

FURTHER beyond ROLE PLAYING GAME

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Open Rules for Testing

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Going Further Beyond

Spacefarers, welcome to Further Beyond! This is a sci-fi roleplaying game where your band of curious explorers discover a vast and largely uncharted galaxy. You will need to be intelligent, cunning and daring to overcome terrifying aliens and the hostile environments of other worlds but as long as you work together, you will conquer the direst of challenges. Let's show you how it's done, explorer!

The Basics

Further Beyond is a science-fiction roleplay game with an emphasis on resource management, build diversity and thinking tactically as you explore mysterious worlds and overcome encounters with dangerous foes. This document presents to you the current state of the game intended for playtesting. I will assume that if you are playing with this document, that you have a basic understanding of what a tabletop roleplay game is. While this game is intended for those with any level of roleplaying experience, I will neglect to outline the very basics of roleplay in the playtest document.

The Dice

This game operates under a d20 system. That means that for most rolls, you will be rolling a 20-sided dice to determine the outcome. Other dice such as d4s, d6s, d8s, d10s and d12s are also present in this game but you will typically only roll these when rolling damage for weapons. In this game, you will find yourself rolling d20s often and adding modifiers to those d20s. The bigger the number, the better the roll in almost every case.

3 Points of Interest

The following rules are good to check back on if you are confused when rolling dice or understanding the rules in this game.

1. Specific rules always override general rules. A class ability for instance takes precedence over a rule that applies to all explorers.
2. Always round up to the nearest whole number (unless a feature specifies that you round down).
3. A roll can never be re-rolled more than once.

Players Make All the Rolls

This system is designed such that the players should make all necessary rolls in every situation. There is never a need for the custodian to pick up and roll any dice. They are always welcome to but success or failure should be determined by a player rolling dice and determining how successful they were by comparing the roll to a target number.

It may be helpful for a custodian to roll from time to time to randomise their own decisions on what may happen or how an NPC may act, but it is never required.

Creativity in Rules

Remember that this game is fundamentally a conversation between friends. If a particular rule as laid out in this document does not fit how you and your group wish to enjoy the game, ignore it. The custodian of stars (or game master) has the final word on whatever happens but players should never feel like they do not have a say in the proceedings of a game. The best way to adjudicate this game is by conversation between custodian and players.

The abilities or items your explorer (or player character) may have will come with rules outlining how they can be used. This is never supposed to be an exhaustive itinerary of what they can do. If you wish to use an item in an unusual way, go for it! Describe it to your custodian or players and see if they agree that the item could be used in a certain way. Many items or abilities will state that something about them "typically" works in such a way. This language is used to emphasise that while you can play things rules as written and let the item or ability only do what it says, creativity and thinking about how to use something outside of what is described is encouraged.

Explorers

Your characters are called explorers. They are competent individuals who will find themselves very good at the things they specialise in and perhaps lacking in other areas. When building your character, lean into your strengths and work with your group to forge a team of complementary specialisations. You will not be good at everything which is why you must all help each other.

Some Abbreviations

NPC stands for Non-Player Character. These are characters which your custodian will operate in game.

TN stands for Target Number. This is the number you will have to equal or exceed to succeed on any check or save.

HL stands for Half-Level. This is half your class level, rounded up.

PD stands for Physical Defence. This is the number you will have to equal or exceed to physically affect an NPC.

MD stands for Mental Defence. This is the number you will have to equal or exceed to mentally affect an NPC.

Explorers of the Vast

Beyond the scant few sheltered systems of humanity lies the Vast. Space that stretches on until the edges of the galaxy, the vast is the term given to the emptiness, planets, stars and whatever else exists in the galaxy outside of the planets humanity has laid its bed. These explorers are some of those humans who chose to pursue a life outside of the confines of safe, and purportedly civilised, society and journey forth into the unknown.

You are these explorers. You are thrust out into the vast for all manner of reasons. You are skilled individuals but as yet unproven, and fundamentally you are human. You may not yet be prepared to endure the adventure and dangers of the galaxy, but with careful thought and guile you will succeed.

Create Your Explorer

This section will show you how to create your explorer who is ready to head out into the vast. While your explorer does not know everything, what they do know they will likely have trained for years to master and are prepared to further their specialisations. They are skilled and know, at least implicitly, how to grow themselves as they embark on their journeys into the unknown.

In order to create your explorer, following these steps should help. Details on each of the following steps are laid out in this chapter.

1. **Choose your Stats.** Your stats represent how good your character is in four core areas. If you're unsure how to assign your stats, take a look at what class you want to play and this will provide some guidance.
2. **Choose your Class.** Your class is the centerpoint of your character that represents their professional focus and what you are best at. Note down everything your class gives you on your character sheet.
3. **Make a Background.** Your background represents the life you had before becoming an explorer. Get creative here and write a backstory for them.
4. **Choose your Skills.** Your skills are the specific focuses of study you have chosen to specialise in.
5. **Choose your Equipment.** Here you'll receive your starting equipment as well as some credits with which to buy more items or use a preset pack. Nearly every item is a blueprint from which you can print as much of the item as you like.
6. **Ready your loadout.** Before you head out on a mission, you must choose what items you will bring with you from those you or your party have blueprints for. (Your custodian may wish to start your game in downtime meaning you will do this step just before you head out on a mission either during or between your game sessions.)

Choose Your Stats

You have four stats that make up the core of your explorer and upon which all checks and saves are based. The four stats are the following:

Physique Physical prowess, strength and fortitude. If you want to carry lots of equipment, be physically strong and dangerous in close combat then make this a high stat.

Dexterity Precision, grace of movement, nimbleness and speed. If you want to be nimble, highly evasive and or incredibly precise then make this a high stat.

Intellect Raw academic intelligence and ability to pick up new information quickly. If you want to know lots of information about the world and learn quickly then make this a high stat.

Affinity Intuitive comprehension of the world and people within it and ability to communicate with people and creatures in the world. If you want to make people and creatures do what you want then make this a high stat.

Each stat is represented by a modifier that can range from -2 to +6 for explorers. This is the number which you add to the d20 rolls when using that stat. For example, if you were to make an Affinity check or save and your Affinity was +2, you would roll 1d20 and add 2 to the roll.

Your character will often get special abilities that relate to a particular stat. Many of these abilities will tell you to add one of your stats to a roll or say you can use an ability a number of times equal to a particular stat. If your stat is not a positive number, you can take 1 in place of your stat.

When you use your stats in this way, it is expected that that stat is among your highest stats. If this is not the case and your character is not considering a career change, you will always add at least 1 to a roll or be able to use a feature at least once.

Physical and Mental Stats

The stats are placed into two groups which will be referenced later while creating your explorer and in the rules for this game. These two groups are the Physical stats which include Physique and Dexterity and the Mental stats which include Intellect and Affinity.

One instance where these groups are used are in making saves. Your custodian may ask you to "make a Physical save" in which case you may choose whether you want to make a Physique or Dexterity save.

If an explorer is prompted to make a "Physical" or "Mental" roll of any kind, it is always their choice which of the eligible stats they can choose to make the roll with.

Assigning Stats

When you create your character, you need to choose what their stats are going to be. You can do this with the quick method which is recommended for first time players or for anyone who wants to make their character quickly. Alternatively, you can use the point buy method which takes a bit more time but gives you far greater customisation.

It is highly recommended that you have one good physical and one good mental stat.

Quick Method

You assign the following modifiers to each of the four stats: +2, +1, 0, -1. If you are unsure where to put these numbers, consult your class. You increase these modifiers when you make your background and when you level up.

For example, a stat distribution for a Soldier may look something like this:

Physique: +2

Dexterity: -1

Intellect: 0

Affinity: +1

Point Buy Method

If you want to have greater flexibility and choice in how you assign your stats, you can instead opt for the point buy method. With this method, all your stats begin at -1 and you have a certain number of points which you can expend to increase this modifier. You can get more points by decreasing a modifier to -2. You may wish to ask your custodian to decrease your modifier further than this but doing so will not give you any more points and serves no mechanical benefit (but may still be fun for you).

You begin with 9 points with which to buy your stats. You subtract the points cost for each stat from this total. The point cost for each modifier that you buy is given in the table below. You have assigned all your stats once you have no more points left to spend. A points cost of +1 gives you points back (for making that modifier worse). During character creation, you cannot increase a stat beyond +3. This means at 1st level, no one can have a stat above +3.

Points Cost	Stat
+1	-2
0	-1
-1	0
-3	+1
-5	+2
-7	+3

Increasing your Stats

As you increase in level, your stats will increase as well. Increasing your stats is tied to increasing your skills which are further explained in the Choose Your Skills section. When you become proficient in a combat or physical skill, you may choose a physical stat and increase it by 1. When you become proficient in a mental or social skill, you may choose a mental stat and increase it by 1. You can only increase a stat in this way when levelling up - skills do not increase stats while creating your explorer at 1st level. Once a stat is increased to +6, it can never be increased further.

Choose Your Class

Your class is the centerpoint of your character that represents their professional focus and what they are best at. It will guide the core archetype of your character, what skills they bring to the table and how they interact with the dangerous galaxy as an explorer.

The classes in Further Beyond are as follows:

Envoy

Words are your weapons and with charm, a silver-tongue or bewitching intimidation you know how to use them. You wield sharpened instincts are at your best when coordinating a group's efforts towards a particular goal.

Operative

Constantly striving for peerless precision or succeeding through brazen luck, an operative is an extremely skilled combatant always able to shirk danger and succeed against the odds.

Scientist

Studious and ingenious. A scientist understands the way to success comes through a mix of careful planning and finely honed intuition. You will often find yourself the most educated and intelligent one in the room.

Soldier

When the going gets tough, you're already close to the finish line. You can take a hit and hit back harder; serving as a powerful ally for your fellow explorers.

When you choose your class, it will present you with some special features for choosing that class. It will also tell you how much health you have as well as tell you what skills you are trained or proficient in and list some items which you can use because of the training you underwent to be a part of your chosen class.

Levelling Your Class

When you look at your class you will see a list of core features, 1st level features and features from 2nd level and beyond. When you create your character, you start at level 1 and you will get all of the core and 1st level features from your chosen class. You will also have access to a list of items which only members of your class may use.

When you reach 2nd level, you will notice three options presented to you. These are your class specialisations. You must choose one of these specialisations at 2nd level. When you do, you gain all the features from that specialisation at tier 1. You will also gain access to a list of items which only members of your class specialisation may use.

When you reach any level past 2nd level, you can choose to advance a class specialisation you have already chosen or start to learn a new one. If you advance a specialisation you have already chosen, you will gain all the features from the next tier in that specialisation. If you start a new one, you will gain all the tier 1 features of the new specialisation and are able to use any of the items which that specialisation allows you to. For example, if a Soldier chose to gain the tier 1 features of Berserker at 2nd level, then at 3rd level they could choose the tier 2 features of Berserker or the tier 1 features of Captain or Protector (along with being able to use any specialisation items).

Note: Gaining access to items does not mean you have them. This means you have the necessary training to use such items but must still acquire the items or the blueprints for such items to use them.

Envoy

As an envoy, you are the expert at understanding the people and the world around you. You have a keen intelligence which, while not necessarily academically gifted, allows you to assess your environment with remarkable speed and quickly adjust your plans. You are able to coordinate others to work with you perfectly whether that is through inspired leadership or devious cunning.

Core Features

The following features are essential to creating your explorer and will guide you through creating your character from scratch.

Main Stat

Your main stat is Affinity. Make this your highest stat.

Health

You have 3 wounds and your hit point maximum is 10 + your Physique.

Skills

You are trained in three mental or social skills of your choice. You have 6 skill points to spend when choosing skills at character creation.

Load

You have a base load capacity of 16.

1st Level Features

When you make an envoy, you gain the following features at 1st level.

Careful Assurance

You have an uncanny knack for rapidly correcting errors and making sure things don't go wrong.

Whenever you make a check or save and the number on the d20 or the number on the dice for any bonuses granted by skills is less than or equal to your Affinity, you can re-roll that die. You can re-roll any of the die in a check but they must be all re-rolled at once and you must take the second result.

Helping Hand

You always work best when working with others.

When you help another explorer who is making a check, they can add your Affinity to their check. If someone else helps you when making a check, you can add your Affinity to the check. This may result in you adding your Affinity twice to a check.

Quick Thinking

Through sheer luck or meticulous planning, you are able to turn failure into success.

Once per scene, as a reaction, whenever you or an ally you can see fails a check, the check can be re-rolled and you can choose to take either result.

Items

All envoys have undergone the necessary training or licensing to use the following items.

Localised Defence Field

Suit Attachment (1 slot)

Cost: 250

This small wrist-mounted device generates a small repulsive field around it that's perfect to quickly deflect an incoming attack so long as you remain alert.

As a reaction, when you fail a physical save to resist an attack you can add your Affinity to the save, potentially causing yourself to succeed instead.

Tags: Attachable Only (Suit), Envoy

Universal Identification

Load: 0

Cost: 100

This small card-like device can alter its contents to display nearly any form of identification. Perfect for talking your way into places you aren't supposed to be.

As an action, you can change the display of this card which can mimic the authentic version of any identification card. Only a thorough investigation by someone who knows what these are would be able to detect it as fraudulent. This is unable to replicate any identification that is not in its data storage.

Tags: Envoy

Universal Translator

Suit attachable (free)

Load: 0

Cost: 100

This device comes in many forms, even direct neural implants, but all translate spoken words effortlessly and even non-verbal cues.

You can understand any spoken language which you hear, excluding ancient or esoteric languages which the translator does not know about. When you speak, your words are translated into one spoken language of your choice. (This can be through a vocal synthesiser, a neural implant feeding information into your brain or any other method you can think of.)

This item can also assist you in communicating with animals and aliens which it knows the communication patterns of. Otherwise, it can make and interpret sounds that broadly convey intent to unknown creatures.

Tags: Envoy, Attachable (Suit)

Class Specialisations

All envoys have a measure of experience in desperate situations where their quick wit and guile was all that saved them from dire consequences. However some have honed these skills and travelled far and wide to further themselves.

Mastermind

Your friends have learned not to keep secrets from you since you probably already know them anyway. As a mastermind, you have a finger in every pie and are the whisper in every darkening alleyway. Using this devious intellect you craft meticulous plans such that you and your allies succeed. When you are present, plans go off without a hitch when everyone expects them to fail and few even suspect you lifted a finger.

Tier 1

Efficient Planning

Preparation is always key and you know how to get preparation done best.

During downtime, you can give yourself or another explorer an additional downtime activity.

Right Where You're Needed

You always find yourself in the place your allies most need you, or where your foes least want you.

Once on your turn, you can help another explorer as a minor task. You can do this once until the end of a scene and may do so again during a scene after you have re-rolled a d20 or an ally has re-rolled a d20 as a result of your Quick Thinking feature.

Tier 2

Always Prepared

You always have the right tool for the job.

You can pull out and use any item that you or another explorer have the blueprints for in the same way that you would pull out and use a mundane item. The item cannot have the single, unique or unprintable tags. You cannot acquire an item of load greater than 2 in this way and are limited by your starting load in the same way as if you were pulling out mundane items. You can do this a number of times equal to your Affinity before the end of a mission.

Discerning Eye

You can always tell if someone is being deceitful and guess at their intentions better than any other.

As an action, you can gain 1 stress to ask your custodian one of the following questions about a creature you can observe or are communicating with:

- Is this person or creature lying to me?
- What are their intentions?
- What do they desire?
- What is their emotional state?

Your custodian must answer truthfully but may give incomplete or vague responses.

Tier 3

Efficient Tutelage

By now, your fellow explorers have learned to coordinate their preparation with you.

You gain an additional downtime activity. You can no longer give yourself an additional downtime activity from your Efficient Planning feature.

No Danger Unexpected

The question is not if you are prepared for danger, but if it is prepared for you.

When you or an ally suffer consequences that are not dire, you can cause one creature to ignore those consequences as a reaction. If the consequences are dire, they become mild. You may do so a number of times equal to your Affinity before the end of a mission.

Mastermind Items

As a mastermind, you have undergone the necessary training or licensing to use the following items.

Hydra Neural System

Suit attachment (1 slot)

Cost: 400

Through AI assistance or specialised neural dissociation, you are able to split your mental processing to focus on multiple avenues at once.

When you help an ally, you can help up to two allies on your turn. In addition at the start of your turn, you can gain 1 stress to enter a fractal mental state. When you do so, you can help as many times as you are able as minor tasks until the end of this turn. You can only help each ally once per turn.

Tags: Attachable Only (Suit), Unique, Envoy, Mastermind

Subtle Comms Implant

Suit attachment (free)

Cost: 150

Hidden as jewellery, imperceptible earpieces, neural links or any manner of ways to hide a comms unit on a person, these items allow a group to communicate near soundlessly over great distances.

When you print this item, you print enough to give this attachment to each explorer in your group. They do not require training to use this item after you have given it to them. You and your group can communicate as if you were communicating through short-range comms units using mere whispers, translated facial motions or thoughts.

Tags: Attachable Only (Suit), Concealable, Envoy, Mastermind

Spider AI

PHY DEX INT AFF

– – +2 +4

Cost: 500

Proficient Skills Read a Beast and Read a Person

SpiderPersonalityA Spider AI is fundamentally cunning. When directed, it will find the best possible way to assist its allies but if left alone, it may go out of its way to find the best way to help itself. This may involve reuniting with its allies but could involve hatching far more sinister plans. However, if left alone for long enough, these plans can reach unfathomable levels of complexity which can make them powerful schemes or plans which fail at the slightest unexpected hurdle.

Abilities

NeuralNetworkThis AI can be installed into a number of drones equal to your HL. These drones all communicate with each other and move and act according to the same directive. If a drone with this AI installed takes an action in combat, all drones with the same AI installed must take the same action.

CoordinatedAssistanceWhen you help an explorer, you can help as if you were in the position of a drone with this AI installed. The drone must be physically able to help or you must be helping on an attack check. If you are helping on an attack check, the drone must have a ranged weapon attached if you are to help while being adjacent to the explorer.

Actions

ProvideHelpOne drone with this AI installed in it can help an explorer on an attack check. Any other drones with this AI installed cannot take an action this turn.

Tags:Drone AI, Unprintable, Envoy, Mastermind

Speaker

Words are your weapons and you know how to use them. As a speaker you can effortlessly form a spider's web of contacts for you to pull on and get them to assist you in all manner of tasks. Your words are so potent and well positioned, you can even turn foes around in the midst of combat.

Tier 1

Interconnected

Wherever you are, you can sway people to your cause or quickly trick them into helping you.

During downtime, you can use a contact or meet a new one in addition to any other downtime activities you perform.

Unerring Eloquence

Your wit and guile never fails. You've talked your way out of tighter circumstances.

When making a check to which a social skill applies (even if you are not trained in it) you can double your Affinity for the purposes of determining if you can re-roll any dice using the Careful Assurance feature. If the number on any die when you are making such a check is less than your Affinity, it is set to your Affinity. The bonus from honed skills cannot exceed 4.

Tier 2

People Pleaser

You choose only the best to work under you, or perhaps those you have the most dirt on.

When you meet a new contact, you can choose to increase their closeness or their reliability by 1 category.

Calming Presence

Your voice can cool the hottest of heads and provide reassurance to those who depend on you.

When you use your Quick Thinking feature on an ally, they can reduce their stress by a number equal to your Affinity. You can do this a number of times equal to twice your Affinity before the end of a mission.

Tier 3

Cooler Heads Prevail

A caring approach is best even in the most dangerous of situations.

After you have convinced an NPC to peacefully cease hostilities (such as by calmly speaking to it or by using the Vox Encoder weapon), you can use your Quick Thinking feature an additional time that scene.

We're Not So Different

You are able to convince even the staunchest foe that you mean them no harm and are willing to work together.

While you are communicating with a creature, you can gain 1 stress to convince them that you are on their side. The creature will not attack you and is much more pleasantly disposed towards you than before. However, it likely still views your allies as it did before. This truce is broken if you or your allies attack the creature or if you do something directly counter to its interests. Once you have used this feature on a creature, you cannot use it again on the same creature.

Speaker Items

As a speaker, you have undergone the necessary training or licensing to use the following items.

Holographic Visage

Suit attachment (1 slot)

Cost: 175

This suite of projectors aligns itself with your body and movements allowing you to alter your appearance in particularly terrifying ways.

This item can allow you to change your appearance in a variety of ways. You can appear to lengthen your shadow, distort your facial features or alter your form in more subtle ways to seem slightly more intimidating such as darkening the shadows on your face. Most people will see these holograms for the projections they are unless they are especially subtle but less intelligent creatures or people in already frightful situations or with obscured visibility will likely think you are far more terrifying than you actually are.

You can use this item as a minor task and doing so while onlookers do not see through the illusion grants you **advantage 1** on any checks to intimidate, menace or instill fear. As an action while you are in combat, you can attempt to frighten creatures that can see you that do not see through the illusion. All the creatures must be mid-range or closer to you. Make an attack against their MD, adding Affinity and any skills relating to intimidate to the check. If you hit, the target is frightened (flight) until the end of their next turn. A creature cannot be frightened in this way more than once per scene.

Tags: Attachable Only (Suit), Envoy, Speaker

Phantom Ear

Load: 1/3

Cost: 80

These small devices can easily be placed upon a person or object without anyone noticing to listen into their darkest secrets.

This tiny device easily sticks to any surface without being noticed. You can then hear clearly from the small device as if you were standing where the device is. It also comes with a built in tracker effective out to a similar range as a short-ranged comms unit which lets you know the location of the device.

Tags: Concealable, Consumable, Envoy, Speaker

Suggestion Toxin

Load: 1/4

Cost: 120

This toxin can be ingested or injected into someone. A short while after, they will become very suggestible and open to speaking about themselves.

When this concoction is administered to a creature, you must make another check against the creature's MD. You may add skills relating to charm to this check instead of the usual skills for concoctions. On a success, the creature falls under the sway of this toxin until the end of its next turn. At the end of the creature's next turn, you can make this check again. On a success, the creature remains under the toxin's sway, otherwise the concoction has no effect. If the creature remains under the concoction's sway when it reaches its stress limit or the scene ends the creature becomes highly suggestible for an extended period of time after (likely several hours).

Creatures under the sway of this toxin cannot think as clearly as usual. You can suggest reasonable courses of action to them and they will likely follow through with them. You can ask questions, phrased in a reasonable manner, and they will likely be answered truthfully. If they become highly suggestible, they will be far more willing to give up hidden information and work with you.

Tags: Consumable, Concoction, Envoy, Speaker

Traveller

The galaxy is your oyster and you've sampled almost every world in the human diaspora and beyond. Your knowledge of the strange and fantastic gives you keen insights into the behaviour of creatures you find in your continued travels to assist your fellow explorers while your myriad connections are almost always a welcome surprise to those travelling alongside you.

Tier 1

Discern Weakness

Your eyes are a weapon just like any other and can uncover the weakness any creature most seeks to hide.

As an action, you can Discern information about a creature and uncover hidden details. You make an attack check against MD using Affinity and can add any benefits relating to Spot to the roll. On a hit, you learn one of the following. If it exceeds the creature's MD by 4 or more, you learn two and may pick the same option twice.

Choose from the following to learn:

- The creature's PD, MD, Spot and Speed
- The creature's maximum HP and Wounds
- One ability, attack or reaction on its statblock (chosen by your custodian)
- What causes the creature to gain additional stress or what happens when it gains stress

If you are close or closer to the creature, you can discern weakness as a minor task instead of an action, once on your turn.

I've Been Here Before

Whether it's seedy dive bars or high-class establishments, you've seen them all here and have acquired something of a reputation.

Whenever you visit a new location, you can say that you have been there before. You can only do so once before the end of a mission and you cannot use this feature more than once at the same location.

When you use this feature at a location, you gain one of the following benefits of your choice at the location:

- You gain **advantage 1** on checks to gather information here and checks relating to the local culture and customs.
- You have one contact at this location. This contact will typically be of neutral closeness and have a reliability of 0 but you may discuss with your custodian to alter this.
- You are famous here and gain **advantage 1** on checks to work a gig at this location.
- You know the local underground and gain **advantage 1** on checks to acquire items.

Your custodian may tell you that a location is so foreign to you that you could never have visited or limit your options to choose from if required by the story.

Tier 2

I've Met This Kind Before

Overcome with a sudden wave of recognition, you realise you know how this one operates and how best to exploit them.

When you see a creature, or find distinctive marks of its presence such as tracks, a peculiar environment, particular insignias or weaponry, you can say that you've met this kind before. You may only do so a number of times equal to your Affinity before the end of a mission.

You gain **advantage 1** on any checks made to recall information about the type of creature, to track them and when attempting to use your discern weakness feature on them.

When used on an alien, this may provide information about their feeding, behaviours, strengths and weaknesses. If used on a humanoid, this may provide information about a particular faction they are a part of, guard rotas, favoured drinking spots of a particular mercenary group for example. This does not provide knowledge specific to an individual and if it is utterly impossible for you to have experience with a particular creature or faction, your custodian may ask you to use this feature on something else.

Pinpoint Focus

An experienced survivor knows how to cause damage with extreme precision.

When you re-roll an attack, you can add your Affinity to the check.

Tier 3

Detect Vulnerability

When you understand your foe, you know how to direct others to hurt it the most.

When you use your Discern Weakness feature on a creature, the next attack that targets the creature before the end of the next round gains an **advantage 1** and deals additional damage equal to your Affinity.

Lethal Guidance

Your lightning fast adjustments spell devastation for your prey.

When you use your Quick Thinking feature to re-roll an attack and the total for the roll exceeds the target's defence by 4 or more, the roll becomes a critical hit.

Traveller Items

As a traveller, you have undergone the necessary training or licensing to use the following items.

Curio from Beyond

Load: 0

Cost: N/A

You have acquired a strange item while on your travels that has peculiar and unique properties but its inner workings are a mystery to you.

When you get this item, you must choose how it functions from the following options:

- **Keeper of Ancient Lore.** This device seems sentient, is a powerful AI or is somehow capable of communicating knowledge in cryptic ways. You can ask the item a question as an action. The item knows detailed information about history but cannot predict the future. It does not know everything and the limits of its knowledge, how it presents its knowledge and its motives (if any) are up to your custodian. It answers with a word, phrase or couple of sentences. Any information it provides is true to the best of the item's knowledge. You can ask a question to this item a maximum of three times before the end of a mission.
- **Twister of Fates.** Events around this item have an uncanny ability to conspire in the wielder's favour. After you make a check or save, you can make the degree of success of the check or save into a critical success regardless of the roll. You can do so once before the end of a mission.

Tags: Unique, Envoy, Traveller

Marker Light Targeting System

Suit attachment (1 slot)

Cost: 200

This system consists of a series of powerful marker lights that single out a particular foe and allow others with a UI integrated with their suits to receive precise data and better optics to strike a foe.

You can use this item as an action. When you do, you make an attack against a target's PD using your Affinity and adding any skills relating to spot. If you hit, the first attack each turn each explorer makes against the target gains **advantage 1** until the end of the next round.

If a creature completely leaves your line of sight, this system loses its effect.

Tags: Attachable Only (Suit), Envoy, Traveller

Artemis Focusing System

Suit attachment (1 slot)

Cost: 250

The Artemis System controls a series of precise and adjustable scopes that sit over a person's eye and help to pinpoint weak spots in a creature.

You can use your discern weakness feature as a minor task if you are mid-range or closer to the creature, once on your turn.

In addition, you can gain 1 stress as a minor task to send the Artemis System into precision override. When you do so, your critical hit threshold is reduced by 1 when making an attack while you are mid-range or closer to the target. This benefit lasts for the rest of the scene.

Tags: Attachable Only (Suit), Single, Envoy, Traveller

Operative

They never tell you the odds since you always find some way to make it work. As an operative, you are a highly skilled combatant able to take risks and come out on top through sheer luck or incredible precision. Danger is your middle name and adrenaline rush is your average Tuesday but in the calmer moments you are able to move with swift grace and perfectly plot out a plan of devastating attack. When someone needs something delicate done or when they need something absolutely destroyed, they call you.

Core Features

The following features are essential to creating your explorer and will guide you through creating your character from scratch.

Main Stat

Your main stat is Dexterity. Make this your highest stat.

Health

You have 3 wounds and your hit point maximum is 10 + your Physique.

Skills

You are trained in Light Armour and two combat or physical skills of your choice. You have 5 skill points to spend when choosing skills at character creation.

Load

You have a base load capacity of 16.

1st Level Features

When you make an operative, you gain the following features at 1st level.

Calculated Precision

You take a deep breath and steady yourself before taking a decisive shot.

Once per scene after you roll damage with a weapon you are trained in the associated skill for, you can add a number to the damage you deal equal to the difference between your stress limit and your current stress.

Get Risky

You always succeed, battered and bruised and by the skin of your teeth.

While you are not in combat, you can push yourself when making a check without gaining any stress. When you do, you suffer an additional consequence unless you exceed the difficulty by 1.

Poised for Danger

Accustomed to avoiding danger, you're able to survive anything with remarkable ease.

When you suffer consequences or take damage as a result of a Dexterity check or save, you can gain 1 stress as a reaction to ignore the consequences or to halve the damage. If you suffer both consequences and damage, you must choose which this ability affects.

Items

All operatives have undergone the necessary training or licensing to use the following items.

Elegant Weapon

Weapon attachment (free)

Cost: 80

Your weapon of choice is high precision or requires finesse to use properly.

A weapon with this attachment has the **elegant 2** tag.

Tags: Attachable Only (Weapon), Operative

Enhanced Prosthetic

Load: 0

Cost: 60

You have a prosthetic limb, missing eye or a bodily attachment that looks normal or inconspicuous but can be used to hide a tool set or a small weapon inside.

By spending 1 minute concealing an item of Load 1 or less, you can give the item the **concealable** tag by hiding the item within your prosthetic.

Tags: Single, Operative

Recon Node

Load: 1/3

Cost: 75

A recon node is an inconspicuous device that fits in the palm of your hand and provides detailed information on the spaces around it.

A recon node can be thrown and activated as an action. It provides detailed information about the node's surroundings. In open spaces it can provide detailed geography and detect most creatures, even those hiding, out to 100 metres. In buildings, it can provide detailed structural analysis and track personnel through 1 or 2 thick walls. After the node has been active for a minute, it loses power and cannot be used again.

Tags: Consumable, Operative

Class Specialisations

Hunter

From a hilltop far from your prey you let out a long breath and gently squeeze your finger as another hunt comes to an end. Your prey come in many shapes and sizes, spread across varied and dangerous environments and yet you're able to hunt and kill them all. Few have endured more hardships than you and can endure for longer while still putting out lethal ferocity and for this reason you are rightly feared.

Tier 1

Hunter's Mark

When you spot your prey, you never cease to bring them low.

Once on your turn as a minor task, you can mark a creature that you can see. You can only have one creature marked at a time. While a creature is marked by you, you gain the following benefits against that creature:

- You score a critical hit with a weapon against that creature if your attack check exceeds their defence score by 4 or more.
- You gain **advantage 1** on checks to track them, spot them and to Discern information about their habits.

Pathfinder

You blend into nature and can move through it effortlessly.

You gain the following benefits:

- Your speed is never slowed by terrain (such as water, dense jungles or uneven landscapes).
- You gain **advantage 1** on checks to hide and move through natural terrain.
- You gain **advantage 1** on checks to break free from grapples or restraints.

Tier 2

Tenacious

You've endured worse. You've always endured worse.

When you make a stat condition save, you can choose to succeed on the save instead of rolling. When you do so, you increase the TN by 8 instead of 4. You may only use this once and may use this again when you fail a stat condition save.

Lethal Precision

Few can make a weapon seem more deadly than you when given specialist weaponry.

When you score a critical hit using an elegant weapon, you can add the elegant bonus to the damage so long as you added the elegant bonus to the attack roll.

Tier 3

Desperate Frenzy

In the maelstrom of combat, you push yourself into moments of murderous calm or violent frenzy.

When you make an attack with a ranged weapon, you can gain 1 stress for one of the following:

- The range of this weapon is increased by 2 until the end of the next round.
- You can make one additional attack this turn against a target you haven't attacked yet.

Hunt's End

In the moment of a perfect kill, you know it is time to breathe and relax.

When you kill a creature which you have marked using your Hunter's Mark feature, you lose 1 stress. You can lose 1 stress only once per scene in this way.

Hunter Items

As a hunter, you have undergone the necessary training or licensing to use the following items.

All-purpose Manoeuvrability Suit

Load: 3

Attachment Slots: 1

Cost: 175

This suit bears a sleek design with limitless customisation allowing the bearer to climb, swim and glide, similar to the animals they hunt.

While wearing this suit, an explorer suffers no penalty to movement for climbing or swimming and can even climb up sheer surfaces or swim through rapids. They can even glide (but not fly) from high surfaces. This allows them to ignore fall damage and glide approximately 2 metres horizontally for every 1 metre they fall vertically.

Tags: Suit, Operative, Hunter

Custom Scope

Weapon attachment (free)

Cost: 110

This highly specialised scope allows an experienced hunter to have an unparalleled degree of precision.

A hunting rifle or sniper rifle with this attachment gains the **elegant X** tag. When you choose your loadout at the start of a mission, you decide what number X is.

Tags: Attachment Only (Hunting Rifle/Sniper Rifle), Operative, Hunter

Tracker Ammunition

Load: 1/10

Cost: 85

This special ammunition lodges into a target and continuously sends location data to the user.

When you hit with an attack which consumes ammo, you can say that you hit the target with tracker ammunition. You deal your normal damage for the weapon and the tracker ammunition is lodged into the creature. A creature can remove the tracker as an action if it is physically able.

While tracker ammunition is lodged in a creature, it sends out location data to you out to a mile above ground. This signal can be blocked in terrain such as underground caverns. While you receive this location data, you automatically succeed on checks to track the creature and it cannot hide from you. It also receives no benefits for being invisible from you.

