that are lost first, meaning users suffering less than 16 points of damage will be uninjured when the drug wears off. The effect is immediate upon injection and lasts for one hour. The user suffers no ill effects from taking Null but most packages come with a label warning that the drug is highly addictive and should only be used under extreme conditions. (addictive)

Anti-Rad: An anti-radiation chemical that can significantly reduce the danger of irradiated areas. Anti-Rad is reasonably common and, like most legitimate medicinals, is non-addictive. Members of every starship engine crew should never be without a bottle of Anti-Rad pills! Anti-Rad increases saving throws against radiation by +8 and lasts for 1 full day, but requires an hour before its effects are felt.

Taking multiple doses of Anti-Rad doesn't increase the total resistance (the effects do not stack) nor does it extend the drug's active duration. (non-addictive)

Radpak: An intravenous chemical solution, administered just like a Medpak, that bonds with radiation particles and passes them completely and harmlessly through your system. It cannot be used to reverse radiation poisoning, but instead is meant to be used after being exposed to radiation to rid yourself of it before poisoning sets in or gets worse. It works instantly, preventing Constitution loss from radiation poisoning, but stays in the system for several days (1d4). It has numerous adverse side effects, most notably headaches (-2 Perception), stomach pains (-2 to Initiative), hair loss (very slim chance), and it acts as a potent diuretic. (non-addictive)

Rush (Requires Heal 0): Excelenol is a powerful and highly addictive stimulant that quickens the central nervous system. It is extracted from protein-enhanced insects and administered via an inhaler. The initial euphoric rush which lends the drug its street name rarely lasts more than a minute, but during that time the user is filled with a burst of energy and strength. The user receives +4 to Initiative and +3 to overall Dexterity and Constitution for 1 minute (10 rounds). (addictive)

Crackerjack (Requires Heal 2): An injected drug composed of strange, unknown chemicals of military origin. It comes with its own unique delivery system (administered like a Medpak). Upon injection the effects are immediate and last for 10 rounds, the user gains +4 to Armor Class and +4 to any attack rolls, but any rolls made with Intelligence or Wisdom suffer -3. (addictive)

Bug Juice (Requires Heal 2): An advanced steroid that was popularized by professional athletes and their clandestine use of the drug. The drug is a thin green liquid typically contained in small bottles, but can also be synthesized into swallowable gelcaps. It increases Strength and reflexes, designed specifically to increase a person's deadliness in hand-to-hand combat. Consequently, any combat style whose effectiveness is influenced by Strength reaps a significant benefit from the use of Bug Juice. In those situations where unarmed combat is the law, a quick dose or two of Bug Juice prior to the commencement of hostilities can drastically shift the odds. Unfortunately, Bug Juice is highly addictive and anyone using it more than once is running a severe risk. A person going through Bug Juice withdrawal is in no condition to fight hand-to-hand. After ingesting, it takes 2d6 minutes to take effect but then lasts for 3 hours. It gives the user +4 to Strength and Constitution affecting Encumbrance and Hit Points accordingly, and also bestows +1d6 to melee and unarmed damage. (addictive)

Captivax: Designed to increase memory related functions and speed up other mental processes. These red capsules are a popular party drug, widely appreciated for their effect on creativity. They are, of course, highly addictive. It takes 2d6 minutes for Captivax to take effect but lasts for 3 hours. It gives the user +2 to overall Intelligence, +2 to Perception, and a +2 to Charisma-based rolls. (addictive)

Tychosis BioFuel (Requires Heal 1): Pioneered by adventurer and explorer Linya Tychos of the Greystar Confederation, this blend of frontier medicine is designed to assist with the body's natural healing

processes. Derived from Acastan Stalk Slicer metabolic boosters isolated from blood, and stabilized with more off the shelf humanoid tolerable solvents, this blend speeds along the body's natural healing powers. A dose of this drug doubles the normal passive healing per day for characters to double their current level of HP per day. A dose must be taken every day the doubled rate is desired, and a check for addiction must be rolled every day it is taken. A person undergoing Tychois withdrawal does not heal even passively per day.

Limited Application Nano-Chemical Epoxy (LANCE) - This frontier medicine was derived by Dr. Lance Bottas of the Inheritor Alliance as a post-Scream replacement for the nanofabber reliant Lazarus Patch. A dollop of this strange gray wintergreen scented epoxy is torn from its foil pouch and spread on the wounded area. The cocktail of flawed nano medicines inside is effective but can leave the survivor suffering from a range of strange side effects. Only 1 can be carried at a time otherwise the nano machines interfere with one another and the dose becomes ineffective. No heal level needed to apply. Cannot be constructed, only purchased. DC 10+ (unmodified 2d6 to apply). If the check is failed the dose is wasted and the nano-machines peacefully euthanize the patient. If the check is passed, the victim instantly returns to their feet at half HP, incurs two system strain, rolls for the long term side effect, and has the 'fragile' quality until they are able to receive appropriate rest and longer term medical care . The LANCE can be applied after normal rounds to stabilize have passed (**INHERITOR ALLIANCE ONLY, FOR NOW**)

Frontier Medicine						
	Delivery	Activation Time	Duration	Manufacture DC	Addictive	Cost Per Dose
Anti- Tox	Injected	1 Round	Instant	10+	No	100
Healing Powder	Applied	1 Round	Instant	6+	No	25
Medpack	Injected	1 Round	Instant	10+	No	100
Hydros	Ingested	Instant	Special	10+	Yes	100
Null	Injected	1 Round	1 Hour	11+	Yes	60
Anti-Rad	Ingested	1 Hour	1 Day	12+	No	150
Radpak	Injected	1 Round	1D4 Days	12+	No	50
Rush	Inhaled	Instant	10 Rounds	9+	Yes	70
Crackerjack	Injected	1 Round	10 Rounds	11+	Yes	60
Bug Juice	Ingested	2D6 Minutes	3 Hours	12+	Yes	50

Captivax	Ingested	2D6 Minutes	1 Day	10+	Yes	70
Tychosis BioFuel	Injected	2D6 Minutes	1 Day	10+	yes	500
LANCE (Limit 1)	Applied	Instant	Special	N/A	No	2500

Maltech Equipment

A note on Maltech Equipment- This equipment cannot be purchased with credits, but rather needs to be adventured for. Once a suitable supplier is met, face must be spent to convince them to part with the item in question. Use of these items in a civilized place (Unless otherwise noted) would immediately stand out, and would be considered illegal by law enforcement. On the frontier, there may be fewer prying eyes to report such things. Adventurers should equip this gear at their own risk.

Armor Type	Armor Class	Cost	Encumbrance	Tech Level
AI-Assisted Assault Suit	18	N/A	2	5

Ai-Assisted Assault Suit- Made with a fraction of the unbraked AI 'Monarch' and its unfathomable machine intelligence, the Ai-Assisted Assault Suit has a virtual expert aboard, able to talk to the wearer through a suit link or through inputs in the suit's helmet.

The Ai expert is able to offer consultation on many topics, but it's advice may not be the most rational, or sane, especially in matters of morality.

At a cost of 1 system strain, the suit's advisor can recommend a course of action, assist with a skill check as though it had level 0 in a relevant skill, or assist in identifying a hidden danger within a scene, though it's modeling software may not always be accurate. If the user consults the system, and its suggestions are not followed, the user must roll a mental save. If failed, the suit will force the user to perform the advised actions by taking direct control of the armor for the duration of the scene.

Monarch Translation Matrix (Computing Gear, 1 Encumbrance) - The MTM, or Monarch Translation Matrix has been refined from a piece of generated poetry, taken directly from the mind of Monarch by intrepid explorers. On its own, the piece is dazzlingly complex, combining all manner of verse and writing style though somehow produces nothing intelligible. It has both every meaning, and no meaning all at once, much to the confusion of analysts everywhere.

Taking cues from the blending of language and structure, a linguistic framework has been lifted from the literary analysis, and when installed into a compad it has been shown that languages not currently encountered or spoken before can be partially decoded.

A player may consult the MTM when interacting with someone who does not speak a common language with them. There is a 33% chance that some horrible translation error will occur. The exact effects of which are dependent on local conditions and the scene.

Although the MTM has a mixed track record, for many explorers on the fringes of settled space, it remains their only way to speak, read, and interact with uncontacted aliens, ruins of civilizations past, and all other manners of stellar mysteries left by those who came before until such time as linguists come up with more reliable translations.

Artifact Equipment

Heroic Visage: Heroic Visage was a personal protective equipment company making its start on the frontier when The Scream destroyed all traces of their ventures. In an age of propaganda and darkness they sought to frame the Tenebrian-Black Sun war as a return to the classical ages of warfare where heroes in gleaming armor would lead war-hosts into battle. Heroic Visage armors are shiny and almost always coated in some sort of precious metal; each armor piece a stunning works of art with murals and engravings depicting the wearer's mighty deeds.

Heroic Visage armor pieces provide a +1 Armor Class against foes that the wearer has defeated in combat before. Each defeated enemy type becomes part of a larger engraving that slowly forms on the armor as the user's deeds grow. Once per day, Players with a Heroic Visage armor piece may tell a tale of an enemy fought in the past to incorporate it into the armor. The player may also roll a Talk/Cha or Perform/Cha to try to trick the armor when telling this tale into incorporating an enemy that the player has never fought before. Three cumulative failures will convince the nanites inside that you are unworthy of the mantle of "Hero" and the armor will entirely reset.

Psionic Disciplines For Iron Stars

Post Cognition (Clairsentience)

Clairsentient psychics, sometimes called Post-Cognitives, are trained in a divergent form of precognition. Instead of looking forward into the future these psychics look back into the past searching for clues or answers to things that have already happened.

Core Technique- Interrogate The Past:

The psychic may commit effort to reflect on a single question. The question should be a yes or no question related to some specific detail of a scene that happened in the past. The psychic will receive an answer to a question about the scene. The answer should be considered true.

The Clairsentient will be able to reach deeper into the past as their mastery with the skill grows.

Level 0= 1 Day
 Level 1= 1 Week
 Level 2= 1 Year
 Level 3= 10 Years
 Level 4 = 100 Years

Locate: Level- 1

Commit effort as a main action. The psychic can describe an object and this technique will allow the user to have an awareness of the location of said object. This awareness lasts until dawn the

next day. The object must be described well, as the technique will locate what matches the caster's description of it. That may not align with the appearance of the object itself.

Awareness of an object extends based on the following

Level 1 =100km

Level 2= 1000km

Level 3= Anywhere on the surface of a planet

Level 4= Anywhere within the bounds of the solar system

Mortis Cry Level-1

Commit effort for the day. The psychic will be given a sense of a tragic or terrible event that has happened in the area. Ghostly visions of the true events of a crime scene, ambush site, or similar scene where life has been threatened are revealed to the psychic. The events play out in silence and will repeat over and over again within 10m of the psychic until such time as they banish the visions. Effort must be committed again to renew them if vanished. Visions will vanish if another technique is used.