You only consume a use of this item when you hit and declare you used tracker ammunition.

Tags: Consumable, Operative, Hunter

Scoundrel

Poker chips and playing cards can be as dangerous as any gun and you take this philosophy into the heart of battle. With elegant poise and sleight of hand, you make the most dangerous situation look like a gentle stroll through a park. Roll the dice and go all in and don't forget: always shoot first!

Tier 1

Gambler

You know all the seedy places to make a risky bit of credit.

You can work a gig in addition to any other downtime activities you perform. When you do so, you can choose to work a risky gig. If you do this, any money you receive is doubled if you are successful on your checks to work the risky gig. However, if you fail, you suffer one of the following (chosen by discussion between you and your custodian):

- You gain no money.
- One of your contacts becomes less close with you
- You make a new enemy or an existing enemy gains some power over you.
- You lose the blueprints to one item (chosen by discussion between you and your custodian)

Roll the Dice!

You're able to take risks and emerge from the other side with astounding success...most of the time.

When you push yourself, instead of gaining **advantage 1** you can add 2d6 to the roll once. If you roll the same number on both die, you increase the check's degree of success by one. If the total of these bonus dice adds up to 12 then the roll becomes a critical success regardless of the roll's total. However, if the total adds up to 2, the roll becomes a critical failure regardless of the roll's total.

Tier 2

Call My Bluff!

With a sly smile, you've already won. At least, that's what everyone thinks.

You can roll any check or save in secret and declare the result. The result can be any result you wish. If your custodian calls your bluff, you must reveal the number you actually rolled. If you were telling the truth, you achieve a critical success on the check or save regardless of the roll on the d20. If you were lying, you must re-roll the check or save and gain **disadvantage 2**. If your custodian does not call your bluff, you use the result you declared regardless of what you actually rolled.

You can use this feature only once per scene and must use your Get Risky feature before you may use it again.

Elegant Presence

Your poise and dexterity can be entrancing to those around you.

When making a check to interact socially with a person or creature, you can use your Dexterity stat. If you use a weapon with the **elegant** tag as part of the check, you may add any additional modifiers to the check as if you were making an attack. When you do so, describe how you use your body or weapons in the interaction. If you are unable to do so, your custodian may ask you to make the check in a more conventional way for social checks.

Tier 3

Daredevil

Threading the needle always sends your heart racing!

When you use your Get Risky feature on a check and exceed the difficulty by 2, you lose 1 stress. You can only lose 1 stress per scene in this way.

Stakes Couldn't be Higher

When you get desperate, things can get very violent.

When you push yourself while making an attack with an elegant weapon and use your Roll the Dice! feature, you can add the total from your bonus dice to the damage if you hit.

Scoundrel Items

As a scoundrel, you have undergone the necessary training or licensing to use the following items.

Custom Grip

Weapon attachment (free)

Cost: 90

You have altered your weapon to favour deft and precise handling.

A handgun or one-handed melee weapon with this attachment gains the **elegant X** tag. When you choose your loadout at the start of a mission, you decide what number X is.

Tags: Attachment Only (Handgun/One-handed Melee), Operative, Scoundrel

Gambler's Tools

Load: 1

Cost: 100

Loaded dice, sleeves with pockets for cards, this toolset contains anything and everything needed for a gambler to sway the odds in their favour.

While using this toolset you gain **advantage 1** on any checks that involve games of chance. While engaging in games of chance, you can use Dexterity and any skills relating to manual precision instead of any mental stats or skills. However, if you are discovered using these tools you will likely face some consequences.

Tags: Toolset, Operative, Scoundrel

Precision Enhancements

Weapon attachment (1 slot)

Cost: 125

You have found a way to increase the precision of your weapon, allowing you to target vital points easier than normal.

A weapon with any **elegant** tag with this attachment gains the **critical X** tag. X is a number equal to half the number next to the **elegant** tag for this weapon. You only gain this bonus if you add the elegant bonus to the attack roll.

Tags: Attachment Only (Weapon with elegant tag), Operative, Scoundrel

Secret Agent

Never expected, never understood, you are always one step ahead of your adversaries. With an face that remains calm in the direst of situations, you seem utterly unflappable as you use deception and subterfuge to bring about your devious machinations. You carefully position yourself for the greatest advantage and then tear apart foes with surgical efficiency.

Tier 1

Deadly Surprise

When you maintain the element of surprise, your ploys become utterly devastating.

When you make an attack that uses Dexterity against a creature that has not had a turn yet this combat, or one who was unaware of your presence before combat, any hit you score is a critical hit.

Similarly, if you make a Dexterity check that relies on the unawareness of other creatures and no creature is alerted to you before you make the check, any full success is a critical success.

Flawless Disguise

When you take the time to carefully prepare your disguises, they are able to pass the toughest security checks.

While you are wearing a disguise which you have taken time to prepare beforehand, you can gain 1 stress to avoid any consequences that arise from checks or saves pertaining to your disguise, accessing secure places your disguise allows or convincing others you are who you say you are.

Tier 2

Blend into Shadow

The shadows are your dear friends and in battle, you seamlessly shift in and out of obscurity.

Once on your turn, you can attempt to Hide as a minor task.

Exploit Every Advantage

With time to setup and plan a careful strike, few are as deadly as you.

Once per scene, when you attack with **advantage 1** or higher and roll a critical hit, you can say you will exploit every advantage. When you do, you can roll an additional die of your weapon's normal damage for each amount of **advantage** you had when making the attack roll.

Tier 3

Eye for Deceit

You exist in a world of espionage and so are able to identify it in others and find the truth under layers of obscurity.

When you use a social skill which you are trained in to sense a creature's motives, detect deception or spot hidden intentions, you can always ask your custodian at least one of the following questions, even on a failure:

- What are this creature's intentions?
- What do they want me to do?
- Is this creature being deceptive?
- How could I get this creature to do something I want?
- Your custodian must answer truthfully but may give incomplete or vague answers.

Brief Reprieve

When success is balanced on a knife's edge is when you feel the most alive. And those moments of success against danger become all the more comforting.

When you exceed the difficulty on a Dexterity check or save by 2, you lose 1 stress. This feature does not apply to saves to resist attacks nor attacks against NPCs since your custodian does not set a difficulty for those. You can only lose 1 stress per scene in this way.

Secret Agent Items

As a secret agent, you have undergone the necessary training or licensing to use the following items.

Ares Focusing System

Weapon attachment (1 slot)

Cost: 200

The Ares System takes time to hone in on the single weakest point of an enemy before tearing them apart with devastating efficiency.

So long as you only make a single attack on your turn, you can use this system. A weapon with this attachment gains the **critical X** tag. X is the total amount of **advantage** you have when you attack with this weapon. For instance, if you rolled with **advantage 2**, you would gain **critical 2** for that attack.

If you are wielding a weapon which you can make multiple attacks with, you can choose not to use those additional attacks. For each additional attack you forgo, you gain **advantage 1** on the single attack you make.

Tags: Attachable Only (Weapon), Operative, Secret Agent

Chameleonic Suit

Load: 0

Cost: 150

A face in the crowd. You could be any face in the crowd or even someone's best friend and they may never know the difference.

While wearing this suit, you can change your appearance to that of any other person or humanoid creature as an action. You can change the appearance of your facial features and the appearance of your body but you cannot significantly grow or shrink yourself or alter your body type. The modifications can be touched and seem tangible but will feel odd. For example, fake hair will feel like plastic. You can also change what you appear to be wearing so long as the clothes do not significantly protrude from your body. The suit can even modulate your voice to sound like another person but it is up to you to replicate their normal manner of speaking.

Tags: Suit, Operative, Secret Agent

Phantom Weapon

Weapon attachment (free)

Cost: 100

Your weapons take down their targets mercilessly and unheard.

A handgun, hunting rifle or one-handed melee weapon with this attachment gains the **concealable** tag. In addition, you do not alert anyone to your presence when you attack with this weapon and you remain hidden after attacking with it. Creatures who are often aware of their surroundings may come to search for you but they will likely not hear you at the moment you attack.

Tags: Attachable Only (Handgun, Hunting Rifle and One Handed Melee), Operative, Secret Agent

Scientist

The mysteries out in the Vast are innumerable and incomprehensible, yet that excites you all the more. As a scientist, it often falls to you to uncover the uncertain path forward or assist your allies when more than mental acuity is required. You are able to use your keen intellect to act quickly and decisively even in the throes of combat, learning the weaknesses of your foes and the environment to aid your team to better exploit them.

Core Features

The following features are essential to creating your explorer and will guide you through creating your character from scratch.

Main Stat

Your main stat is Intellect. Make this your highest stat.

Health

You have 3 wounds and your hit point maximum is 8 + your Physique.

Skills

You are trained in 3 mental skills of your choice. You have 5 skill points to spend when choosing skills at character creation.

Load

You have a base load capacity of 16.

1st Level Features

When you make an scientist, you gain the following features at 1st level.

Spark of Inspiration

Your mind is utterly brimming with ideas and sometimes these spark moments of brilliance to aid yourself and your allies in perilous situations.

Whenever you or an ally that can see or hear you makes a check or save, you can use your reaction to add your Intellect modifier to the check after you have seen the roll, potentially changing the degree of success. Once you have used this reaction, you cannot use it until you get an opportunity.

Gadgeteer

You are so accustomed to your scientific equipment that you can operate it with immense speed in the heat of battle.

Once per turn, you can use a Scientist item or an item from a Scientist class specialisation as a minor task, even if it states it would normally take an action.

Efficient Intuition

Through extensive experience carefully considering your options, you can spot where your exertion is required better than most. You can choose to push yourself after you have made the d20 roll, instead of before. When you do so, you re-roll the roll you just made and can use either result, instead of gaining **advantage 1**.

Items

All scientists have undergone the necessary training or licensing to use the following items.

Custom Improvements

Attachment (free)

Cost: 100

You have tinkered with an item and found some way to improve it without increasing its bulk.

This item can be attached to one piece of armour, suit, drone, vehicle or weapon. The item to which this is attached gains an additional attachment slot. Note that the item to which this is attached does not gain the Scientist tag.

Tags: Attachable only, Single, Scientist

Holographic Projector

Load: 2

Suit Attachment (1 slot)

Cost: 125

This handheld projector that can create lifelike images of people and objects.

As an action, the holographic projector can create a still image that resembles an object or person stored in its data banks or something nearby. The image must fit within a 5 metre cube.

With more time, the image can be made more complex, detailed and can even move realistically (such as a person walking or plants blowing in a breeze). Physical interaction passes through the hologram and will typically demonstrate to onlookers that this is an illusion.

Tags: Attachable (Suit), Scientist

Resistance Field Generator

Suit Attachment (1 slot)

Cost: 225

This device creates a field that can disrupt incoming attacks against a particular target.

As a reaction when you or a creature that is close to you takes damage, you can give them resistance to one of the damage types including against the triggering attack. The resistance lasts until the end of the round or until you use this item again.

Tags: Attachable Only (Suit), Scientist

Class Specialisations

Note: Currently there are only 2 class specialisations available for scientists. Another is on its way but please enjoy these two for now.

Physician

"Next time, I'll let that monster eat you", you goad your ally as you heal the wounds from an otherwise deadly bite. Through your masterful care, your allies have come to rely on you to keep them healthy while exploring the unknown. You are able to rapidly understand any threats to an explorer's health and act accordingly to preserve life in the most dangerous circumstances.

Tier 1

Medical Expertise

Healing others is second nature to you and you patch up other explorers with ease.

All medical equipment counts as scientist items for you. In addition, when you use medical equipment and roll a dice to see how much HP the creature regains or temporary HP they gain, you roll the dice twice and choose either result.

You're in Safe Hands!

When you come to the aid of a hurt explorer, they know they can get back up and give it their all.

When you use medical equipment and roll a dice to see how much HP an explorer regains or temporary HP they gain, you can grant them a benefit. The benefit you grant them corresponds to the number you rolled on the dice, as shown in the following table. An explorer with any of these benefits loses them at the end of the scene unless otherwise specified and an explorer cannot have more than one benefit at a time. If you choose to give them a new benefit, they lose the one they previously had.

Die Roll

Effect

1	You can choose which benefit you wish to grant from the effects which you could have rolled the corresponding number for.
2	The explorer gains advantage 1 on the next physical save they make.
3	The explorer gains advantage 1 on the next mental save they make.
4	The explorer gains advantage 1 on the next physical check they make.
5	The explorer gains advantage 1 on the next mental check they make.
6	The explorer can choose to re-roll one damage roll they make.
7	The explorer increases their speed by 1 until the end of their next turn.
8	The next time the explorer takes damage, halve the damage they take.
9	The next time the explorer suffers consequences, reduce the severity of those consequences by one step. If those consequences are caused by an NPC in combat, ignore those consequences instead.
10	The next time you would gain stress this scene, gain 1 less stress.

Tier 2

Universal Panacea

You can recognise nearly any illness at a glance and you almost always know exactly how to treat it.

You gain **advantage 1** on any check you make to identify or cure diseases. In addition, when you use a healing item on a creature that is afflicted, you can choose to end the afflicted condition on that creature.

Inspired Healing

In the midst of a battle, with wounded to treat, you are never more focused.

When you heal a creature and choose the lower of the two rolls, you regain a use of your spark of inspiration feature.

Tier 3

No Need for Triage

None are left behind when you are there.

Once on your turn, you can expend your spark of inspiration to perform one of the following:

- You can use an item of medical equipment as a minor task an additional time.
- You can apply an additional benefit from your You're in Safe Hands! feature even if you did not roll the corresponding number.

Physician Items

As a physician, you have undergone the necessary training or licensing to use the following items.

Deer AI

PHY	DEX	INT	AFF
–	–	+3	+1

Cost: 500

Proficient Skills Biology

Deer Personality A deer AI is fundamentally caring of other things, especially living creatures. A Deer AI will typically survey an area for allies and attempt to heal them. If independent, a deer AI will attempt to reconvene with its allies but may become preoccupied with healing injured animals, plants or even robots in its immediate environment.

Abilities

Automated Injector If a drone with this AI installed in it takes an injector as an attachment, it does not consume an attachment slot.

Medical Coordination You can only use this ability when the controller is no further than mid-range from their drone with this AI installed and can see their drone. When a drone with this AI uses its Aid action and rolls dice to see how much HP an explorer regains or temporary HP they gain, it can apply one of the benefits from your You're in Safe Hands! feature. All usual restrictions and effects of this ability apply.

Actions

Aid A drone with this AI installed can take an action to use any medical equipment the drone has attached. If the drone has manipulators, it can use medical equipment in its surroundings rather than just what it has attached. The Deer AI can also attempt a check, adding any bonuses relating to biology, to attempt medical related tasks that the custodian deems appropriate. This could include diagnosing ailments, directing a person to heal themselves or attempting to heal a person with whatever limited resources it has available.

Tags: Drone AI, Unprintable, Scientist, Physician

Rejuvenating Concoction

Load: 1

Cost: 80

Contained within a peculiar gourd lies a small colony of microscopic creatures designed specifically to rejuvenate explorers. After their concoction has been imbibed, it takes some time for them to recover.

As an action, you can administer this concoction to a creature and roll 1d10. That creature gains the benefit of the corresponding number from your You're in Safe Hands! feature. You cannot use this item again until the end of the scene.

Tags: Medical, Concoction, Scientist, Physician

Universal Stimulant

Load: 1/3

Cost: 80

This powerful stimulant can temporarily suppress any mental or physical ailments at the cost of increasing the stress placed upon one's body in the future.

As an action, an explorer can be injected with this item. For the duration of the scene, they ignore any negative effects associated with having stat conditions and do not make stat condition saves. If an explorer reaches their stress limit while in this state, their stress does not reset and they resolve the consequences of reaching their stress limit at the end of the scene. At the end of the scene, they must make one stat condition save unless they resolved the consequences of reaching your stress limit at the end of the scene instead.

Tags: Consumable, Concoction, Medical, Scientist, Physician

Researcher

The world lays open before you, ripe for understanding. You are the undisputed master of comprehending your environment and the creatures which lie within it. You are able to use your elaborate array of sensors to discover pitfalls in your surroundings, the weaknesses of your enemies, set up cunning traps and uncover secret passageways to forge your way ahead.

Tier 1

Meticulous Planner

You always find a way to make time for your research; preparing your group for their next mission.

During downtime, you can either attempt to gather information or take part in a long term project in addition to any other downtime activities you perform.

Efficient Researcher

You are adept at using your tools to understand the world around you and have developed new ways to use them.

All sensors count as scientist items for you. In addition, you can use each of the following sensors in a new way as described below.

Bio-sensor. As an action, you can Discern by making a check using this sensor while you are close or closer to a creature. If the check equals or exceeds the creature's PD, you learn one of the following. If it exceeds the PD by 4 or more, you learn two (you can pick the same option twice).

- The creature's PD, MD, Spot and Speed
- The creature's maximum HP and Wounds
- One ability, attack or reaction on its statblock (chosen by your custodian)
- What causes the creature to gain additional stress or what happens when it gains stress

If you find the biological product of a creature, you can attempt this check if you spend at least a minute analysing the product with a bio-sensor. You can attempt this check only once for each different product of a creature (for example, you cannot attempt this check again if you find more of a creature's saliva).

Geo-sensor. As an action you can scan the area around you out to mid-range with this sensor. The scan proceeds down corridors and caverns. When you scan, make a check using this sensor and if the total equals or exceeds a creature's Spot, you know the whereabouts of that creature and it is no longer hidden from you or any allies you communicate with. If the creature was hiding using vegetation or other creatures, this scan fails to show their whereabouts.

Alternatively, you can focus this scan against an inorganic object. When you do, roll a check using this sensor against a difficulty set by your custodian. If you succeed, the next check made to destroy or attack the object gains **advantage 1**.

Medi-sensor. You can use this sensor when you heal yourself or an ally with some medical equipment. When you do, the target recovers additional HP or gains additional temporary HP equal to your Intellect.

Sound Sensor. As an action you can use this sensor to give one creature you can see that is no further than mid-range from you either resistance or vulnerability to sonic damage until the start of your next turn.

Motion Sensor. When a motion sensor you have deployed detects a creature for the first time during a scene, any explorers that are mid-range from the sensor can use their reaction to make a single attack against the creature which triggered the motion sensor so long as they can see the creature.

Tier 2

Studious Inspiration

Uncovering hidden information with your sensors never fails to brew new plans in your ever-churning mind.

When you make a check that involves a sensor and exceed the difficulty by 1 or the TN by 4 if no difficulty is assigned, you replenish a use of your spark of inspiration feature. You cannot replenish a use on a check during which you used spark of inspiration.

Study Buddy

It's always better to study with a friend.

When you study a specific skill as part of downtime, you can study with another explorer. The other explorer can also study the same specific skill as you but their training in the specific skill cannot exceed yours. If another explorer studies with you, it does not cost them a downtime activity.

Tier 3

Inspired Research

Your thoughts invariably turn towards your research, allowing you to react with greater speed and precision out in the unknown.

You can expend a use of your spark of inspiration feature to perform one of the following:

- You can use a sensor as a minor task an additional time on your turn.
- You can push yourself on any check which uses a sensor without gaining stress.

Sensor Adept

You are so proficient with sensors that you never truly fail while they are involved.

When you make a check which uses a sensor and take at least a minute performing the check and roll less than twice your Intellect on the d20, you count as having rolled a number equal to twice your Intellect.

Researcher Items

As a researcher, you have undergone the necessary training or licensing to use the following items.

Athena Augmentation System

Sensor Attachment (free)

The Athena system adapts to the sensor in which it is placed and massively enhances its capabilities.

When you are determining your loadout at the start of a mission, you can attach this item to one sensor which gains certain benefits (even though sensors do not usually take attachments). These benefits persist even if the sensor is taken as an attachment for another item. The sensor gains the **difficult 3** tag and gains one of the following additional benefits depending on what type of sensor it is.

Bio-sensor You can attempt a check with your bio-sensor and use your ability from Efficient Researcher out to a range of Mid-range from the creature. If you are close or closer, you gain **advantage 1** on this check.

Geo-sensor When you scan an area with your geo-sensor, you can learn the whereabouts of creatures even if it was hiding using vegetation or other creatures. When you scan an inorganic object, all checks made to destroy or attack the object gain **advantage 1** until the end of the next round.

Medi-sensor When you use this sensor while you heal yourself or an ally using medical equipment, the target recovers additional HP equal to your HL.

Sound Sensor You can use this sensor to give up to 3 creatures resistance or vulnerability to sonic damage as described in the ability from Efficient Researcher. You can apply a different effect to each target.

Motion Sensor Once per round, when a creature moves into Mid-range from the sensor with this system installed from Far or further, one explorer that is Mid-range or closer to the sensor may use their reaction to make an attack against that creature so long as they can see the creature.

Tags: Attachable Only (Sensor), Single, Scientist, Researcher

Sub-dermal Sensor
Sensor Attachment (free)
This embedded sensor grants you unfettered access to your most valuable technology while keeping it nearly undiscoverable.

When you are determining your loadout at the start of a mission, you can attach this item to one sensor which gains certain benefits (even though sensors do not usually take attachments). These benefits persist even if the sensor is taken as an attachment for another item. The sensor gains the **Concealable** tag and has a Load of 0 and takes up no attachment slots on other items.

Tags: Attachable Only (Sensor), Single, Scientist, Researcher

Owl AI

PHY	DEX	INT	AFF
–	–	+4	+2

Cost: 500

Proficient Skills Study and Spot

Owl Personality Owl AIs are astutely analytical of everything around them. They will often ceaselessly attempt to discern information from their surroundings, especially if not given another task. If not directed, they will move about an area, continuing this search for new information until their fuel runs out.

Abilities

AssistedCircumspection. When this AI is installed in a drone and attempts a check with a sensor, it counts as proficient in any Learned skills relevant to that check.

IntegratedSensor The first time a drone with this AI installed in it takes a sensor as an attachment, it does not consume an attachment slot.

Actions

DiscernInformation When this AI is installed in a drone, it can take the Discern action. It can attempt any checks with any attached sensors it has and when it does so, it can use one ability from your Efficient Researcher feature.

Tags: Drone AI, Unprintable, Scientist, Researcher

Soldier

Core Features

The following features are essential to creating your explorer and will guide you through creating your character from scratch.

Main Stat

Your main stat is Physique. Make this your highest stat.

Health

You have 3 wounds and your hit point maximum is 12 + your Physique.

Skills

You are trained in either Heavy Armour or Light Armour and in two combat or physical skills. You have 4 skill points to spend when choosing skills at character creation.

Load

You have a base load capacity of 20.

1st Level Features

When you make a soldier, you gain the following features at 1st level.

Grit & Valour

As you feel your body and mind grow weary, you find within you a deep reserve of strength that sharpens your instincts until the fight is done.

When you make a check which uses a combat or physical skill which you are trained in, you may add your stress to the roll.

Physical Presence

Whether you are large and jovial or possess an intimidating stature, you are well acquainted with how your physicality seems to others and can exploit this in social situations.

When making a check to interact socially, you can use a physical stat for the check. If you use a weapon or physical prowess as part of the check, you may use any combat or physical skills relevant to the check. When you do so, describe how you use your body or weapons in the interaction. Your custodian may say that a physical stat wouldn't work for a particular social check.

Items

All soldiers have undergone the necessary training or licensing to use the following items.

Custom Weapon

Weapon Attachment (free)

Cost: 75

You can create volatile yet potent weapons.

When a weapon with this attachment rolls damage, you can choose to roll an additional die of the weapon's normal damage. However, when you do this, if the same number appears more than once across all the damage die you roll for that attack, you suffer that die of your weapon's normal damage. If multiple numbers appear multiple times, you suffer the highest die of your weapon's normal damage.

If you use this item after you rolled a critical hit, you maximise the additional die and then roll another die of the weapon's normal damage to see how much damage you take.

Tags: Attachable Only (Weapon), Soldier

Medal of Honour

Load: 0

Cost: N/A

You are known as a war hero to some and displaying your medal proves this.

You can only use the abilities of this item if you chose it during character creation or have been properly given it during your adventures. When you do so, create a short backstory explaining how you acquired it.

You gain **advantage 2** when interacting socially with anyone who respects your medal of honour and what it stands for. In addition, when you would suffer consequences as a result of a social check you can say that you will flash your medal. If you do so, you suffer no consequences if the person respects that medal. You cannot ignore consequences in this way more than once when interacting with the same person.

Tags: Unique, Soldier

Power Armour

Load: 10

Cost: 500

While wearing this armour, you are nigh unstoppable in combat.

Power armour can only be used by soldiers who are trained in the Heavy Armour skill. The full rules for power armour can be found in the Armour & Suits part of the Choose Your Equipment section.

Tags: Armour, Soldier

Class Specialisations

Berserker

Rip and tear, until it is done! Upon the battlefield, you are a terror to behold. You strike down foes with reckless abandon until there is nothing left, few are able to withstand your assault for long. You possess a strength some may consider supernatural and it earns you praise and fear in equal measure among friends and foes alike.

Tier 1

Reckless Assault

You dive headfirst into danger, swinging swords or shooting guns wildly.

When you make an attack you can choose to grant the attack and all other attacks until the start of your next turn **advantage 1**. When you do this, you have **disadvantage 1** on your saves to resist attacks until the start of your next turn or until you brace.

Adrenaline Rush

You can exert yourself in moments of frenzied, frightening strength.

You can choose to gain 1 stress to achieve a full success on a feat of near superhuman physical strength without rolling a check.

Tier 2

Brutal Strikes

As tension rises, you rise with it.

Your attacks deal additional damage equal to your stress.

Tier 3

Terrifying Presence

You can instil those around you with a deep terror, even in the midst of battle.

Once on your turn when you hit a creature with an attack or as an action, you can attempt to terrify a creature. Make an attack against their MD as if you were attacking with a weapon or using appropriate social skills. On a hit, the target gains 1 stress and must use its movement on its next turn to move away from you as far as it can.

The effects of a success out of combat may change if discussed with your custodian. If you fail to terrify a creature, you cannot attempt to terrify that same creature again during that scene.

Furious Riposte

Always swinging, always violent. You stare pain in the face and smile.

As a reaction when you are hit by an attack, you can immediately make an attack against the creature that attacked you.

Berserker Items

As a berserker, you have undergone the necessary training or licensing to use the following items.

Fury Serum

Load: 1/4

Cost: 120

Some soldiers take this drug to enhance aggression, inhibit pain and enter a state of uncontrollable rage. Those who witness it are left with no doubts of who the real beast is.

You can ingest this concoction as a minor task and the effects last for the duration of the scene. When you take this serum, you gain temporary hit points equal to your Physique + 3. You also count your stress as being 3 higher for the purposes of any features and items which use stress.

At the end of the scene, you will suffer a moderate consequence which can include taking damage from overuse, increased stress, temporary amnesia or a worsened relationship with your allies. Decide with your custodian and players on an appropriate consequence.

Tags: Consumable, Concoction, Soldier, Berserker

Gouging Weapon

Weapon attachment (1 slot)

Cost: 145

You have altered your weapon to leave lasting wounds that affect a foe for far longer than usual.

A weapon with this attachment has the **persistent (stress)** tag. (stress) here is your stress when you roll damage against the target including any additional modifiers to stress.

Tags: Attachable Only (Weapon), Soldier, Berserker

Savage Weapon

Weapon attachment (free)

Cost: 80

You have altered your weapon to be particularly violent and deal devastating damage.

A weapon with this attachment has the **overkill** tag.

Tags: Attachable Only (Weapon), Soldier, Berserker

Captain

With banners held high, roaring encouragements, you are the beating heart of your team in battle, coordinating them so everyone plays their part perfectly. When battle gets heated, your allies look to you to lead them with barked orders and a watchful eye, you will make sure everyone makes it through.

Tier 1

Lead from the Front

In the midst of battle, it's your role to give direction to help your group function as one.

At the start of each round while in combat, you can issue an order to your allies. The order lasts until the end of the round and any other explorer that can hear you can benefit from the order.

While you are not in combat, you can issue an order at any point during the scene. The order, and any of its effects, lasts until the end of the scene and any other explorer that can hear you can benefit from the order. You can only issue a single order per scene while not in combat.

Tier 2

You've Got This!

Your allies know you've got their back and can relax a little when taking risks.

When an ally chooses to gain stress to get an opportunity, you can gain the stress instead of them. You must be communicating in order to do this.

Urgent Orders

You notice a problem your ally hasn't yet spotted and quickly shout an order to prevent any mishaps.

As a reaction, after an explorer adds your Affinity to a roll as a result of an order you issued, you can add your stress to their roll so long as they can hear you.

Tier 3

Watchful Eye

Always on the lookout for danger; you warn your allies when danger approaches and they react to your command instinctively.

Before the first turn of combat, you can use a reaction to shout a quick command. Any who hear this command may immediately move up to their speed.

Perfect Coordination

The trust your team places in you has grown and you all work in perfect cohesion.

When you use your Urgent Orders feature to increase an explorer's roll and it is currently their turn, they can take an additional action that turn out of the following options: Attack (single attack only), Disengage, Hide, or Run.

You cannot do so again until you have gained stress.

Orders

The orders which you can issue are as follows.

Brace for Impact!

Explorers who receive this order gain temporary hit points equal to your Affinity. These temporary hit points last until the end of the round.

Bring it Down!

Explorers who receive this order can add your Affinity to one damage roll each turn targeting one creature which you choose when you issue this order. You must be able to see the creature you choose.

Keep Us in the Loop

When an explorer who receives this order helps another explorer, the explorer making the check they are helped with may add your Affinity to the roll.

Steady. Aim. Fire!

Explorers who receive this order can add your Affinity to an attack check they make on their turn so long as they only make a single attack that turn.

Take it Slow

Explorers who receive this order can add your Affinity to the next save they make so long as they do not move at more than 1 speed or Run on their turn.

Captain Items

As a captain, you have undergone the necessary training or licensing to use the following items.

Automated Adrenaline Injectors

Suit Attachment (free)

Cost: 260

In tough situations, it is important for a captain to keep their squad moving. These injectors attach to an explorer's suit and allow a leader to heal their allies from a centralised location.

When you print this item, you print enough to give this attachment to each explorer in your group. They do not require training to have this item after you have given it to them, however only you can direct the use of the item.

This item requires loading with Stims in order to function. Each injector can hold up to one stim at a time and any replenishment stims must be taken as part of your loadout as normal. It takes an action to replenish one injector.

As a minor task, you can activate one injector which you can see causing a stim to be administered to the explorer. See the stim item for further details.

As an action, you can activate up to all injectors that you can see.

Tags: Attachable Only (Suit), Consumes (Stims), Soldier, Captain

Battle Standard

Load: 2

Suit Attachable (1 slot)

Cost: N/A

This standard can be a flag or some other special marker of your group which your party rallies around. When you fly it in the centre of battle, it gives them confidence to fight on.

You can only use the abilities of this item if you chose it during character creation or have acquired it together with your party. If you chose it during character creation, create a short backstory explaining how your group acquired it and why it is special to them.

While in combat, when another explorer gains stress while they can see or hear you, you can use your reaction to gain the stress instead.

Tags: Attachable (Suit), Unique, Soldier, Captain

Subjectivity Interface

Suit Attachment (free)

Cost: 340

The subjectivity interface allows you to see through the eyes and ears of your comrades to better assess any situation.

When you print this item, you print enough to give this attachment to each explorer in your group. They do not require training to use this item after you have given it to them, however they are not able to use this item.

As a minor task, you can temporarily hear and see what another explorer with this item hears and sees. You can do so while you are up to 1 mile from the other explorer on a planet's surface or over shorter distances if you are underground or there is other interference. You can use this item to communicate, provide detailed information or even coordinate long range attacks.

Tags: Attachable Only (Suit), Soldier, Captain

Protector

You are the ever vigilant shield guarding your fellow explorer's backs. With you around, they have nothing to fear as your unyielding strength and persistence sets them at ease against the terrors of an unwelcoming galaxy. Any danger, you will face it. Any pain, you will endure.

Tier 1

Interception

You are always alert to dangers to your allies and jump in to protect them at the slightest provocation.

When an ally who is adjacent to you takes damage from an attack, you can use your reaction to make a save as if you were the target of the attack. If you are successful, the damage is negated and you suffer no further consequences. If you fail, you take the damage as if you were the original target of the attack and any further consequences are suffered by you.

Tier 2

Durable

Time spent throwing yourself into the line of fire has made you sturdier than most.

Your hit point maximum increases by your half-level.

Reassuring Facade

Nothing seems to faze you as you constantly reassure your allies that things will be okay.

As an action, you can reduce another explorer's stress by a number equal to your stress. You can do this for each explorer only once before the end of a mission.

Tier 3

Bastion of Protection

Your awareness of danger and reassuring presence ensures all those around you feel safe.

While other explorers are adjacent to you, they gain a bonus to saves equal to your Physique.

Shoulder All Burdens

You are the strongest around and bolster your allies' resolve at the expense of your own.

As a reaction when an ally gains stress as a result of consequences, you can gain the stress instead.

Protector Items

As a protector, you have undergone the necessary training or licensing to use the following items.

Aegis Propulsion System

Armour attachment (1 slot)

Cost: 200

The Aegis System rapidly notices incoming threats and reacts faster than any wearer. The system rapidly engages short range propulsion to quickly move the wearer across short distances.

Your Interception feature can protect allies who are close or adjacent to you. When you use this feature when you are close to an ally, you move adjacent to them.

Tags: Attachable Only (Armour), Unique, Soldier, Protector

Power Shield

Load: 3

Cost: 150

This massive shield provides ample defence and redirects bursts of electricity back at attackers.

Once on your turn you can deploy or pick up the power shield as a minor task. You cannot deploy or pick up the shield on a turn in which you have already moved. While it is deployed and you are adjacent to it you gain a +2 bonus to physical saves.

Also while it is deployed and you are adjacent to it you can redirect energy damage. As a reaction when you succeed on a save against an attack that would deal energy damage to you, you can deal energy damage back to the attacker equal to your level.

Tags: Soldier, Protector

Reactive Armour

Armour attachment (1 slot)

Cost: 375

Your armour is formed of flexible plates which can store damage as energy that can be released to fuel powerful blows.

When you take energy, kinetic or sonic damage, your reactive armour becomes charged until the end of your next turn or until you hit with a melee attack. When you hit with a melee attack while your armour is charged, you deal an additional 1d6 kinetic damage.

Tags: Attachable Only (Armour), Soldier, Protector

Make a Background

Your explorer's background comprises the events of their life up to your adventures with your other explorers and custodian. As an explorer, you are a competent spacefarer, usually crafty if not outright intelligent, from the start. Few people have access to the privileges and have the wealth of experience your explorers have even at 1st level so remember this when writing your character's backstory.

What Your Background Gives You

Regardless of the narrative in your backstory, your background always gives you some mechanical benefits to add to your character. These are the following:

- **Stat Increase** You add +1 to a stat of your choice. You cannot increase a stat beyond +3 during character creation.
- **Skill Training** You are trained in 2 specific skills of your choice.
- **Equipment** You can take an equipment pack of your choice or you may purchase equipment. How to do this is outlined in the Choose Your Equipment section.

Choose Your Skills

Your skills represent specific fields of study or specific traits an explorer has taken it upon themselves to learn and better themselves at.

An explorer can either be untrained, trained or proficient in a skill. Being untrained is the default state of most skills - you add nothing to the d20 roll besides your stat. If you are trained in a skill, you add an additional 1d6 to any check to which the skill applies. If you are proficient in a skill, you add an additional 6 to any check to which the skill applies instead.

The above rules apply to Learned skills. These are the first tier of skills that an explorer may acquire that represent a firm understanding in a particular field. At this tier, all you receive is additional modifiers when you roll a relevant check. The second tier of skills are Honed skills. An explorer can also either be untrained, trained or proficient in a honed skill. Unlike with learned skills, being trained in a honed skill adds 1d4 to the roll and being proficient adds 4. You add these modifiers on top of the modifiers for one prerequisite learned skill. For example, if an explorer wishes to shoot an alien with a rifle and they are proficient in Longarms and trained in Huntsman they will roll $1d20 + \text{their Dexterity} + 6$ (proficient in Longarms) + 1d4 (trained in Huntsman). If you are ever in doubt of what skill or stat to use for a check, your custodian decides.

Every honed skill, except the Light Armour and Heavy Armour skills, has at least one prerequisite learned skill as shown in the skill tree. In order to begin training in a honed skill, you must be proficient in at least one of the learned skills which are its prerequisite. When rolling ability checks and adding modifiers from skills, you only add the modifiers from up to one learned and up to one honed skill, even if you are trained or proficient in multiple learned skills which may apply to the check.

Skills

Each skill is grouped into one category out of Combat, Physical, Mental and Social. Combat skills apply primarily in combat and are skills relating to the use of particular weaponry. Physical skills typically apply to using one's body in precise or strenuous ways not explicitly requiring the use of weapons. Mental skills typically apply to using one's mental faculties to understand a particular concept or the world around them. Social skills typically include a person's charisma, ability to make others do what they want and to understand others.

Learning Skills

In order to gain skills, you must receive skill points. You receive skill points when you create your character and when you level up. You are free to spend skill points on any skill which you have the prerequisites for. Doing so allows you to learn a new skill, or become proficient in a trained skill.

In order to begin training in a new Learned skill or to become proficient in a Learned skill which you are already trained in, you must spend 1 skill point. In order to begin training in a new Honed skill or to become proficient in a Honed skill which you are already trained in, you must spend 2 skill points.

When Creating your Explorer

Your class will tell you how many skill points you have for choosing skills during character creation. While creating your explorer, think about the sorts of things you want your character to be good at and later specialise in. When you are ready, you may choose your skills by spending the number of skill points indicated by your class.

You can spend skill points in succession to take a Learned skill from untrained all the way to proficient. This would require spending 2 skill points (1 to become trained in the skill and another to become proficient). During character creation, you cannot train in any honed skills.

Levelling Up

When you level up past 1st level, you are given 2 skill points which you must spend straight away during the level up process. There are two differences in how you can spend skill points during levelling up.

- You can only increase a skill by one tier. This means you cannot take a learned skill from untrained to proficient in a single level up.
- You can train in honed skills.

Another way to consider skills when levelling up is that you can increase two learned skills by 1 tier, taking each one from untrained to trained or from trained to proficient, or one honed skill by 1 tier. Remember that if you become proficient in a skill, you can increase a stat as described in the Choose Your Stats section.

Summary of Skill Bonuses and Points

This table should help you when deciding what modifiers to add to any particular check and how many points it will take to bring a skill to higher tiers.

Training Level	Modifier	Cumulative Points Cost
Untrained	Stat	0
Trained in Learned Skill	Stat + 1d6	1
Proficient in Learned Skill	Stat + 6	2
Trained in Honed Skill	Stat + 6 + 1d4	4
Proficient in Honed Skill	Stat + 10	6

Learned Skills

The following describes all the learned skills that are available to explorers. This should give you an outline for how and when these skills are used.

Combat Skills

Close-quarters Fighting Ability to fight up close and personal, using weapons or unarmed fighting.

Heavy Weaponry Ability to wield heavy weapons that devastate their targets.

Longarms Ability to wield rifles and other medium to long range weaponry.

Small Arms Ability to wield small firearms effectively.

Mental Skills

Biology Knowledge of lifeforms and how they work.

Chemistry Knowledge of matter and its chemicals.

Planetary Sciences Knowledge of physics and geography, including the environments of planets and how they function.

Read the Land Ability to learn from the world around you, track creatures and survive off the land.

Spot Noticing other creatures and objects in the environment.

Study Ability to quickly find new information and discern its truthfulness.

Technology Understanding of computers and other advanced technology.

Physical Skills

Athletics Physical fitness and strength focused technique.

Endurance Durability and stamina; a combination of mental and physical resilience.

Grace Physical elegance and agility.

Manual Precision Ability to accomplish physically small and precise tasks effectively.

Stealth Physically hiding and sneaking past others or hiding items on your body.

Social Skills

Charm Ability to persuade and enamour yourself towards others.

Deceive Ability to lie and trick others and hide your intent.

Intimidate Ability to make someone do your bidding through threats.

Lead Ability to lead and inspire those working with you.

Read a Beast Ability to communicate with creatures wordlessly and interpret their actions.

Read a Person Ability to gain insight into a person's motives and intentions.

Honed Skills

In addition to providing additional modifiers to checks, each rank of a honed skill also provides additional benefits. Being trained in a honed skill grants the explorer a special feature and being proficient grants a further feature, usually expanding on the one before. The benefits for these features are cumulative, unless otherwise noted. The following provides a description of where the honed skill applies as well as an explanation of the special features you receive for training in the skill.

Combat Skills

Buckshot Bruiser

Prerequisites: Proficient in the Close-quarters Fighting skill

Up and close with a blunderbuss is where you call home. You can always be found where the fight is thickest with your trusty boom stick.

Trained

You gain the following benefits:

- Your shotguns have an additional attachment slot.
- When you attack with a shotgun and are close or closer to the target, you gain **advantage 1**.

Proficient

You gain the following benefits:

- Your shotguns have an additional attachment slot.
- When you use shotguns, they gain the **brutal** tag.
- When you roll a critical hit with a shotgun against a creature, the creature cannot take reactions until the start of its next turn.

Duellist

Prerequisites: Proficient in the Close-quarters Fighting skill

You are a flurry of finesse and vicious grace with a blade in either hand.

Trained

You gain the following benefits:

- Your one-handed melee weapons have an additional attachment slot.
- When you attack on your turn, you can attack twice with one-handed melee weapons.

Proficient

You gain the following benefits:

- Your one-handed melee weapons have an additional attachment slot.
- When you fail a save to resist a melee attack while you have a one-handed melee weapon in hand, you can use your reaction to add the weapon's normal damage die to the save.
- If you do not move on your turn and you do not use any weapons other than one-handed melee weapons, you can attack three times with one-handed melee weapons on your turn. All three attacks must be made against the same target.

Executioner

Prerequisites: Proficient in the Heavy Weaponry skill

As your might axe or maul crashes down, little is left standing. Your swings devastate foes with a single blow.

Trained

You gain the following benefits:

- Your two-handed melee weapons have an additional attachment slot.
- When you deal damage with a two-handed melee weapon, you roll all the damage dice twice and take the highest result.

Proficient

- Your two-handed melee weapons have an additional attachment slot.
- When you use two-handed melee weapons, they gain the **overkill** and **critical 1** tags.

Heavy Armour

Prerequisites: None

You know how to wear and fight effectively wearing heavy armour. You're able to face the full brunt of an enemy's attack head on and wield specialised armaments for your armour.

Trained

You are able to wear heavy armour and use any attachments which require heavy armour.

Proficient

The number of attachment slots your heavy armour can have is increased by a number equal to your HL.

Heavy Gunner

Prerequisites: Proficient in the Heavy Weaponry skill

You rain a hail of lead-cased death upon any thing reckless enough to poke its head out from cover.

Trained

You gain the following benefits:

- Your light machine guns have an additional attachment slot.
- You can attack with a light machine gun an additional time on your turn but each attack must be against a target which you have not attacked yet.

- When you attack, you can lay down suppressing fire. When you do so, you make your attacks against a target's Spot. If you hit, if the target does not brace, you can roll your damage die twice and take the highest result. If the target does brace, you deal no damage to the target. When you lay down suppressing fire during a scene, you consume an additional unit of ammunition at the end of the scene.

Proficient

You gain the following benefits:

- Your light machine guns have an additional attachment slot.
- When a hostile creature moves adjacent to you and you can see it coming, you can use your reaction to attack it with a light machine gun just before it becomes adjacent to you.
- At the start of your turn, you can declare that you will enter a shooting spree. For the duration of your turn, you can continue to attack targets with your light machine gun so long as each target is a target that you have not attacked yet on your turn. At the end of a turn where you declare a shooting spree, you consume 1 unit of ammunition.

Huntsman

Prerequisites: Proficient in the Longarms skill

When a shot has to be made perfectly, all eyes turn to you to get the job done. Your precision allows you to disable a foe one limb at a time.

Trained

You gain the following benefits:

- Your hunting rifles have an additional attachment slot.
- When you hit a creature with a ranged attack with a hunting rifle, you can apply one of the following negative effects to the creature which all last until the end of the next round. A creature can only suffer one of the following effects at a time.
 - The next attack check that targets the creature's MD gains **advantage 1**.
 - The next attack check that targets the creature's PD gains **advantage 1**.
 - The next save any creature makes to resist the target creature's next attack gains **advantage 1**.
 - The creature's speed is halved.

Proficient

You gain the following benefits:

- Your hunting rifles have an additional attachment slot.
- When you use hunting rifles, they gain the **reliable** tag.
- When you hit a creature with a ranged attack with a hunting rifle and apply one of the negative effects detailed above, you can apply an additional different negative effect from the list. A creature cannot suffer more than two of the negative effects at a time.

Light Armour

Prerequisites: None

You know how to wear and fight effectively wearing light armour. You're able to nimbly dodge away from foes' attacks and wield specialised armaments for your armour.

Trained

You are able to wear light armour and use any attachments which require light armour.

Proficient

The number of attachment slots your light armour can have is increased by a number equal to your HL.

Martial Artist

Prerequisites: Proficient in the Close-quarters Fighting skill

You may be a brutal boxer, kung fu master or casual street fighter. Whatever your background, you are a danger with just your body and the environment around you.

Trained

You gain the following benefits:

- Your improvised attacks can use either your Physique or Dexterity and the damage die for these attacks is 1d8.
- You can make 2 improvised attacks when you take the attack action on your turn and are adjacent to the target of both attacks.

Proficient

You gain the following benefits:

- When you hit with an improvised attack on your turn against an adjacent target, you can grapple the target as well as dealing your usual damage to them. If you do so, you automatically succeed on the grapple so long as you would be physically able to grapple the target.
- You are well known in certain circles relating to your fighting style. You may be the star of a boxing gym, an underground street gang or a karate dojo. During downtime, this gives you an assortment of contacts to work with, a network to gather information in or a small group of people that can help you with an errand you require. They may go into danger for you but will be unwilling to leave their homes behind or enter obviously life threatening situations with you.

Pistolier

Prerequisites: Proficient in the Small Arms skill

Your lightning reflexes can draw your pistol at a moment's notice, ready to deal death with an elegant recklessness.

Trained

You gain the following benefits:

- Your handguns have an additional attachment slot.
- You can wield a handgun in each hand or a handgun in one hand and a one-handed melee weapon in the other. When you do, you may attack with both weapons when you attack on your turn. Your attacks with handguns ignore **disadvantage 1** from a hostile creature being adjacent to you if you have a free hand or a one-handed melee weapon in one hand.

Proficient

You gain the following benefits:

- Your handguns have an additional attachment slot.
- When combat starts but before any creature has taken a turn, you can make a single attack as a reaction with a handgun.

- When you attack, you can unload your handguns' magazine indiscriminately. When you do, your handguns gain the area 3 tag until the end of your turn. When you do this, you consume 1 unit of ammunition at the end of your turn.

Sniper

Prerequisites: Proficient in the Longarms skill

One shot, one kill!

Trained

You gain the following benefits:

- Your sniper rifles have an additional attachment slot.
- When you use sniper rifles, they gain the **brutal** tag.
- When you attack with a sniper rifle and exceed the target's defence score by 4 or more, the damage die of your sniper rifle becomes 2d8 for that attack.

Proficient

You gain the following benefits:

- Your sniper rifles have an additional attachment slot.
- Your sniper rifles gain the **critical 1** tag.
- When you push yourself on an attack check with a sniper rifle, you can roll an additional die of damage and add it to the total damage the sniper rifle deals for that attack.

Saboteur

Prerequisites: Proficient in the Manual Precision or Chemistry skills

You have a bursting knowledge of explosives and how to use them.

Trained

You gain the following benefits:

- Your grenades have an additional attachment slot.
- Given minutes you can attempt to make an improvised explosive out of almost anything, at your custodian's discretion. You can gain 1 stress to create an improvised explosive as an action out of what is around you. Your custodian may decide that you simply cannot make an improvised explosive or require further consequences to do so.
- You can fit an additional grenade into 1 load of grenades. However, if you do there is a risk of an explosion if you suffer a dire consequence.

Proficient

You gain the following benefits:

- Your grenades have an additional attachment slot.
- You can gain 1 stress to attack with a grenade as a minor task.
- You can attach 2 reconfiguration attachments to a grenade, instead of 1. The second reconfiguration attachment uses an attachment slot.

Mental Skills

Bio-chemist

Prerequisites: Proficient in the Biology or Chemistry skills

You have extensive knowledge of lifeforms and ability to manipulate their biologies.

Trained

You gain the following benefits:

- When you gather information before a mission, you always learn what creatures are most likely to appear as well as one useful piece of information on their statblock, as determined by your custodian.
- When you successfully Discern information about a creature, you can apply one of these effects. The effect applies to you and all explorers you can communicate with. You can use this feature against a creature only once per scene.
 - Attacks against the chosen creature gain the **Critical 1** tag.
 - Attacks against the chosen creature gain the **Reliable** tag.
 - Attacks against the chosen creature gain the **Overkill** tag.

Proficient

You gain the following benefits:

- If you gathered information before a mission, for the duration of that mission you can gain 1 stress when you meet a creature you haven't met before to learn one ability, attack or reaction the creature has.
- When you apply one of the above effects against a creature, you can apply the same effect against all creatures which share the same statblock as the chosen creature.

Field Medic

Prerequisites: Proficient in the Biology or Manual Precision skills

You have extensive knowledge of human biology and the ability to help heal it.

Trained

You gain the following benefits:

- When you heal a creature using medical equipment, you can add your Honed Skill bonus from this skill to the amount of hit points you heal. (This will be either 1d4 or 4 - do not add any other skill bonuses).
- You can fit an additional unit of any medical equipment consumable into 1 Load of that item.

Proficient

You gain the following benefits:

- When you heal a creature or grant them temporary hit points from using medical equipment, you can remove one level 1 physical stat condition they suffer or turn a level 2 physical stat condition into its level 1 version. Once an ally has received this benefit, they cannot receive it again until the end of a mission.
- When you heal a creature using a medkit, you can cause the creature to recover a Wound. You can do so once before the end of a mission.

Investigator

Prerequisites: Proficient in the Study skill

You are adept at uncovering knowledge quickly and in great detail, whether at a desk or in the heat of battle.

Trained

You gain the following benefits:

- During downtime, you can attempt to gather information as an additional downtime action. You cannot take this additional action if you would already be performing 2 or more downtime actions.
- After you make a check which uses Intellect or Affinity, you can attempt to generate an opportunity (even on a failure). If one is generated and you take the opportunity, you can lose 1 stress. You can lose stress in this way only once per scene.

Proficient

You gain the following benefits:

- When you attempt to gather information during downtime, you gain **advantage 2** on any relevant checks.
- Once on your turn, so long as you have not attacked on your turn, you can attempt to discern as a minor task.

Physical Scientist

Prerequisites: Proficient in the Physics or Planetary Sciences skills

You have in-depth knowledge of the cosmos and are able to rapidly adjust to new phenomena.

Trained

You gain the following benefits:

- When you gather information before a mission, you always learn detailed information of what environmental hazards are most likely to appear.
- At the start of a mission, you can choose 1 item which you have blueprints for. It gains the **difficult X** tag for you. When you choose your loadout at the start of a mission, you decide what number X is. The chosen item must have one of the following tags: Drone, Sensor, Toolset, Vehicle or Weapon.

Proficient

You gain the following benefits:

- If you gathered information before a mission, for the duration of that mission you can gain 1 stress when anyone in your party suffers consequences as a result of an environmental hazard. Reduce the tier by 1 step of any consequences suffered by environmental hazards for all explorers you can communicate with for the rest of the scene.
- You can choose 2 items to gain the **difficult X** tag in the same way described above.

Sharpened Senses

Prerequisites: Proficient in the Spot skill

You have a finely tuned awareness of the world around you.

Trained

You gain the following benefits:

- In combat, you can always choose to take your turn first in a round before any others, even during a surprise round. If an NPC has a similar ability, whoever initiated the combat can go first but you can still go before any NPCs without that ability.
- You can ignore **disadvantage 1** whenever you make a spot check.

Proficient

You gain the following benefits:

- When you make a spot check, you can gain 1 stress and describe a course of action to your custodian. You have noticed something that would be useful in that course of action. When you or an ally you can communicate with proceeds with that course of action, they gain the following benefits:
 - They may get an opportunity during a check in that course of action without gaining stress.
 - They gain **advantage 1** on one check in that course of action.
- You do not gain **disadvantage 1** on saves to resist an attack from something unseen.

Survivalist

Prerequisites: Proficient in the Read the Land skill

You are one with the land and can find information in places others would never think of

Trained

You gain the following benefits:

- When you Discern information about an environment, you gain **advantage 1** on the check. In addition, you can attempt to generate an opportunity (even on a failure). If one is generated and you take the opportunity, you can lose 1 stress. You can lose stress in this way only once per scene.
- When you attempt to find food, the degree of success for a check you make is increased by 1.

Proficient

You gain the following benefit:

You gain **advantage 1** on any checks to track a creature.

When you are tracking a creature, you can gain 1 stress after making a check using this skill's prerequisite skill to ask your custodian one of the following questions. If you exceed the TN for the check by 4 or more, you may ask up to two of the questions. They must answer truthfully but may give vague or incomplete answers.

- What are the usual habits of this creature?
- What is the creature likely doing now?
- What is one useful piece of information from this creature's statblock?
- What is this creature's PD, MD, Spot and Speed?

Technophile

Prerequisites: Proficient in the Technology skill

The world seems almost a string of 1s and 0s to you and technology does your bidding effortlessly.

Trained

You gain the following benefits:

- When you make a successful check using this skill's prerequisite skill and generate an opportunity, you can take the opportunity without suffering any consequences.
- You gain a special Custom AI item which can be installed into any drone or vehicle.

Proficient

You gain the following benefits:

- When you suffer consequences as a result of a check using this skill's prerequisite skill, you can gain 1 stress to ignore these consequences.
- Your Custom AI gains additional benefits as described below.

Custom AI

PHY	DEX	INT	AFF
-----	-----	-----	-----

-	-	X	X
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Proficient Skills One skill of your choice.

Custom Personality You may determine the personality of your custom AI when you create it. This personality may evolve with time. This AI will not go rogue unless you wish it to.

Abilities

Skill Assimilation This AI is trained in any learned skill which you are also trained in. **(Proficient)** When you are proficient in the **Technophile** skill, this AI is proficient in any learned skill which you are also proficient in.

Like Parent, Like Child The Intellect and Affinity scores for this AI is identical to yours at the start of each mission.

Specialisation (Proficient) When you are proficient in the **Technophile** skill and this AI is installed into a drone or vehicle, the drone or vehicle gains an additional attachment slot.

Actions

General Directive When this AI is installed in a drone or vehicle, it can take any action so long as it makes a check which is trained in a relevant skill for. This can include attacking or anything an explorer can do so long as it is trained in the relevant skill and is physically able to perform the task. (For instance, a drone cannot administer Stims without an injector or manipulators).

Tags: Drone AI, Unique, Technology, Technophile

Physical Skills

Acrobat

Prerequisites: Proficient in the Grace skill

You can move your body with incredible agility, grace and poise.

Trained

You gain the following benefits:

- When you are falling, you can always attempt to land safely and cushion your landing unless the fall would kill you outright.
- When you are offered an opportunity while performing a feat of acrobatics, you can take that opportunity with no consequences.
- When you fail a Dexterity save, you can gain 1 stress to re-roll the save, potentially changing the degree of success.

Proficient

You gain the following benefits:

- So long as you do not stop moving, you can run up walls, trees and sheer surfaces.
- Your speed is increased by 1 so long as you are moving using your own body, you are in a physically dense environment (such as buildings, caverns or forests with surfaces to jump off), you have at least one hand free and you do not attack with a weapon without the flexible tag at any point on your turn.

Espionage

Prerequisites: Proficient in the Deceive or Stealth skills

You are at home in the shadows and know how to conceal yourself in any situation, whether it be careful positioning or a well-prepared ruse.

Trained

You gain the following benefits:

- When you suffer consequences as a result of a check relating to stealth or deceive, you can gain 1 stress to ignore the consequences so long as they are not dire.
- You can always attempt to hide, even in plain sight of enemies. This may require a creative description to your custodian, but it can always be attempted.

Proficient

You gain the following benefits:

- If you are hidden, you are only discovered on your turn if you hit a creature with an attack. Speaking, missing with attacks, walking past creatures does not reveal you so long as you are trying to remain hidden.

- Given time to prepare (typically during downtime), you can create an alternate identity which you can use to access authorised areas and pass a thorough background check. If you spend some of this preparation time studying another person, you can mimic their mannerisms, speech patterns and craft a disguise that looks like them. You gain **advantage 1** on any check to convince others that you are who you say you are while wearing a prepared disguise. Your custodian will determine the preparation time which may take hours to access lower security areas (such as appearing as a non-descript police officer and walking into a police station) or many days for more difficult disguises (such as mimicking a famous politician and accessing private areas).

Resilient

Prerequisites: Proficient in the Endurance skill

You have exceptional physical or mental toughness.

Trained

Choose to gain one of the following benefits:

- **Unfaltering.** Choose a stat. When you make a save using that stat, you can add your HL to the result.
- **Indomitable.** Your stress limit is increased by your HL.
- **Tough.** Your HP maximum is increased by your HL.

Proficient

You gain an additional benefit from the list of options above.

You cannot choose the same option more than once unless you choose the **Unfaltering** option. You cannot pick the same stat twice.

Tri-athlete

Prerequisites: Proficient in the Athletics skill

You have the physical fitness of a top athlete.

Trained

You gain the following benefits:

- When you are offered an opportunity while performing a feat of athleticism or strength, you can take that opportunity with no consequences.
- When you fail a Physique save, you can gain 1 stress to re-roll the save, potentially changing the degree of success.
- When you suffer consequences as a result of lacking food, water or exhaustion the tier of the consequences are reduced by one step for you.

Proficient

You gain the following benefits:

- When you make a physical stat condition save and exceed the difficulty by 1, you do not increase the TN. You can do so once for each stat until you fail a stat condition save in that stat.
- When you grapple a target, you gain **advantage 1** on any attacks against the target and explorers other than you gain **advantage 1** on saves to resist their attacks.

Social Skills

Commanding Presence

Prerequisites: Proficient in the Intimidate or Lead skills

You are a force of personality, able to embolden your allies or terrify your foes.

Trained

You gain one of the following benefits when you learn this skill:

- Once on each of your turns when you do not attack, you can give one ally who can hear you temporary hit points as a minor task. These temporary hit points equal your Affinity. These temporary hit points last until the start of your next turn.
- As an action, you can attempt to menace a non-greater creature. Make an attack against the target's MD, you use affinity and may add this skill to the check. If you hit, the target is frightened until the end of its next turn. A creature that has been menaced cannot be menaced again that scene.

Proficient

You gain one of the following benefits or a benefit from being trained in this skill.

- When you give an ally temporary hit points using this skill, you can remove one level 1 stat condition they suffer or turn a level 2 stat condition into its level 1 version. Once an ally has received this benefit, they cannot receive it again until the end of a mission.
- Once on your turn, you can attempt to menace a non-greater creature as a minor task if you are adjacent to the creature.

Insightful

Prerequisites: Proficient in the Read a Beast or Read a Person skills

You are experienced using empathy and can understand people and creatures with ease.

Trained

When you use one of this skill's prerequisite skills on a creature to which that skill applies, you can gain 1 stress to ask your custodian one of the following questions. If you exceed the TN for this check by 4 or more, you may ask up to two of the questions. They must answer truthfully but may give vague or incomplete answers.

- What is this creature feeling right now?
- What does this creature want or need?
- Is this creature being deceptive?
- What motivates this creature?

If you have a feature which allows you to ask similar questions of your custodian from your class (such as the secret agent's *Eye for Deceit* or the mastermind's *Discerning Eye*), you may ask up to two questions from any list on a success or up to three if you exceed the TN by 4 or more.

Proficient

You gain the following benefits:

- As an action while you are mid-range or closer to a creature, you can make a check against a creature's MD using this skill and any appropriate prerequisites. On a success, your custodian will tell you if the creature intends to attack on its next turn or perform another action. The next save to resist one of this creature's attacks gains **advantage 1** until the end of the creature's next turn. After you have taken this action, you can attempt the same check again on the same creature on future turns once as a minor task.
- As an action while you can communicate with an ally, you can attempt to calm the ally down and remove a condition from them. Make a check using this skill and any appropriate prerequisites against a difficulty set by your custodian. On a success, you remove one of the following conditions from the ally: confused, dazed (becomes confused instead of being removed), demoralised, frightened or hopeless (becomes demoralised instead of being removed). After you have made this check, you cannot attempt to do so again on the same ally until the end of a mission.

Silver-tongued

Prerequisites: Proficient in the Charm or Deceive skills

You are able to talk your way out of any situation through charm or guile.

Trained

You gain the following benefits:

- You are able to convince most people to like you or simply work with you after a short conversation. After a sufficient time spent conversing, you may attempt a check using this skill and any appropriate prerequisites. This check could be made after minutes of conversation or even as an action in combat if a particularly special short sentence is said. If you succeed against the difficulty set by your custodian, the person will not attack you unless you take aggressive actions towards them. In addition, all subsequent social checks made involving this person gain **advantage 1** until the end of the scene. If you fail this check, you cannot attempt it again until the end of the scene.
- When you make or use a contact as part of downtime, you can attempt a check using this skill and any appropriate prerequisites against a difficulty set by your custodian. If you succeed, you can improve the contact.

Proficient

You gain the following benefits:

- When you convince someone to like you using the feature above, you can make the person into a new contact at your custodian's discretion.
- As an action, you can attempt to disrupt a creature. Make a check using this skill against their spot. On a success, you do not provoke opportunity attacks from them and the next attack made against the creature gains **advantage 2**. If you fail, you cannot attempt to disrupt the same creature again in this scene. If you are close or closer to the creature, you can attempt this once on each of your turns as a minor task.

Specific Skills

Sometimes you may be able to perform very specific tasks well that fall outside the remit of the skills above. This could include your character having a background in carpentry or they lived an underground life as a hacker before. You can be trained and proficient in specific skills in exactly the same way you would for learned skills and add the same modifiers to any check that uses them. Except specific skills typically have a much more narrow application and will rarely come up outside of specific circumstances. When you create your character and as part of downtime, you can acquire new specific skills or become better at those you are already at. You can always add the modifier for a specific skill to a check if it applies even if you are already adding modifiers for learned and honed skills.

Examples of specific skills can include:

- The use of any tool set with greater skill
- Any highly specialised profession such as carpentry, fashion designer, programmer etc
- A specific kind of performance or party trick you are known for

Choose Your Equipment

The tools you bring with you on missions into the unknown are your lifeline and having the right tool for the job can be the difference between life and death.

Key Concepts

The following sections are important to understanding how you use items in the world of Further Beyond.

Blueprints

With the advent of current technology, many items do not need to be bought as individual items. Instead, many people (especially seasoned explorers) will have access to a powerful printer that is capable of producing almost anything. For this reason, most of the items your explorer will have are purchased as blueprints which allow you to print as much of an item as you want. You will notice that you can take a camera as an item. When you take this item, you gain blueprints to print as many cameras as you need. However, you cannot carry all the cameras in the world out into the unknown and so must carefully consider what you bring with you. Back on your ship, there may be little scarcity but out on a mission, you had better think carefully about what you bring with you.

While you are on missions, items may break or be entirely destroyed. You can fix a damaged item on a mission but some may be unrecoverable. After the mission however, this is no trouble because you can print a copy of that item for negligible cost (assuming it was not a unique or unprintable item).

Many items are presented as generic versions which describe how they typically function. You will find here how a space suit or a shotgun will work in your game but it is up to you to make that space suit or shotgun your own. Feel free to reimagine items to make them more unique for you, perhaps even making minor tweaks after consulting your custodian to fit your explorer better.

Load & Cost

Most items will have a Load assigned to them. This is a representation of how heavy or bulky the item is. While you can have as many items as you like back on your ship, out in the unknown you are limited by your Load Capacity which is determined by your class. The full rules for Load are explained at the start of the Ready Your Loadout section but the simple way to think about it is to add up the Load of all items you are taking with you on a mission and keep this number below or equal to your Load Capacity.

Items have a cost assigned to them. You will be given credits during your missions out in the Vast and should spend them wisely on acquiring blueprints for items that best suit your character and the upcoming mission.

Attachment Slots

Some items can be upgraded or given useful add-ons but there is a limit to the amount of add-ons a particular item can hold. This is represented by an item's attachment slots. For your suit and your weapons, they have a number of attachment slots equal to your HL. For other items, they will specify how many attachment slots they have. This section will include the upgrades for any particular item as well as the amount of attachment slots a particular upgrade takes up. You cannot give an item the same attachment multiple times.

Attachables

Some items have the **attachable** tag. This means that the item can be attached to another item by using up the stated number of attachment slots on the item. While an item is attached to something, it no longer has any load.

Some attachables can only be taken as attachments on other items and not as items by themselves. These items will have the **attachable only** tag. Items which can be taken by themselves or as attachables will have the **attachable** tag.

Consumables

Some items in Further Beyond are consumable or use a consumable such as ammunition or fuel. In the case of fewer consumables such as grenades where you will likely only have a small handful, you should track these consumables as you use them. For example, if you start a mission with 5 grenades and use one then you have 4 left and may not use them any more once you have used all 5.

Some consumables such as ammunition and fuel are abstracted. There is no need to keep track of how many bullets you fire in a combat or how many litres of fuel you have. Instead, at the start of a mission you will decide on how much of such a consumable you have and each scene in which you make significant use of that consumable, you will subtract 1 from that number.

For example, let's say that your explorer brings their hunting rifle out on a mission and carries with them 5 ammunition. If you encounter a combat in which you shoot aliens several times, there is no need to keep track of your ammunition during the combat. When the combat is over, simply reduce your ammunition by 1. You would now have 4 ammunition for your rifle. During non-combat scenes in which you fire many shots, you may also be asked to reduce your ammunition by 1, however if you only fire 1 or 2 shots in a non-combat scene you should not reduce your ammunition.

Some consumables will specify a time at which they will expire. This will usually be in hours, such as an air tank losing 1 air after 1 hour. In this case, do not reduce a consumable at the end of a scene unless otherwise specified but at the end of the specified number of hours of time your explorer spends consuming it.

Tags

Equipment uses a tag system to identify what special rules apply to it and how other items and features interact with them. The directory at the end of this section lists every tag in alphabetical order and what core rules this tag applies or a description of how it is used. You will also notice lists of tags grouped by how they are used for ease of discovery.

Mundane Items

There are many items which exist in the world which are not listed in this section. Do not take this list of items for an exhaustive list of everything you could possibly find useful in a game of *Further Beyond*. You may find yourself wanting a simple pen and paper or some other kind of non-special item. Such items are referred to as mundane items. These items are not listed here but you can still take them on your travels. You do not need to make a list of these mundane items when you ready your loadout, instead you can simply pull out a mundane item as if you had always been carrying it.

You must have been below your load capacity at the start of a mission by an amount equal to or greater than the load of the mundane item. When you pull out a mundane item, your custodian will assign a load to it. Items such as pens, notebooks, butter knives or items of similar size will likely have a load of 0. Therefore, if you were at your load capacity at the start of a mission, you can only pull out mundane items of load 0.

There is no limit in writing as to how many mundane items you can pull out during a mission but your custodian may wish to limit you using this feature too much. An exact rule of what can and cannot be a mundane item cannot be given as it is intended to let players be flexible during missions without having to track every little thing but be mindful that they are intended to be less impactful in a general sense than any item you can bring with you in this section.