Remote Viewing: Level-2

Commit effort for the scene as a move action so that the psychic can extend their perception to view a location they have passed through within the last 24 hours. The vision has all the limitations normally imposed by unaided physical sight. The observable area can be viewed for 1d4 x level of minutes before another effort needs to be spent to renew the vision.

Identify: Level -2

The psychic may commit effort for the scene as a main action to get a brief description of the object they are holding. This applies to objects not of human manufacture, even if the purpose is not something that can be easily discerned. The description will consist of two lines or less and will consist of mostly generalizations about the held item.

Learn From A Master: Level-2

The psychic may commit effort as a main action to look into their past and try to come up with some occasion where they may have observed a solution to a problem they are currently facing. Any skill at -1 can be considered to be at 0 for as long as effort is committed. The PC must describe the memory, and how they are using the knowledge gleaned from it to assist with their current situation. An individual memory can only be used to fuel expertise in one skill. If a new skill is to be used in the future, a new memory must be referenced. Only one skill can be enhanced this way at any given time.

Surpass The Basics: Level-3

Much like Learn from a Master the Psychic may commit effort for the day as a main action to remember their training and perhaps gain insight into courses or methods of study they had not been paying attention to the first time.

A psychic is considered as having another discipline one level higher than it currently is. They are able to use one technique from their "new" level as though they had leveled up. They may also use the next rank of the core power for their chosen discipline. This expertise lasts until dawn the next day. This cannot be combined with flawless mastery.

Back to The Past: Level-3

The psychic may invoke this technique as an Instant action on any single creature within one hundred feet. Time is rolled back slightly, allowing them to replay their current round of action as if it never occurred, though all involved retain a memory of what originally happened.

This technique is only useful on the Psychic immediately after they have finished their round. If another creature has started acting it is too late to benefit from this technique. If the target is unwilling to roll back their action, they may make a Mental saving throw to resist the technique.

True History: Level-4

When holding an object the psychic can commit effort for the day as a main action to get a true vision about what happened in the past around the object and how it came to occupy the place it does now. When used on bone, for example, the psychic will be able to see the events that lead to the death of the creature. When used on an item, they may see the circumstances surrounding why it was discarded. The visions are true accountings of events.

The Way Things Were: Level -4

Commit effort for the day as a main action to examine any event, any time, and any place if you know what you're looking for. You fall unconscious for an hour, and can view up to one 6-hour period. Certain events are beyond human comprehension, and effort for this technique will still be used, but the vision will fail as the brain takes over and makes

appropriate measures to protect itself. The psychic can make a mental save at -4 to try to

power through anyway, and if this save is failed they must roll twice on the torch table. Torch accrued this way is unable to be restored

Electrokinesis

Electrokinesis allows the manipulation and storage of electricity and energy waves within the psychic. Electricity itself is a dangerous force that is harnessed and manipulated to become a benevolent power source that drives nearly all technology. Much like the force of nature, the electrokinetic psychic can wield the power of electricity for both harm and help.

Core Technique- Conduit

The psychic has learned how to convert MES energy within their body into usable and quantifiable amounts of electricity. Electricity wielded by the electrokinetic psychic can be passed through conductive materials as it normally would through other mundane methods of power transmission. Transferring electricity into materials that do not normally carry power will cause the material in question to heat up significantly as the resistance disallows power transmission through the item.

Level-0: As a Main Action, the psychic can commit Effort to power one object they can touch requiring a Type A power cell or less. The object is powered as long as Effort remains committed.

Level-1: *Conduit* no longer requires the psychic to touch the object they are powering. They can now power objects within 10m. The power is lost if this range is exceeded.

Level-2: *Conduit* now emits power equivalent to a Type B power cell or lower for up to two targets at once.

Level-3: *Conduit* can be used on objects up to 60m away and power three targets at once.

Level-4: *Conduit* can now power up to four targets at once. As long as the power was initialized within the 60m range, the psychic can now maintain power for the targets over any planetary distance and knows their location on the planet.

Static Thrusters Level-1

The psychic can harness the static electricity in the air as a Main Action to boost their movement speed by 10m as long as Effort is committed. This Effort is returned when the energy is released. If an additional Effort is committed for the Scene, the

psychic can expend the stored up power as their Move to leap up to their full movement speed in any direction.

Energy Sensitivity Level-1

Commit effort to gain the ability to detect electrical charges around them and easily find charged battery packs, active power cables, and powered cyberware. Power generation, such as fusion reactors, may overwhelm this sense. Success on a difficult Notice check allows sensing of faint electrical charges, such as depleted batteries, beings with nervous systems, or low-power radio emitters. This technique lasts as long as Effort is committed.

Phase Coherence Level-1

Through careful practice and meticulous time alignment, the psychic's MES energy can be converted into electricity without Effort. *Conduit* can now be used without committing Effort, although any augments to the ability must be paid for normally.

Electrokinetic Riposte Level-2

The psychic's control now allows a focused response against their attacker. The psychic may commit Effort for the Scene as an Instant Action once per round after being hit by a successful energy attack. The target must make a Mental save; if successful, then the damage to the psychic is rolled twice with the lesser result applied. If the target fails this save, then the attack rebounds to hit the target for normal damage.

Defibrillator Level-2

The psychic has learned how to sense and tune into the firing electrons of a being's nervous system. As a Main Action, the psychic can commit Effort for the day to transfer just enough electricity into a Mortally Wounded ally to stabilize them with 1HP. That ally can act normally and has an extra Main Action for the next two rounds.

Shocking Assault **Level-2**

When the psychic powers up an energy weapon they are touching with *Conduit*, they may commit Effort for the Scene to overcharge the weapon to deal increased damage. The weapon's damage die may be rolled twice and use the higher result. The effect lasts for the duration of the Scene.

Lightning Arc **Level-3**

The psychic may now commit Effort for the day to target sentient beings with *Conduit* doing 1d4 damage per skill level. The targets can make a mental saving throw for half damage.

Energy Vacuum **Level-3**

Conduit can now be used to drain objects instead of powering them. The psychic may commit Effort for the day to drain Type B power cells and other lesser power sources instantly. Sources greater than Type B power cells are suppressed for one round per character level. If the targets are being used or operated by a sentient creature, the creature can make a Mental saving throw to prevent the target object from being drained.

EMP **Level-4**

As a Main Action the psychic can commit Effort for the day to create a vacuum of electromagnetic energy at a point in space. The massive potential energy at that point causes all electronic systems within 20m to become deactivated and all power cells drained. The energy coalesces into a ball of lightning at the psychic's control. The following turn, the psychic can discharge the energy as a Main Action into a single target dealing 4d8 damage.

Overcharge **Level-4**

The psychic can commit Effort for the day to overcharge his allies' weapons and sap power from enemy attacks. Energy weapons fired within 20m of the psychic may have their damage reduced or increased by a 4. Shock damage from melee weapons within this range can be increased or decreased by 2. This technique lasts for the rest of the Scene.



Gaiapsionics

Core Technique- Animal Companion

You can bond with a beast, linking it as an extension of your spirit and allowing sense-sharing and communication. The beast cannot be smaller than a cat nor larger than a horse. Bonding with a creature outside this range will cause it to either shrink or grow to fit. If it dies, it vanishes, but it can be summoned back after 24 hours by Committing Effort for the day. It can be teleported to your side as a main action for the same effort cost. You may share your beast's senses as an On Turn Action but are blind and deaf while doing so. In combat your beast shares your initiative order. Only one animal can be bonded at a time.

Level-0: Your bonded beast has 5 hit points plus two more for each of your character levels, a hit bonus equal to half your character level rounded down with 1d6 melee damage no Shock, a movement rate equal to your own, an AC of 15, and a Save roll of 16 minus your character level. It can communicate telepathically with you, but not directly with others. It will carry out any order not suicidal.

Level-1: The bonded beast gains one of these benefits: it gains +1 hit point per character level up to a maximum of +2 HP/level, its AC increases by +2 up to a maximum of 21, its movement speed increases by 10m, it is able to carry up to your level in encumbrance points, +1 to hit and damage up to +3,

Level-2: Pick another benefit from Level-1. The psychic and their beast can now see in perfect darkness, hear perfectly any noise within a hundred meters, and track by scent.

Level-3: Pick another benefit from Level-1. The bonded beast's damage die increases to 1d10 and its melee attacks now gain Shock 3/AC 18. Psychic techniques that can only target the psychic can now target your bonded companion for no additional Effort cost.

Level-4: Pick another benefit from Level-1. The psychic may now use psychic techniques through their beast while sharing their senses. Using a technique this way uses the beast's Main Action in addition to the psychic's and requires the psychic to commit Effort for the day in addition to the cost of the technique.

The Whispering Wind Level-1

The psychic has learned to hone a sixth sense and has become one with nature and through its metapsionic energies can feel the natural world. Commit Effort for the scene to learn about an area with a stable biosphere. A single feeling, described by a few words or a short sentence, can be deciphered from the flow of nature's energies giving the psychic a clue as to dangers, rewards or other things that lay nearby. You also learn what plants are edible and which are not as well as their uses.

Natural Armaments Level-1

When wielding a bow or primitive melee weapon you get a bonus to damage equal to your discipline skill level. This stacks with foci that add shoot or stab damage but the weapon is still ineffective against power armor.

When wielding a shield you receive a bonus to AC equal to one half of your discipline level rounded up.

Tongue of the Beasts Level-1

The psychic can commit Effort for the scene to telepathically communicate with a visible nonverbal creature. The communication is limited by the creature's intelligence and generally consists of images and emotions rather than words. This technique alone does not make a creature any friendlier towards the psychic, nor is a creature compelled to listen to any requests made.

Metaflora Level-2

The psychic can manipulate the metaphysical energies of their environment to shape nature according to their desire. After committing Effort for the day the psychic can bend a natural 10m radius area around themselves to their will, even animating large hulks of flora. Anyone caught in the area can make an Evasion Save or be either attacked by lashing flora for 1d10+WIS/mod damage or restrained until they use a main Action to free themselves. Movement in the area is also halved.

Psionic Berries Level-2

Commit Effort for the day to manifest 1d4 energy and nutrient dense berries from the metadimension.

When ingested the berry provides several benefits. It provides nourishment as if you had eaten a full meal and will keep you sustained for 24 hours. Each berry heals for 1hp but does not cause any system strain. Berries created with this technique only last for 24 hours before dissolving into inedible organic material.