Starting Equipment

When you create your character, you start with blueprints to the following items:

- Ammunition
- Camera
- Flashlight
- Fuel
- Mag boots
- Rations
- Short-range Comms
- Sleeping bag
- Standard Explorer Suit

You will also get to choose a series of items to start with when you create your character. At 1st level, you are given 1,000 credits with which to purchase any items you wish that you are able to use. It is recommended that you use 500 credits of this to purchase a pack and use the rest to purchase any other things you think you will need for your first mission. Make sure to purchase consumables for anything that requires them.

As you level up, it is recommended that you earn roughly 500 credits at the end of each mission. Therefore, if you are starting at a higher level than 1st, you should add 500 credits to your starting total for each level above 1st. Your custodian may wish to alter the amounts of credits to create more scarcity or tougher decisions throughout your missions so discuss with them to make sure if they are going with the recommended numbers or something else.

At level 1 and after each time you level up, if you choose to purchase an item with your class tag or your class specialisation tag, the first time you do so it costs half the usual amount (rounding up to the nearest 5). You may still purchase your other class or class specialisation items, but only the first one each level is at half price.

Packs

You may purchase only one pack at character creation (recommended) which allows you to choose from a series of items. Every pack costs 500 credits and can only be purchased during character creation. Each pack offers a selection of items so you have some flexibility with which to choose what you want but is typically much cheaper than purchasing the items by themselves.

The packs are as follows.

Defender

When you choose this pack you gain the following:

- Heavy Armour
- Any 1 weapon or special weapon
- Any 1 suit or armour attachment

Medic

When you choose this pack you gain the following:

- Medi-sensor
- Any 3 items of medical equipment
- Any 2 concoctions

Scholar

When you choose this pack you gain the following:

- Handheld Drone
- Any 1 sensor of your choice
- Any 1 toolset of your choice

Specialist

When you choose this pack you gain the following:

- Any 1 weapon or special weapon
- Any 1 reconfiguration attachment for a weapon you have
- Any 1 toolset

Veteran

When you choose this pack you gain the following:

- Light Armour and any 1 suit
- Any 1 weapon or special weapon
- Any 1 weapon attachment

Armour & Suits

When heading out into the unknown, it is important to wear something. This is represented as your suit. Different suits may grant different benefits in certain scenarios so choose your suit wisely before heading out on a mission. This section will include the different suits and armour available for explorers as well as all the items that are attachable only to suits and armour.

Your suit grants you a number of attachment slots with which you can attach items to. Armour integrates with your suit and has its own attachment slots. When an explorer wears armour and a suit, they add the number of attachment slots together and then take their attachments. Items which can only attach to armour require armour to be worn to be attached and can take up your suit's attachment slots so long as armour is integrated with the suit.

Suits

The following suits are available to all explorers. Every explorer will begin with a standard explorer suit and must purchase any other suits. Suits are described by their function but can look like anything you can imagine that suits the function and description of the suit.

Standard Explorer Suit

Load: 0

Cost: 0

This suit is simply the basic clothing your explorer wears plus some additional padding. You receive no additional benefits for wearing this suit.

Tags: Suit

Vac-suit

Load: 5

Cost: 100

This suit is intended to allow explorers to operate in the depths of space and is therefore very bulky and will prevent fitting through tight spaces. However, while wearing it you always resist the consequences of extreme temperatures and can operate freely in vacuums. You also gain resistance to biological damage. A vac-suit comes with 1 hour of air which can be augmented with attachments.

Tags: Suit

Storm Suit

Load: 3

Cost: 100

Protects against a variety of hostile environments through additional padding and temperature resistance but is ill equipped to deal with vacuums. This suit grants the wearer **advantage 1** on saves to resist the consequences of storms or extremes of temperature.

Tags: Suit

Deep Suit

Load: 4

Cost: 150

Deep suits are intended for movement in dense fluids at even extremes of pressure. They come with a built-in fluid propulsion system allowing you to move through fluids such as water with no penalty. They also grant you **advantage 1** on saves to resist consequences relating to environmental pressure and extremes of temperature.

Tags: Suit

Armour

If you want to stay alive while exploring the Vast, it may be worth investing in some protection. Armour makes your explorer more durable by providing additional modifiers to saves in particular circumstances. The most common of these circumstances is when you are being attacked - this is the main reason you will often wear armour. In order to properly wear armour, an explorer must be trained in the appropriate skill. In order to wear light armour, you must be trained in the Light Armour skill and to wear heavy armour, you must be trained in the Heavy Armour skill.

Each set of armour confers a save bonus to particular stats. This save bonus applies whenever you are attacked and can roll to save against the attack and you can apply additional attachments to apply this bonus in other circumstances. Each item here has the Armour tag.

Light Armour

Save bonus: 2

Attachment slots: 2

Light armour comprises skintight battlesuits, material padding or even bio-chemically hardened skin. It is armour that does not restrict movement in any way and provides some extra protection against attacks. You add this armour's save bonus to Dexterity saves against attacks while wearing light armour. You may also add this armour's save bonus to any physical save against kinetic damage or any kind of blunt force trauma.

Tags: Armour

Heavy Armour

Save bonus: 4

Attachment slots: 1

Heavy armour is any armour that is tough and bulky enough to resist gunshots or worse all on their own. They often restrict movement somewhat but provide significant protection against attacks. You add this armour's save bonus to Physique saves against attacks and can choose to resist vicious attacks with Physique instead of Dexterity. You may also add this armour's save bonus to any physical save against kinetic damage.

Tags: Armour

Power Armour

Save bonus: 6

Attachment slots: 2

Power armour is incredibly tough and cumbersome but remains the strongest personal armour anyone has to offer. You must be a soldier in order to use power armour and when you train in the Heavy Armour skill, you gain the same benefits for your power armour as well. You add this armour's save bonus to Physique saves against attacks and can choose to resist vicious attacks with Physique instead of Dexterity. You may also add this armour's save bonus to any physical save against kinetic or energy damage.

Power armour is extremely cumbersome and thus all weapons gain the heavy property for you while you wear power armour.

Power armour requires fuel to function. While wearing power armour and performing most tasks, you will consume 1 fuel every 12 hours. However, if you engage in seriously strenuous activity such as combat or performing several feats of near superhuman strength you consume 1 fuel at the end of the scene. If you do not have any fuel while wearing power armour, you gain **disadvantage 1** on any physical check or save and your speed is halved until you remove the armour or get more fuel. Removing power armour takes 1 minute or half that if you have continuous assistance from another explorer. While the power armour is consuming fuel, you ignore the load of the armour.

Tags: Consumes (Fuel), Armour

Armour & Suit Attachments

The following items can only be taken as attachments for suits or armour.

Armour Plating

Armour Attachment (2 slots)

Cost: 120

You reduce any kinetic damage taken by 3. If you take 6 kinetic damage after applying this reduction from a single instance of damage, this armour plating breaks and you lose this benefit.

Tags: Attachable Only (Armour)

Climber Configuration

Suit attachment (2 slots)

Cost: 325

You can climb almost anything while wearing this suit which has hooks and suction clamps to grip your body to all but the slipperiest surfaces. If you are not wearing armour, you can even climb entirely upside down on sheer surfaces.

Tags: Attachable Only (Suit)

Dense Plating

Armour attachment (1 slot)

Cost: 280

Increase the save bonus conferred by this armour by 1.

Tags: Attachable Only (Armour)

Enclosable Suit

Suit attachment (2 slots)

Cost: 285

This suit can be enclosed or opened once per turn. While the suit is enclosed, you have resistance to energy damage. However, while the suit is enclosed it is airtight and the wearer will only be able to breathe for about a minute without assistance (such as with an air tank or rebreather).

Tags: Attachable Only (Suit)

Jetpack

Suit attachment (3 slots)

Cost: 435

This propulsion device allows you to fly vertically upwards and adjust your trajectory with in-built thrusters. However, it practically devours fuel.

You are able to fly when you consume fuel with this item. When you use this item, you consume 1 fuel at the end of the scene like you would with ammunition. If a scene lasts for more than 10 minutes, you consume 1 fuel for every 10 minutes which the scene takes where you are using this item.

Tags: Attachable Only (Suit)

Load-bearing Exoskeleton

Suit attachment (1 slot)

Cost: 130

Increase your Load capacity by 5 while wearing this suit.

Tags: Attachable Only (Suit)

Rebreather

Suit attachment (free)

Cost: 85

A rebreather filters toxic air, granting you **advantage 1** on saves to resist the effects of gaseous substances. It can also cycle the air you exhale into breathable air, granting you up to 30 minutes of breathing without any additional air input. It can be connected to an air tank to extend the capacity of the air tank by 50% as you alternate between fresh air from the tank and the rebreather. However, a rebreather alone is not suitable for vacuums and will provide no benefit in them without a vac-suit.

Tags: Attachable Only (Suit)

Thrusters

Vac-suit attachment (1 slot)

Cost: 140

These thrusters gently expel air in a direction of your choosing to propel you through vacuums. You ignore the weightless condition while these thrusters have sufficient fuel and can fly while in a vacuum. The fuel for thrusters is pressurised air and thrusters can hold enough pressurised air for 12 hours of regular use.

Tags: Attachable Only (Vac-suit)

Concoctions

The following equipment are typically used as poisons or as drugs to boost the capabilities of your allies. Checks made with such equipment will typically use either biology or chemistry skills, including similar higher tier ones. Administering a concoction to a creature requires a successful check, often against the PD of a creature.

Concoctions can find their way into creature's bodies in many ways but the most typical will be ingestion or injection. The method through which these concoctions can be administered is not specified, but your custodian may wish to specify a method prior to a mission.

Cobra's Synthetic Venom

Load: 1/3

Cost: 100

When this concoction is administered to a creature, the creature takes 2d4 biological damage. In addition, when this concoction is administered the explorer who did so can grant one of the following effects to the concoction. To do so, the check made to administer the concoction must exceed the PD of the creature by at least 4.

- The affected creature counts as being hit by a weapon with the **Persistent 4** tag.
- The affected creature gains 1 stress.
- The affected creature gains the Disrupted condition until the end of its next turn.

Tags: Concoction, Consumable

Disorienting Toxin

Load: 1/4

Cost: 80

When this concoction is administered to a creature, the explorer who administers the toxin must choose one sense on the creature (such as sight, hearing or smell). The creature is disoriented in that sense. At the end of the round, the explorer who administered this concoction can make a check as if they were administering the concoction again. On a success, the creature remains disoriented, otherwise the concoction has no effect. If the creature remains disoriented in this way when it reaches its stress limit or the scene ends the creature permanently loses that sense.

Tags: Concoction, Consumable

Paralytic Venom

Load: 1/4

Cost: 80

When this concoction is administered to a creature, the creature becomes Immobilised. At the end of the creature's next turn, the explorer who administered this concoction can make a check as if they were administering the concoction again. On a success, the creature remains Immobilised, otherwise the concoction has no effect. If the creature remains Immobilised when it reaches its stress limit or the scene ends the creature becomes Incapacitated as they succumb to the paralysis.

Tags: Concoction, Consumable

Rattlesnake's Hypnotic Poison

Load: 1/3

Cost: 130

When this concoction is administered to a creature, explorer who does so must make another check against the creature's MD. If they are successful, the mental state of the creature is affected in certain ways. The explorer who administers it chooses how the creature is affected:

- The creature becomes far more docile and willing to cooperate. This could cause your custodian to say this creature stops attacking you so long as you do not attack it or those it cares about.
- The creature is enraged and will lash out against those around it. This could cause your custodian to treat the creature as though it had the Frightened (Fight) condition. The creature may attack other creatures which it doesn't regard as trusted allies.
- The creature becomes intensely paranoid and afraid of all around it. This could cause your custodian to treat the creature as though it had the Frightened (Flight) condition. The creature will try to defend itself and likely run away.

Tags: Concoction, Consumable

Soporific Toxin

Load: 1/4

Cost: 90

When this concoction is administered to a creature, the creature becomes drowsy. Saves to resist the creature's attacks gain **advantage 1**. At the end of the creature's next turn, the explorer who administered this concoction can make a check as if they were administering the concoction again. On a success, the creature remains drowsy, otherwise the concoction has no effect. If the creature remains drowsy when it reaches its stress limit or the scene ends the creature falls asleep as they succumb to the toxin.

Tags: Concoction, Consumable

Widow's Light Neurotoxin

Load: 1/5

Cost: 70

When this concoction is administered to a creature, the creature suffers one of the following effects chosen by the explorer who administered it. If the check to administer this concoction exceeds the PD of the creature by 4 or more, the explorer can choose two effects. The same effect can be chosen twice.

- The affected creature falls prone.
- The affected creature's PD or MD is reduced by 2 until the end of the round.
- The TN for one of the affected creature's attacks is reduced by 2 until the end of the round.

Tags: Concoction, Consumable

Machines

You may find yourself using either vehicles or drones out on your adventures. These machines can increase your effective Load capacity by outsourcing to a vehicle or drone, allow you to travel faster and interact with your environment in novel ways.

Drone AI

The following AI systems can be taken and installed in drones. When you purchase a drone AI system, you do not lose the AI if the drone is destroyed. However, permanent damage can occur to an AI if it goes rogue.

Hawk AI

PHY	DEX	INT	AFF
–	–	+1	+4

Cost: 400

Proficient Skills Read the Land and Spot

Hawk Personality A Hawk AI seeks to observe and endlessly catalogue its surroundings. If left to their own devices, they will explore an area until they have run out of fuel, constantly explaining what they have discovered to any who will listen.

Abilities

Efficient Maneuvers While this AI is installed in a drone, its Speed is increased by 1.

Magnified Senses The first time a drone with this AI installed takes any form of binoculars or a sound sensor as an attachment, it does not consume an attachment slot.

Actions

Observe When this AI is installed in a drone, it will attempt checks to uncover the whereabouts of creatures in the vicinity or to understand the layout of the environment and relay this information to its allies.

Tags: Drone AI, Unprintable

Mule AI

PHY	DEX	INT	AFF
–	–	+1	+2

Cost: 300

Proficient Skills Endurance

Mule Personality A mule AI is fundamentally docile. It has limited emotions and carries its tasks out with a certainty and simplicity of purpose. A mule AI will typically continue with any particular task until it is told otherwise or occasionally provide assistance to its allies by offering items. If left alone, it may also seek to find its controller or simply wait in place.

Abilities

Stable Intelligence A mule AI cannot go rogue.

Unrelenting A drone with a mule AI installed gains a +2 bonus to any physical saves it is forced to make.

Actions

Preservation Initiative A drone with a mule AI installed can take the Disengage action in combat as well as the Brace reaction.

Tags: Drone AI, Unprintable

Tiger AI

PHY	DEX	INT	AFF
-	-	+2	+2

Cost: 600

Proficient Skills One combat skill of your choice (choose at the start of each mission)

Tiger Personality A tiger AI acts aggressively to almost anything, especially to those that have been designated as a threat. If left unattended, it will attempt to attack anything around it until nothing moves and everything is in tatters. It prioritises attacking living creatures and anything that has not been designated as an ally, but many have been known to expand these parameters if not directed for a long time.

Abilities

Integrated Weaponry The first time a drone with this AI installed takes any firearm or melee weapon as an attachment, reduce the attachment slots taken up by the weapon by 1.

Actions

Attack When this AI is installed in a drone, it can take the Attack action using any weapons it has attached.

Reactions

Unceasing Assault As a reaction when a drone this AI is installed in is hit by an attack, it can immediately make an attack against the creature which attacked it. In addition, a drone with this AI installed in it can take the Opportunity Attack and Brace reactions.

Tags: Drone AI, Unprintable

Turtle AI

PHY	DEX	INT	AFF
-	-	+2	+2

Cost: 500

Proficient Skills Endurance

Turtle Personality A turtle AI will bond closely with an individual and seek to protect them at any cost. If left alone, it will seek to rejoin whoever it is closely bonded to so that it may protect them.

Abilities

Reinforced Chassis While this AI is installed in a drone, it gains 1 Structure. If the drone loses a Structure, it suffers no further damage.

Reactions

Interception As a reaction when an ally is hit by an attack and is adjacent to a drone with this AI installed, you can cause this drone to retake the save as if it had been the original target. On a success, this drone takes half of the original damage and all other damage and consequences are negated. On a failure, this drone takes half the original damage and all other damage and consequences are inflicted upon the original target.

Tags: Drone AI, Unprintable

Drones

Drones are powerful tools for explorers for scouting, providing fire or medical support or for simply carrying equipment. Drones can be used by explorers using handheld controllers or can have an AI installed to pilot the drone and follow the commands of a licensed explorer.

Assault Drone

Assault drones are typically very robust creations, intended to be able to withstand the dangers of combat for a short while. What they lack in versatility, they make up for in sheer firepower.

Assault Drone

Structure: 2

HP: 10

PHY	DEX	INT	AFF
+3	+3	–	–

SAVE BONUS 4

SPEED 3

Attachment Slots 2

Cost 175 credits

Load 6

Load Capacity 2

Fuel Usage 12 hours

Weapon **Drone** An assault drone can take any weapon which lacks the consumable tag as an attachment. The weapon gains the attachable only (assault drone) tag, consumes no attachment slots. The weapon may take attachments as if it were a normal weapon but they consume the drone's attachment slots instead. If the drone takes a handgun as an attachment, it can attach an identical handgun as well at no further cost and may attack with both of them on a turn in which it attacks.

Tags: Drone

Carrier Drone

These drones typically follow explorers closely; stubbornly carrying their burden wherever is needed. They are capable of carrying additional supplies and freeing up much needed carry capacity for explorers.

Carrier Drone

Structure: 2

HP: 8

PHY	DEX	INT	AFF
0	+2	–	–

SAVE BONUS 1

SPEED 2

Attachment Slots 2

Cost 125 credits

Load 8

Load Capacity 10

Fuel Usage 12 hours

Tags: Drone

Handheld Drone

A handheld drone can fly up to a couple kilometres from the controller and is very useful for reconnaissance or other tasks lacking in brute force. If the drone is attacked by any creature larger than an insect capable of reaching it, it will typically be significantly damaged or destroyed.

Handheld Drone

Structure: 1

HP: 2

PHY	DEX	INT	AFF
-4	+5	–	–

SAVE BONUS 0

SPEED 4

Attachment Slots 1

Cost 75 credits

Load 4

Load Capacity 4

Fuel Usage 24 hours

Tags: Drone

Attachments

The following items can only be taken as attachments for drones.

Disposable Compartments

Drone attachment (1 slots)

Cost: 100

Increase this drone's structure by 1.

Tags: Attachable Only (Drone)

Efficient Engine

Drone attachment (1 slot)

Cost: 60

Increase the fuel usage for this vehicle by 6 hours.

Tags: Attachable Only (Drone)

Explosive Finale

Drone attachment (free)

Cost: 80

When this drone is destroyed, it can immediately make an attack against all creatures which are Close or closer to it. The drone adds its Physique to the check and may add any skill bonuses you have relating to the *Technology* or *Saboteur* skills. On a hit, the creature takes 2d8 damage plus the drone's Physique. You determine whether the damage is E, K or S when you prepare your loadout. Explorers are not affected by this explosion.

Tags: Attachable Only (Drone)

Extra Compartment

Drone attachment (1 slot)

Cost: 100

Increase this drone's load capacity by 4. An assault drone cannot take this attachment.

Tags: Attachable Only (Drone)

Fog Lights

Drone attachment (1 slot)

Cost: 40

These fog lights can be activated as a minor task while piloting this drone (either by an AI or person). When they are active, the area in front of the drone out to a range of far is illuminated very well. Explorers ignore **disadvantage 1** on spot checks as a result of darkness in that area and the difficulty for any checks which this aids will likely be lowered as a result.

Creatures whose eyes are not adjusted to the light may even become temporarily blinded if the fog lights are turned on suddenly. Make a check using dexterity or intellect, adding bonuses relating to manual precision (if a controlling AI has any). If you exceed the Spot of any creature in the area accustomed to dim light, that creature is blinded until the end of their next turn. This will only affect a creature once per scene.

Tags: Attachable Only (Drone)

Injector

Drone attachment (1 slot)

Cost: 120

An injector is a small automated syringe that allows the drone to administer medical aid to creatures. A drone with an injector can use the following consumable medical equipment: antitoxin, quick-serum, relaxant and stims. A drone must be carrying the item it wishes to use in its load capacity in order to administer medical aid with it.

Tags: Attachable Only (Drone)

Lightweight

Drone attachment (1 slot)

Cost: 75

Increase this drone's speed by 1 but decrease its save bonus by 1 also.

Tags: Attachable Only (Drone)

Manipulators

Drone attachment (1 slot)

Cost: 110

Manipulators are a pair of small robotic hands which the drone's pilot (be they AI or a person) may use to interact with objects with precision. This allows the drone to attempt any task which a person reasonably could with a set of their hands. However, it does not by itself allow an AI to attack in combat.

Tags: Attachable Only (Drone)

Tough Armour

Drone attachment (1 slot)

Cost: 65

Increase this drone's save bonus by 1.

Tags: Attachable Only (Drone)

Vehicles

The following is a list of vehicles available to purchase. Unlike with most smaller items, a vehicle's blueprints are not bought and endlessly reprinted. Instead, you pay the cost of the vehicle up front and take that same vehicle out on missions.

Attachments may be printed and the vehicle's attachments may change when restocking. If a vehicle is destroyed or damaged during a mission, it may be repaired by a skilled mechanic among the explorers or repaired or replaced for a price.

Bike

Structure: 3

HP: 10

PHY	DEX	INT	AFF
+1	+3	-	-

SAVE BONUS 2

SPEED 3

Attachment Slots 3

Cost 300 credits

Load Capacity 15

Seating Capacity 2

Fuel Usage 4 hours

Off Road Vehicle. Bikes can operate effectively on rough terrain without losing any speed. However, it cannot operate over terrain that would be impassible for a human on foot.

Quick Exit. You can stop piloting and get off of a bike as a minor task.

Tags: Vehicle

Rover

Structure: 5

HP: 15

PHY	DEX	INT	AFF
+4	-3	-	-

SAVE BONUS 3

SPEED 2

Attachment Slots 5

Cost 600 credits

Load Capacity 25

Seating Capacity 4

Fuel Usage 6 hours

Tags: Vehicle

Attachments

The following items can only be taken as attachments for vehicles.

Efficient Engine

Vehicle attachment (1 slot)

Cost: 50

Increase the fuel usage for this vehicle by 2 hours.

Tags: Attachable Only (Vehicle)

Ejector Seat

Vehicle attachment (2 slots)

Cost: 100

When this vehicle takes damage or as a reaction while you are piloting the vehicle, you can say that it will activate its ejector seats. When it does so, the vehicle immediately loses 1 structure and everyone inside immediately flies out to a range of far from the vehicle. Especially quick enemies may be able to react to this and you may take damage depending on the environment you fall into.

Tags: Attachable Only (Vehicle)

Extra Compartments

Vehicle attachment (1 slot)

Cost: 100

Increase this vehicle's load capacity by 5.

Tags: Attachable Only (Vehicle)

Fog Lights

Vehicle attachment (1 slot)

Cost: 40

These fog lights can be activated as a minor task while piloting this vehicle. When they are active, the area in front of the vehicle out to a range of far is illuminated very well. Explorers ignore **disadvantage 1** on spot checks as a result of darkness in that area and the difficulty for any checks which this aids will likely be lowered as a result.

Creatures whose eyes are not adjusted to the light may even become temporarily blinded if the fog lights are turned on suddenly. Make a check using dexterity or intellect, adding bonuses relating to manual precision. If you exceed the Spot of any creature in the area accustomed to dim light, that creature is blinded until the end of the next round. This will only affect a creature once per scene.

Tags: Attachable Only (Vehicle)

Front Ram

Vehicle attachment (2 slots)

Cost: 150

When you move this vehicle adjacent to a creature or object and have moved at least 1 speed prior to doing so, you can attempt to ram the target. Make an attack check using the vehicle's physique or dexterity, adding bonuses you have relating to manual precision, against the target's PD. On a hit, you deal kinetic damage equal to a number of d6s equal to the speed you moved this turn prior to ramming the target. You also add your vehicle's physique to the damage.

Tags: Attachable Only (Vehicle)

Hover Vehicle Reconfiguration

Vehicle attachment (2 slots)

Cost: 300

This vehicle hovers about a metre off the ground. It can effortlessly hover over obstacles and pass over impassible terrain. It cannot climb up sheer cliffs and falling inflicts half the normal damage on this vehicle.

Tags: Attachable Only (Vehicle)

Lightweight

Vehicle attachment (1 slot)

Cost: 200

Increase this vehicle's speed by 1 but decrease its save bonus by 1 also.

Tags: Attachable Only (Vehicle)

Off-road Vehicle

Rover attachment (1 slot)

Cost: 75

This vehicle can operate effectively on rough terrain without losing any speed. The vehicle cannot operate over terrain that would be impassible for a human on foot.

Tags: Attachable Only (Rover)

Quick Exit

Rover attachment (1 slot)

Cost: 30

You can stop piloting and get off this rover as a minor task.

Tags: Attachable Only (Rover)

Sidecar

Vehicle attachment (1 slot)

Cost: 80

Increase this vehicle's seating capacity by 1.

Tags: Attachable Only (Vehicle)

Tough Armour

Vehicle attachment (2 slot)

Cost: 125

Increase this vehicle's save bonus by 1.

Tags: Attachable Only (Vehicle)

Medical Equipment

The following equipment is all intended for medical use to heal you and your allies in the field. Checks made with such equipment will use biology or manual precision skills and are further increased with the field medic skill.

Antitoxin

Load: 1/5

Cost: 30

Antitoxins may be synthesised using a medkit or portable medbay after the disease or toxin has been identified using medical or biological knowledge or with a medi-sensor. An antitoxin usually takes a few minutes to synthesise and then multiple batches can be produced quickly. It immunises the recipient to the effects of the disease or toxin they were intended to cure but does not always reset any damage that has already been done.

Tags: Medical, Consumable

Gas Mask

Suit attachable (1 slot)

Load: 1

Cost: 50

While wearing a gas mask, you are immune to the effects of breathing any toxic gases in the vicinity.

Tags: Medical, Attachable (Suit)

Medbay Supplies

Load: 1/3

Cost: 40

These supplies consisting of various medical fluids, scalpels and devices intended for machine use can be used to restock a portable medbay but serve little function on their own.

Tags: Medical, Consumable

Medkit

Load: 2

Cost: 120

A portable on-the-go medical kit can greatly assist healing in the short-term. With a few minutes of application, an explorer can make a check against a difficulty set by your custodian, adding bonuses relating to biology or manual precision. On a success, the creature regains HP equal to 1d10 + the creature's Physique (minimum of +0). On a critical success, the creature can regain 10 instead of 1d10 plus any bonuses. After a creature regains HP from a medkit, they cannot do so again until they lose a wound.

Tags: Medical, Difficult 1

Mylar Blanket

Load: 2

Cost: 25

Thin reflective blanket which can be used to keep a person warm and resist effects of extreme cold or hypothermia.

Tags: Medical

Portable Medbay

Load: 5

Cost: 400

A portable medbay is significantly more advanced yet more burdensome than a medkit. A portable medbay consumes 1 unit of medbay supplies whenever it is used for treatment. Treating a target requires 10 minutes and doing so requires the user to make an Intellect check adding skills relating to biology, manual precision and field medic against a save target set by your custodian. Generally, the more Wounds and HP lost and save conditions suffered will prompt a higher difficulty check. If you succeed, you can choose from the following benefits for the target to receive:

- The target regains all missing HP. This does not allow a target to regain wounds.
- The target regains 1 Wound
- The target gains temporary HP equal to their Physique + the total bonus you added to the d20 when rolling your check. These temporary HP last until the end of the mission.
- The target removes 1 stat condition or the afflicted condition.

When a creature receives one of these benefits, it cannot receive them again until 48 hours have passed, you have completed a partial restock or you end a mission.

Tags: Medical, Difficult 4, Consumes (Medbay Supplies)

Quick-Serum

Load: 1/5

Cost: 100

This provides a serum of medical fluids designed to quickly assist natural healing. A creature to whom this is administered regains HP equal to 1d6 + the creature's Physique (minimum of +0). After a creature regains HP from quick-serum, they cannot do so again until the start of a new scene.

Tags: Medical, Consumable

Relaxant

Load: 1/3

Cost: 90

Medicine intended to relax one's muscles and suppress mental strain can be necessary on difficult missions. When you take this medicine as an action you choose one of the following benefits to gain:

- Lose 1 stress
- Reduce your physical stat condition save targets by 4 (to a minimum of 8)
- Reduce your mental stat condition save targets by 4 (to a minimum of 8)

Tags: Medical, Consumable

Stims

Load: 1/3

Cost: 80

High impact stimulants that can be used to quickly resuscitate explorers or push past pain. If used on a creature which is dying as an action, the creature immediately regains 1 wound. Any HP they were on before carries over. If used on a creature with 1 Wound or more remaining, they gain temporary HP equal to $1d8 + \text{the creature's Physique}$ (minimum of +0). These hit points disappear at the end of the scene.

Tags: Medical, Consumable

Sensors

Sensors are handheld devices which are calibrated to scan an area around the explorer in all directions. They can be interfered with by the environment or technology and typically require some training to be used effectively although anyone can attempt to use them. Sensors can be used quickly, such as by using an action, but will provide more detailed and accurate information if given several minutes. The precise limits of how a sensor may be used are not given here but instead they are described by examples of their use and what they are generally intended for. You should ask your custodian if you can use your sensor in a particular way and discuss with them what may be appropriate in a particular instance.

Bio-sensor

Load: 1

Drone/Suit attachable (1 slot)

Cost: 200

You can use a bio-sensor to detect the presence of lifeforms for about a hundred metres around. It can usually detect what a particular species is if something containing its DNA is fed into the sensor and provide a brief explanation of its likeness if already catalogued by previous explorers.

A bio-sensor can aid many checks relating to biology. The following are examples of ways an explorer may use a bio-sensor:

- As an action, an explorer could activate their bio-sensor to detect how many and the approximate location of lifeforms of a particular type in their area out to a hundred metres (such as searching for large ground animals in a dense forest)
- An explorer could find saliva, excrement or parts of a creature and use their bio-sensor to determine what the creature is. If they spend more time doing this and take multiple attempts with different products of the same creature, they may find more detail on the creature.
- An explorer could use a bio-sensor to discern the favoured hunting grounds of a carnivore, the diet of a creature or where plants and animals find water in the nearby vicinity.

Tags: Sensor, Attachable (Drone/Suit), Difficult 1

Geo-sensor

Load: 1

Drone/Suit attachable (1 slot)

Cost: 150

You can use a geo-sensor to detect and predict the weather and environmental anomalies in your region so long as you are not deep underground. It can detect the nature of the ground, the structural integrity of natural formations and plot pathways for a short distance through underground caverns or dense thickets.

Tags: Sensor, Attachable (Drone/Suit), Difficult 1

Medi-sensor

Load: 1

Drone/Suit attachable (1 slot)

Cost: 175

These sensors can be used to detect particular diseases, medical issues or poisons afflicting a person. It can often detect a variety of abnormalities.

Tags: Sensor, Attachable (Drone/Suit), Difficult 1

Sound Sensor

Load: 1

Drone/Suit attachable (1 slot)

Cost: 150

A sound sensor can detect sound vibrations through the air or ground. It can detect quiet footsteps a hundred metres away and may be used to listen in to conversations through doors or walls.

Tags: Sensor, Attachable (Drone/Suit), Difficult 1

Motion Sensor

Load: 1

Suit attachable (1 slot)

Cost: 75

A motion sensor can be placed in a particular area and sends data to an explorer whenever a creature moves in a roughly 10 metre radius area around it. Can detect the approximate size of the creature.

Tags: Sensor

Standard Items

These items are the sorts of items that any explorer could find useful out on their journeys in the Vast. They do not fall into a specialised category and this fall into the category of standard items. Some of these items are items that every explorer will get at character creation yet they still have an associated cost. If it is ever useful to you, this is so you have an estimation of their blueprints typical value. You do not need to spend credits on these to get them during character creation.

Ammunition

Load: 1/5

Cost: 10

Cartridges, weapon fuel cells, whatever kind of ammunition your weapons need can be carried as ammunition. When you consume ammunition, or ammo, you consume from the ammunition you have taken with you on a mission.

Tags: Consumable

Binoculars

Load: 1

Drone attachable (free)

Suit attachable (1 slot)

Cost: 5

High magnification handheld binoculars.

Tags: Attachable (Drone/Suit)

Camera

Load: 1

Drone attachable (free)

Suit attachable (1 slot)

Cost: 15

Video camera with a large storage capacity. Can be mounted to a suit as a body cam.

Tags: Attachable (Drone/Suit)

Flashlight

Load: 0

Firearm/Suit attachable (free)

Cost: 5

Portable flashlight that can be used to illuminate about 10 metres in front of the user.

Tags: Attachable (Firearm/Suit)

Fuel

Load: 1/5

Cost: 10

Tanks of gasoline, battery packs, radioactive fuel rods, whatever kind of fuel your vehicles, drones or other items use must be carried as fuel. When you consume fuel, you consume from the fuel which you have taken with you on a mission.

Tags: Consumable

Heat Sensing Goggles

Load: 1

Drone/Suit attachable (1 slot)

Cost: 30

Allows the wearer to distinguish sources of heat from their environment using infrared projection. If you have blueprints for heat sensing goggles and binoculars, you can combine them to print heat sensing binoculars. This item has the benefits of both items and has a load of 1 and takes up 1 attachment slot on suits.

Tags: Attachable (Drone/Suit)

Locator Beacon

Load: 2

Drone/Suit/Vehicle attachable (1 slot)

Cost: 50

Device that can be used to send a strong signal out to nearby explorers and stations across a planet or in nearby orbit. It provides constant data on an explorer's location.

Tags: Attachable (Drone/Suit/Vehicle)

Long-range Comms Unit

Load: 3

Suit attachable (2 slots)

Vehicle attachable (1 slot)

Cost: 80

About the size of a small backpack, this comms unit can be used to send messages off-planet to nearby ships or space stations.

Tags: Attachable (Suit/Vehicle)

Mag Boots

Load: 1

Suit attachable (1 slot)

Cost: 20

Boots which magnetise to any metal, allowing for walking in zero gravity environments. If you are wearing a vac-suit, mag boots are a free attachment instead of taking up a slot.

Tags: Attachable (Suit)

Night Vision Goggles

Load: 1

Drone/Suit attachable (1 slot)

Cost: 25

Allows the wearer to see in darkness with a greenish hue. If you have blueprints for night vision goggles and binoculars, you can combine them to print night vision binoculars. This item has the benefits of both items and has a load of 1.

Tags: Attachable (Drone/Suit)

Portable Pressurised Cabin

Load: 2

Cost: 75

A small satchel that unfurls into a clear tent and pressurises itself with air. Very helpful during rescue missions or when a person is hurt and cannot normally be removed from a vac-suit safely.

Rations

Load: 1/7

Cost: 0

Small food packets that come in self-heating packages and water supply. 1 Load of rations provides enough food and water for 1 explorer for 7 days.

Tags: Consumable

Short-range Comms Unit

Load: 0

Suit/Vehicle attachable (free)

Cost: 15

Small comms device that can be used to communicate within a few kilometres on a planet. Weather and deep caverns often interfere with these comms units.

Tags: Attachable (Suit/Vehicle)

Sleeping Bag

Load: 2

Cost: 20

Bag that seals itself off from the environment and warms up or cools down the inhabitant. It is uncomfortable and the air inside can feel stuffy but it'll allow for more secure sleep in a hostile environment than sleep under the stars.

Snare

Load: 1/5

Cost: 10

Standard snare that can be used to capture and trap a creature that did not spot it. Will not stall anything that is particularly strong or large for long. Usually you will have to roll a check when setting up a snare with the TN the custodian sets considering the Spot values of nearby creatures.

Tags: Consumable

Tent

Load: 3

Cost: 60

Self-assembling tent with all the benefits of a sleeping bag but with more space, more comfort and less awkward to exit and enter. For the explorer who wants to feel a little like they're on holiday.

Toolsets

Toolsets are collections of objects which are useful together for completing particular tasks. You can learn to use toolsets as specific skills and add this bonus as well as adding learned and honed skill bonuses when you use them. You will find here descriptions of what the toolsets contain and what their uses may be for but do not consider this an exhaustive or restrictive list. If you believe climbing gear or a disguise set may include something else or be useful in a particular way that isn't described, discuss it with your custodian to come to a better conclusion for your game.

Climbing Gear

Load: 3

Cost: 125

A rucksack which contains ropes, belays, harnesses, nuts, pitons, suction clamps and various items that can be used to scale rocks, trees and buildings.

Tags: Toolset

Demolisher's Kit

Load: 3

Cost: 175

This satchel contains various destructive tools that can be used for creating improvised explosives, breaching doorways or even disarming other explosives. Wherever there is a problem which needs to be solved with a loud bang, this kit will come in handy.

Tags: Toolset

Disguise Set

Load: 1

Cost: 100

A pouch containing various makeups, wigs, minor prosthetics and assorted items used to change the way a person looks. Someone who knows you may be able to recognise you but a competent disguise artist should be able to overcome this.

Tags: Toolset

Hacker Rig

Load: 2

Drone/Suit attachable (1 slot)

Cost: 300

A discrete pouch which contains all the tools you could want to hack into computers and find information you were never supposed to find. Includes keyloggers, a small screen with roll-out or wrist-mounted keyboard and a good internet connection (even on distant worlds).

Tags: Toolset, Attachable (Drone/Suit)

Lockpick Set

Load: 1

Suit attachable (1 slot)

Cost: 150

A small pouch which contains various tools from traditional lockpicking implements to more advanced devices that can be used to hack through electronic locks. Anything you would need to get through a door someone doesn't want you through.

Tags: Toolset, Attachable (Suit), Concealable

Repair Tools

Load: 3

Cost: 200

A small satchel of items used to repair machines and machinery. The satchel includes a blowtorch, adhesives, wiring, clippers, wrenches and anything else you would need to repair machines. You can use it to repair vehicles, drones and smaller ship damages. Extensive ship damages will require repairs at a station. You can return a vehicle or drone to its max HP after about 10 minutes of work while repairing a Wound typically takes an hour depending on the success of your check to repair it. Only 1 wound can be repaired per vehicle or drone during a mission, unless you find or repurpose materials of at least 1 load to fix each further wound the vehicle or drone has lost.

Tags: Toolset

Wilderness Survival Kit

Load: 2

Rover attachable (1 slot)

Cost: 50

A rucksack which contains various devices used to survive in the wilderness: tinderbox, water filtration device, oil and small stove. Any relatively low tech device which is primarily used for personal survival can be found in this kit.

Tags: Toolset, Attachable (Rover)

Weapons

The following table details the available standard weapons that your explorers have access to. All these weapons are considered to be non-specific templates for you to flavour and customise using both your imagination and the attachments available to each weapon. By default, weapons have no attachment slots but by being trained in the appropriate honed skill, they can be given attachment slots as detailed in the appropriate skill's description. Even if a weapon has no attachment slots for you, you can still alter the way it works with any free attachment.

The table below lists all the information necessary for you to use any weapon. The stat column tells you which stat you use when making attacks with this weapon. If more than one stat is present, you can choose each time you attack with that weapon. The range column tells you the maximum range at which that weapon can hit a target. Ranges are explained in the section on Combat. The damage column is the number and size of the die which you roll when rolling to determine how much damage the weapon inflicts when it hits a target. The load column tells you the load which this weapon takes up and the tags column lists all the tags this weapon has. You will use the tags column to determine what skills add bonuses to your attacks with a particular weapon. Every weapon here has the weapon tag which has been removed from the table below for simplicity's sake.

Firearms

The following weapons are all firearms. They all have the **ranged** and **consumes (ammo)** tags.

Weapon	Stat	Range	Damage	Item Tags	Skill Tags	Load	Cost
Handgun	Physique/Dexterity	Mid-range	1d8	Flexible, Simple	Small Arms, Pistolier	1	50
Light Machine Gun	Physique	Mid-range	1d8	Automatic, Heavy	Heavy Weaponry, Heavy Gunner	4	300
Hunting Rifle	Dexterity	Far	2d6	Rifle, Elegant 1, Precision	Longarms, Huntsman	3	250
Sniper Rifle	Dexterity	Distant	2d6	Clumsy, Elegant 2, Heavy, Rifle, Sighted	Longarms, Sniper	4	400
Shotgun	Physique	Mid-range	1d12	Scatter 1d6	Close-quarters Fighting, Buckshot Bruiser	2	200

Melee Weapons

The following weapons are all melee weapons. They all have the **melee** tag.

Weapon	Stat	Range	Damage	Item Tags	Skill Tags	Load	Cost
One-handed Melee	Physique/Dexterity	Adjacent	1d10	Flexible, Simple	Close-quarters Fighting, Duellist	1	50
Two-handed Melee	Physique	Adjacent	2d6	Brutal	Heavy Weaponry, Executioner	3	150

Grenades

The following weapons are all grenades. They all have the **ranged** tag.

Weapon	Stat	Range	Damage	Item Tags	Skill Tags	Load	Cost
Grenade Launcher	Physique/Dexterity	Mid-range	N/A	Consumes (Grenades)	Manual Precision, Saboteur	3	260
Improvised Explosive	Physique/Dexterity	Close	2d6	Consumable, Explosive (Adjacent), Unprintable	Manual Precision, Saboteur	1/2	N/A
Standard Grenade	Physique/Dexterity	Close	2d8	Consumable, Explosive (Adjacent)	Manual Precision, Saboteur	1/2	75

Grenade Launcher

A grenade launcher consumes grenades as it fires them. The damage it deals and its type is dependent on the grenade you load into the grenade.

Improvised Explosive

An improvised explosive can be created by an explorer using arsonist's tools. When it is created, the explorer and custodian must decide which damage type is most appropriate for the explosive created. The improvised explosive can be given one additional effect if the custodian wishes, such as it gaining a particular tag.

Special Weapons

Weapon	Stat	Range	Damage	Item Tags	Skill Tags	Load Cost
Flamethrower	Physique/Dexterity	Close	2d6 E	Area 3, Persistent 2, Ranged, Consumes (Fuel)	Manual Precision, Saboteur	3 350
Flare Gun	Physique/Dexterity	Far	1d4 E	Ranged, Consumes (Ammo), Handgun, Simple, Flexible	Small Arms, Pistolier	1 80
Grappling Hook Launcher	Physique/Dexterity	Mid-range	1d6 K	Ranged, Handgun, Simple, Persistent 2	Small Arms, Pistolier	2 180
Net	Physique/Dexterity	Close	-	Ranged	Read the Land, Survivalist	2 25
Net Launcher	Physique/Dexterity	Mid-range	1d4 K	Ranged	Read the Land, Survivalist	3 100
Vox Encoder	Affinity	Close	1 Stress	Flexible, Simple	See attachments	1 250

Flamethrower

Flamethrowers require tanks of fuel to function and consume 1 unit of fuel at the end of any scene in which one has been used. When you roll a 1 on a save to resist an attack which deals kinetic or energy damage and fail the save, you must make an additional Dexterity save. The TN for this save is 5 + the damage you took from the attack. If you fail this save, your flamethrower's fuel tank explodes. You and every creature adjacent to you takes 2d8 energy damage and this flamethrower is destroyed.

Flare Gun

Flare guns fire a bright incandescent flare which can be used to locate explorers on the surface of planets.

Grappling Hook Launcher

This large pistol fires a grappling hook out to 50 metres and can be used to climb structures or swing from. Once it has been fired, you can expend movement to climb sheer surfaces or swing at speed 2. After it has fired, the grappling hook must be reeled back in as an action.

Net

Carbon fibre netting with weights around the edges which anchor it to the ground when deployed. Can be paired with snares to create a more advanced trap.

A net does not gain **disadvantage 1** as a result of you being adjacent to a hostile creature. When you attack with a net, you roll an attack against a creature's Spot. Your custodian may declare that a creature is simply too large to be trapped in a net. When you hit with a net, the target is immobilised until it takes an action to remove the netting. An explorer can attempt to hold a creature in netting by making a Physique check, adding skill bonuses relating to athletics or close-quarters fighting, targeting the creature's PD. If a creature can deal more than 6 damage in a single attack, it can instead destroy the netting when it uses its action to remove it.

Net Launcher

A net launcher fires a net at greater ranges. It follows all the rules for nets except it has a different weapon profile. The net launcher can attack as many times as you have nets. If you have no more nets, you can use a net that you are adjacent to and isn't being held by another creature as a minor task and load it into the net launcher to allow the weapon to attack again.

The following weapons do not typically deal damage in the traditional sense but can still be used in combat. They have the following profiles.

Weapon Attachments

The following lists of items can only be taken as attachments for your weapons. Consider all the following items to have the **attachable only** tag. Each attachment attaches only to the weapon it is in the section of. For example, the Elegant attachment in the handgun section has the Attachable Only (Handguns) tag.

Damage Attachments

When you take a weapon with a damage die that does not already state its damage type, you must choose a damage attachment for it. All explorers have access to the following two attachments and you may have other ways to access other damage types.

Energy Weapon

Weapon attachment (free)

Cost: 0

Your weapon deals energy damage (E).

Kinetic Weapon

Weapon attachment (free)

Cost: 0

Your weapon deals kinetic damage (K).

All Weapon Attachments

The following attachments can be taken by all non-special firearms and melee weapons.

Biometric Lock

Weapon attachment (free)

Cost: 45

This weapon recognises only a single person's DNA and can only be used by that individual. When anyone else attempts to use it, the weapon will jam or fail to produce a blade.

Lightweight

Weapon attachment (1 slot)

Cost: 120

The weapon is made from lighter material without compromising on strength. The weapon's Load is reduced by 1 (to a minimum of 1).

Persistent

Weapon attachment (1 slot)

Cost: 175

The weapon produces fire, corrosive acid or bears a serrated edge causing excessive bleeding. The weapon gains the **persistent 3** tag.

Shocking

Weapon attachment (1 slot)

Cost: 140

The weapon is given electrically charged ammunition or has a charged blade. When a creature takes damage from this weapon, it cannot use reactions until the start of the next round.

Simplified Weapon

Weapon attachment (free)

Cost: 100

This weapon gains the **simple** tag. You cannot put any other attachments on this weapon, other than damage attachments.

Handgun Attachments

The following attachments can be taken by handguns.

Attachable

Weapon attachment (free)

Cost: 50

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 1 attachment slot if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Difficult

Weapon attachment (1 slot)

Cost: 100

This weapon gains the **difficult 2** tag.

Concealable

Weapon attachment (1 slot)

Cost: 90

This weapon gains the concealable tag.

Elegant

Weapon attachment (1 slot)

Cost: 100

This weapon gains the **elegant 2** tag.

Reliable

Weapon attachment (1 slot)

Cost: 80

This weapon gains the **reliable** tag.

Very Difficult

Weapon attachment (2 slots)

Cost: 200

This weapon gains the **difficult 4** tag.

Very Elegant

Weapon attachment (2 slots)

Cost: 200

This weapon gains the **elegant 4** tag.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same handgun.

Deep Scanner Reconfiguration

Weapon attachment (free)

Cost: 100

This weapon loses all previous skill tags and gains the following skill tags: *Study* and *Investigator*. This weapon gains the **difficult 2** tag and the damage die becomes 1d4. The next attack that targets the same creature hit by this weapon gains **advantage 1**.

Injection Pistol Reconfiguration

Weapon attachment (free)

Cost: 90

This weapon loses all previous skill tags and gains the following skill tags: *Biology*, *Chemistry* and *Bio-chemist*. This weapon gains the **difficult 1** tag and deals biological damage instead of any other damage type.

Machine Pistol Reconfiguration

Weapon attachment (free)

Cost: 110

This weapon gains the **automatic** tag but its damage die becomes 1d6 and loses the **simple** tag.

Shockwave Reconfiguration

Weapon attachment (free)

Cost: 90

This weapon loses all previous skill tags and gains the following skill tags: *Planetary Sciences* and *Physical Scientist*. It also deals sonic damage instead of any other damage type.

Smart Weapon Reconfiguration

Weapon attachment (free)

Cost: 100

This weapon loses all previous skill tags and gains the following skill tags: *Technology* and *Technophile*. This weapon gains the **difficult 2** tag. When attacking with this weapon, you score a hit if the roll equals or exceeds the creature's Spot, instead of its PD.

Light Machine Gun Attachments

The following attachments can be taken by light machine guns.

Attachable

Weapon attachment (free)

Cost: 80

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 3 attachment slots if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Deployable Bipod

Weapon attachment (1 slot)

Cost: 70

As a minor task you can deploy this bipod so long as you have a suitable place to deploy it on (this may require you to go prone). You cannot move on the same turn in which you deploy this bipod. Attacks made with this weapon gain **advantage 1** if its bipod is deployed. You gain no benefit from this while an enemy is adjacent to you.

Full Metal Jacket

Weapon attachment (1 slot)

Cost: 150

When this weapon inflicts damage, the damage ignores resistance to kinetic damage.

Infrared Scope

Weapon attachment (1 slot)

Cost: 145

You ignore any penalties as a result of attacking in the dark or through fog with this weapon.

Self-replicating Ammunition

Weapon attachment (free)

Cost: 180

Whenever you consume ammunition because of this weapon, roll a d6. If you roll a 5 or 6, you do not consume a unit of ammunition.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same light machine gun.

Shockwave Reconfiguration

Weapon attachment (free)

Cost: 110

This weapon loses all previous skill tags and gains the following skill tags: *Planetary Sciences* and *Physical Scientist*. It also deals sonic damage instead of any other damage type.

Hunting Rifle Attachments

The following attachments can be taken by hunting rifles.

Attachable

Weapon attachment (free)

Cost: 90

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 2 attachment slots if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Attachable Blade

Weapon attachment (1 slot)

Cost: 45

When you take this attachment, you can attack with the attachable blade as if you had taken a one-handed melee weapon as a normal weapon. However, this one-handed melee weapon loses the flexible and simple tags and you cannot apply any additional attachments to this weapon. You may add your bonuses to attacks with hunting rifles for this attack instead of those for one-handed melee weapons.

Attachable Flamethrower

Weapon attachment (2 slots)

Cost: 160

When you take this attachment, you can attack with the attachable flamethrower as if you had taken a flamethrower as a normal weapon. However, you can only attack with this flamethrower once per scene. It does not have the consume (fuel) tag and does not explode like the flamethrower weapon. You may add your bonuses to attacks with hunting rifles for this attack instead of those for flamethrowers.

Attachable Grenade Launcher

Weapon attachment (2 slots)

Cost: 220

When you take this attachment, you can attack with the attachable grenade launcher as if you had taken a grenade launcher as a normal weapon. However, you can only attack with this grenade launcher once per scene. You may add your bonuses to attacks with hunting rifles for this attack instead of those for grenade launchers.

Deployable Bipod

Weapon attachment (1 slot)

Cost: 70

As a minor task you can deploy this bipod so long as you have a suitable place to deploy it on (this may require you to go prone). You cannot move on the same turn in which you deploy this bipod. Attacks made with this weapon gain **advantage 1** if its bipod is deployed. You gain no benefit from this while an enemy is adjacent to you.

Difficult

Weapon attachment (1 slot)

Cost: 110

This weapon gains the **difficult 2** tag.

Elegant

Weapon attachment (1 slot)

Cost: 110

This weapon gains the **elegant 2** tag.

Impact Rounds

Weapon attachment (1 slot)

Cost: 70

When you exceed the PD of a target creature by 4 or more when you attack with this weapon, you can knock the target prone.

Infrared Scope

Weapon attachment (1 slot)

Cost: 145

You ignore any penalties as a result of attacking in the dark or through fog with this weapon.

Reliable

Weapon attachment (1 slot)

Cost: 90

This weapon gains the **reliable** tag.

Very Difficult

Weapon attachment (2 slots)

Cost: 220

This weapon gains the **difficult 4** tag.

Very Elegant

Weapon attachment (2 slots)

Cost: 220

This weapon gains the **elegant 4** tag.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same hunting rifle.

Assault Rifle Reconfiguration

Weapon attachment (free)

Cost: 140

The weapon gains the **automatic** tag and its range is reduced by 1.

Deep Scanner Reconfiguration

Weapon attachment (free)

Cost: 160

This weapon loses all previous skill tags and gains the following skill tags: *Study* and *Investigator*. This weapon gains the **difficult 2** tag and the damage die becomes 2d4. The next attack that targets the same creature hit by this weapon gains **advantage 1**.

Injection Rifle Reconfiguration

Weapon attachment (free)

Cost: 150

This weapon loses all previous skill tags and gains the following skill tags: *Biology*, *Chemistry* and *Bio-chemist*. This weapon loses the **elegant 1** tag but gains the **difficult 1** tag and deals biological damage instead of any other damage type.

Ranger Reconfiguration

Weapon attachment (free)

Cost: 180

This weapon loses all previous skill tags and gains the following skill tags: *Spot* and *Sharpened Senses*. It also loses the **elegant 1** tag but gains the **critical 1** tag.

Sharpshooter Reconfiguration

Weapon attachment (free)

Cost: 130

The weapon gains the **sighted** tag and its range is increased by 1.

Smart Weapon Reconfiguration

Weapon attachment (free)

Cost: 160

This weapon loses all previous skill tags and gains the following skill tags: *Technology* and *Technophile*. This weapon gains the **difficult 2** tag. When attacking with this weapon, you score a hit if the roll equals or exceeds the creature's Spot, instead of its PD.

Sniper Attachments

The following attachments can be taken by snipers.

Attachable

Weapon attachment (free)

Cost: 100

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 3 attachment slots if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Deployable Bipod

Weapon attachment (1 slot)

Cost: 80

As a minor task you can deploy this bipod so long as you have a suitable place to deploy it on (this may require you to go prone). You cannot move on the same turn in which you deploy this bipod. Attacks made with this weapon gain **advantage 1** if its bipod is deployed. You gain no benefit from this while an enemy is adjacent to you.

Devastating Rounds

Weapon attachment (1 slot)

Cost: 125

When you attack a target which is mid-range or closer to you and deal damage to it, you roll an additional die of this weapon's damage.

Difficult

Weapon attachment (1 slot)

Cost: 120

This weapon gains the **difficult 2** tag.

Explosive Rounds

Weapon attachment (2 slots)

Cost: 190

This weapon gains the **explosive (adjacent)** tag. You can choose to remove this tag when you attack with this weapon.

Focusing Aperture

Weapon attachment (1 slot)

Cost: 250

This weapon gains the **critical 1** tag.

Impact Rounds

Weapon attachment (1 slot)

Cost: 80

When you exceed the PD of a target creature by 4 or more when you attack with this weapon, you can knock the target prone.

Infrared Scope

Weapon attachment (1 slot)

Cost: 155

You ignore any penalties as a result of attacking in the dark or through fog with this weapon.

Precise Focusing Instruments

Weapon attachment (2 slots)

Cost: 550

This weapon gains the **critical 2** tag.

Precision Aperture

Weapon attachment (1 slot)

Cost: 140

This weapon gains the **precision** tag.

Reliable

Weapon attachment (1 slot)

Cost: 110

This weapon gains the **reliable** tag.

Selective Guidance

Weapon attachment (2 slots)

Cost: 220

When you attack with this weapon and make the attack roll with **advantage 2** or greater, you roll an additional die of this weapon's damage.

Very Difficult

Weapon attachment (2 slots)

Cost: 240

This weapon gains the **difficult 4** tag.

Very Elegant

Weapon attachment (1 slot)

Cost: 240

This weapon gains the **elegant 4** tag.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same sniper.

Ranger Reconfiguration

Weapon attachment (free)

Cost: 320

This weapon loses all previous skill tags and gains the following skill tags: *Spot* and *Sharpened Senses*. It also loses the **elegant 2** tag but gains the **critical 2** tag.

Smart Weapon Reconfiguration

Weapon attachment (free)

Cost: 180

This weapon loses all previous skill tags and gains the following skill tags: *Technology* and *Technophile*. This weapon gains the **difficult 2** tag. When attacking with this weapon, you score a hit if the roll equals or exceeds the creature's Spot, instead of its PD.

Shotgun Attachments

The following attachments can be taken by shotguns.

Attachable

Weapon attachment (free)

Cost: 70

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 2 attachment slots if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Attachable Blade

Weapon attachment (1 slot)

Cost: 50

When you take this attachment, you can attack with the attachable blade as if you had taken a one-handed melee weapon as a normal weapon. However, this one-handed melee weapon loses the flexible and simple tags and you cannot apply any additional attachments to this weapon. You may add your bonuses to attacks with shotguns for this attack instead of those for one-handed melee weapons.

Explosive Shells

Weapon attachment (1 slot)

Cost: 160

This weapon gains the **explosive (adjacent)** tag.

Impact Shells

Weapon attachment (1 slot)

Cost: 60

When you exceed the PD of a target creature by 4 or more when you attack with this weapon, you can knock the target prone.

Slugs

Weapon attachment (free)

Cost: 85

This weapon's range is increased by 1. This weapon loses the **scatter** tag.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same shotgun.

Deep Scanner Reconfiguration

Weapon attachment (free)

Cost: 140

This weapon loses all previous skill tags and gains the following skill tags: *Study* and *Investigator*. This weapon gains the **difficult 2** tag and the damage die becomes 1d8. The next attack that targets the same creature hit by this weapon gains **advantage 1**.

Dragon's Breath Reconfiguration

Weapon attachment (1 slot)

Cost: 180

A weapon with this attachment deals energy damage instead of any other damage type. At the start of any scene in which you use this weapon, you must declare whether this weapon is set for Dispersal or Incendiary mode. While in dispersal mode, this weapon gains the **area 3** tag. While in incendiary mode, this weapon gains the **persistent 5** tag.

Sawed-off Reconfiguration

Weapon attachment (1 slot)

Cost: 100

The damage die for this weapon becomes 2d8 however, its range becomes close.

Shockwave Reconfiguration

Weapon attachment (free)

Cost: 120

This weapon loses all previous skill tags and gains the following skill tags: *Planetary Sciences* and *Physical Scientist*. It also deals sonic damage instead of any other damage type.

One-handed Melee Attachments

The following attachments can be taken by one-handed melee weapons.

Attachable

Weapon attachment (free)

Cost: 50

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 1 attachment slot if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Concealable

Weapon attachment (1 slot)

Cost: 90

The weapon gains the **concealable** tag.

Difficult

Weapon attachment (1 slot)

Cost: 100

This weapon gains the **difficult 2** tag.

Elegant

Weapon attachment (1 slot)

Cost: 100

This weapon gains the **elegant 2** tag.

Very Difficult

Weapon attachment (2 slots)

Cost: 200

This weapon gains the **difficult 4** tag.

Very Elegant

Weapon attachment (2 slots)

Cost: 200

This weapon gains the **elegant 4** tag.

Envenomed Blade

Weapon attachment (1 slot)

Cost: 165

When you exceed the PD of a target creature by 4 or more when you attack with this weapon, you deal an additional 1d6 biological damage to the target.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same one-handed melee.

Assassin's Blade Reconfiguration

Weapon attachment (free)

Cost: 120

This weapon loses all previous skill tags and gains the following skill tags: *Stealth* and *Espionage*. It also gains the **critical 1** tag.

Dancer's Poisoner Reconfiguration

Weapon attachment (free)

Cost: 100

This weapon loses all previous skill tags and gains the following skill tags: *Grace* and *Acrobat*. It also deals biological damage instead of any other damage type and gains the **elegant 2** tag.

Fistfight Reconfiguration

Weapon attachment (free)

Cost: 80

This weapon loses the *Duelist* skill tag but gains the *Martial Artist* skill tag. In addition, attacks with this weapon are considered improvised attacks as well as attacks from a one-handed melee weapon. This weapon gains the **reliable** tag.

Injection Needle Reconfiguration

Weapon attachment (free)

Cost: 90

This weapon loses all previous skill tags and gains the following skill tags: *Biology*, *Chemistry* and *Bio-chemist*. This weapon gains the **difficult 1** tag and deals biological damage instead of any other damage type.

Two-handed Melee Attachments

The following attachments can be taken by two-handed melee weapons.

Attachable

Weapon attachment (free)

Cost: 60

This weapon gains the **attachable (suit)** and **attachable (machine)** tag and takes up 2 attachment slots if attached. While attached, it cannot benefit from any attachments which require slots on the weapon.

Cleaving Weapon

Weapon attachment (1 slot)

Cost: 130

When you attack with this weapon, you can say you will make a cleaving attack. If you do so, you make an attack against every creature that is adjacent to you. On a hit, you roll one less die of damage when rolling damage.

Long Reach

Weapon attachment (1 slot)

Cost: 115

When a creature moves adjacent to you from further away while you are holding this weapon, you can make a single attack targeting them as a reaction.

Envenomed Blade

Weapon attachment (1 slot)

Cost: 165

When you exceed the PD of a target creature by 4 or more when you attack with this weapon, you can deal an additional 1d6 biological damage to the target.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same two-handed melee.

Brawler Reconfiguration

Weapon attachment (free)

Cost: 90

This weapon loses all previous skill tags and gains the following skill tags: *Endurance* and *Resilient*. The damage die for this weapon becomes 2d4 and when you hit with this weapon you count as also having hit with an interaction attack (such as grappling or climbing onto the target).

Colossal Reconfiguration

Weapon attachment (free)

Cost: 200

Any attacks with a weapon with this attachment gain **disadvantage 1** unless your Physique is 4 or greater. You cannot attack with this weapon as a reaction. The damage die for this weapon becomes 2d10.

Martial Artist Reconfiguration

Weapon attachment (free)

Cost: 70

This weapon loses all previous skill tags and gains the following skill tags: *Athletics* and *Tri-athlete*. You can choose to use Physique or Dexterity when making attacks and rolling damage with this weapon and this weapon gains the **flexible** tag.

Rocket Assisted Reconfiguration

Weapon attachment (free)

Cost: 175

When you attack with this weapon, you can say that you are making a rocket assisted attack. If you hit with that attack, you roll an additional die of damage when rolling damage. If you make a rocket assisted attack during a scene, you consume 1 unit of fuel at the end of the scene.

Grenade Attachments

The following attachments can be taken by standard grenades. Grenades are weapons so may also take the damage attachments available to all weapons. If you choose to take a reconfiguration attachment, you cannot take any other reconfiguration attachments for that grenade.

Damage Attachments

When you take a grenade with a damage die that does not already state its damage type, you must choose a damage attachment for it. If you have the blueprints for these attachments, you can take them in place of any other damage attachments.

Biological Grenade

Grenade attachment (free)

Cost: 25

Your grenade deals biological damage (B).

Sonic Grenade

Grenade attachment (free)

Cost: 35

Your grenade deals sonic damage (S).

Standard Grenade Attachments

The following attachments can be taken by grenades.

Biometric Lock

Grenade attachment (free)

Cost: 25

This grenade recognises only a single person's DNA and can only be used by that individual. When anyone else attempts to use it, the grenade is simply an inert weight.

Concealable

Grenade attachment (1 slot)

Cost: 45

The grenade gains the **concealable** tag.

Difficult

Grenade attachment (1 slot)

Cost: 60

The grenade gains the **difficult 2** tag.

Lightweight

Grenade attachment (1 slot)

Cost: 70

The grenade is made from lighter material without compromising on strength. You can fit an additional grenade into 1 load of grenades. If this attachment is taken by one grenade, it must be taken by all your grenades until you have a full load of grenades.

Shockwave

Grenade attachment (1 slot)

Cost: 80

When you exceed the PD of a creature by 4 or more when you attack with this grenade, the creature is knocked prone.

Simplified Grenade

Grenade attachment (free)

Cost: 20

This grenade gains the **simple** tag. You cannot put any other attachments on this grenade, other than damage attachments.

Transient Grenade

Grenade attachment (1 slot)

Cost: 60

You can add two damage attachments to this grenade. When you attack with this grenade, choose which damage type you wish the grenade to deal.

Very Difficult

Weapon attachment (2 slots)

Cost: 120

This weapon gains the **difficult 4** tag.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same grenade.

Airburst Reconfiguration

Grenade attachment (free)

Cost: 125

This grenade gains the **explosive (close)** tag, instead of the **explosive (adjacent)** tag.

Explosive Charge Reconfiguration

Grenade attachment (free)

Cost: 100

This grenade can be attached to a surface that the explorer using the grenade is adjacent to and then detonated remotely. Attaching the grenade requires an action and detonating the grenade afterwards requires an additional action. The action to detonate the grenade can take place any time after the grenade has been attached. When the grenade is detonated after being attached, it deals triple damage to any adjacent structures or objects. This will usually be enough to destroy any wall or object.

High Explosive Reconfiguration

Grenade attachment (free)

Cost: 110

This grenade deals an additional 1d8 damage when it hits a target.

Incendiary Grenade Reconfiguration

Grenade attachment (free)

Cost: 90

This grenade gains the **persistent 5** tag.

Knockout Grenade Reconfiguration

Grenade attachment (free)

Cost: 50

Any creature hit by this grenade does not take damage but falls prone and is incapacitated as it falls asleep unless it has more than 1 wound remaining and lacks the mob tag. If the creature takes any damage or is immune to biological damage, this grenade's effects end. The effects last until the end of the scene.

Shock Grenade Reconfiguration

Grenade attachment (free)

Cost: 75

Any creature that takes damage from this grenade is disoriented until the end of the next round. This grenade must deal Energy or Sonic damage.

Smoke Grenade Reconfiguration

Grenade attachment (free)

Cost: 30

This grenade deals no damage. When you attack with this grenade, you can choose to throw it to a location on the ground or at an enemy. If you throw it on the ground, the grenade hits automatically. If you throw it at or near an enemy, you roll an attack against the target's Spot. On a success, the grenade hits where you want it to. On a failure, the enemy can hit the grenade away to a location of its choosing close or closer to it. Wherever this grenade eventually lands, it produces a cloud of smoke which obscures an area out to a range of close from the grenade. Creatures within the smokes area cannot see and will therefore suffer penalties as a result.

Vox Encoder Attachments

The following attachments can be taken by vox encoders.

Attachable

Weapon attachment (free)

Cost: 55

This weapon gains the attachable (suit) tag and takes up 1 attachment slot on a suit if attached.

Biometric Lock

Weapon attachment (free)

Cost: 45

This weapon recognises only a single person's DNA and can only be used by that individual. When anyone else attempts to use it, the weapon will jam or fail to produce a blade.

Reconfiguration Attachments

If you choose to take one of the following attachments, you cannot take any other reconfiguration attachments for the same vox encoder.

Insidious Voice Reconfiguration

Weapon attachment (free)

Cost: 150

This weapon gains the following skill tags: Deceive and Silver-tongued. It also gains the **concealable** tag. If a creature gains stress from this weapon, it becomes paranoid and must use a reaction to make one attack against a creature of your choice within one of its weapon's ranges. Your custodian will choose which weapon it uses, prioritising melee weapons.

If a creature that has gained stress from this weapon breaks its stress limit, it will become intensely paranoid and will typically begin to attack everything around it, friend or foe, prioritising those which are closest to it. If you wish, you can suggest a different effect to your custodian.

Rousing Call Reconfiguration

Weapon attachment (free)

Cost: 150

This weapon gains the following skill tags: Lead and Commanding Presence. It also gains the **area 2** tag. The damage profile of this weapon becomes 2d6 Sonic, instead of 1 Stress. Explorers who are Mid-range or closer to you when you use this weapon gain temporary HP equal to your Affinity.