Commanding Voice Level-3

The psychic can commit Effort to attempt to dominate a number of creatures who can either see or hear you and whose total Hit Die equals half your own. Each creature gets a mental save to resist the effects or must otherwise obey all of your commands as long as they are not suicidal. The creatures remain in your thrall for the scene but may roll another mental save to shrug it off any time they take damage. Highly intelligent creatures are immune to this technique.

Predator's Instinct Level-3

The psychic gains a predator's intuitive ability to study a foe and find their weak spot. Commit Effort for the scene to mark an enemy within unaided sight. Against marked enemies the psychic and their bonded beast gain a bonus to attack rolls equal to their druid skill level. Attacks against marked targets ignore cover and are considered heavy weapon damage for purposes of attacking vehicles and power armor.

Synthesis Level-3

The psychic has learned to manipulate the metaphysical energies of flora to hasten their natural chemical processes. You can commit Effort for the day to extract a high volume of chemicals from surrounding plants and vegetation for you to produce chems. These extracts range from poisonous, paralytic, narcotic, and stimulant to produce different effects.

- Poisonous chems can be applied to any non-energy weapon to afflict an additional 1d4 poison damage on hit. This effect lasts till the end of the scene.
- Paralytic chems produce enzymes that slow the metabolic process and cause paralysis in targets requiring them to make a Physical Save or be paralyzed for 1d4 rounds.
- Narcotic chems produce nerve dulling and insensibility in the target granting them a +1 to all Saving Throw rolls for 1 hour. The target however loses their Ability modifiers to their skills and attacks for the duration.
- Stimulants produce nerve intensifying and reaction-time increases to give +1 to Skill checks and attacks but -1 to Saves.

These effects can stack up to three times, but each effect after the first inflicts 1 system strain upon the user. Two chems of the psychic's choice may be produced per Effort spent but the concoction becomes impotent after 24 hours. This technique requires sufficient vegetation such as a forest or garden or else only one chem per Effort is gained. This technique cannot be used if there is no plant life at all. Whether the surrounding environment has enough plant life to support this technique is subject to the GM.

Natural Form Level-4

The psychic may commit Effort for the day to use their innate connection with nature to alter their physical form. The psychic may choose to take the form of a beast they have seen, retaining their normal stats and abilities; or they may choose to enhance their normal form. When enhancing their form they take on physical characteristics of beasts or plants to increase their durability and deadliness in combat. The gaiapsi gains 20 temporary HP. If

they are not wearing armor their AC becomes 15+half the psychic's level rounded up. They gain a melee attack that uses their Gaiapsionics skill to attack and does 2d8 damage+Wis or Con. This counts as a primitive weapon for the purposes of Natural Armaments.



Strength in Numbers Level-4

The psychic may commit Effort for the day to summon two spectral beasts that echo the psychic's bonded companion. The beasts' stats match those of the companion, including the chosen upgrades of the core technique. Their appearance is clearly otherworldly and the psychic may choose whether their form is glowing intensely or dark and shadowy. These beasts count as bonded beasts for the purpose of your techniques. This technique lasts for the scene or until the end of the first combat the beasts aid in.

Nullification

Recently discovered by the Piggen Shaman Grupp, Nullification was an aspect of the Still Lady's power on Acastus that allowed those in her cult to pass unnoticed by the street mages and justicars on the planet. A fragment of that essence was found in the helmet of Umbra Mortalis, a minion of the Still Lady, after he was slain during his attack on the Psychic Academy of Vapormills. The power was developed to allow the Nullifier to specialize in infiltration and pass undetected by Metapsions.

Core Technique- Incognito

Lvl-0: The Nullifier is intuitively aware when some power or examination risks exposing their nature as a psychic. The character reads as a normal, untalented human to all forms of scanning, including Metapsionic investigation, psitech scanners, or medical investigation. A manual scan by someone with a higher Metapsi or Cast-Magic skill level can pierce *Incognito* with a skill check DC 9+Nullifier skill level. The Nullifier can allow an ally's psionics to affect them by spending a Main Action to attune with the ally.

Level-1: The Nullifier can use their skills with great subtlety. The Nullifier's active psionic and magical effects are invisible to those capable of detecting them. The same skill check can be made to pierce this by a skilled Metapsion or mage.

Level-2: The Nullifier can commit Effort for the day to include 6 others under the effects of *Incognito*.

Level-3: The Nullifier's mastery of the void protects them against psychic detection. Precognition will not detect a planned ambush or otherwise reveal the Nullifier's plans, and Telepathic scanning technology will not detect the Nullifier's mind. This will not deflect a Telepathic probe used directly on the Nullifier, but it will negate Telepathic scans or detection abilities applied to a general area.

Level-4: The Nullifier is practiced at approaching enemies unseen. When under the effects of a Nullifier technique, executions are performed with a +2 bonus and during surprise rounds, the Nullifier is able to take two Main Actions.

The Nullifier may commit Effort as a Main Action, allowing them to partially negate their own existence for purposes of allowing light to pass through themselves. This faded, translucent appearance allows for all Stealth checks to be rolled twice, with the better result used. Those without augmented vision of some kind will not be able to detect the Nullifier at all at distances of more than sixty meters, and at anything more than ten meters the Nullifier can choose to attempt a Stealth check each round to slip out of sight. This applies to the full spectrum of standard visual, infrared, and ultraviolet sensors. Pretech scanners work on too many different levels for this power to overcome them. This effect lasts as long as Effort is committed but once the Nullifier attacks they will remain seen until.

Voided Mind Level-1

The Nullifier may commit Effort for the day to manifest a cerebral void in a target's mind. The target may make a mental saving throw, if failed the target's mind is overwhelmed by the void and unable to use a Main Action for one turn per Nullifier level. If the target takes damage the effect will end.

Void Pocket Level-1

Up to the Nullifier's skill level in unliving encumbrance can be shifted to a metadimensional space within their cerebral void. Effort is committed for each object stored and is returned when the Nullifier uses a Main Action to retrieve the object

Fade Level-1

Devouring Mind Level-2

The Nullifier begins to use their cerebral voids to silently absorb psionic forces directed against them. The Nullifier may commit Effort for the day to immediately negate its effects on them. For most abilities, this “feels” to the user as if the target had simply made their saving throw or otherwise resisted the power in a conventional way- it is not obviously an anomalous psychic defense. The Nullifier may choose to use this power after failing a normal saving throw. This ability is only effective against powers used directly on the Nullifier; the user could parry a psychic probe, for example, but could do nothing to halt a telekinetically-thrown knife.

Into the Void Level-2

The Nullifier may commit Effort for the Scene to briefly cease to exist when necessary, bodily translating their existence into a metadimensional pocket. Activating this power causes the Nullifier to simply vanish. While nonexistent, the Nullifier is aware of their surroundings but can neither move nor perform any Actions. The Nullifier can remain safely absent for a number of rounds equal to their character level; for every round after that, the character suffers 1d6 damage until they either die or coalesce from the metadimensional void.

Vacant Ambush Level-3

An unsuspecting enemy is particularly susceptible to attack. By committing Effort for the day, the Nullifier may attack a distracted enemy with concentrated void energy doing 1d8 damage per Nullifier skill level. A distracted enemy includes one unaware of or facing away from the Nullifier or one engaged with an ally in melee range. After the attack, the target knows the Nullifier's location and will attack the Nullifier at the earliest opportunity.

Abstention Level-3

The Nullifier now has finer control over their existence and non-being, and can partially dismiss their own substance so as to confuse nearby creatures on a subconscious level. To bystanders, the sense that the Nullifier isn't there is so strong that they will prefer to ignore their presence unless forced to acknowledge it. By committing Effort for the day, the Nullifier will be completely ignored by any person without a direct interest in noticing them. Guards at an entrance would notice them as they tried to enter, for example, as would a person they were about to attack, but ordinary soldiers on a military base or alien urbanites would never think to confront them. This effect lasts until the end of the scene. All notice checks to detect the Nullifier are performed at a -2 when the character is under this effect.

Energy Sink Level-3

The cerebral voids the Nullifier has cultivated are now powerful enough to absorb hostile energies. By committing Effort as a Main Action, incoming energy damage is reduced by the Nullifier's skill level. The effect lasts as long as Effort is committed, but once the technique activates, the Effort cannot be reclaimed for the day.

**Consumption of the Name Level-4**

The Nullifier has such a perfect control over the energies that characterize their neurological activity that they can identify and alter those patterns when they detect them in another mind. A subject affected by this power may make a Mental Effect saving throw to resist it, becoming immune to the ability for 24 hours on a successful saving throw. If failed, however, the Nullifier can commit Effort for the day to alter their perceptions and recollection of the user, convincing them that the Nullifier is actually a completely different person- or no person at all. The Nullifier may dictate their appearance, past history with the target, and even whether or not the subject remembers them at all. Even when confronted with an obvious mismatch between their memories and what they see, the subject will continue to believe that the Nullifier is what he or she has impressed upon them until the user leaves their presence. This false memory will be maintained until a psychic with at least one point of Telepathy spends a day working with the subject and succeeds in a successful Medicine skill check at difficulty 10.

The Void Within

Level-4

At the pinnacle of the discipline the nullifier becomes an inescapable zone of psionic desolation. When the void within is focused on a visible psychic, the target becomes completely unable to use their psionic abilities, including psitech that requires an active psionic gift. At the same time, the Nullifier is also incapable of using any other psychic power, but must continue to maintain the resonance as long as the lockdown is desired. There is no saving throw against this ability and no psychic power can be used to negate it. While this void is shared, however, the target has an immediate and intuitive awareness of the location of the Nullifier.

Transmogrification

Core Power- Transmute

The psychic commands a psionically boosted sense of the world around them. Much like a dextrous worker the psychic is able to thread the bonds of various elements to form new ones or to fundamentally change the properties of something existing. The psionic can commit effort for the scene up to a number of transmutations per day equal to 1+ their Transmogrification Level. Transmute cannot be used on living beings or any gear they are carrying.

It cannot be used on robots or other mechanical beings without the Synthetic Adaptation technique from the Metapsion discipline.

Level 0- Change the material a 2m x 2m cube is made from one solid inorganic substance into another

Level 1- Can now change the 2m x 2m cube into solid organic substances or may change existing organic surfaces to inorganic

Level 2- The area you can transmute expands to 5m x 5m in volume

Level 3- The area you can transmute can now be liquid organic and inorganic substances

Level 4- The area you can transmute expands to 10m x 10m

Purify the Bonds: Level-1

Commit effort for the scene as a main action. The psychic can remove the impurities from an object or repair damage to a simple held item without needing the spare parts or materials to do so. If the object is suitably advanced or requires pretech this technique may not be enough to restore function.

Artisan's Reputation: Level-1

The psychic may commit effort as a main action to create the perfect replica of a hand held item. This must be an item the psychic has seen

before. The object vanishes back into metapsionic nothingness once the effort is withdrawn. The item has all the functionality of the one being copied and only an advanced TL4 scan by a trained expert will be able to discover the forgery.

Set The Cogs Spinning Level-2

Commit effort for the day. Any machine seized by rust, age, or the neglect of time but it functionally whole will have the damage reversed and can be made to function again. Machines no larger than 3 tons may be restored with this ability.

Interface Level-2

Commit effort for the day as a main action. The psychic will be given a sense of all electronics capable of communication in a radius equal to 10m x Psionic Engineering skill. The psychic will be able to access these machines even if they cannot directly see them. Hardened military communications, electronics shielded by QECM, or advanced alien communications may not be able to be interfaced with at GM discretion.

This connection will last until the psychic uses another technique or moves out of range of the device. Queries made in any accessed electronics will be resolved as though the psychic had infinite time to make it. Skill checks may still be required to bypass electronic security and you may use Psionic Engineering skill instead of the program skill if the check is coming from a machine accessed this way.

Meld Mind and Metal Level-2

The psychic may commit effort for the day as a main action to produce a copy of any psi-tech item they have been able to create before. This item lasts for 1d4 x PE Level of rounds before it vanishes but provides the full functionality of the item for the duration it is conjured. Only one

of each type of known item may be produced every 24 hours.

The Forge of Fate Level-3

The Psychic may commit effort for the day as a main action to enhance their powers of creation. Any checks for psionic research are resolved at +2. Any psitech creation will use one fewer piece of pretech down to a limit of 1 just for the psychic knowing this technique. It must be invoked to obtain the +2 for research rolls.

Mastery of The Bonds Level-3

The psychic may invoke this technique as an Instant action to perform another change on a piece of terrain or object they have already transmuted. This only applies to one additional change and does not subtract from the total the psychic can make per day.

Flawless Creation: Level-4

The psionic may reduce the number of pretech components needed to complete a project or perform some other task by an amount equal to a quarter of their character level, rounded down. The Psionic Engineer may also extend this knowledge to restoring the function of a machine 10 tons or less. Machines requiring pretech and advanced alien machines can now be repaired.

Psionic Binding: Level-4

The psychic may imbue items with innate psionic power of their own. Much like archotech these items are made specifically for another person. These items will respond as though their wielder is a psionic themselves counting as the minimum possible level needed to use the item.

Ritual Casting

Rituals are advanced psychic processes where numerous psychics, usually under the tutelage of a senior academy leader, attempt to harness incredible amounts of MES energy to direct in unison towards a singular task.

Even with the mental safeguards built in and continually reinforced during psychic training, this sort of harnessing and unleashing is dangerous and not without risk to even the most proficient masters of the psychic arts.

Rituals are typically led by a master psychic, given the role of Hierophant for this type of undertaking and they preside over ritual covens of several if not dozens of their peers. The Hierophant themselves direct the energies being conjured for this type of MES projection, and thus the position is one of great honor.

Rituals Require the Hierophant to be Level 4 in the particular psychic skill needed by the ritual. They require a number of participants with a combined psychic skill level in the chief discipline used of 12-16 depending on the complexity and scope of the ritual. Participants may substitute their 'Cast Magic' skill level in place of any required psychic level but cannot lead the ritual. A Cast Magic score of 0 cannot contribute to this process.

All members participating take a skill check of the psychic skill being used, and their choice of either their wisdom or constitution modifier. The difficulty of the check is variable, depending on the ends of the ritual, and DM discretion.

Those failing the check suffer 8D8 of damage from the psychic backlash and their pool of Effort is exhausted for the day. If this damage is enough to bring the psychic to 0 hit points or below, they are knocked out, and will roll twice on the torching table. Magic users who are assisting the ritual and also knocked out this way still roll on the torching table. The MES backlash is an indiscriminate force of mental anguish. A Hierophant can elect to take either all, or none of the damage for any participant who has failed but must elect to do so before the damage result is rolled.

Prepared facilities can assist with such rituals, making the harnessing of such power easier. If the facilities have been prepared ahead of time, those failing only suffer 4d8 of damage, and are subject to only one level of torching. Preparing a facility costs 10,000*1d10 credits worth of materials and requires 1d6 days. The progress can be rushed, and completed in one, for 100,000*1d10 credits, representing a massive investment in local labor, and the procurement of vast quantities of local stocks of supplies.

Ritual Types

Extraplantar Contact (Metapsionics or Telepathy)

Perished characters, NPCs, and extraplantar beings can be contacted through this ritual. The Hierophant may safely engage in 1 hour of discussion or contact with them, and the participants may test a second time if a second hour is needed. The contacted being has all the memories and mental faculties they had in life. Those rendered simple or mentally ill during life will find their ailments cured when contacted after death. This ritual can be undertaken once per month.

Stellar Engineering (Bioscopes or Telekinesis)

Change something about a space hex with a planet in it. Bigger changes are higher difficulty and might need more people or resources. This will be DM discretion. Once per year or DM discretion.

Major scry (Telepathy or Teleportation)-

View a place that at least one of the psychics present has seen before and can recall a vivid memory of. Can be used once per month.

Major Prophecy (Precognition)

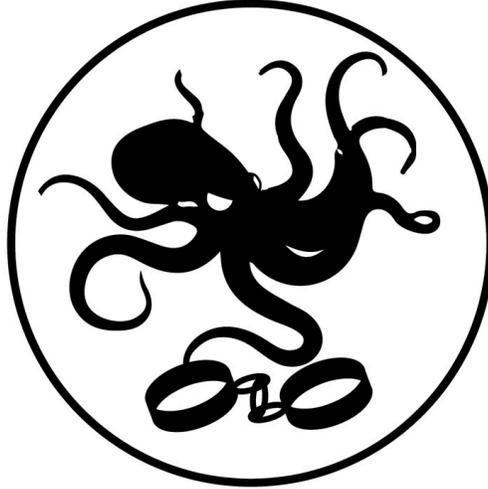
The best and most truthful answer to a problem will be seen, not just as facts are, but as facts are trending to be. Game events can sometimes change these outcomes, and the ritual participants should not take the answers given to be an assurance of a solution if not acted on quickly. This can only be done twice per game year.

Iron Stars Faction Information and Rewards

Factions in the Iron Stars do not demand exclusive loyalty. Each has a different set of aims when it comes to molding the daily lives of the inhabitants of the Iron Sectors. The charts below function as a reputation system. Completing missions for these factions will net you rewards for your assistance. It is the responsibility of the player to track the missions and adventures they have undertaken on behalf of these groups.

The descriptions of these factions can be found below. Players wishing to found a new faction are encouraged to find a different concept than the ones listed below.

Bounty Hunter's Guild



Jasonobi

Wherever there is civilization there will be those who seek to profit from remaining just outside the laws of what is deemed legal or acceptable. The bounty hunter's guild organizes the various vigilanties, freelance lawmen, privateers, and so on to go after those who have most aggressively broken the peace.

Rank	Missions Completed	Reward
Trusted	3	Better pay for bounty missions
Skilled	6	1 Combat skill may be ranked to 5 if beyond level 10
Prefered Member	9	Foci Pick
Revered Legend	12	1 Plot Point per Game Month

The Exchange of Light



The Exchange of Light is the same organization as the one that propped up the Terran Mandate, The Tenebrian Empire, and now seeks to extend its same steady influence to the cohesive governments of the Iron Sectors. Backed by Yama Kings, Yama Queens, powerful computing technology, and legions of arbitrators, the Exchange of Light promotes transparency and fairness in all dealings.

Rank	Missions Completed	Reward
Assistant	3	+1 to Trade Expertise
Associate	6	-1 to Incidence of Trade Trouble
Pact-Keeper	9	Extra trade route permitted
Partner	12	Grail Access on Galatea

Iron Stars Conservation Society



The Iron Stars Conservation Society is an organized collection of researchers, wealthy private citizens, and university departments all focused on saving as much of the existing biodiversity in the universe as possible. Establishment of preserved worlds such as Leda, or the terraformed moon of Gudrun are such examples of faction goals. Reversal of climate change and the recovery of species from such stricken planets is also something the foundation is greatly interested in doing.

Rank	Missions Completed	Reward
Game Keeper	3	+1 to Survive or Know Skill
Grant Partner	6	Increase in Bounty Payout
Game Warden	9	Access to faction Pharma Stocks
Research Leader	12	Access to a unique pet

The Lamplighter Foundation

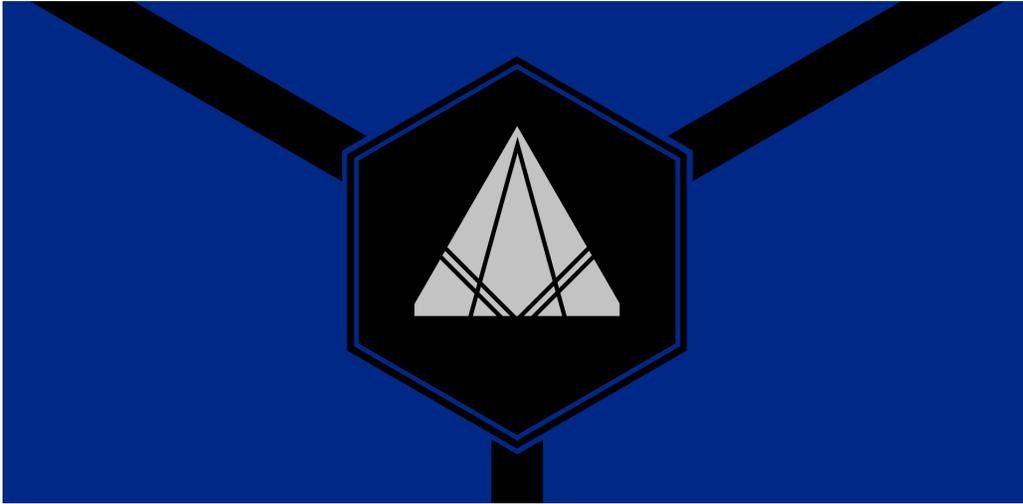


The Post-Scream Lamplighter Foundation seeks to continue the work of the Pre-Scream brethren in discovering vaults, preserving pieces of humanity's past, and planting the seeds of recovery to ensure humanity can once again rise if a similar crisis occurs.

From their mobile command platform, The Lamplighter Foundation scours the planets of the Iron Sectors, searching for vaults hidden by the organization in the past for just such a disaster. While primarily focused on finding and reclaiming their own sites and vaults, The Lamplighter Foundation will use anything that might help pull humanity out of this new Dark Age.