Sweet Talker Reconfiguration

Weapon attachment (free)

Cost: 150

This weapon gains the following skill tags: Charm and Silver-tongued. It also gains the **concealable** tag. If a creature gains stress from this weapon, it becomes unwilling to do any harm to you unless you harm it. Gaining stress from this weapon does not count as harming it.

If a creature that has gained stress from this weapon breaks its stress limit and you have not harmed it, it will typically become docile and seek to be friendly with you. If at this point, your allies or you continue to harm it, it will not be friendly. If you wish, you can suggest a different effect to your custodian.

Threatening Roar Reconfiguration

Weapon attachment (free)

Cost: 150

This weapon gains the following skill tags: Intimidate and Commanding Presence. It also gains the **area 2** tag. If a creature gains stress from this weapon, it is intimidated by you until the end of its next turn. While it is intimidated by you, you can use a reaction when it attacks to grant any saves against the attack **advantage 1**.

If a creature that has gained stress from this weapon breaks its stress limit, it will typically submit to you and become docile if you or your allies cease to harm it any further. Otherwise, it will typically flee in fear. If you wish, you can suggest a different effect to your custodian.

Truth Seeking Reconfiguration

Weapon attachment (free)

Cost: 150

This weapon gains the following skill tags: Read a Beast, Read a Person and Insightful. It also gains the **concealable** tag. If a creature gains stress from this weapon, you gain an awareness of its current intentions, the details of which are determined by your custodian. When you exceed the MD of a target creature by 4 or more, the target creature gains an additional stress.

If a creature that has gained stress from this weapon breaks its stress limit, you gain a detailed understanding of what its intentions are. If at this point, your allies or you continue to harm it, you and your allies gain **advantage 1** on all saves to resist its attacks until the end of the scene. If you and your allies stop harming it here, it will likely be extremely truthful with you. If you wish, you can suggest a different effect to your custodian.

Tags List

Items in further beyond are given tags which apply special rules to the item that has them or are used to sort particular similar items. The following lists of tags are sorted into categories and then given alphabetically. You will find the section on item tags the most helpful to check back on here.

Basic Tags

These tags define broad categories that items can be found in. Seeing an item with one of these tags is most helpful in reminding you what rules the item uses.

Armour

Items with this tag are armour which you can wear to protect yourself.

Attachable

Items with this tag can be taken alone or attached to a suit or armour. When you see this tag it will tell you what it attaches to in brackets.

Attachable Only

Items with this tag can only be taken as attachments to other items. When you see this tag it will tell you what it attaches to in brackets.

Drone

Items with this tag are drones which you can use to perform various tasks in the field.

Medical

Items with this tag are used for various restorative purposes such as replenishing HP, wounds, stress or environmental healing and protection.

Sensor

Items with this tag are sensors that can be used to learn detailed information about your environment.

Suit

Items with this tag are suits which you will typically always wear when out on missions.

Toolset

Items with this tag are toolsets which can assist you in various tasks in the field.

Vehicle

Items with this tag are vehicles which you can drive or ride.

Weapon

Items with this tag are weapons which you can use to harm enemies.

Item Tags

The following tags apply to various items in the game.

[Class or Specialisation]

Where a class or class specialisation is listed as a tag for an item, this means that you must be that class and class specialisation in order to use that item.

Concealable

An item with this tag can be well hidden on your person and will not be discovered unless the location in which it is stored is thoroughly searched.

Consumable

An item with this tag is consumed once used. Each time you use this item, subtract 1 from the total you have and you cannot use any more once that number is 0.

Consumes (X)

An item with this tag continuously consumes something to function. This could be fuel, ammunition or something else. X is what this item consumes.

Difficult X

When you use an item with this tag, if your Intellect does not equal or exceed X you subtract X from any check you make that involves this item. If your Intellect does equal or exceed X, you add X to any check you make that involves this item. If you receive this tag from multiple sources, you must choose which instance to apply to the item.

Elegant X

When you use an item with this tag, if your Dexterity does not equal or exceed X you subtract X from any check you make that involves this item. If your Dexterity does equal or exceed X, you add X to any check you make that involves this item. If you receive this tag from multiple sources, you must choose which instance to apply to the item.

[Skill]

Where a skill is listed as a tag for an item, this means that when making checks using that item you can add those skills to the check.

Single

An item with this tag cannot be taken more than once when you are determining your loadout at the start of a mission. Although, unlike the Unique tag it can be reprinted if it is destroyed..

Unique

An item with this tag can never be duplicated and you do not have the blueprints to create more of them.

Unprintable

An item with this tag cannot be printed and if destroyed it must be purchased or crafted again.

Weapon Tags

The following tags apply exclusively to weapons.

Area X

When you attack with a weapon with this tag, you can attack up to X targets. Make a separate attack check for each target. If you receive this tag from multiple sources, you must choose which instance to apply to the item.

Automatic

When you attack with a weapon with this tag, you can attack one additional time on your turn.

Brutal

When you roll a critical hit with a weapon with this tag, you roll one die of the weapon's damage and add it to the total damage dealt.

Clumsy

You gain **disadvantage 1** on attack checks when attacking with a weapon with this tag when you are close or closer to your target.

Critical X

Your critical hit threshold is reduced by X when you attack with a weapon with this tag. If a weapon gains this tag from multiple sources, the reduction to critical hit threshold is cumulative.

Explosive (Adjacent)

When you attack a target with a weapon with this tag, you also attack any creatures or objects that are adjacent to the target.

Explosive (Close)

When you attack a target with a weapon with this tag, you also attack any creatures or objects that are adjacent or close to the target.

Flexible

When you are wielding this weapon and do not make attacks with weapons without this tag on your turn, your Dexterity saves receive a +1 bonus until the start of your next turn.

Heavy

Attacks made with a weapon with this tag gain **disadvantage 1** if you have moved on the same turn. You cannot move after attacking with this weapon unless you gain this **disadvantage 1** when you attack. If the weapon is attached to a vehicle, you ignore this effect.

Overkill

When you roll damage with a weapon with this tag, any dice that roll the maximum possible number on the die can be re-rolled, adding the new roll to the damage in addition. Successive rolls of the maximum possible number continue to trigger this effect.

Persistent X

When a creature takes damage from a weapon with this tag, mark X on their sheet. If a creature already has X marked on their sheet from a weapon with this tag, add every X together. At the end of the round, the creature loses health equal to X. A creature can take an action to remove all Persistent X from their sheet. If you receive this tag from multiple sources, you must choose which instance to apply to the item.

Precision

When you roll damage with a weapon with this tag, you can choose one of the die you rolled and change it so the number matches a different die you rolled.

Reliable

The target of an attack made by a weapon with this tag always takes the minimum damage of the weapon's type, even if the attack misses. Minimum damage is the number of die in the damage roll plus any additional modifiers. Resistance or immunity may reduce this damage.

Rifle

Attacks made with a weapon with this tag are considered to have their range increased by 1 and gain **advantage 1** if you have not moved on the same turn. If you made an attack against a target at this increased range or have gained **advantage 1** in this way, you cannot move after you attack.

Scatter XdX

When you attack with a weapon with this property and are adjacent or close to the target, you deal additional damage equal to the die denoted in brackets as XdX.

Sighted

While you are prone, you gain **advantage 1** when you attack with a weapon with this tag.

Simple

You add 1d4 to attack checks made with a weapon with this tag. If the skill bonus you add to an attack check with this weapon is higher, you add that instead.

Ready Your Loadout

At the start of every mission, you will have to determine what your explorer is going to bring with them before they embark into the unknown. To do this, you need to select items out of all the blueprints you have and consider the load of all the items that you want to bring with you weighed against how much your character can physically carry (their load capacity). It is possible for another explorer to print more items than they are able to carry and only they know how to use and ask other explorers to carry some of their items as well.

Load

Despite having virtually infinite access to different items by using your ship's printers, there is a very finite limit to the amount an explorer can bring with them out into the unknown. This is represented by your explorer's load capacity. An explorer's load capacity is dictated by their class and is further modified by their Physique. Your load capacity is increased by an amount equal to 2 times your Physique but it is not decreased even if your Physique is negative. This represents the amount of equipment you can carry on your person which can be increased in various ways or circumvented using vehicles or drones.

Almost every item has a load score which represents its overall bulk and weight. When choosing what equipment to bring on a mission, you must choose an amount of items whose total load score is less than or equal to your load capacity. If an explorer is operating above their load capacity, they gain **disadvantage 1** on all physical checks and saves until they reduce the load they are carrying. It is physically impossible for an explorer to carry more than twice their load capacity for more than a few seconds.

An explorer may carry any item that they are physically able to, even if they are not able to use it.

Cost

Most items you will have to purchase to acquire or can be sold off at a later date. You will typically purchase item blueprints during downtime and when you do, you will have to pay for them by deducting their cost from the total money you have. You can sell item blueprints but remember that once you have done so, you cannot print those items again. There are many basic item blueprints that are so commonly accessible that you may struggle to even sell them to people (such as the items that every class starts with). The costs presented here for items are suggestions, your custodian may state that there are circumstances where certain blueprints are far more or less expensive than normal.

Items

These items are accessible to everyone either through character creation or through purchase.

Suits

Equipment	Load	Cost
Standard Explorer Suit	0	0
Vac-suit	5	100
Storm Suit	3	100
Deep Suit	4	150

Armour

Equipment	Load	Cost
Light Armour	2	75
Heavy Armour	5	200
Power Armour	10	500

Concoctions

Equipment	Load	Cost
Cobra's Synthetic Venom	1/3	100
Disorienting Toxin	1/4	80
Paralytic Venom	1/4	80
Rattlesnake's Hypnotic Poison	1/3	130
Soporific Toxin	1/3	90
Widow's Light Neurotoxin	1/5	70

Machines

Equipment	Load	Cost
Assault Drone	6	175
Carrier Drone	8	125
Handheld Drone	4	75
Bike	-	300
Rover	-	600

Medical

Equipment	Load	Cost
Antitoxin	1/5	30
Gas Mask	1	50
Medbay Supplies	1/3	40
Medkit	2	120
Mylar Blanket	2	25
Portable Medbay	5	400
Quick-serum	1/5	100
Relaxant	1/3	90
Stims	1/3	80

Sensors

Equipment	Load	Cost
Bio-sensor	1	200
Geo-sensor	1	150
Medi-sensor	1	175
Motion Sensor	1	75
Sound Sensor	1	150

Standard

Equipment	Load	Cost
Ammunition	1/5	10
Binoculars	1	5
Camera	1	15
Flashlight	0	5
Fuel	1/5	5
Heat Sensing Goggles	1	30
Locator Beacon	2	50
Long-range Comms Unit	3	80
Mag Boots	1	20
Night Vision Goggles	1	25
Portable Pressurised Cabin	2	75
Rations	1/7	0
Short-range Comms Unit	0	15
Sleeping Bag	2	20
Snare	1/5	10
Tent	3	60

Toolsets

Equipment	Load	Cost
Climbing Gear	3	125
Demolisher's Kit	3	175
Disguise Set	1	100
Diving Gear	5	250
Hacker Rig	2	300
Lockpick Set	1	150
Repair Tools	3	200
Wilderness Survival Kit	2	50

Weapons

Equipment	Load	Cost
Grenade Launcher	3	260
Handgun	1	50
Improvised Grenade	1/2	N/A
Light Machine Gun	4	300
Hunting Rifle	3	250
One-handed Melee	1	50
Shotgun	2	200
Sniper Rifle	4	400
Standard Grenade	1/2	75
Two-handed Melee	3	150

Special Weapons

Equipment	Load	Cost
Flamethrower	3	350
Flare Gun	1	80
Grappling Hook Launcher	2	180
Net	2	25
Net Launcher	3	100
Vox Encoder	1	250

Attachments

These items are attachments for your armour, suits or weapons. Some of these attachments can be taken as items instead.

Armour & Suit Attachments

Armour Attachments

Equipment	Slots	Cost
Armour Plating	2	120
Dense Plating	1	280

Vac-suit Attachments

Equipment	Slots	Cost
Thrusters	1	140

Suit Attachments

Equipment	Slots	Cost
Binoculars	1	5
Bio-sensor	1	200
Camera	1	15
Climber Configuration	2	325
Enclosable Suit	2	285
Flashlight	0	5
Gas Mask	1	50
Geo-sensor	1	150
Hacker Rig	1	300
Heat Sensing Goggles	1	30
Jetpack	3	435
Load-bearing Exoskeleton	1	130
Locator Beacon	1	50
Lockpick Set	1	150
Long-range Comms Unit	2	80
Mag Boots	1	20
Medi-sensor	1	175
Night Vision Goggles	1	25
Rebreather	0	85
Short-range Comms Unit	0	15
Sound Sensor	1	150

Machine Attachments

Drone Attachments

Equipment	Slots	Cost
Binoculars	0	5
Bio-sensor	1	200
Camera	0	15
Disposable Compartments	1	100
Efficient Engine	1	60
Explosive Finale	0	80
Extra Compartment	1	100
Flare Gun	1	80
Flashlight	1	5
Fog Lights	1	40
Geo-sensor	1	150
Hacker Rig	1	300
Handgun	1	50
Heat-sensing Goggles	1	30
Injector	1	120
Lightweight	1	75
Locator Beacon	1	50
Manipulators	1	110
Medi-sensor	1	175
Night Vision Goggles	1	25
Sound Sensor	1	150
Tough Armour	1	65

Assault Drone Attachments

Equipment	Slots	Cost
Grenade Launcher	2	260
Hunting Rifle	2	250
Net Launcher	2	100
One-handed Melee	1	50
Shotgun	1	200

Vehicle Attachments

Equipment	Slots	Cost
Efficient Engine	1	50
Ejector Seat	2	100
Extra Compartments	1	100
Flamethrower	2	350
Flare Gun	1	80
Fog Lights	1	40
Front Ram	2	150
Geo-sensor	1	150
Grenade Launcher	2	260
Handgun	1	50
Hover Vehicle Reconfiguration	2	300
Lightweight	1	200
Light Machine Gun	2	300
Locator Beacon	1	50
Long-range Comms Unit	1	80
Net Launcher	2	100
One-handed Melee	1	50
Short-range Comms Unit	0	15
Shotgun	1	200
Sidecar	1	80
Sound Sensor	1	150
Tough Armour	2	125
Two-handed Melee	2	150

Rover Attachments

Equipment	Slots	Cost
Off-road Vehicle	1	75
Quick Exit	1	30
Wilderness Survival Kit	1	50

Weapon Attachments

Damage Attachments

Equipment	Slots	Cost
Energy Weapon	0	0
Kinetic Weapon	0	0

Generic Attachments

Equipment	Slots	Cost
Biometric Lock	0	45
Lightweight	1	120
Persistent	1	175
Shocking	1	140
Simplified Weapon	0	100

Handgun Attachments

Equipment	Slots	Cost
Attachable	0	50
Difficult	0	100
Concealable	1	90
Elegant	1	100
Reliable	1	80
Very Difficult	2	200
Very Elegant	2	200

Handgun Reconfiguration Attachments

Equipment	Slots	Cost
Deep Scanner Reconfiguration	0	100
Injection Pistol Reconfiguration	0	90
Machine Pistol Reconfiguration	0	110
Shockwave Reconfiguration	0	90
Smart Weapon Reconfiguration	0	100

Light Machine Gun Attachments

Equipment	Slots	Cost
Deployable Bipod	1	70
Full Metal Jacket	1	150
Infrared Scope	1	145
Self-replicating Ammunition	0	180

Light Machine Gun Reconfiguration Attachments

Equipment	Slots	Cost
Shockwave Reconfiguration	0	110

Hunting Rifle Attachments

Equipment	Slots	Cost
Attachable Blade	1	45
Attachable Flamethrower	2	160
Attachable Grenade Launcher	2	220
Deployable Bipod	1	70
Difficult	1	110
Elegant	1	110
Impact Rounds	1	70
Infrared Scope	1	145
Reliable	1	90
Very Difficult	2	220
Very Elegant	2	220

Hunting Rifle Reconfiguration Attachments

Equipment	Slots	Cost
Assault Rifle Reconfiguration	0	140
Deep Scanner Reconfiguration	0	160
Injection Rifle Reconfiguration	0	150
Ranger Reconfiguration	0	180
Sharpshooter Reconfiguration	0	130
Smart Weapon Reconfiguration	0	160

Sniper Attachments

Equipment	Slots	Cost
Deployable Bipod	1	80
Devastating Rounds	1	125
Difficult	1	120
Explosive Rounds	2	190
Focusing Aperture	1	250
Impact Rounds	1	80
Infrared Scope	1	155
Precise Focusing Instruments	2	550
Precision Aperture	1	140
Reliable	1	110
Selective Guidance	2	220
Very Difficult	2	240
Very Elegant	1	240

Sniper Reconfiguration Attachments

Equipment	Slots	Cost
Ranger Reconfiguration	0	320
Smart Weapon Reconfiguration	0	180

Shotgun Attachments

Equipment	Slots	Cost
Attachable Blade	1	50
Explosive Shells	1	160
Impact Shells	1	60
Slugs	0	85

Shotgun Reconfiguration Attachments

Equipment	Slots	Cost
Deep Scanner Reconfiguration	0	140
Dragon's Breath Reconfiguration	0	180
Sawed-off Reconfiguration	0	100
Shockwave Reconfiguration	0	120

One-handed Melee Attachments

Equipment	Slots	Cost
Attachable	0	50
Concealable	1	90
Difficult	1	100
Elegant	1	100
Very Difficult	2	200
Very Elegant	2	200
Envenomed Blade	1	165

One-handed Melee Reconfiguration Attachments

Equipment	Slots	Cost
Assassin's Blade Reconfiguration	0	120
Dancer's Poisoner Reconfiguration	0	100
Fistfight Reconfiguration	0	80
Injection Needle Reconfiguration	0	90

Two-handed Melee Attachments

Equipment	Slots	Cost
Cleaving Weapon	1	130
Long Reach	1	115
Envenomed Blade	1	165

Two-handed Melee Reconfiguration Attachments

Equipment	Slots	Cost
Brawler Reconfiguration	0	90
Colossal Reconfiguration	0	200
Martial Artist Reconfiguration	0	80
Rocket Assisted Reconfiguration	0	175

Grenade Damage Attachments

Equipment	Slots	Cost
Biological Grenade	0	25
Sonic Grenade	0	35

Standard Grenade Attachments

Equipment	Slots	Cost
Biometric Lock	0	25
Concealable	1	45
Difficult	1	60
Lightweight	1	70
Shockwave	1	80
Simplified Grenade	0	20
Transient Grenade	1	60
Very Difficult	2	120

Grenade Reconfiguration Attachments

Equipment	Slots	Cost
Airburst Reconfiguration	0	125
Explosive Charge Reconfiguration	0	100
High Explosive Reconfiguration	0	110
Incendiary Grenade Reconfiguration	0	90
Knockout Grenade Reconfiguration	0	50
Shock Grenade Reconfiguration	0	75

Vox Encoder Attachments

Equipment	Slots	Cost
Attachable	0	55
Biometric Lock	0	45

Vox Encoder Reconfiguration Attachments

Equipment	Slots	Cost
Insidious Voice Reconfiguration	0	150
Rousing Call Reconfiguration	0	150
Sweet Talker Reconfiguration	0	150
Threatening Roar Reconfiguration	0	150
Truth Seeking Reconfiguration	0	150

Class Items

These items are available only to specific classes or class specialisations.

Envoy Items

Equipment	Load	Slots	Cost
Localised Defence Field	-	1 (Suit)	250
Universal Identification	0	-	100
Universal Translator	0	0 (Suit)	100

Mastermind Items

Equipment	Load	Slots	Cost
Hydra Neural System	-	1 (Suit)	400
Subtle Comms Implant	-	0 (Suit)	150
Spider AI	-	-	500

Speaker Items

Equipment	Load	Slots	Cost
Holographic Visage	-	1 (Suit)	175
Phantom Ear	1/3	-	80
Suggestion Toxin	1/4	-	120

Traveller Items

Equipment	Load	Slots	Cost
Curio from Beyond	0	-	N/A
Marker Light Targeting System	-	1 (Suit)	200
Artemis Focusing System	-	1 (Suit)	250

Operative Items

Equipment	Load	Slots	Cost
Elegant Weapon	-	0 (Weapon)	80
Enhanced Prosthetic	0	-	60
Recon Node	1/3	0	75

Hunter Items

Equipment	Load	Slots	Cost
All-purpose Manoeuvrability Suit	3	-	175
Custom Scope	-	1 (Weapon)	110
Tracker Ammunition	1/10	-	85

Scoundrel Items

Equipment	Load	Slots	Cost
Custom Grip	-	1 (Weapon)	90
Gambler's Tools	1	-	100
Precision Enhancements	-	1 (Weapon)	125

Secret Agent Items

Equipment	Load	Slots	Cost
Ares Focusing System		1	200
Chameleonic Suit	0	-	150
Phantom Weapon	-	1 (Weapon)	100

Scientist Items

Equipment	Load	Slots	Cost
Custom Improvements	-	0	100
Holographic Projector	2	1 (Suit)	125
Resistance Field Generator	-	1 (Suit)	225

Physician Items

Equipment	Load	Slots	Cost
Deer AI	-	-	500
Rejuvenating Concoction	1	-	80
Universal Stimulant	1/3	-	80

Soldier Items

Equipment	Load	Slots	Cost
Custom Weapon	-	1 (Weapon)	75
Medal of Honour	0	-	N/A
Power Armour	10	-	500

Berserker Items

Equipment	Load	Slots	Cost
Fury Serum	1/4	-	120
Gouging Weapon	-	1 (Weapon)	145
Savage Weapon	-	1 (Weapon)	80

Captain Items

Equipment	Load	Slots	Cost
Automated Adrenaline Injectors	-	0 (Suit)	260
Battle Standard	2	1	N/A
Subjectivity Interface	-	0 (Suit)	340

Protector Items

Equipment	Load	Slots	Cost
Aegis Propulsion System	-	1 (Suit)	200
Power Shield	3	-	150
Reactive Armour	-	2 (Armour)	375

Level Up Checklist

When you level up your character, the following things happen. This list is intended to help you keep track of any changes.

1. Choose a new tier in a class specialisation you have access to. Gain all the features in that tier.
2. Gain 2 skill points. New skill points must be spent immediately and cannot raise a skill by more than one tier at a time.
3. Record any new features gained from honed skills.
4. If you became proficient in any skills you weren't proficient in before as a result of this level up, add 1 to a stat. If you became proficient in any Combat or Physical skills, you can choose to add 1 to a physical stat. If you became proficient in any Mental or Social skill, you can choose to add 1 to a mental stat. You cannot add more than 1 to any of your stats during a level up.

Playing the Game

Further Beyond is a roleplay game where you will work together to overcome obstacles as you explore alien planets. As a player in this game you will create an explorer through whose eyes you will uncover the world and stories laid out by your custodian of stars. This section will run through the core rules for playing this game for explorers.

Tasks

Everything you roll for will be an attempt at some kind of task. You should have an objective in mind and will need to roll to see whether you succeed. When you roll a d20 and attempt to succeed at something you distinctly have in mind, that is called a check. You are testing how successful your explorer is at what you are trying to do.

When you roll a d20 and attempt to avoid an imminent catastrophe or damage to yourself, this is called a save. Almost all rolls you initiate be checks and you will make saves only when prompted by the custodian.

Stats

Any check or save you make will have modifiers. These are numbers you add to your roll to give you the result of your check or save. Most of the time, the result of the roll is what's important, not the number you roll on the d20.

When you roll any check or save, you will always add one of your four stats: Physique, Dexterity, Intellect or Affinity. Your custodian will determine what stat is most appropriate for the roll.

Saves

While there is a huge amount of different checks an explorer may make, there are only four different saves.

- **Physique Saves.** Where an explorer resists something with brute strength, bodily constitution or physical endurance.
- **Dexterity Saves.** Where an explorer dodges out of the way of something or dives behind cover.
- **Intellect Saves.** Where an explorer resists alterations to their perception of reality and focuses on what they know to be true.
- **Affinity Saves.** Where an explorer uses their willpower to resist an emotional attack.

Rolling saves is very similar to rolling checks except that it happens in response to something. You will roll a d20 and add the relevant stat to the roll. Unlike for checks, skills do not add modifiers to saves so the target numbers for saves will generally be lower than for checks.

Physical and Mental Stats

The four different stats that your explorers have are divided into two groups: physical stats and mental stats. Your physical stats are Physique and Dexterity while your mental stats are Intellect and Affinity. Your custodian may ask you to "make a Physical save". In this case, you can choose to make that save with Physique or Dexterity. Whenever you are prompted to do something with a physical or mental stat, it is your choice which of each stat you use.

Difficulty

For every check you make, the custodian will assign a difficulty score to the roll. This difficulty score will help the custodian determine how successful you are.

Difficulty scores are given in degrees ranging from 0 to 10 with each difficulty score having a corresponding target number and a description of what sort of tasks are at this level of difficulty. In order to beat a target number and succeed at a task, you roll a d20 and add any appropriate modifiers and compare with the custodian to see if the roll matches or exceeds the target number for the difficulty of the task at hand. The following table may be of use to custodians when determining the difficulty of a task.

Difficulty Score	Target Number	Description
0	0	Trivial.Anyone can do this with ease.
1	4	Routine.Most people will have no trouble with this.
2	8	Basic.Some may struggle but most people can do this with time and focus.
3	12	Standard.Requires focus but is manageable for any skilled person.
4	16	Difficult. A trained person will have some difficulty; untrained will struggle.
5	20	Challenging.Awell trained individual may struggle but will ultimately succeed; an untrained person requires extensive assistance or to get lucky.
6	24	Arduous.Only exceptional specialists can produce these results regularly; it is a nearly impossible task for anyone else.
7	28	Severe.Specialists will struggle and tax their limits; the untrained will find these tasks impossible.
8	32	Heroic.Typically the coordinated efforts of multiple highly trained specialists, feats like these are rare and exceptional.
9	36	Legendary.You've heard of these feats...once a decade.
10	40	Impossible.Anearly unachievable feat, even for the most exceptional specialist.

Success & Consequences

When attempting to do something, you can succeed or fail to different degrees which can result in negative consequences or greater success.

When you achieve a lower level of success or failure, there are consequences for that failure. The exact nature of the consequences is up to your custodian, taking into account the situation and the skills of the explorers taking part in the task.

Success means you rolled equal to or above the target number. The explorer succeeds at their task with no consequences.

Partial Success means you rolled a number 4 or less below the target number (1 difficulty score lower). When this happens, the explorer will succeed but at a cost and will suffer consequences.

Failure means you rolled a number 5 or more below the target number. When this happens, the explorer fails at their task and suffers some consequences.

Criticals

When you roll a 20 on the d20 and achieve a success, it is a critical success. This means something very good happens.

When you roll a 1 on the d20 and achieve a failure, it is a critical failure. This means that something very bad happens.

Note: Rolling a 20 or a 1 does not always mean a critical success or failure. You must still achieve a success or failure from comparing the target number to the d20 roll plus any modifiers.

Critical Threshold

Some features may lower your critical threshold. This means the numbers required to roll on the d20 include additional numbers below 20 for a success to become a critical success. For example, if you were to have a feature that lowered your critical threshold by 1, this would mean that you would turn a success into a critical success if you rolled a 19 or 20 on the d20. Features that lower critical threshold stack but usually only apply to specific types of checks.

Advantage and Disadvantage

When you are attempting something where the situation has been made easier in some way, your custodian may give you **advantage X** on the roll. Conversely, if a situation is particularly difficult for you, you get **disadvantage X** on the roll.

When making a roll with **advantage X**, you roll an additional number of d20s equal to X and use the highest of all those rolls. Conversely, when making a roll with **disadvantage X**, you roll an additional number of d20s equal to X and use the lowest of all those rolls. If you have both **advantage X** and **disadvantage X** at the same time, then each unit of **advantage 1** cancels out a unit of **disadvantage 1** at a one-to-one ratio.

If you get **advantage X** or **disadvantage X** from multiple sources, add all the X numbers together to determine the total amount of advantage or disadvantage you have for the roll.

For example, an explorer may be attempting to shoot something with their sniper rifle. They gain **advantage 1** from being prone and gain **advantage 1** again because a fellow explorer is helping them to make the shot. This would add together meaning they would roll 3d20s and take the highest roll to determine if they succeed. However, the target is very far away and it is raining very heavily, so the custodian has given the explorer **disadvantage 1** on the roll. The player subtracts the **disadvantage 1** from the **advantage 2** now to make **advantage 1**. Then they roll just 2d20s and take the highest roll.

Helping Other Explorers

Explorers can choose to help each other to accomplish tasks. When an explorer makes a check, another explorer can help the explorer making the check. The explorer gains **advantage 1** on the check. Sometimes your custodian may require you to be trained in a relevant skill to help another explorer with a check or some other prerequisite condition. Someone without any computational knowledge may struggle to help a fellow explorer hack into a highly complex computer network for example.

As an action in combat, explorers can help each other on most checks in the same way. If an explorer wishes to help another explorer on an attack check, they must be adjacent to the target of the attack or have a ranged weapon and be adjacent to the explorer they are helping when they take this action. When you take the action to help an explorer in combat, you gain a reaction which lasts until the start of your next turn to trigger this help to grant **advantage 1** on a check.

Opportunities

When an explorer succeeds on a check, they can be offered an opportunity, but at a cost. Opportunities are moments where an explorer notices something that could be beneficial to the explorer but will incur some risk to get that benefit. Some examples of opportunities may include:

- Noticing secret information they weren't expecting while hacking a computer system
- Spotting a valuable gem while on a dangerous abseil
- Probing for scandalous information in a conversation with people who may be offended

Opportunities can be created by the custodian or suggested by the players after an explorer succeeds on a check but it is up to the custodian if the opportunity exists or not. An explorer who is offered an opportunity can definitely get it, but will suffer a consequence in order to get it. The custodian does not have to detail what the consequence will be, but in most cases it may make sense for the explorer to have a reasonable idea of the consequences.

If an explorer rolls a critical success on a task, they get an opportunity without any consequences. If you cannot come up with an opportunity, the explorer succeeds at their task better than they thought they would.

Half-Level

Many abilities and effects use your explorer's half-level (HL). This is a number that increases as your explorer increases in level and is always equal to half your total explorer level rounded up. A 1st level scientist explorer therefore has a half-level of 1 while a 4th level soldier has a half-level of 2.

Stress

As your explorer endures physical and mental hardships, they may gain stress. Your stress limit is your ability to continue through bruised bodies and broken spirits with your stress being a measure of how those bruises and damaged spirits are creeping up on you.

When something happens that tests your physical resilience or mental will, your custodian may give you one or two points of stress as a consequence. Alternatively, you can also increase your stress voluntarily. You can do so in the following ways:

- **Push Yourself.** You gain 1 stress and gain **advantage 1** on a check or save before you roll. You can gain multiple stress when you use this, adding 1 to the **advantage 1** each time you do. You can gain an amount of stress up to your HL.
- **Get an Opportunity.** If you are presented with an opportunity, you can gain 1 stress to get the opportunity without suffering any other consequences.

So long as you have not reached your stress limit, you can voluntarily gain as much stress as you wish on any check or save. Be cautious, for your custodian and some NPCs may cause you to gain stress.

You will likely have other ways to gain stress for benefits relating to your class, skills or even items.

Stress Limit

You have a stress limit which represents your breaking point for when you suffer too much stress. Your stress limit is a number equal to your highest physical stat plus your highest mental stat. When you have suffered enough stress to equal your stress limit, you snap and you must immediately make one physical and one mental stat condition save. After you have made those saves, your total stress resets to 0. You can never exceed your stress limit, any stress gained after reaching your stress limit but before resetting your stress to 0 is ignored and you cannot benefit from any stress gained above your limit.

Note: Order of Operations

When you gain a stress while making a roll, resolve the roll and all immediately following rolls (such as rolling damage) with the ability which gaining stress was required to activate (such as pushing yourself) but without adding the additional stress. Once you have done so, gain the stress and resolve any effects that are triggered by gaining stress (such as hitting your stress limit).

Conditions

Sometimes an explorer sustains a particular ongoing effect, whether it be positive or negative for them. This is represented by a condition. The effect which gives a target a condition will tell you how long the condition lasts and under what circumstances it applies. Here is a list of conditions and what their effects are.

Afflicted (X)

You have been poisoned or are suffering an unspecified illness. Until you are cured, you gain **disadvantage 1** on all checks which use X stat or that stat grouping. X could be a single stat such as (Intellect), or could pick out a group of stats such as (Physical).

Blinded

While blinded, you automatically fails any checks that rely on sight and gain **disadvantage 1** on any checks and saves which sight would normally aid.

Deafened

While deafened, you automatically fails any checks that rely on sound. If hearing is your primary form of sensing your environment, you gain **disadvantage 1** on any checks and saves which hearing would normally aid.

Disrupted

While disrupted, you can move or take an action on your turn, not both.

Frightened

When you are frightened, you can choose for your response to be fight, freeze or flight. At the start of each of your turns, you may choose a new response out of the following options.

- **Fight.** You gain **advantage 1** on all of your attacks but gain **disadvantage 1** on any saves to resist attacks.
- **Freeze.** You are immobilised.
- **Flight.** You cannot willingly move closer to the source of your fear and you can run once on your turn as a minor task.

Incapacitated

While incapacitated you cannot move, take actions, minor tasks or reactions.

Immobilised

While immobilised you cannot move and gain **disadvantage 1** on dexterity saves.

Invisible

While invisible you gain **advantage 1** on checks to remain hidden as well as saves against a creature that primarily uses sight to sense you.

Prone

While prone you must use 1 speed to get up (for most explorers, this will be all their movement) or crawl. While crawling, you move at half your speed. While you are prone, you gain **advantage 1** on saves against ranged attacks and **disadvantage 1** against melee attacks. Any melee attacks you make gain **disadvantage 1**.