Rank	Missions Completed	Reward
Watchman	3	+1 to Know Skill
Light-Keeper	6	Recovered Artifact
Torch-Bearer	9	Access to Lamplighter Facilities
Lightbringer	12	Access to Personal Secure Lamplighter Vault

Nebula Enterprises



Nebula Enterprises is a network of assets and operatives organized around a singular objective: the tracking and elimination of maltech. Maltech is seen to be inherently inhumane technology, including but not limited to rogue AIs, slave-making or eugenic technology, and weapons of mass destruction.

To this end, Nebula Enterprises endeavors to leverage eyes and ears throughout the galaxy. Maltech can grow and fester in the darkest corners of the cosmos, and Nebula is committed to ensuring that it is not allowed to develop to a state where it cannot be contained. This is inherently discreet and often subtle work, and Nebula agents are often well-versed in the arts of intrigue and subterfuge. Established by Theta Eastmarch as a faction of the United Nations of Worlds, it has since grown international in scope as a replacement for the lost Perimeter Agency.

Rank	Missions Completed	Reward
Investigator	3	+1 level of sneak
Seeker	6	Blackout Stick
Vigilant	9	Personal Skill "Knack"
Vanguard	12	Purified Captured Tech

The Psychic Academy



Find. Protect. Nurture. Serve.

Silvano Mazzio, the first founder of the Psionic Academy in the wake of The Scream inscribed those four tenets into the Nova Academy steps on Gudrun, before leaving to fight against the

Fleshshapers and eventually found the polity known as SCAF. The academy today under Headmaster Regulus Fate is still abiding by those same principles, working to recreate psionic schooling, help those gifted with MES to safely channel their powers, and be the beacon of light leading humanity out of this second Dark Age.

Rank	Missions Completed	Reward
Adjunct	3	Adjunct rank members may choose ONE technique appropriate to their level that they do not currently know in a psychic skill they already have.
Associate	6	Associate rank members may obtain 3 psychic skill points to apply toward their training
Professor	9	Psionic Forge Acces
Arch-Psion	12	Minor effect from the Pool of Boons

The Slyth Enclave



The Slyth are a recovering species and currently maintain just a small colony in the Iaria system. Numbering less than ten thousand at the moment, they contact anyone willing to help take up the search for other cryogenic survivors, examples of Slyth technology, and exploration of their new home. Their stellar ambitions have been cast aside in the name of species survival.

Rank	Missions Completed	Reward
Aide	3	+1 to Talk Skill
Associate	6	+ 1 to Trade Skill
Resident	9	Access to a recovered Slyth Technology
Citizen	12	Far Scout hull access

The Void Wardens



The Void Wardens were formed by a now deceased United Nations of Worlds hero by the name of Robert Tanzer. A man who loved peace, but understood there were forces in the depth of space that cared only for destruction and raiding, the Void Wardens were created out of a need to locate threats and defend frontier worlds in a more rapid fashion than a core fleet could easily respond to. A network of safe orbital lanes, bastion stations, and deep space installations will one day dot the entire Iron Stars region, ensuring no travelers are ever harmed again.

Rank	Missions Completed	Reward
Initiate	3	250,000 Bonus, and may obtain a relic weapon
Ranger	6	May requisition a Taros Rifle regardless of current Face score
Captain	9	Access to Void Warden bases, ships and resources when engaging in business not contrary to the mission statement of the Void Wardens
High Captain	12	A red beanie and access to an Imago Dei fighter

Polity Sub-Factions

Oftentimes collections of citizens within a polity will pool their resources and come together to form a sub-faction, under the umbrella of their parent polity's political will. These groups of citizens are awarded a certain amount of free will, such as far trade charters, access to military equipment, fleet assets, and access to mercantile holdings. This trust is reciprocated when the parent polity calls.

Sub-factions aid their parent polity with military expeditions, provide resources in times of national shortage, and are equipped to more nimbly handle issues the ponderous bureaucratic stellar governments are less suited to pivot to rapidly. Unable to make political decisions outside of what their parent polity allows, sub-factions are nonetheless very powerful blocs of concentrated power within a polity.



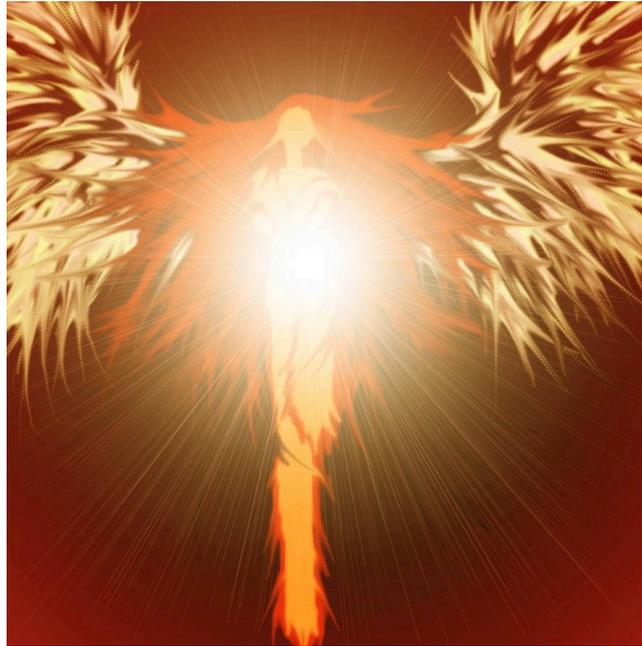
Artemis Institute of Metaspaces Sciences



The Artemis Institute of Metaspaces Sciences is the Inheritor Alliance's answer to trying to reclaim some of the lost psionic manufacturing techniques destroyed by The Scream. Nominally cooperative with the Psychic Academy, Artemis Institute focuses more on novel application of psionics as opposed to strictly the study of it.

Rank	Missions Completed	Reward
Researcher	3	A unit of Pretech Salvage
Curator	6	Completion of a personal research project
Archival Assistant	9	Free Level of Psionic Engineering
Archivist	12	Psitech Item

Paragons of Light



The 'Paragons of the Living Flame' are first and foremost an Order devoted to bring Ogniyena to everyone in the Iron Stars. To bring her to even non Taros people and show them that her way is the only true way. And by increasing the number of her followers likewise bringing peace to the Iron Stars. As Ogniyena is one of the many gods in Taros Paganism, the Paragons, while putting Ogniyena first, will also help other religious groups that are beneficial for the Iron Stars. As the religion grows in power, they are able to harness blessings from metaspace for its most devoted members.

Rank	Missions Completed	Reward
Novice	3	Gains 1 additional foci
Priest/Priestess	6	May choose a deity special ability
Disciple	9	Archeotech Item
High Priest/Priestess	12	First level Arcanist blessing

Aiya Tech



A technically adept sub-faction of the Greystar Confederacy specializing in shipbuilding, interstellar trade, and the advancement of scientific knowledge for the good of all Greystar. Recently, they were instrumental in creating an interpolity transit system and promoting trade across all polities in the Iron Stars region.

Aiya Technologies is owned and operated by Eisheru Tidecaller and Svenka Vilhnova. They currently center their operations around the city of Marmora, in the southern hemisphere of Acastus.

Rank	Missions Completed	Reward
Clerk	3	Improved Face Generation
Magister	6	+1 Level of Connect
Advisor	9	+1 Level of Administrative
Director	12	Technical Skill Knack

Ad-Astra Companies



Ad-Astra Companies is a United Nations of Worlds sub-faction headquartered on the planet Sumati. They have subsidiary offices on most other United Nations of Worlds planets and oftentimes off world holdings to accompany them. Ad-Astra is a plutocratic company, involved in production of many different raw materials and finished goods ranging from simple ingots to advanced peer conflict capable military starships.

Headed by founder and President Shriven Emaje, the company is currently working to rebuild Sumati into the model of a Tech Level 5 planet, and then sell these innovations internally back to the rest of the polity.

Rank	Missions Completed	Reward
Specialist	3	Bio-Modification Access
Junior Vice President	6	Obtain Artifact
Vice President	9	Access to Ad-Astra Specialists
Senior Vice President	12	Shares of Ad-Astra

Bio-Modifications

- **Resilient System** - The creature's maximum System Strain total is increased by 2.
- **Superior Coordination** - The organism has augmented manual dexterity, granting +1 to all Dexterity skill checks.
- **Environmental Adaptation** - The creature can survive in a particular type of environment incompatible with normal human life- underwater, hard vacuum, a methane-based atmosphere, and so forth.

The Faction Turn

The start of every game month is signified by an announcement in the news channel “Galatea All-Sector News”. This post summarizes important events that occurred within the last game month, offers new quest hooks for current game month, and frequently features important messages from other NPC factions that need to communicate with player polities.

This message also signifies that polities and factions are now able to take their faction turns. A faction may take one of many actions on their turn. A breakdown of a faction turn is below, and this breakdown includes all relevant house rules.

1. Production Centers and their outputs are rolled for. The formulas for how many tons of goods are produced are on the Iron Stars Holding Sheet.
2. Generate fac creds for this month. Every month faction credits are generated at a rate of $\frac{1}{2}$ of the faction’s wealth rating + $\frac{1}{4}$ of the combined force and cunning ratings, rounded down to a minimum of 1. Harvesters, Post Tech Industry, and other fac cred producing assets are rolled for. Using them does not require taking the “use asset ability” action as part of your turn. During this time up to 4 fac-creds may be purchased for 100,000 credits each.
3. Prompt DM for results for any expeditions, surveys, or salvage operations that may be concluding if dispatched in previous months.
4. Conduct Faction Far trades.
5. Select a Faction Action, a breakdown is listed below.
 - a. **Attack Asset-** Any friendly assets sharing a world with any enemy assets may use this turn to attack them. Results follow the Stars Without Number Core Rulebook
 - b. **Use Asset Ability-** Some faction assets have special abilities that may be relevant to the current game situation. Any assets that have abilities may activate this month if this action is taken. Assets that Move may bring themselves any assets capable of moving to another world. The use asset ability action only needs to be taken once. Assets will continue moving to their destinations in subsequent months without further orders. Paying five times the fac-cred asset cost allows you to instantly re-deploy an asset to a friendly Base of Influence, though there is a chance for a mishap caused by the rapid deployment. ANY transport assets have one additional hex added onto their base move from their description in SWN Revised.
 - c. **Buy Asset/Buy Holding-** A single faction asset may be purchased if it can be afforded. You may only purchase the number of assets in a category up to your current faction rating in that aspect. Faction holdings may also be purchased if this move is taken. Upgrading a base of influence, or building one new holding on each planet you have a base of influence on is allowed by this action.
 - d. **Expand Influence-** Expand your faction’s influence to a new world by opening a base of influence there. The locals must agree or missions must be done to cultivate a populace friendly enough to accept your faction.

- e. **Refit Asset-** Change one asset to another of the same type. If the new asset is more expensive the difference needs to be paid.
- f. **Sell Asset or Holding-** Sell any number of faction assets or holdings for half their cost.
- g. **Repair Asset-** Any damaged assets may be repaired for one fac cred. This fac cred will allow the asset to heal for HP equal to the faction's current rating in the relevant attribute. An additional fac-cred may be paid for an additional repair if needed.

Faction Endeavors

Iron Stars has replaced faction goals and faction XP to level up an attribute with Faction Endeavors. The endeavors are found in a folder on Roll20.

All sub-goals for an endeavor must be cleared for the endeavor to be considered complete. At that time, the attribute will increase by +1, and all players in that faction will be given a reward for endeavor completion. The GM will work with the faction leader on the general theme of the new set of endeavors that come after, and the GM determines what the sub-goals needed to complete it are. A Polity Sub-Faction's ratings cannot exceed that of their Parent Polity.

****Polities also have endeavors and they are treated exactly as described above****

Faction Fleets

Factions can sustain a number of ships equal to their combined Force, Wealth, and Cunning rating, along with an additional +1 vessel for the leader of that faction. The Faction leader's personal cap also applies to the total number of vessels capable of being supported. The minor and major fleet command holdings increase the ship cap by one for each holding built once construction has completed. Faction and personal ships share a pool, as the Characters could easily command any one of them at a moment's notice.

Polities do not have a ship cap, and since they ARE the central authority, do not require face for building military hulls. For players and factions, the face requirement for military hulls still applies, though permissions may be given as endeavor rewards.

Faction fleets are built with shipyard slots. Each faction has a base of 1 for the Faction itself, and +1 shipyard slot for each shipyard they have rights to.

In order to build a ship, make a copy of the omnibuilder from the Iron Stars Resource Document, and then submit the condensed view to the "Shipyard Updates" channel.

Holdings

Holdings are various establishments and places of business that factions can build on planets where they maintain a base of influence. The complete list of holdings and any cost modifiers for building them is available on the Iron Stars Resource Document. The table from Suns of Gold is **NOT** in use, as we have diverged from it significantly.

One holding can be built PER PLANET when the faction chooses **Build Asset** as it's faction action for the month. If a **minor** and **major** version of a holding exist, the **minor** version must be constructed first. Holdings on planets that do not belong to your faction generally require permission. Headquarters above Level 4 generally also require permission and an adventure to get it.

In lieu of upkeep, minimum population numbers required for holdings are additive, to abstract the administrative capacity required. For example, a Commercial Bank (Major) requires a minimum population of 100,000, and a Ship Service Depot requires a minimum population of 10,000. Having both would require a planet with a minimum population of at least 110,000.

Example Faction Turns:

For these examples we will assume the demonstration faction “Neko’s Natty Daddies” has a Force rating of 2, a Wealth rating of 2, and a cunning rating of 2. It has a faction tag of Technical Expertise. It starts with 0 faction credits and has a generous budget of 100 million credits to get itself in order and absorb some possible early far trade losses.

Example 1: Build Asset

Neko’s Natty Daddies has a small Lvl 1 Base of Influence on Supremacy, their homeworld. As an emergent faction, NND wants to get some holdings down to support itself and ensure the people of this world have enough economic incentive to keep supporting the faction.

Supremacy is blessed with a large population of 15 million people. An example turn would look like this.

NND

Fac Creds= $2 \left(\frac{1}{2} \text{ wealth } ((2/2 = 1)) + \frac{1}{4} ((4/4 = 1)) \right)$ combined force and cunning)

Far Trade Route- Insert trade sheet results, await trouble rolls and adjust friction as needed

Faction Action: Build Asset

NND has 2 Faction Credits, which is enough to purchase the Smugglers asset. NND has no other cunning assets (or other assets at all in this example).

NND is now looking at holdings, and decides to purchase a ship service depot for Supremacy. A ship service depot uses up all 3 holding points a level 1 HQ provides. There are more than 10,000 people on this planet to support the ship service depot.

NND Leadership decides that a space based holding is better, and thus pays 4x the normal 500k cost for a total of 2 million credits. This month the faction’s builders and administrative attention will be spent on organizing and vetting their new smugglers, and constructing their new spaceborne ship service depot.

Since the “Build Asset” action was taken, if NND controlled other planets, or had bases of influence (HQ’s) on other worlds, they could also build a single holding on each of them at this time.

Example 2: Use Asset Abilities

For these examples we will assume the demonstration faction “Neko’s Natty Daddies” has a Force rating of 2, a Wealth rating of 2, and a cunning rating of 2. It has a faction tag of Technical Expertise. Last turn NND spent the 2 faction credits it generated on purchasing an asset, and spent some of its credits reducing the treasury to 98 million.

A few months have passed where NND has continued taking build asset actions. It has generated new fac creds, upgraded its headquarters for more Holding Points, and constructed new holdings on Supremacy. It has also purchased the wealth asset Surveyors during this simulated skip in time.

NND Fac Creds= 2 2 (½ wealth ((2/2 = 1)) + ¼ ((4/4 =1)) combined force and cunning) + current reserves

Far Trade Route- Insert trade sheet results, await trouble rolls and adjust friction as needed

Faction Turn: Use Asset Ability

A relatively rich world, Bounty, lies two hexes away from Supremacy and NND wants to know if there are any resources or investment opportunities there worth looking into. Rather than build, this turn the faction is going to spend its focus on organizing the smugglers in transporting the surveyors on their two hex journey to Bounty.

Using Asset Ability means any assets with abilities may use them if appropriate

The journey will complete this month, and the Surveyors will also use their asset ability to investigate the planet, generating a report NND leadership can use to determine their next move. For this example, we will say the planet is either not populated, or has a population friendly to NND due to a PC adventure or some other overture.

Example 3: Expand Influence

For these examples we will assume the demonstration faction “Neko’s Natty Daddies” has a Force rating of 2, a Wealth rating of 2, and a cunning rating of 2. It has a faction tag of Technical Expertise.

Last turn, NND spent its month on Use Asset Ability, and was able to obtain a detailed report from surveyors about favorable market and resource conditions here. The aptly named planet

Bounty has given permission to NND to host a small base here (or there is no one here to resist).

NND Fac Creds= 2 2 ½ wealth ((2/2 = 1)) + ¼ ((4/4 =1)) combined force and cunning) + current reserves

Far Trade Route- Insert trade sheet results, await trouble rolls and adjust friction as needed

Faction Turn: Expand Influence

This month NND will create a level 1 HQ (Base of Influence) on Bounty. It and any other HQ's NND creates in the future through expand influence can gain new levels through the Build Asset action, which will now likely come at a later turn.

Since Expand Influence is our action, we can do nothing further until next month.

Any upgrades to HQ's or new holdings will have to wait for a Build Asset action.

NND Smugglers and surveyors will also be 'stuck' at this planet until a future "Move Asset" action is taken to move one or both of these assets to a new destination.

Space Travel, Navigation, and Starship Combat

Space Travel

Spike travel in Iron Stars works differently than described in the SWN core book, due to the west marches style of play.

Traveling between systems takes 1 day per hex traveled through it to safely cross. Unless there is some sort of space hazard or other danger along the route a pilot/int roll is not required. It is assumed the stable route is safe enough that a certified pilot can handle the jump.

Refueling rules via fuel scoops apply as normal. Ships are assumed to have one jump worth of fuel stored within, absent fittings to extend the fuel storage. Planets with the Ship Service Depot holding can refuel ships within a day, and the fuel scoop rules can be bypassed.

Ships are considered to have 30 days of ships stores aboard, representing food, water, and breathable air for each crew member. Extended Stores brings this total to sixty days. Ship service depots can replenish expended stores. Missions on planets with biospheres conducive to life can also be run to replenish depleted stores.

Downtime During Space Travel

Space travel during a spike drill is a monotonous set of watches, duty, cleaning, and myriad other tasks needed to keep a ship functional. There is also ample time for study and personal labors. Downtime during spike jumps can be spent on several activities.

Learning languages requires 30 days of downtime for each language. At the conclusion of such time the player will be conversationally fluent in the language.

Modifying weapons and armor is also possible if the ship is equipped with a workshop, and the player has the requisite skill level and credits needed for the modification.

Any non-magic, non-psychic skill at -1 can also be trained to 0 over the course of 90 days of study. A skill cannot be trained beyond 0 using this method. The player must explain what they are doing aboard the ship to train the skill. The DM may decide certain training methods are implausible depending on the circumstances.

If fuel scooping is required to leave a system, the four days spent scooping cannot be used for downtime due to all hands being needed to complete the complicated and dangerous task.

Far Trades

Many factions choose to flex their mercantile muscles through far trades. Trade reports are available for most of the worlds encountered, with markets open to polity governments- though polities do have the option to restrict or prevent trade within their territory if necessary. An automated trade handout is available on the Iron Stars Resource Document.

Expertise can be alternately determined with 'Talk' instead of 'Know' , but both skills cannot be used in tandem.

A trader may use one trade ship to make 1 trade per month. A trade is defined as one buy and one sell, but this does not have to be the same planet. A merchant ship may buy any number of different goods on one planet, and bring them to another for sale, and it will be considered a trade.

For each skill level in Administrate the player has over 0, an additional trade ship can be run. The trader may make their admin level +1 of trades per month with each ship.

A second trade ship may use the player character's or faction steward's expertise for additional trades. Any trade routes after the second use half of the trader's expertise rounded down.

Two worlds with the Import/Export line holding may trade between themselves. This trade is capped at 100 tons per the rules for that holding, and does not count against the number of trades that can be made per month.

Each world may only be traded with one time by that faction, per month. Further trades would flood the market with goods, and make trading unprofitable. There is no limit to the tonnage that may be bought or sold, as long as it is done with one vessel, and does not exceed what the planetary market has in storage and what the vessel can carry.

Goods purchased from a planet's market (I.E. Not from a Production Center owned by the player) must be taken to another planet to be sold. Only goods purchased directly from a player owned production center may be sold on that planet for the normal 4 Friction penalty

Trades completed by NPC crews have a chance to encounter troubles. At the beginning of a new faction month, send routes to respective faction channels for trouble rolls. The trade sheet can then be adjusted if additional friction is applied, or loss of goods occurs.

Trade ships DO count against the ship cap. The Troop Transport Cruiser hull may not be used for Far Trades as a Polity will not allow a potential invasion force to get within troop deployment distance

Ship Combat

Ship Combat will work as described in the Revised HandBook (pg 114-118) except as outlined below

Initiative will be rolled for each ship individually. If it is an NPC crewed ship, it will roll with a +1 modifier for initiative.