Slowed

While slowed, you can move or take an action on your turn, not both. If you choose to attack, you can only make a single attack with **disadvantage 1**. In addition, you may only perform one minor task on your turn. You cannot take any reactions that would allow you to attack.

Weightless

While weightless you can only move when you can pull or push yourself along another surface and will move in the same direction once moving until impeded. Many items or methods of creating thrust can alleviate these restrictions.

Stat Conditions

The following list of conditions are called stat conditions. These are conditions that affect a specific stat: Physique, Dexterity, Intellect or Affinity. There are two levels of these conditions with the second level being a strictly worse version of the first level. For whichever stat they choose, if they fail the save they take the next level of the stat condition associated with that stat.

If you have already gained the second level stat condition for a particular stat and you are given the same stat condition again, you suffer a wound instead.

As an example, Melania is playing her soldier, Gwen the Unshakeable. She sustains a wound and is prompted to make a save against a stat condition. She chooses to make a Physique save since she is very strong and will likely be able to succeed the save. However she fails the Physique save and sustains the Impaired condition. Gwen is now in a much worse position as she relies on Physique for many of her abilities.

Stat Condition Saves

You suffer stat conditions by failing stat condition saves. When you make a stat condition save, you make a save using a chosen stat. If you fail this save, you suffer the next level of the stat condition associated with the stat you chose. You cannot ignore the consequence of failing a stat condition save unless the item or ability specifically says you can.

When you are told to roll to save against a stat condition which is not specified, it is the player's choice which stat they choose. Your custodian is able to ask you to make a physical or mental stat condition save, in which case you must choose from the corresponding stats to make your stat condition save. A custodian cannot ask you to make a specific stat condition save - you always get a choice.

At the start of your first mission, the target number for any stat condition save you may make for each stat is 8. When you succeed a stat condition save, you increase this target number by 4 for that stat. When you fail a stat condition save, you suffer the stat condition and reset the target number for that stat to 8.

The stat conditions are as follows.

Physique Stat Conditions

Level 1: Weakened

You gain **disadvantage 1** on all Physique checks.

Level 2: Exhausted

You are *weakened* and gain **disadvantage 1** on Physique saves.

Dexterity Stat Conditions

Level 1: Impaired

You gain **disadvantage 1** on all Dexterity checks.

Level 2: Debilitated

You are *impaired* and gain **disadvantage 1** on Dexterity saves.

Intellect Stat Conditions

Level 1: Confused

You gain **disadvantage 1** on all Intellect checks.

Level 2: Dazed

You are *confused* and gain **disadvantage 1** on Intellect saves.

Affinity Stat Conditions

Level 1: Demoralised

You gain **disadvantage 1** on all Affinity checks.

Level 2: Hopeless

You are *demoralised* and gain **disadvantage 1** on Affinity saves.

NPC Conditions

Conditions work differently when applied to NPCs since they do not make checks or saves like explorers do. The following is a list of conditions NPCs may suffer from and how they apply to NPCs.

Disoriented

An NPC's main way of sensing the world around them has been severely disrupted. Attacks against a disoriented NPC gain **advantage 1** as do saves to resist their attacks.

Disrupted

A disrupted creature can move or take an action on its turn, not both.

Frightened

When an NPC is frightened, your custodian will choose for its response to be fight, freeze or flight.

- **Fight.** Saves to resist this NPC's attacks gain **disadvantage 1** but attacks made against the NPC gain **advantage 1**.
- **Freeze.** The NPC is immobilised. If it takes any damage, it will change its response to either fight or flight.
- **Flight.** The NPC cannot willingly move closer to the source of its fear and may run once on its turn as a minor task. If the NPC cannot escape from the source of its fear, its response changes to fight.

Incapacitated

A creature that is incapacitated cannot move, take actions, minor tasks or reactions.

Immobilised

An immobilised creature cannot move.

Invisible

Explorers trying to interact with an invisible NPC gain **disadvantage 1** on checks to spot them and on saves against their attacks as well as on attack checks to hit them.

Prone

A prone creature must use 1 speed to get up or crawl. While crawling, a creature moves at half their speed. While an NPC is prone, ranged attacks gain **disadvantage 1** and melee attacks gain **advantage 1** against them. Saves against their melee attacks gain **advantage 1**.

A creature can voluntarily go prone as a minor task on their turn.

Slowed

A slowed creature can move or take an action on its turn, not both. If it chooses to attack, it can only make a single attack, of which any saves to resist gain **advantage 1**. In addition, it may only perform one minor task on its turn. It cannot take any reactions that would allow it to attack.

Weightless

A weightless NPC can only move when they can pull or push themselves along another surface and will move in the same direction once moving until impeded. Many items or methods of creating thrust can alleviate these restrictions.

Combat

An explorer caught unprepared is in a perilous position with death close at hand, but an explorer who is prepared or quick-witted can turn from the hunted into the hunter.

Combat is life-threatening but often necessary to overcome a particular threat or achieve a goal. With careful planning or good coordination, you can come out on top of any situation.

Order of Combat

At the start of combat, the custodian should group all the combatants based on what side they are on and who they will be attacking. Most of the time this will mean grouping the players together vs the NPCs but occasionally this can mean that some allied NPCs are grouped with the players or other arrangements. This will typically result in 2 groups.

Initiative

In order to see which group acts first, the custodian must determine who initiated the combat - was it the explorers or the NPCs? Whoever is determined to have initiated the combat will go first and the other will go second.

Turn Order

After the group that is going first has been determined, select one combatant from that group to take their turn. After they have ended their turn, one combatant from the other group takes their turn and after their turn, one combatant from the other group takes their turn and so on until each combatant has taken as many turns as they are able to take in a round.

Once this has happened and the final turn has ended, the next round begins with a turn from the group that was chosen to act first during initiative. Play continues until the combat has been decided.

During a round, every combatant is considered to be taking their turns at roughly the same time with a round, and therefore the combined events of all the turns within, considered to last about 10 seconds. Usually tracking time in such short spans is not relevant but explorers and custodians should try to consider what a person can accomplish in 10 seconds to immerse themselves in the impetus of the moment the combatants are feeling.

What you can do on your turn

During a turn, a combatant can do the following:

- Move up to their speed (for explorers this will usually be 1)
- Perform an action
- Perform an infinite amount of minor tasks

Moving includes any method of getting from points A to B whether that be running, crawling, swimming, climbing, flying or however a combatant likes to move. Some things can slow down movement in combat which is detailed later.

An action in combat is a single significant event that takes place in 10 seconds. It is the main thing you do on your turn and examples of which are detailed in the next section.

Minor tasks are anything that takes a negligible amount of time. They include but are not limited to:

- Dropping, stowing or drawing an item
- Pressing a button

- Talking
- Grabbing something as you run past
- Smash a small, weak object
- Kick a stone
- Take off a glove
- Down a glass of liquid
- Tear off a bite to eat
- Hand an item to someone else

Special Case: Surprise

Creatures are surprised when they are caught unawares and assaulted before they have time to catch their bearings. If the players or the NPCs are surprised when combat starts, the first round of combat will be a special surprise round. During a surprise round, all creatures in the group that surprised the other get to take their turns at once. Each creature acts as normal and can only do as much as they could on a single turn but they can each act during each others turns. After all members of this group has taken their turns, the group that was surprised gets to take their turns in the same way.

After the surprise round, combat continues as normal with the group that surprised the other going first.

Actions in Combat

The following are a series of example actions that you can take on your turn. You can perform anything that you can accomplish in 10 seconds on your turn and your custodian will determine how it plays out, usually by calling for a particular check from the player.

Many checks in combat which interact with another creature, such as attacking them, do not have the option to achieve a partial success. You either hit the target or you don't for instance. What would have been a partial success normally, is a failure in combat.

Attack

Attacking in combat can involve shooting a firearm at something, slashing with a sword, punching, grappling, attempting to influence with mind-altering drugs or generally any overtly hostile action.

When you wish to attack a target, you make an attack check to see if you successfully strike the target with enough force to deal damage. An attack check is a skill check like normal, adding the appropriate modifier for the weapon being used as well as any skill modifiers. An attack check succeeds if the roll equals or exceeds the physical defence (PD) or mental defence (MD) of the NPC you are targeting. If the weapon deals stress damage, it will target the NPC's MD, if it does anything else it will target the NPC's PD. If the attack check is a success, you have struck the target and can roll the weapon's damage to see how much damage you deal to the target.

Critical Successes

If you roll a critical success on an attack check, the weapon's damage dice are maximised. This means that you do not roll the dice and instead deal damage as if you had rolled the highest number possible on each dice. For example, if you would deal 2d6 damage, you instead deal 12 damage.

Consequences

Usually in combat, you do not take additional consequences if you miss an attack in combat. Oftentimes a miss is enough of a consequence in itself. However, custodians are free to apply consequences if they wish to.

Special Attack: Improvised Attack

An improvised attack is any attack made without a proper weapon so this includes untrained punches and kicks, attacks with chairs or loose wires and anything an explorer can grab and use to deal damage with. Improvised attacks are made using an appropriate physical stat, chosen by the custodian, and any close-quarters fighting skill may add to the check. The damage for an improvised attack is 1d4 plus the stat used in the attack check. The damage type is determined by the custodian. The range will typically be adjacent but explorers may make improvised attacks at range by throwing items which will typically have a range of close.

Special Attack: Interaction Attacks

Sometimes you may wish to physically restrain, climb onto, trip up or otherwise physically interact with creature without damaging it. In order to do this, make an improvised attack check using an appropriate physical stat, adding bonuses relating to combat or physical skills such as athletics, acrobatics or close-quarters fighting as appropriate. If you succeed, you have successfully grappled the target, climbed onto them or performed whatever appropriate physical interaction you were intending.

If a target is grappled, it cannot move until it has been freed and can be moved by the grappler. Some targets may be too large for an explorer to grapple, in which case climbing on would be more appropriate.

An NPC can substitute an attack on their turn to attempt to grapple or physically interact with an explorer. If the explorer fails the save against the attack as normal, the creature has succeeded in what they were trying to do, inflict no damage to the explorer and interact with the explorer in the intended way. If an NPC is grappled by an explorer, it can also attempt to break out of the grapple at the end of its turns, forcing one explorer to make a save against an attack as above.

At the end of an explorer's turn, they can attempt a save against a target number equal to the attack which originally grappled them. If they succeed the save, they are no longer grappled. They can also attempt this save as an action on their turn.

Discern

You observe your surroundings and attempt to discern something about the environment or the creatures within it. This can involve carefully searching for something or thinking carefully about what you may know about something around you. When you discern, you will typically make a check using either Intellect or Affinity and add a mental or social skill. This will be against a difficulty set by your custodian or the MD or spot of a creature if you are trying to discern something about them. This action could also be used to discover a hidden enemy.

When you are successful, your custodian will provide you with the information you were looking for as can be discovered by your character to the best of their ability in the current situation. The quality and reliability of this information can vary considerably depending on the situation. Results of this action are up to your custodian's discretion.

Your custodian may allow you to discern as a minor task depending on what you are trying to discern. For example, if a biologist is trying to recall what they know about a particular plant, a custodian could prompt them to discern as a minor task instead of as an action.

Disengage

You retreat carefully from an assailant, allowing yourself to move away from a target without them making an opportunity attack against you.

Hide

You attempt to conceal yourself or temporarily confuse an enemy of your precise location or where you will attack from next. In order to attempt to hide, you must make a check, adding any bonuses relating to stealth. You gain **advantage 1** on your next check against any creature whose Spot is equal to or lower than the check you just made. The check must be benefited in some way by the creature not being aware of you in order for you to gain **advantage 1**, such as an attack from an unseen angle. Being hidden does not mean creatures do not know where you are approximately and may move to render your attempt to hide useless. Your custodian decides whether you can appropriately hide from a creature and when that creature becomes fully aware of you again. Attacking a creature while you are hidden reveals your location after the attack has resolved.

Prepare an Action

You can prepare an action for the perfect time to use it. This can involve waiting with a rifle pointed at a door, standing ready to detonate a bomb or a host of other actions that need to take place instantaneously rather than on your turn. In this case, describe what you wish to do and what the trigger is for your action. When you wish to trigger your action, you use your reaction to activate the action as if it was your turn.

Run

You can move up to your speed an additional time.

Use an Item

There are many items available to explorers and many of them can find some use during combat even if not specified in their item description. Generally, using an item to do something significant in a 10 second window takes an action.

Reactions

Even when it is not your turn, you can still react to certain events. You have one reaction per turn. However, you cannot trigger the same reaction more than once before the start of the next round.

For example, if a creature were to move away from you, you could use a reaction to make an opportunity attack against that creature as it moves away but if a second creature moved away before your next turn, you could not attack the second creature. However, you could still brace against an attack on a different turn.

Opportunity Attack

When an adjacent creature attempts to move away from you without disengaging, you may use your reaction to take an opportunity attack against the creature. This attack must be made with a single weapon you are currently holding or as an improvised attack. Ranged attacks are made at **disadvantage 1** as normal.

Brace

When you fail a save to resist an attack, you can use your reaction to brace. When you do, you halve the damage you take from the triggering attack and you gain **advantage 1** on all saves to resist attacks until the start of your next turn. However, you cannot take any reactions until the start of your next turn and on your next turn you cannot take an action but may still move and perform minor tasks as normal.

Resisting Attacks

When an NPC attacks you, you may attempt to resist the attack by making a save against the target number for the attack. There is no limit to how many times you may resist attacks.

When you resist any attack that prompts you to make a physical save, you can choose to resist the attack with Physique or Dexterity. When you are asked to make a mental save, you may resist with Intellect or Affinity as usual.

If your save equals or exceeds the target number for the attack, you have resisted the attack and suffer no consequences.

Some attacks may specify a particular stat, in which case you can only resist with the specified stat unless otherwise specified. For instance, if a creature emits a cloud of noxious fumes it's up to your body to resist the contagion with Physique.

Friendly Fire

Sometimes explorers may attack other explorers or catch other explorers in their crossfire (such as when using a weapon with the **explosive** tag). In such cases, the attacker should roll an attack as normal with the one being attacked rolling a save to resist the attack, using the roll the attacker made as the TN for the save. On a hit, the attack always deals minimum damage to an explorer (count every die rolled as a 1 and add modifiers).

If NPCs are attacking NPCs, the custodian may simply decide the outcome. However, if they wish to, they can roll attacks similar to how an explorer would. When an NPC attacks another NPC, take the TN for the attack and -10. This is the NPC's attack modifier. Roll a d20 and add this attack modifier. If the roll is equal to or higher than the relevant defence, the attack hits and damage is inflicted.

Weapons

Weapons are the main way you will deal damage against NPCs. You do not need to be trained to use a weapon but being trained helps significantly.

Attacks with Weapons

When making an attack check with a weapon, you need to know which stat and which skills apply to the weapon you are using. The stat the weapon uses is provided in the weapons profile. A weapon which lists more than one stat means you can choose which one to use.

Attack checks with each weapon can be improved with training in certain skills. The specific skills for each weapon are listed in the weapon's profile and the skill modifiers add to attack checks with the weapon as if it were any normal check.

Ranged and Melee Attacks

All attacks are either ranged or melee. A melee attack is part of physical combat while ranged attacks use some kind of projectile to attack over distances. A melee attack suffers no penalties but can only be made over short distances. A ranged attack is made at **disadvantage 1** when there is an enemy adjacent to you when you attack with it.

When an NPC makes a ranged attack while a creature hostile to it is adjacent to it, any saves to resist the attack gain **advantage 1**.

Ranges

The distances between targets or points of interest are given in abstraction rather than as discrete distances. This is so you can play entirely without models and game boards if you wish.

There are 5 ranges that explorers need to be aware of that represent how far away anything is from anything else.

Adjacent

You are within a couple metres of the target. This will allow you to physically interact with them and attack with melee weapons.

Close

You are 10 or so metres from the target. This will allow you to throw items towards them and attack with close ranged weapons.

Mid-range

You are between 10 and 75 metres from the target. You could run to the target in a turn or fire a smallarm at them.

Far

You are between 75 and 200 metres from the target. You could fire a rifle at the target or shout towards them.

Distant

You are further than 200 metres from the target. Only loud noises can be heard at this distance and only specialised firearms can shoot at this distance.

Movement

Movement in combat takes place within ranges listed above. In order to move from close to adjacent to a target, an explorer must use their movement on their turn to move towards that target. However, certain range bands can take longer to cross when moving as there is too much distance within the band for most explorers to cross in 10 seconds.

Speed

You have a Speed characteristic. This represents the distance that you can move whenever you move. For most explorers this is 1 but some may be faster and vehicles may be faster still.

Moving Through Range Bands

If you are adjacent to a particular target and move with a speed of 1 away from it, you are close to the target. If you move again, you are at mid-range from the target. If you move again, you will be far from the target. The far range band is twice as large as the previous three. This means that in order to move fully across the range band a creature must move twice at a speed of 1, or once at a speed of 2 or greater. When a target is distant from a target, it will take an amount of movement determined by the custodian to move into a closer range band. Typically once all explorers are distant from a threat, the combat is over.

Moving closer to a target works exactly the same in the reverse. Moving from distant to far and all the way to adjacent. Typically when combat starts, explorers will be much closer to their targets than distant

Moving Through Difficult Terrain

Sometimes you may have to move through terrain that is more difficult than normal to move through. This may involve stumbling through a dense thicket, swimming through a pond, climbing a cliff or anything the custodian determines to be difficult. When moving through difficult terrain, you move at half your speed.

If your speed is 1, this means that it will take 2 turns to move your normal amount or you must run.

Cover

During combat, many creatures and explorers will seek to place cover between them and their enemies. A creature is considered to be in cover from an attack if it is at least partially obscured or defended by some inanimate object that could block an attack. This could include fighting across a barricade, through doorways or around tree trunks to name some examples.

Creatures which are in cover from an attack will gain a bonus to their PD (for NPCs) or to their physical saves (for explorers). This bonus ranges from +1 for very light cover such as bushes or flimsy barricades to +4 for sturdy metallic barricades or the like. A creature may get a greater bonus based on how far away the attacker is from it or how much of its body is behind cover when being attacked. Your custodian will determine the bonus any particular piece of cover provides.

Hit Points and Wounds

Health is tracked using Hit Points (HP) and Wounds. Your total number of HP is divided into sections known as Wounds. You can suffer HP damage relatively harmlessly but as soon as you suffer enough damage to sustain a wound, you will be in trouble.

When you take damage, reduce your number of HP by the amount of damage taken. If you take enough damage that your hit points are reduced to 0, you lose a wound. When you lose a wound, reset your HP to its maximum and reduce your HP by any excess damage taken.

If you lose a wound and have fewer than 3 wounds remaining, you must make a stat condition save. You may choose which stat you make the save with. If you lose a wound and have no more remaining, you do not make a stat condition save and instead begin dying as described below.

Your class will show how many Wounds and Hit Points you have.

Healing

Explorers can regain hit points with medical attention. When they regain hit points, they cannot regain hit points past their hit point maximum. Regaining Wounds requires extensive or difficult medical procedures if performed in the field and can therefore only be done by certain items. Wounds are not regained when an explorer regains hit points beyond their hit point maximum.

Temporary HP

Temporary HP act like a protective shield over your normal HP. When you have temporary HP and you take damage, you remove HP first from your total of temporary HP before removing any normal HP. Temporary HP gained does not count as normal HP and will not allow you to recover a Wound. Any ability which states that you lose HP instead of taking damage will remove HP even if you have temporary HP.

Any temporary HP you have lasts until the end of the scene unless otherwise specified.

Dying

When you are dying you are slowed. When you start dying, you have no wounds left but you still have hit points. When you are reduced to 0 wounds, you reset your health to its maximum, taking any excess as normal, and are dying. You are dying until you regain at least 1 wound. Whenever you are dying and regain Hit Points and would regain more than your maximum Hit Points, you regain 1 wound and you regain any excess HP from whatever gave you the HP. You still suffer any conditions which you previously suffered before you were dying but you are no longer incapacitated and may act as normal.

When you are dying and your health is reduced to 0, you are dead.

At the start of each of your turns while you are dying, roll 1d6 and consult the following table.

Dying Table

d6	Effect
1	You lose 1d8 hit points.
2-3	You lose 1d4 hit points.
4-5	You regain 1d4 hit points.
6	You regain 1 Wound and your HP is set to 1.

What death means depends on your game and the tone set by the players and custodian. This could mean that an explorer is permanently lost and the player must make a new one. It could mean that the explorer is on the cusp of life and may be recovered at the end of a mission, when the explorers have the time to attempt to properly heal their friend or they could recover 1 Wound at the end of the scene. Discuss what death means with your group prior to the game.

Damage

When an attack or consequence causes an explorer or another creature to lose health, it is because it has inflicted damage. All damage in Further Beyond falls into 4 categories:

- Kinetic (K) damage is any physical damage caused by an impact of one object on another. It can be a piercing bullet, a blunt club or the ground rapidly approaching as you fall. This can also involve concussive forces such as waves from explosions.
- Energy (E) damage is any damage caused by heat or energy. This can involve fire and ice, it can involve lasers and beams of light or electrical damage.
- Biological (B) damage is damage that typically comes from other life forms or toxic environments. It involves poison gases, acids burning flesh or virulent disease.
- Sonic (S) damage is caused by loud or sharp noises. This can result in rupturing of ear drums or even vibrations throughout a person's body tearing them apart. Sonic damage cannot travel across vacuums.

Damage Alteration

There are a number of ways that damage can be increased or decreased. A creature can be resistant, immune or vulnerable to a damage type or reduce the damage by a set number.

Damage Resistance. When a creature takes damage of a certain type which they are resistant to, they halve the damage they take.

Damage Immunity. When a creature takes damage of a certain type which they are immune to, they take no damage. They also suffer no additional effects.

Damage Vulnerability. When a creature takes damage of a certain type which they are vulnerable to, they double the damage they take.

There are other effects which reduce damage by a certain number. These reduce any instance of damage with the appropriate damage type by that number. If you have both resistance and a reduction to a damage type, halve the damage as per the resistance and then apply the damage reduction.

Machines

Machines can be a tremendous asset while out adventuring but can be limited in their use depending on the mission and cannot be easily reproduced like smaller items. They come in two categories: vehicles and drones.

Using Machines

Machines can be ridden or operated out in the field. Riding a vehicle can often rapidly reduce the time it takes to get anywhere if the terrain is suitable. If it is, divide the time the travel would take on foot by the speed of the vehicle.

When a machine is in combat, it operates on your turn and follows the instructions you give to it if it has an AI capable of acting semi-independently of you. This will be the case for most drones and occasionally vehicles.

Be wary to protect your vehicles when out on a mission. When you purchase a vehicle, you do not purchase the blueprints to produce them like other items but purchase the vehicle itself. If a vehicle is destroyed or lost on a mission, you will need to repair it or purchase a new vehicle if you wish to continue using one.

Fuel

All machines consume fuel in order to function. While they are operating, a machine will consume 1 unit of fuel at intervals of time indicated by their statblock. This will be listed as Fuel Usage. Only count the time in which the machine is actually being used.

If you run out of fuel, the machine ceases to function and cannot be used until it receives more fuel. It requires an action to administer fuel to a vehicle but the fuel is not consumed from your equipment until the end of the time indicated by the vehicles fuel usage.

Load & Load Capacity

Drones are provided a load which is how much load they take up were you to carry the drone. Vehicles are not provided a load since carrying them is not possible over extended periods, or at all depending on the size of the vehicle.

Machines have a load capacity. This is how much load the machine can carry by itself. You can add or remove items from your machine's load capacity when you ready your loadout at the start of a mission or as an action during a mission. You do not count load in any machine's load capacity against your own unless you are carrying the machine itself.

A machine cannot move if it exceeds it's load capacity.

Seating Capacity

Vehicles can seat a certain number of explorers (or other humanoid shaped individuals). This is denoted on their statblock. A vehicle cannot move if it exceeds its seating capacity.

Attachments

Vehicles and drones can take their own set of attachments in the same way as any other kind of item that can take attachments.

Non-autonomous Vehicles

Most vehicles do not operate on their own and must be piloted by an explorer. An explorer that is riding a vehicle and using its speed in place of their own is considered to be piloting a vehicle. When you move while piloting a vehicle, you move a distance equal to your vehicle's speed. If you get out of a vehicle, you subtract the amount you have moved in your vehicle from your own speed. If you were to get into a vehicle, you subtract the distance you have moved to the vehicle's speed for that turn.

As an action on your turn, you can get into a vehicle and begin to pilot it or you may leave a vehicle and stop piloting it. Alternatively, you can expend 1 speed to get into or out of a vehicle.

Saves

If you are piloting a vehicle, you use the vehicle's speed instead of your own. When making physical saves while riding a vehicle, you can choose to make saves for yourself as normal or you can use the vehicle's save bonus and either the vehicle's physique or dexterity, as appropriate to the attack as normal. You cannot apply any of your own modifiers or abilities to saves for your vehicle's save. If you succeed a save using either your own or your vehicle's modifiers, you both succeed the save. If you fail a save using your own or your vehicle's modifiers, the one whose modifiers were used to make the save counts as having failed the save.

If a non-autonomous vehicle is not being piloted and is attacked, it automatically fails any physical saves.

Drones

Drones operate non-autonomously without an AI installed on them and may act in the way the AI specifies if they have an AI installed. AI often do not give a drone full autonomy and still require some direction from an explorer to function properly.

If an AI is not installed in the drone, a drone requires an explorer to take an action on each of their turns in order to function. Without this, a drone will simply hover where it has been left. Any checks a non-autonomous drone makes are made with its physique or dexterity, if appropriate, and adding any bonuses from the controller such as skills. A drone with an AI installed will only add its own bonuses.

A drone may move up to its speed and take 1 action on each of its turns in combat. A drone may only disengage or run as an action unless its statblock states otherwise. It can only make attacks of any kind if an attack is present on its statblock. A drone takes its turns at the same time as the controlling explorer - the explorer may freely mix theirs and their drone's turns.

Saves

Drones make saves using their own Physique or Dexterity and add their own save bonus. They do not benefit from any bonuses to saves the controller may have unless otherwise stated. A drone's AI may grant it additional bonuses to saves.

Drone AI have Intellect and Affinity. They make checks using these stats but never make saves with them. They never suffer negative effects as a result of mental saves and do not take mental damage.

Rogue AI

AI tend to have subtle personalities if they are to act independently at all. They will usually completely follow the commands of an explorer but in rare circumstances an AI can go rogue. This may occur as a dire consequence, or as multiple progressive moderate consequences, at the custodian's discretion. When an AI goes rogue, it will act as if it were totally independent. It may still listen to explorers and work with them but that is entirely up to the AI now.

Machines Taking Damage

Machines take damage the same way that explorers do. They lose hit points and when they have lost enough, they lose a structure. Structure functions the same as wounds but is a more appropriate term for machines. When a machine loses a structure, roll 1d6 and consult the structure table to determine the effect. If you cannot apply the effect from the number you rolled on the table subtract 1 from the result. If you still cannot apply an effect, continue subtracting 1 until you can or you reach 1.

Machines never suffer any effects when forced to make mental saves.

Structure Table

d6	Effect
1	The machine ceases to function until an explorer takes an action to repair it. The machine must succeed on a Physique save against a target number equal to the damage it just took or lose an additional point of structure (prompting another roll on this table).
2	One of the machine's attachments is destroyed (players' choice).
3	The machine immediately consumes 1 unit of fuel.
4	Reduce this machine's speed by 1 (to a minimum of 1).
5	Reduce this machine's save bonus by 1.
6	The machine is weakened and impaired until the end of the next round.

Computers

Computers can be found across the galaxy in human settlements and space stations and interacting with them can often be the best way to gather information. Your explorer is assumed to be able to use computers to access information in a standard way but will usually need additional training in order to do specialised activities such as hacking.

Most of the time, using computers may simply be how you learn new information and no specific rules are required in this instance. However, trying to access information from an uncooperative computer is more difficult and can have its own set of risks.

Computers will often have the difficult tag attached to them which adds or subtracts from a check as with any other item with the tag. A standard publicly accessible computer will typically lack this but most computers with unintuitive UI or software will often have some level of difficult. Computers will also have an addition to the difficult tag in brackets. This number is what the difficult tag increases to if you are attempting to hack a computer. All computers have, at the very least, the Difficult 0 (Hacking 2) tag.

Hacking

When you are attempting to hack a computer, you make a check against a difficulty set by your custodian. This difficulty should represent how strong the digital defences are on that computer and advantage and disadvantage should be applied in order to represent external factors making things easier or harder to hack the computer.

Computer Defences

Computers sometimes will have defences against hacking or effects which trigger when they are hacked. The following suggestions may help to inspire custodians and prepare explorers when dealing with computer hacking:

- The hacking X part of the difficult tag can be increased
- A computer may provide a consequence even on a successful hack unless the explorer achieved a critical success (this consequence will be milder than if they suffered a consequence normally)
- Some systems may be more vulnerable to hacking than usual and always offer an opportunity except on a critical failure

The following are examples of consequences for hacking computers:

- **Recalcitrant Surge.** The explorer attempting the hack suffers an amount of energy damage appropriate to the level of consequence.
- **Alarmed.** Attempting to hack this computer could set off alarms elsewhere.
- **Lockdown.** Attempting to hack this computer could shut it down or disconnect it from a broader system of computers.
- **AI Enemy.** Hacking this computer can alert an AI antagonist to the explorers' presence, posing a new and unusual threat.
- **Breakage.** A device which the explorer was using to assist in hacking the computer could be damaged or broken.

The Environment

The planets you discover and the environments you contend with are just as large a threat, if not more so, than the dangerous aliens you will encounter. Here are different environmental hazards and rules for survival that explorers should know before heading out into the unknown. Be aware that sometimes environmental hazards may be combined and can change abruptly.

Environmental hazards will often be expressed using consequences as a result of failing checks within that environment, as your custodian asking for you to make a save after a period of time while within an environment, or simply handing out consequences for spending time in an especially hostile environment without proper protection.

The following does not represent an exhaustive list of all environmental hazards you may face so make sure to gather information before you head out on your missions.

Food and Water

For missions that go well, food and water is simple to track - you simply bring the amount of loads of rations for the amount of weeks the mission is supposed to take. However when missions go wrong, food and water can become an issue.

If you have not had water for a day, you will suffer a moderate consequence at the start of the next day and a dire consequence at the start of the day after without any water. After 3 days without water, you will begin to die and will succumb unless you receive some very quickly.

If you have not had food for 1 week, you will suffer a moderate consequence at the start of each day after that week. If you have still not had any food for 2 weeks, you will suffer a dire consequence at the start of each day after those two weeks. After 3 weeks without food, you will begin to die and will succumb unless you receive some quickly.

If you are rationing food and water you may still suffer consequences at the start of each day where you would suffer a consequence with no food or water, but the consequences will be milder.

Falling

When you fall from a height of at least 3 metres, you will take a number of points of Kinetic damage equal to the distance fallen in metres. If you are able to cushion your fall, you may attempt a Dexterity save to negate this damage with the difficulty set by the custodian. Many creatures may be considered too dextrous or too large to take fall damage over small distances.

If you are falling further than 10 metres, you simply lose at least 1 Wound. Typically every 10 metres, you will lose a Wound. Without specialised equipment or knowledge, there is typically no way to make this fall any safer.

You can fall onto jagged spikes, cushioning hay bales or all manner of different surfaces which can increase or decrease the damage taken as appropriate to the situation.

Temperature

Extremes of temperature often prove slow, insidious killers for the unprepared. When you are in environments which are too hot or cold for normal human habitation and are not sufficiently prepared, you will often suffer energy damage when you suffer consequences.

Extremes of temperature often involve eating or drinking more. Whichever is most appropriate, your explorer will still consume more rations than they otherwise would.

Hot Temperatures

When in hot temperatures, you must drink at least twice the normal amount of water each day. If you fail to do so, you will suffer consequences that can vary based on temperature and how much water you have managed to drink. This could occur at the start of turns in combat for very hostile environments (such as an engine room undergoing failure) or every hour or longer for less hostile ones (such as a desert).

Cold Temperatures

When in cold temperatures, you must take extra care to bring warm clothes and heaters. Failure to do so will cause you to suffer consequences based on the temperature and your efforts to keep warm. These consequences could occur at the start of turns for very hostile environments (such as the depths of space) or every hour or longer for less hostile ones (such as frozen tundra).

Pressure

Pressure can have terrible effects on the unprepared explorer. If you are not in an appropriate suit, you will suffer consequences while in a low or high pressure environment based on the severity of the pressure and your relative preparedness. These consequences could occur at the start of turns for very hostile environments (such as a vacuum or deep underwater) or every hour or longer for less hostile ones (such as a depressurised cabin or a cabin with artificially increased pressure).

Storms

Storms are violent and disruptive and may incorporate the following elements. They may also incorporate elements from other environmental hazards. For instance, high winds in a cold environment can create a blizzard.

High Winds

When you are in storms with fast moving winds, you will find travel difficult and many delicate machines, such as drones, may become unwieldy and even move about randomly. Any ranged attacks that deal kinetic damage, will gain **disadvantage 1** and you will gain **advantage 1** on saves against any such attacks from NPCs.

Objects in the Storm

Storms can contain dust, hail or all manner of debris. When a storm contains objects, machines and items are more likely to break and you may even suffer kinetic damage when you suffer consequences if appropriate to the storm.

Sometimes objects in the storm can also disrupt sensors or comms and you may struggle to tune your devices to work in such conditions.

Lightning

Lightning strikes are rare but devastating. They happen when an explorer suffers consequences and is wearing or near metal. Receiving a lightning strike causes you to lose one or two wounds.

Atmosphere

There are many different atmospheres among the planets of the galaxy but the most hazardous are toxic and corrosive atmospheres. When you are in environments which are toxic, corrosive or teeming with parasitic life forms and you are not sufficiently prepared, you will often suffer biological damage when you suffer consequences.