Speed factors into ship combat. The difference in speed between two ships is always applied as a negative modifier to a "to hit" roll when firing ship weapons. Both ships fire weapons using the difference in speed, no matter who is attacking.

Ship Weapons with the "Ammo" special rule require a round of reloading once their magazine is empty. Any non ammo based ship weapons may fire as normal during this reloading turn- and the ship is free to take any other actions.

Ships will have a set amount of CP to use that replenishes at the beginning of the ship's turn as per the standard rules in the Stars Without Number Core Rulebook.

Due to this change, the "Do Your Duty" action has been removed from Ship Combat in Iron Stars.

If there are not enough PCs to man each department an NPC will be assigned to that position. NPC Skill checks will be made with a +2 bonus (+1 for relevant attribute modifier and +1 for relevant skill level). NPC Attacks will be made with a +3 bonus (+1 for dexterity modifier +1 for shoot skill +1 for attack bonus) and a +1 to damage (+1 for dexterity modifier).

When taking the "Above and Beyond" action a Skill/Attribute combination can only be used once per combat. (e.g. Once you use Lead/Cha for "Above and Beyond" you must choose a different Skill/Attribute combination the next time you want to use "Above and Beyond"). In the event of a ship having multiple PCs on board, the "Above and Beyond" action may only be taken once a turn. Multiple PCs cannot use the "Above and Beyond" action during the same turn. Any one PC may take the "Above and Beyond" action.

Outside of special situations outlined by the DM, NPCs cannot take any action listed in the "General Actions" or "Captain Actions". This includes opting to take a crisis in the case of ships crewed entirely by NPCs. There are limited exceptions to this when the ship is controlled by a VIP NPC such as a companion. The DM can consult if you think this might apply to your situation.

Strike Fighters

Fighter sized craft entering starship combat must be organized into squadrons when possible. A squadron is a minimum of 2 to 5 fighters, and must always be grouped in fives whenever possible.

When in battle, NPC squadrons will roll one skill check regardless of the number of fighters within it when one of the ship's actions calls for one, and will still use the standard 2d6+2 representing the attribute and skill level bonuses.

Each fighter in the squadron adds an additional +1 to the result of the skill check, with the total representing the best efforts of the fighter crews.

When attacking, each fighter squadron will roll their hit and damage results with the standard +3 to hit modified by speed. Each successive fighter adds an additional +1 to the hit and damage of the roll.

Fighters may only take action per turn based on where their crew are stationed (We can assume pilots can also fire the ship weapons) , so for example, with five command points a two seat fighter would be able to take fire all weapons, and any other action requiring the balance of the remaining command points or less.

A single seat fighter in the same scenario would only be able to fire their weapons and any remaining command points would be lost.

Fighters using weapons with the "ammo" tag

fighters with the ammo tag may reload their depleted weapons from internal stores if they have a spare point of mass or more to reload from. All weapons may be reloaded once from a point of mass and this reloading process takes an entire round to complete. No other actions may be taken while ammo weapons are being reloaded.

Fighters may also land on their carriers to re-arm so long as the vessel has fighter bay fittings. Reloading via a friendly ship takes a full round to land, a full round to re-arm, and a full round to launch the squadron into combat once again.

Fleets

Personal Fleets

A ship cap has been added to the game. Players are limited to 3 of their own vessels. Reaching level 15 allows a fourth ship. Players reaching level 20, may take a fifth.

Ships are built at a rate that is specific to the parent polity. Anything cruiser and above needs special permission from the respective player polity. This metacurrency is called Face, and plans requiring it will need to be approved.

Armies, Mass Combat, and War

Just as Governors are free to construct defense fleets for their planet, if those fall the next line of defense is brave soldiers on the ground standing ready to defend their homeland. Governors are free to raise their own planetary land defense forces. These forces and their respective formations remain on the planet to defend it in the event of invasion. Recommended Polity Armed Forces numbers are 6% of the total population under arms. 3% remain in the world as a defense force, the other 3% contributed to off-world expeditionary forces.

Normally, polities follow the rules laid out in Starvation Cheap for raising armies and determining the results when two armies clash with one another on a battlefield. Some special doctrines and additions to the mass combat system are below, which will be more understood when the relevant passages from Starvation Cheap are read.

Doctrine Specializations

Default none- units may only ever have one. These doctrines are more powerful, representing highly advanced training. It takes one month to train a unit into a doctrine or retrain to a different one.

- Shock troops: +2 bonus attacking a vital point
- Demolitions: Negates organic support bonuses up to +2
Defenders: +2 bonus when defending a vital point
- Conscripts: Two steps of damage before condition degrades, but does not benefit from TL bonus and cannot recover steps of damage
- Spec Ops: Captures undefended vital points without casualties, double TL bonus first round of combat resolution only

Terrain Specializations

Defaults to world raised from, can train through RP missions or increased training time for more. Mechanically, it becomes a +1 bonus to combat resolution when fighting in those environments.

-Jungle: Unit is immune to hazardous conditions of alien jungles, morale bonus for fighting in jungles

-Arctic: Unit is immune to hazardous conditions of tundras and arctic, morale bonus for fighting in tundras/arctic

-Mountains/Highlands: ^

-Ocean: ^

-Desert: ^

-Urban ^

Custom Supports

As per starvation cheap

Light Mech support is 25% more effective, but same rules for armored support

Heavy Mech support is 50% more effective, but same rules for armored support

Veterancy

Veterancy tiers

- Recruit: 0
- Experienced: +1
- Hardened: +2
- Elite +3

Examples of ways to gain veterancy:

- The unit survives a campaign (Entire mass combat event)
- The unit undertakes a challenging mission alongside PC's
- The unit fights several rounds without being withdrawn for rest
- Other special considerations at GM discretion

Training Times:

A unit is formed instantly, as long as enough soldiers are available,

A unit may have only one doctrine, though may retrain to change it. A unit may have as many terrain specializations as the owner would like, though a month of training is needed for each one. RP missions can also be undertaken to grant the specialization, as a reward for player time spent.

Example of a New Unit:

1st Gudrun Shock Infantry Division: (Recruit)

(Specialization: Shock Troops)

Terrain Specialization: Urban

Organic Assets: Armour - Air (+2)

Strength: 2 [Base] + 2 [Assets] + 4 [TL] + N/A [Leadership Bonus] = Total Strength 8

Companions and Non-Player Characters

Non Player Character Rules

At GM discretion, Players may sometimes be rewarded with one Companion Character.

The Companion Character is in many ways similar to a PC, with notable exceptions.

- Their level is equal to $\frac{1}{4}$ the level of their Player Character, rounded up. They may not take Foci, aside from any that come from being an alien race.
- They do not have a class, but are designated on a case-by-case basis as “Peaceful” or “Martial.” Peaceful Companions do not have an Attack Bonus but may take a 4th non combat skill point per level as though they were an expert. Martial Companions instead have an Attack Bonus equal to half their level, rounded down.
- They may choose a background from the SWN core book and gain levels in the respective skills as indicated by the background. All other skills start at -1
- All attribute modifiers start at 0, and one stat may be chosen to set at 14 for a +1 modifier.
- 3 Skill Points are earned and spent at each level up for Martial companions. 4 Skill Points are earned for Peaceful companions. No skill is able to exceed level 2 at creation. The Companion rolls a d8 for Hit Points, and their HP goes up by a minimum of 1 on each level up. Their hit points for the first level are always 8.
- Any Non-companion NPC’s are covered by the henchkeeper foci. The foci must be taken to recruit dedicated NPC help.
- For martial NPC’s, the stat lines used are Martial NPC (level 1), and Veteran NPC (level 2)

Character Advancement beyond Level 10

- Attack Bonus caps at level 10.
- Saving throws are capped at their level 10 values, but can be increased if their corresponding attribute modifier increases after level 10.
- HP increases at 1d6 per level (plus Con modifier and bonuses) until level 20. After which, the number of hit dice remains at 20 with a reroll at every level. HP increases by a minimum of 1 if the rolled value is less than or equal to the current maximum HP.
- Foci are gained after level 10. Additional Foci are received at level 13, 16, 20, 23, 26, and 30.
- For Foci such as *Ironhide* that have effects dependent on character level, those values cap at level 20.
- Any spells whose effects depend on caster level cap at level 10.
- Skill points are gained at every level as normal.

Martial Arts

Martial Arts from the Mandate Archives supplement may be taken on character creation, or gained through skill advancement and finding a suitable master for instruction. The Red Sangha martial art of Upaya is available only for those who visit the planet to learn, or for those joining the ranks of the Liberated.

Full or partial warriors can use SP to level martial arts following the normal costs for skill advancement. These Martial Arts can be leveled to 4, though new techniques are not learned after level 2.

The martial art skill level can be used to attack instead of punch/stab and the hit/damage bonus stacks if you level both.

There are two psychic based arts that psychics can level with Psychic SP.

Experts, Arcane classes, and Psychics taking a non Psychic Martial Art may spend a foci to unlock the desired martial art. Unlocking an art this way provides all benefits from rank 0-2. The level 2 of the foci, if selected again, will effectively raise your skill level to 4 (putting you on equal footing with the skill as though you were a warrior) . Martial Arts obtained through a foci still stack with Punch for hit/damage purposes.

Game Master Resources

Below are some special rules in use as part of running a game in the Iron Stars universe. Some of the values for items such as unity score, or research points are blind to the players but descriptions of how they work are below.

Unity Score- The unity score is a measurement of the relative law and order of a planet. It also represents how closely this planet and its people have taken polity ideals to heart. This score is typically blind, known only to the GM and not shared with the players.

Each planet has their own unity score ranging from 0 to 100. Events such as player missions to solve a problem, establishment of polity holdings, and other beneficial actions at GM discretion will raise a unity score. If a unity score falls below 50, planets will begin to suffer from unrest. Below 20, a planet could even rebel against their parent polity and will once again be considered an independent world until such time as the polity decides to re-engage their estranged citizens. When a planet falls below 50 unity, far trade troubles are also rolled at higher incidences, generally represented by a 5 to 6 or less on the D10.

Citizens on planets in rebellion will not count toward polity budget points and do not pay taxes to their former parent polity. Polity holdings existing on the planet are generally seized or destroyed as part of the 'revolution'. Any existing system ships or platforms are likewise taken or destroyed as the GM sees fit as they are generally crewed by native spacers.

Unity scores above 50 represents a lukewarm to engaged populace. Trouble on the planet will be minimal, and far trade troubles are rolled at their minimum levels. Generally this is represented by a 3 or less on the D10.

A unity score will decrease when problems are ignored, foreign agents sow discord, the populace suffers a tragedy, and other events per GM discretion.

Some story events may also change unity scores for better or worse.

Research Votes- Actions such as draining found databanks, recovering samples of plants and animals, finding alien technologies, and performing personal research experiments yield research points. Some polity holdings also generate research points. Especially interesting finds may cause projects to be added to the list of things the polity is currently researching.

These research points are used to complete projects that may introduce new technologies or world effects into the game. When enough points are obtained to unlock something, all polity members vote with the winner being added to the game.

Polity Special Rules

Celestial Freebooters Republic

The Celestial Freebooters Republic is a newly birthed self governing state of privateers, castaways, and peoples fleeing oppressive rulership elsewhere. While not all cutthroats or pirates, the de centralized and fledgling nature of their few freeports has given them a reputation for taking what they cannot make themselves. The CFR welcomes all independent ships under their banner, and instils the values of free thinking, initiative, and adaptability in each of its captains.

Forced to fight in unconventional ways they have developed a number of strange and creative technologies to better assist them in the dangerous days to come.

Hydra Grenades- A warm, slightly yielding sphere the size of a softball, a hydra grenade has an organic pull-tab protruding from its top. When pulled, the grenade becomes live and will burst three seconds later. It may be thrown as a standard grenade, with an AC11 hit to target the desired location and a 1d10 meter scatter on a miss.

On “detonation”, dozens of rubbery, fanged tendrils explode from the sphere and voraciously seek all warm-blooded life forms within a three-meter radius. For the five-round duration of the grenade’s lifespan this area is alive with writhing, razor-sharp tentacles that inflict 1d8 damage per round on every warm-blooded creature within the affected area, though a successful physical effect save can negate the damage. The tendrils can snake around obstacles and through small holes to seek prey. If the grenade’s core is killed the tendrils will die immediately, but targeting the core through the spray of tentacles is very difficult- it’s effectively AC17 to hit accurately, though any damage will kill it.

Hydra Grenade	1d8/rnd	10m/30m Range	1 Encumbrance	800 Credits
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The Communist Brotherhood of Stellar States

The Communist Brotherhood of Stellar States is a strong polity famous for its hardy workers, precognitive conclave, and for its powerful mech forces.

Traditional mech construction, if done properly and with the requisite care, creates a metal behemoth impervious to all but the heaviest of weapons. The act of mech creation is a careful process that takes months to produce even one model, and this time is further extended given the advent of The Scream, and the loss of the nanofabbers responsible for creating large volumes of the most delicate parts.

The Communist Brotherhood of Stellar States has found a way to mass produce these metal gods of battle, creating dozens of mechs in the time other polities produce one. This pace has many drawbacks, and with anything mass produced, generations of inbuilt defects, engineering shortcuts, and compromises made in the face of endemic materials shortage have left the CBSS with a numerous but flawed mech corps. To represent these flaws, a D6 is rolled before every battle. All CBSS mechs in the field suffer from the rolled flaw until they have been given their 24 hour battlefield maintenance overhaul. CBSS mechs cannot suffer from more than one flaw at a time.

Rolled Result	Effect
1- Cheap Composite Armor	All mech forces have their AC reduced by 2
2- Surplus Ammunition/ Faulty Power Cells	Rolled duplicate damage dice cause weapons to jam. A Fix/Int or Pilot/Int vs DC 6 clears the weapon. This can be attempted on a subsequent main action.
3- Fouled Power Couplings	Speed is reduced by 2 for the entire battle
4- IFF Tracking Mixup	A -2 to hit penalty is imposed on all CBSS mech pilots, computer systems tag all contact as friendly
5- Widespread Recall	One fitting at random no longer works properly and will be disabled for the battle
6- Overheating	Damaged coolant systems prevent repeated weapons fire, all mech weapons can only be used in every other combat turn

The Elysium Protectorate

+1 Well Fed Bonus to Mass Combat resolution due to Wyke brand rations

The Greystar Confederation

Fractal Mask- A recent Greystar invention utilizing fragments of clear composite materials interlaid over a mould designed to fit the wearer's face. Complex fractal and geometric patterns are projected across the clear composite rendering the wearer's face impossible to pick up or unscramble from all visual sensors TL4 and below. The mask will not prevent the presence of the wearer from being noticed, and has no effect on sensors that do not rely on sight such as heat. The mask prevents the identity of the wearer from being identified via sight. Once activated the mask remains functional for four hours on a single Type A power cell

Fractal Mask (GSC only)	N/A	Street	5,000	1	4
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Fungal Hounds- Greystar Combine operatives may bring one Fungal Hound into battle with them. They have the following stats.

Ac: 13

HP: 8

Attack Bonus: +2 (Bite, D6)

Saving Throws: 14

Morale: 10

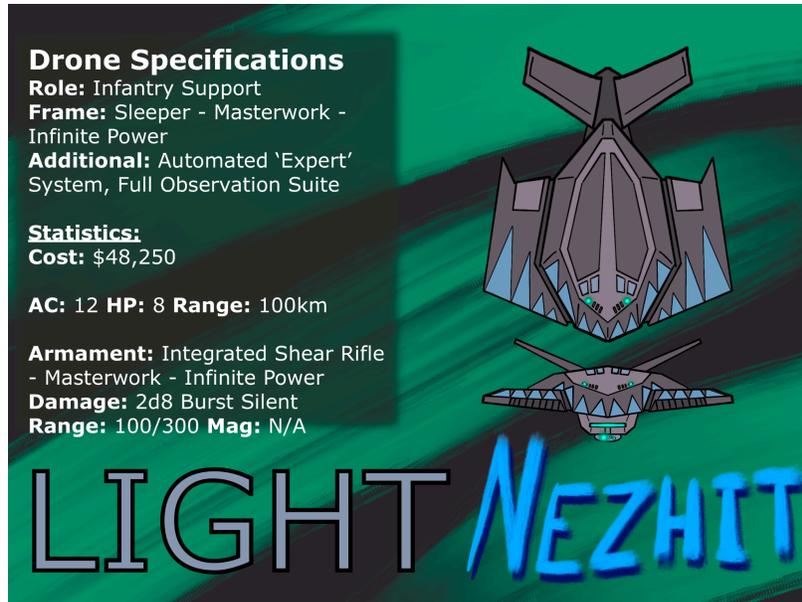
Movement: 10m

They may also mount 2 system strain worth of cyberware

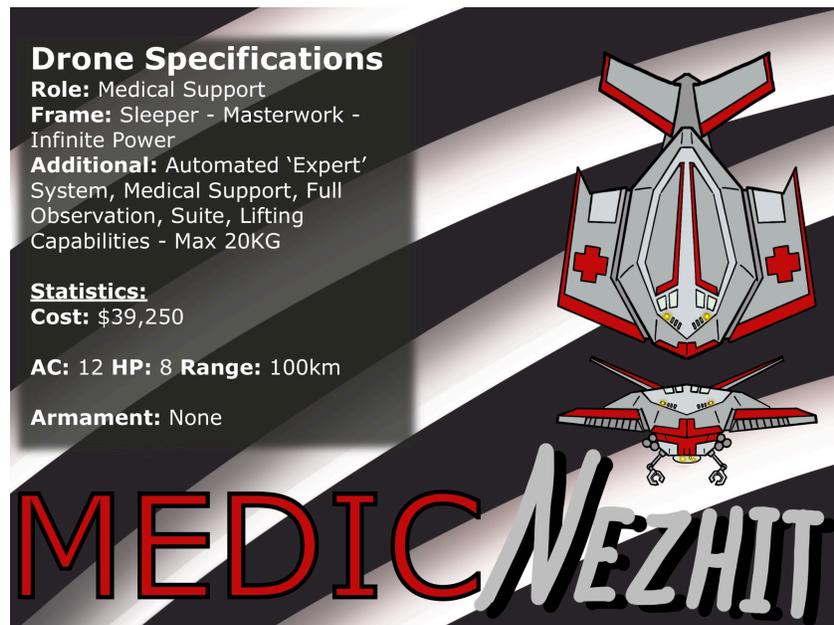
Special Greystar Confederation Drones

Greystar Operatives may acquire a flagship of indigenously produced drones dubbed the Nezhit class. Nezhit drones cannot be modified due to their masterwork fittings and precise machining. The normal programming levels are required to be able to operate this class of drones, and they are subject to all other drone mechanics.

Light Nezhit - Designed from the desk of Svenka Vilhnova, the Nezhit series of drones comes with a number of integrated fittings based on their exact role. The Light Nezhit is an infantry support drone with integrated sleeper and infinite power modifications. It comes with an integrated shear rifle weapon that can draw power from the drone's battery and does not need to be reloaded. Due to the high level of workmanship and extensive modifications to each drone, the Light Nezhit cannot be further altered with new fittings or modifications.



Medical Nezhit - Designed from the desk of Svenka Vilhnova, the Nezhit series of drones comes with a number of integrated fittings based on their exact role. The Medical Nezhit is a medical support drone built off the Sleeper frame. It comes with an infinite power system to ensure it will always be able to perform its medical tasks. Its 20kg lift capacity also ensures it is capable of hauling medical supplies in quantity to keep an adventuring party on their feet. Due to the high level of workmanship and extensive modifications to each drone, the Medical Nezhit cannot be further altered with new fittings or modifications.



Slickware Cyberware- 5,000 credits, 3 strain, TL4 cyberware, allows passive training of a skill or skills where downtime would otherwise not be possible once appropriate training modules are found. Must be

switched off to regain health and system strain when sleeping. (Can train one of the unlocked skills or heal lost hit points and recover accrued system strain) Current slickware modules are program, perform, pilot, work, and heal.

Special Greystar Ship Fittings

Null Coating- Made from signal absorbing, reactive rift harvested materials, this fine powder is aerosolized and sprayed to the coatings of ships intended for stealth. The materials are incredibly rare, and there is an exponential cost increase the larger the hull this coating is applied to. 50,000 credits#, 0 power, and 1 mass#

These costs are multiplied by 2 for frigates, 3 for cruisers, and 4 for capital hulls.

The Inheritor Alliance

Slickware Cyberware- 5,000 credits, 3 strain, TL4 cyberware, allows passive training of a skill or skills where downtime would otherwise not be possible once appropriate training modules are found. Must be switched off to regain health and system strain when sleeping. (Can train or heal, not both) Current slickware modules are program, perform, pilot, work, and heal.

Non Lethal Ammunition (Inheritor Alliance Only) - A creature brought to 0 when shot by this specialist ammunition must take a physical effect save. On a pass the target survives and falls unconscious. In this sleep-like state they are unable to use psionic powers or thought activated cyberware. On a failure the target is killed, as being shot will still cause harm to the physical body. These rounds have no effect on robots or other mechanical foes. Certain highly advanced foes may be simply too tough or too adept at processing toxins to be affected. One magazine is 100 credits, can be bundled, and is encumbrance 1