Corrosive atmospheres eat away at metals and any surface. You will find your items breaking more often in these atmospheres, especially those with a larger surface area.

Custodians may ask you to make a Physique save to represent infection or toxic gases if you have spent an appropriate amount of time in a toxic environment. If you fail this save, you are afflicted. This could occur at the start of turns for very hostile environments or every hour or longer for less hostile ones. If you are already afflicted, you do not need to make this save.

Gravity

Different planets can have different gravity and even undergo sudden gravitational changes if powerful technology is present.

In low gravity environments you will find movement easier, be able to jump higher and may even be able to achieve weightlessness. Mag boots or tethers can be used to manoeuvre normally in low gravity environments.

In high gravity environments you will find yourself almost unable to jump and climbing anything is very difficult. You are unable to take the run action in combat. Some suits and propulsion systems can alleviate some of these concerns.

Structure of Play

Play is divided primarily into missions and downtime. Missions are typically spans of time in which a group of explorers are attempting to achieve an objective. This may be to investigate or kill a particular alien, reach and explore a mysterious location in an unknown world or thoroughly catalogue an environment for future expeditions. A mission is typically two to four sessions long and should include a clear goal which the explorers are seeking, even if that goal changes over the course of the mission.

Downtime is the time in between missions. This time can be as small or as large as the story dictates and offers you time to catch your breath and pursue your own interests for a time.

Scenes are the building blocks of any particular mission or downtime events. They are usually a single focal event taking place in the same space but a scene can also include weeks of travel if the custodian feels nothing of particular notice will happen within that time.

A combat is considered a scene. Keep this in mind for if multiple combats shortly follow on from each other. While they may not feel like separate scenes, if a new combat starts while in what feels like the same scene, any resources which replenish at the end of a scene should be considered to replenish when the new combat starts unless told otherwise by your custodian.

Restocking

At the end of each mission, you get the chance to restock. This means that any resources completely replenish and you have the chance to print new gear and select a new loadout. Restocks can happen during missions if they are particularly long but generally having restocks at the start and end of missions is most advisable.

At the end of each mission, you regain all hit points and wounds you may have lost. You may be able to regain hit points and even wounds during restocking. This is decided by the custodian. Generally, if it is not yet the end of a mission, it takes at least a day of light activity to return you to your hit point maximum and it takes at least a week which includes medical attention to restore lost wounds.

Downtime

After missions, the players may wish to engage in downtime. This is not compulsory but can be helpful to give the explorers time to unwind and pursue less intense goals. During downtime, they can engage in particular activities. Here are some examples of downtime activities which the players may engage in, but the players should not feel limited to just the following options. With the exception of selling off items, getting paid and buying new blueprints, downtime should typically only consist of a single activity unless it is particularly long. Unless you wish to thoroughly play out a downtime activity, it is normal to determine the success of the downtime activity off of a single check if the outcome cannot be easily controlled by the explorer.

Study a Specific Skill

You name a specific skill which you are already trained in or a new one. You become trained in a new specific skill or proficient in one you were already trained in.

Make or use a Contact

You make a new contact or meet with a pre-existing contact. A contact can be any member of society from an upper-class noble to a hardened criminal but they are fundamentally someone that you can ask for assistance from.

Meeting a contact, new or old, and convincing them to do something for you will typically require a check using a social skill to convince them to assist you. The following table provides examples of how difficult it will typically be to convince a contact to do something for you.

Difficulty	Convincing a Contact
0-1	Convincing a close contact to do a simple task
2-3	Convincing a close contact to do a difficult or time-consuming task for you or making a new contact and asking for a simple task
4-5	Convincing a close contact to do something dangerous for you or a new contact to do something difficult
6-7	Convincing a contact to risk their life for you
8-10	Convincing a hostile contact to risk their life for you

Contact Traits

Contacts can have the following general traits which can help or hinder a contacts effectiveness.

Closeness

Contacts can be close, neutral or hostile. A close contact represents someone you can trust and who trusts you. This could be a long time business partner, a family member, close friend or lover. The difficulty of checks to convince them to do things for you is reduced by one.

Most contacts are neutral contacts. This represents a person who is willing to do things for you often for money or favours but will usually not stick their neck out for you.

Hostile contacts are contacts that despise you (and you may despise them) but work with you out of mutual aid against a greater threat or perhaps you have leverage on them. The difficulty of checks to convince them to do things for you is increased by one but this could be mitigated with sufficient leverage. A hostile contact will probably look to stab you in the back at the earliest opportunity.

Reliability

Sometimes contacts are especially reliable or unreliable. A reliable contact is someone who can carry out difficult tasks with ease for you while unreliable contacts rarely succeed in difficult tasks. A contact may have a reliability modifier ranging between +2 and -2 (most will be 0). When a contact is attempting a difficult task, you add or subtract their reliability rating from the roll.

Contacts Making Difficult Tasks

Sometimes an explorer will convince a contact to do something but it is uncertain whether the contact will succeed at the task if it is especially difficult. If you do not wish to decide if an explorer succeeds or fails, you can roll 1d6 and add or subtract up to two for reliability. If the total is 5 or 6, the contact succeeds. If the total is 2, 3 or 4, the contact succeeds with consequences that will usually affect the explorer. If the total is a 1 or less, the contact fails and you can choose to inflict further consequences if appropriate.

What Contacts Get You

Contacts can get almost anything for an explorer if they are in the right position to do so. A criminal contact may be able to get an explorer illegal drugs or black market weaponry, a researcher may have access to highly specialised scientific equipment or knowledge and a member of the upper classes may be able to introduce you to powerful people and let you in on high society secrets. However, not all contacts will be able to get everything. While there is no strict limit on what a contact can get an explorer, custodians should enforce limits on what certain contacts are able to easily acquire. For instance, it would be almost impossible for a criminal contact to be able to get an explorer into a dinner party with the aristocracy.

The following is a non-exhaustive list of what contacts may be able to get explorers:

- A particular item or blueprints for one (even one you can't normally use). You may only have access to this for the next mission.
- Assisting you in a mission as an NPC ally
- Assisting you on another downtime activity (such as a long term project), providing you have the time to enlist their help and perform the other downtime activity.
- Gathering detailed information on a faction, planet or anything of interest.
- Introducing you to another contact or improving your standing among certain people.

Improving Contacts

Instead of asking a contact to get you something, you can instead attempt to improve a contact as a downtime activity. You could spend your downtime increasing your closeness with a contact of your choice, or finding greater leverage if they are hostile and cannot be brought round. You could also spend your downtime trying to clean up the act of a contact or securing a promotion for them which could increase their reliability (or lower their unreliability).

Custodians may increase the closeness or reliability of a contact over time even if explorers do not spend time doing so as the explorer and the contact meet and grow to trust each other or as a contact becomes more adept at their sets of skills.

Long-term Project

A long-term project is something you can engage with over multiple downtime activities and is generally something which produces an outcome outside of the scope of an ordinary downtime activity. When an explorer is engaging in a long-term project, a custodian should declare how many successes are required for the project to be complete, with critical successes counting as two successes. Failures mean that the explorer still makes some progress towards their goal with two failures counting as a success. A custodian determines the difficulty of each check and what skills are appropriate.

For example, an explorer may be trying to fashion a new and very powerful upgrade to a sensor. This project may require two successes which include a check to see if the explorer finds the correct parts for the sensor upgrade and another check to determine if they assemble it correctly and their experimental plans prove fruitful. After the explorer has gathered two successes across these checks, their long term project is complete.

This can be the creation of a very powerful item beyond what is already provided, increasing your influence in a particular group, coordinating a large event or anything you can think of that would require extensive work to accomplish.

Gather Information

You spend time finding out detailed information on your next mission, a faction of interest, history or culture of a world or anything else you would want to know about. An explorer gathering information must describe how they are doing so and make a check determined by the custodian. An explorer can always ask at least one question of their custodian when they gather information (even on a failure) and the custodian must answer truthfully. Custodians are allowed to be vague, cryptic or give incomplete information or may tell players to ask a different question if one they ask is not appropriate. An explorer who scores a success of any kind can ask at least two questions of their custodian. Depending on an explorer's success, custodians should increase the detail in the answers they give or allow the player to ask more questions.

The following examples represent the kinds of questions you may ask your custodian:

- What is the weather going to be like on the planet we are going to?
- What creatures are present where we are going?
- What are these creatures' strengths and weaknesses?
- How can I get this faction to accept me into their ranks?
- What is the history of this place?

- What is the best leverage for a high-ranking figure?

Acquire Items

This involves bartering or purchasing specific items but usually at a much cheaper price or simply for free as you spend time actively finding the best way to acquire the item.

Explorers should name an item they are looking for. You can definitely get it but your custodian may impose consequences on getting the item if you fail a check. This check may be social and involve you haggling for an item or could involve you sneaking into a storehouse to steal the item. You may also come out even better than you expected to if you're successful, such as acquiring more items or gathering information you weren't expecting.

If you acquire an item, it is up to the custodian whether you can also get the blueprints for that item or if you only have that item and cannot easily replicate it.

Work a Gig

You go out and get some work to make money. This can be any way you can think of to make some money and will involve an appropriate check determined by the custodian. Failure will still gain you some money but it may come with strings attached or cost you something else such as your time, reputation or material possessions. Success will gain you a larger sum of money or perhaps money with additional benefits such as meeting a new contact or finding a new item.

The amount of money you receive from this is up to your custodian but should probably range from about 100 to 300 credits.

Buy Some Time

Sometimes enemies may be hot on your heels and you need a little breather or simply want to buy time for your group to complete more activities. Describe how you wish to buy time for you and your group, what you are buying time from and what you intend to do with the additional time. Your custodian determines how successful you can be, what sort of checks you are asked to roll and what consequences this may inflict, if any.

Running the Game

As the custodian, you are the master of the galaxy and the planets therein. You play as all the NPCs and decide their reactions to the explorers and what they do. You set out the environments the explorers find themselves in and the trials they are presented with and have final say in whatever happens in the game. You are the game master: if you want something to happen in a particular way, then it does. Here are some things to remember as the custodian.

Be Excited for the Players

Become invested in the lives, goals and desires of the explorers and the players behind them. Regularly converse about what you all want to see in this game and work together to craft a story and challenges that are exciting for everyone.

Aim to Challenge, Not Kill

A custodian can kill their explorers in hundreds of different ways, but that is not the goal here. You should never aim to kill your explorers although that may happen and that should not be shielded away from in favour of a more immersive story. Aim to challenge your explorers. Put them through terrible trials and into perilous situations that may seem hopeless but where the explorers have several avenues to come out on top - they just may have to think for a moment.

Live in the World

Take care to describe the foetid stench of a swamp planet or the sterile smell of a newly built space station. The world around the explorers is real and make your players and yourself feel that too.

Make Sure You're All Comfortable

A custodian can easily describe horrific conditions or harm happening to an explorer or terrifying monsters emerging from shadows. Before you do, check in on yourself and the players and make sure that everyone is prepared and enthusiastic for the tone of the game you want to run. Make sure that if something does happen that makes someone feel uncomfortable, that they feel completely comfortable saying so and then you as the custodian can avert course.

Have fun!

You are a player as well as a custodian. Make sure that you are also having fun alongside your players.

The World

To describe briefly, the world of Further Beyond is a science fiction world of the not so distant future. It is one which focuses on humans as they explore a universe that is far more vast and unknowable than initially imagined. It is a world where answers simply beget more questions and meetings with sentient races, or anything that really knows the mysteries of the universe, are incredibly few and far between, if they happen at all.

The Time Period

Humanity is in its fledgling stages of expansion into the galaxy, but it is still much further into the future than we now can consider. Mars has been fully terraformed, life exists on Venus and Mercury in novel ways and there is a small diaspora of humanity out in the asteroid belt and beyond. On top of that, there are a series of colonies, some quite well developed, out among the stars. Humanity has developed near light speed travel but has yet to blow past the speed limit of the universe without the use of wormholes.

These wormholes have appeared in the last few decades or so and have catapulted humanity's exploration into the galaxy to new heights. It is this recent discovery that makes exploration a new frontier and a wild and unpredictable endeavour. As the old powers back in the Solar System grapple with the sudden ease of exploration, others have taken to it with enthusiasm and have begun to colonise far flung planets for all manner of reasons.

Aliens

Humans and their adventures into the unexplored galaxy are the main focus of stories in Further Beyond but that does not mean aliens do not exist. Many planets have been found able to support life that has presented dangerous challenges to the explorers but there have been few, if any, encounters with alien life at a human-like or above intelligence. That is not to say we are alone in the galaxy however, and there could be a host of intelligent species waiting outside of view for an opportunity to pursue their unknowable goals.

It is up to the custodian if they wish to include encounters with intelligent alien life. For the time being, the NPC statblocks provided in this document will represent more bestial aliens for your explorers to encounter in their travels.

Explorers

Explorers are the characters you play in Further Beyond and these people can be from any walks of life. Further Beyond is primarily intended for telling stories where characters venture out into uncharted territory where resources are scarce and decisions must be made carefully but those are not the only types of stories that can be told.

Stories that take place entirely within cities on Earth, Mars or wherever else work perfectly in this system so make sure your players know what kind of adventure they are making their explorers for. The only stipulation is that there must be a reason why your characters cannot simply resupply and heal up at any opportunity. Out in the wilderness, this is easy to justify but amongst civilisation that may be more difficult. You could justify this by having printing runs be expensive or time consuming and so are only done rarely (i.e. at the end of a mission), or someone who has the printers requires a job be completed before giving the explorers access. Similarly, applying some time pressure in stories may be appropriate to stop players from wanting to take long periods of time to say they go to get the best medical treatment after every encounter.

Players Making Rolls

As the custodian, you decide how any player's roll affects the story and the world. The main ways this happens is through difficulty, consequences and opportunities.

Difficulty

When setting the difficulty of a check, consider not only how hard of a task it is physically or mentally, but how much being skilled at the task would help. Someone who is highly intelligent will not necessarily be able to write a paper on quantum mechanics while a trained physicist can create one with ease. The difficulty scores have higher target numbers than most d20 systems because if you are very skilled at a particular thing in *Further Beyond*, you will add very large modifiers to an associated check. While if you are unskilled at something, you will not be able to achieve something of difficulty score 7 or above alone. Keep this in mind when setting difficulty scores for tasks.

It is important to set appropriate difficulties for tasks but do not worry about always having an exact number in mind before every roll. If a player asks, confirm a difficulty for them, but running games can be fast paced and difficult and it isn't always necessary to have an exact number in mind every time, but to judge the right degree of success the explorer has met based on the roll.

Consequences

When an explorer fails a check or save, not only have they not succeeded but something bad has happened that has made the situation worse.

A consequence is the result of a partial success, a failure or a critical failure at a check. Consequences do not need to be felt immediately but it is best if the majority are readily apparent. They are events that hinder an explorer's progress and force them to attempt a task in a different way or change course. If players are becoming complacent, use consequences to force them to think critically to solve their problems. Remember that the severity of the consequences you impose set the tone for your game.

When an explorer fails a save, the consequences of failure should be the obvious result of needing to make that save. For example, if an explorer inhaled some potentially noxious fumes a custodian may ask them to make a Physique save. The consequences of failure here may be that the character suffers the afflicted condition, takes some biological damage or suffers another bodily ailment that the custodian may describe. For saves, the consequences of failure are usually the reason the player was asked to make the save at all and no further consequences need be applied.

When an explorer fails a check, the consequences may not always be so obvious and avoiding them is not always the reason the check was made to begin with. Custodians should endeavour to inflict consequences upon their explorers whenever they fail checks to impose stakes and increase tension during a mission. This section will explain how to consider consequences and apply them as well as many examples to choose from if you are struggling to think of a consequence during a session.

Narrative and Mechanical Consequences

When you apply consequences, you can broadly think of them as falling into two categories. Narrative consequences are those consequences which affect the story, ratchet up the tension but do not require a player to mark anything on their character sheet. Computer systems locking explorers out, monsters being alerted and searching for them or a comment taken as an insult by a wealthy businessman are good examples of narrative consequences.

Mechanical consequences are those consequences which affect a character in a direct mechanical way. This usually involves the player consulting their character sheet and doing something like taking damage, noting that an item is damaged or suffering a condition. Try to vary which mechanical consequences you use against your explorers. If you always opt to inflict damage against your explorers for example, you will find them running out of health and struggling to cope too quickly (or the group medic will quickly become everyone's best friend).

Tiers of Consequences

When applying a consequence, custodians should consider which of the following tiers of consequences they should apply: mild, moderate or dire. These tiers will help guide a custodian to the required severity of the consequences they should impose. Custodians should consider how much the character failed by and what the risk of making the roll prior to suffering a consequence before assigning a tier. An easy way to assign tiers would be to apply mild consequences for partial successes, moderate for failures and dire consequences for critical failures. However, sometimes it may be appropriate for failure to receive a mild consequence or for a partial success to receive a moderate consequence. Generally, dire consequences should only be anything other than critical failures when making the most perilous of checks or saves as they are very severe.

Examples of Consequences

The following provides a list of general examples of consequences. Custodians should consider that the tier of a consequence may change depending on the situation. For example, an explorer having an item briefly malfunction may be mild most of the time but could become a dire consequence if it is a critical item in a time pressured scenario.

A custodian may provide multiple consequences from a lower tier to create a group of consequences that are of a higher tier together. For example, taking 4 damage and having an item break are both moderate consequences but together they could become a dire consequence if an explorer suffers both at once.

Mechanical Examples

MILD CONSEQUENCES

- An explorer takes 2 damage of a type chosen by the custodian
- An item the explorer is using malfunctions or a use of the item is wasted if the item has several uses or several of the same item are expected to be used on a mission
- An explorer is temporarily deafened or blinded
- An explorer suffers rapid bodily upheaval and is temporarily afflicted
- An explorer loses a small amount of money

MODERATE CONSEQUENCES

- An explorer takes 4 damage of a type chosen by the custodian
- An explorer gains 1 stress
- An item the explorer is using malfunctions severely or breaks
- An explorer is temporarily immobilised or incapacitated
- An explorer is blinded or deafened for an extended period of time or at an inopportune moment
- An explorer suffers from a disease or is afflicted
- An explorer loses some money

DIRE CONSEQUENCES

- An explorer takes 8 damage of a type chosen by the custodian or loses a wound
- An explorer gains 2 stress
- An explorer makes a stat condition save
- An item the explorer is using is thoroughly broken or lost
- An explorer loses a significant amount of money

Narrative Examples

A mild narrative consequence could slow down the explorers, provide an inconvenience or force them to consider an alternate approach to a problem. A moderate narrative consequence increases tension, adds significant time pressure or danger to the explorers. A dire narrative consequence forces the explorers to think quickly as impending doom may approach - this does not mean certain death, but the explorers should be under serious threat and must think creatively to survive.

The following examples are intended to give you an idea for what is meant by the term narrative consequence. However, this category is broad and the severity of which can vary wildly based on the story you are telling. For this reason, these examples are not divided into tiers.

- A computer system locks them out

- A cavern collapses, trapping those inside
- The storm picks up, forcing everyone to seek shelter
- An enemy learns of the explorer's location
- An explorer gives away their hidden intentions
- They have to pay a higher cost than they otherwise would
- The situation escalates uncontrollably

Cumulative Consequences

In some situations it can be hard to assign consequences to a failed check, especially in low stakes or slower scenes. In such instances, it may be easiest to keep track each time you would give your players a consequence and then provide a noticeable consequence once a certain amount of consequences have been reached.

An instance where such cumulative consequences would be appropriate would be in a scene where players are searching for clues and information in a place which is not inherently hazardous. On a failure, instead of giving a consequence for every check since it is likely your players will want to make lots of low stakes checks (such as ones involving spot or study), mark down a consequence point. You can do this secretly or tell your players you are doing so, whatever is best for your table. Assign an ultimate consequence and a point limit for your consequence tracker which when reached, triggers the ultimate consequence. You may also wish to assign more consequence points depending on whether you would ordinarily apply a mild, moderate or dire consequence to the roll.

As an example of this, a group of explorers have broken into the apartment of a target they are trying to find. This person disappeared the night before and they need to know where they have gone and to find out more about them. In order to get in, they had to trick their way past the landlord for the flat complex and are now in the apartment searching for clues. While in this apartment, the explorers make many checks using Spot to search the place, Study to investigate more thoroughly and Technology to attempt to access files on the person's computer.

When they enter the apartment, the custodian tells their players that any consequences will contribute to a cumulative consequence and secretly sets the point limit for this at 6 and the ultimate consequence being that the landlord grows suspicious and calls the police to tell them about some intruders to their flat complex. Each time the explorers make a check in the apartment and would suffer a mild consequence the custodian adds 1 point, on a moderate consequence they add 2 and on a dire consequence they add 3. If the number of points reaches 6, the custodian narrates how the explorers can hear police making their way to the building and must quickly choose how to proceed so as not to get caught.

Opportunities

Opportunities can be an exciting "devil's bargain" for a custodian to dangle something the players want in front of them but at a price. They can pose interesting decisions for your players and so it can be hard to come up with interesting ones consistently, especially since you can theoretically give out an opportunity every time your players get a full success on a check.

With this in mind, giving out opportunities is fun but do not feel pressured to always have one prepared every time your players make a check. This is why the rules for opportunities allow for players to suggest opportunities for their custodian to offer them so players can help assist with some of this burden of spontaneity. Work collaboratively with your players to make an engaging and challenging game and use opportunities as little or as much as you like. However, it is important to offer opportunities at least occasionally if you have any scientists amongst your explorers.

Handling the Structure of Play

The rules of *Further Beyond* present a core gameplay loop. Explorers are given a brief about a mission, they select their loadout for that mission and then participate in and complete the mission. The explorers then level up and have some downtime before heading out on their next mission. This loop can be very helpful for custodians who want to structure their campaigns in well defined story arcs. However the system works well if you want to stray away from that.

If you want to have your explorers engaging in a daring heist during what would be their downtime, do it. If you want a mission to last several years and have downtime actions in between, do it.

In order to work the above examples into a structure that makes sense, a custodian should understand that the core structure of a campaign simply has to include restocking and levelling up. Downtime is a very helpful part of campaigns to give the players the chance to relax but it is not necessary. So long as explorers are given the chance to purchase or acquire new items and progress their characters in small, meaningful ways, they will have all they need.

Structure of Restocking

A restock happens when explorers get back to a base, have access to a printer, supplies and time to use them. It is most satisfying when this occurs at the end of a mission and the amount of resources explorers are able to take with them assumes a 3 to 5 session long mission. If you want to have longer or shorter missions, consider having more or less frequent restocks.

Partial Restocks

If you want to have your players engage in longer missions where they must be more careful to measure resources, consider having partial restocks along the way. A partial restock is where only one of the following is replenished:

- All resources explorers have from classes and skills
- All damaged or destroyed items and any uses of items expended
- All the explorers' Wounds, HP and Stress
- All the explorers' stat conditions

Breaking Up Missions and Downtime

If you want to be more flexible about when missions and downtime happen, consider the following:

- Having breaks during missions where the explorers can engage in downtime activity and roleplay with NPCs
- Transforming a downtime action into a small mission. There is no overall downtime roll as normal, instead the small mission is played out with the mission's rewards likely being greater than what can be accomplished with a usual downtime action.

There are likely innumerable ways to rework this structure but explorers should reach a clearly defined objective. They may fail to achieve it but, succeed or fail, after the climax has concluded the explorers should level up.

Money

Money among the human worlds has been standardised into a single currency: credits. With credits, you can buy anything and getting credits is an important part of progression. Explorers need to buy new items in order to grow stronger and open up new tactical options.

There are many ways for explorers to earn money. Here are some suggestions for custodians.

- Completing a contract to achieve a mission objective
- Selling a strange alien artefact
- Selling alien bodies or interesting biological matter
- Stealing or threatening other humans
- Completing odd jobs during downtime

Allow yourself and your players to get creative with their avenues of income. As a guide, explorers should roughly earn around 500 credits at the end of a mission and no more than around 1,000 with all avenues of money combined before the start of the next one. This is so your explorers can have a sense of progression and a reason to have to consider whether to spend or save their money. Too much money can cause your explorers to grow too powerful too quickly and lose a sense of anticipation, while too little will make all those exciting items they are looking at seem unattainable.

NPCs and Combat

Since the players make all rolls, combat operates very differently for custodians compared to players. Enemies are designed to be run from their statblock. This gives all the information a custodian needs to operate the NPC in combat. Alongside the statblock is guidance on the tactics the NPC will employ in combat, their usual motivations for fighting and how the explorers can counter them. Be flexible in response to your explorer's attempts to deal with NPCs. Often simply shooting an enemy is not the best way to deal with them and be sure to embrace the creative methods players may take to defeat their enemies.

In combat, custodians should attempt to get into the headspace of their NPCs and act accordingly. Not all creatures will fight to the death and not all are tactical geniuses with a bird's eye view of the situation. An NPC can perform the same actions on their turn that an explorer can, can perform minor tasks in the same way and can move up to their speed. Turns for NPCs often involve moving to attack explorers and then asking the targeted explorer to make a save against the attack. Make sure to remind your players that they can gain stress to get advantage on saves or can brace to avoid taking damage if they are still learning the game.

Anatomy of a Statblock

A statblock features many sections outlining how a monster functions in combat. This section will explain what each section states in chronological order reading from top to bottom, left to right using the example of the Armoured Spider statblock on the following page.

1. **Name and Title** At the top of every statblock is the name of the creature as well as a title outlining what type it is. This outlines how an NPC is intended to be used against the explorers. Creatures will be categorised into Mob, Lesser, Major or Greater enemies. The title will also state whether a creature is an alien, humanoid or some other kind of creature and may include a descriptive word intended to help provide some insight into the general thought pattern of the NPC.
2. **HP and Wounds** This section lists the maximum HP and wounds that the creature has. As the creature takes damage, it will lose HP and then wounds in the same way as an explorer would.
3. **Stress Limit** This number provides the maximum amount of stress the NPC can sustain before reaching its stress limit. Once an NPC reaches their stress limit, they will often act very differently.
4. **Core Stats** Each NPC will have a PD (Physical Defence), MD (Mental Defence), Spot and Speed. A creature's PD and MD determine how easy they are to be affected by physical or mental attacks, their Spot determines how likely they are to notice explorer's sneaking by them and their Speed determines how far they can move on each turn of combat in the same way as explorers do.
5. **Stress** This section outlines when an NPC gains additional stress, the choices an explorer can make when causing it to gain stress and how the creature typically reacts to having its stress limit reached.
6. **Abilities** This section outlines any special abilities which the creature has. These abilities are typically passive abilities while any active abilities will fall into the next 2 sections.
7. **Attacks** This section outlines any attacks which the creature has. The number beside this is the attack number. Each attack has a number beside it and when an NPC uses an attack, subtract the number beside that attack from the total attack number the NPC has. When the attack number reaches 0, the NPC cannot attack any more that turn.

8. **Example Attack** An attack features lots of useful information. It tells you how much of your total attack number is consumed when you attack with it, it has any additional keywords, it tells you the range and type of attack (in this case it has a range of adjacent and is a melee attack) and it tells you what kind of saves the explorers may make to resist the attack. Below this is the target number which a save must equal or exceed to resist the attack plus the damage an explorer will sustain if they fail the save. Below this you will find any additional information about the attack and then a consequence for if the explorer fails the save.
9. **Reactions** This section outlines any reactions which the creature has. Each reaction will explain when the creature can activate the reaction and what it does when activated.

Armoured Spider [1]

Lesser bestial alien

Wounds: 3 [2]

HP: 30

Stress Limit: 3 [3]

PD	MD	Spot [4]	Speed
22	15	16	1

Stress [5]

The armoured spider gains additional stress when it takes 10 or more biological damage in a single turn or is forcefully injected with any substance.

When the armoured spider gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the spider:

- Saves to resist the spider's attacks gain advantage 1 until the end of the next round.
- The target number for all of the spider's attacks is reduced by 1.
- The spider becomes frightened (fight) until the end of the next round.

When an armoured spider reaches its stress limit, it will typically become frightened (fight) permanently unless it believes it can hide in a cramped place. While frightened in this way, attacks targeting the spider gain advantage 2, instead of advantage 1 from the frightened (fight) condition.

Abilities [6]

Armoured Forelimbs

When the armoured spider is attacked from behind, its PD is 16. Use your judgement to determine where the spider is facing and in which direction its behind will be exposed. Generally it will face whoever it is attacking or moving towards.

Attacks (2) [7]

Forelimb Strike (1)

Adjacent melee attack
Any physical save

Target Number: 15 Damage: 5 Kinetic

Web Sling (2)

Mid-range ranged attack
Dexterity save

Target Number: 16 Damage: -

Consequence: The target of this attack is grappled by this attack and gains disadvantage 1 on saves to resist all other attacks of armoured spiders. Saves to resist this grapple may be made with Physique or Dexterity.

Mandibles (0)

Limit 1

Adjacent melee attack [8]
Any physical save

Target Number: 14 Damage: 3 Kinetic and 5 Biological

Can only use this attack if the armoured spider hit with 2 forelimb strike attacks on the same turn.

Consequence (4 or more below): The target is slowed until the end of their next turn. At the end of the scene, the target must choose to gain 2 stress or make one physical stat condition save.

Reactions [9]

Reposition

After the spider takes any damage, it can move up to its speed and change the direction it is facing.

The Flow of Combat

While in combat, NPCs have access to all of the actions and reactions which explorers do. They can run to move faster, brace to take less damage and attack with one of their attacks.

On an NPC's turn, they will often move up to their speed towards an explorer and then attack them. When they do so, you will prompt the targeted explorer to make a save of the relevant type. If they equal or exceed the TN of the attack, they are fine, otherwise they will take some damage and maybe suffer a further consequence if the attack has a consequence listed below it. Remind newer players that they can gain stress to get advantage 1 on their saves and that they can brace if necessary.

On an explorer's turn, they may attack an NPC which involves rolling an attack against the relevant defence stat. If they equal or exceed the stat, they hit and may roll damage, otherwise their attack does not land effectively and does nothing. Players may seek to understand an NPC's abilities in order to better counter them. An NPC may use reactions to interact with what the explorers are doing and when an explorer causes the NPC to gain stress, they will get to choose from a range of negative effects to apply to the NPC.

Obviously much more can happen in combat in Further Beyond and you will often find your players or yourself thinking up some wacky ideas to try out on the opposing side, but this is what you will find yourself coming back to as the core loop of fighting.

Types of NPCs

There are four types of enemies the explorers may fight in Further Beyond: Mobs, Lesser NPCs, Major NPCs and Greater NPCs.

Mobs. Mob enemies can be run in large quantities against explorers. Mobs have a very small amount of health but when they take damage, you do not need to roll damage against them. Instead, a mob takes damage equal to the amount of die the explorer would roll when dealing damage. When a mob suffers a critical hit, it instantly dies. Mobs do not gain stress but when subjected to an effect which would cause them to gain stress, they take damage equal to the amount of stress gained instead.

Lesser NPCs. These enemies can present a challenge to explorers and usually assault them in packs of 2 to 4. There are no special rules for Lesser NPCs.

Major NPCs. These enemies can present a challenge as an enemy by themselves or supporting several lesser NPCs or Mobs. Major NPCs can take 2 turns in each round of combat.

Greater NPCs. These enemies are best considered as boss enemies. They are a major challenge by themselves or maybe with some accompanying mobs. Greater NPCs can take a number of turns in each round equal to the number of explorers in the party opposing them. In addition, any negative effects that are applied to them which last longer than until the end of the round last until the end of the round.

Using the Core Stats

You will continuously refer to an NPC's core stats throughout a fight with explorers. Whenever an explorer attacks an NPC, they will roll to equal or exceed their PD or MD.

A creature's MD (mental defence) is the target for attacks which inflict stress or alter the mental state of the target.

A creature's PD (physical defence) is the target for anything which interacts physically with a creature - this will include most attacks and other interactions such as grappling.

An NPC's Spot is primarily used when explorers are trying to sneak around an NPC as a target number for any relevant checks, however some weapons may target Spot instead of PD or MD.

An NPC's Speed functions the same as it does for explorers: it tells you how far they can move on their turn.

NPCs and Stress

NPCs have a stress limit and gain stress but do not react to it in the same way explorers do. NPCs cannot gain stress to benefit themselves like explorers do and suffer negative effects each time they gain stress and may act differently altogether once they reach their stress limit. When an NPC reaches their stress limit, they stay at their stress limit and no longer gain stress.

An NPC's statblock will outline the unique ways in which they gain stress and how they react to it, including what happens when they reach their limit. All NPCs can also gain stress in the following ways:

- When an NPC loses a wound, it gains 1 stress
- When an NPC suffers a critical hit, it gains 1 stress

Note that NPCs can gain multiple stress at a time if multiple conditions for gaining stress are met.

NPCs and Stress Limit

While a statblock will outline the typical ways in which an NPC may react to reaching their stress limit, they do not have to react in those ways. Explorers may attack the creature with weapons which alter what happens when they reach their stress limit or circumstances may be present which alter the way it reacts. Ultimately, it is up to the custodian how a creature reacts to reaching its stress limit but it should be markedly different than its usual behaviour and typically (but not necessarily always) beneficial to the explorers.

Attacks

When an NPC attacks, prompt the targeted explorer to make a save of the stated type. In the example of the armoured spider using its forelimb strike attack, this would mean asking the explorer to roll either a Physique or Dexterity save of their choice. If the explorer equals or exceeds the TN of the attack, nothing happens. If they roll lower than the TN, they will take some damage (unless the damage section is marked with '-') and may suffer additional consequences.

Number of Attacks

Every statblock will have a number in brackets next to the word Attacks. This is the NPC's attack number. You will also notice that every attack has a number beside it. When an NPC attacks, check the number beside the name of the attack and subtract this from the NPC's attack number. Once the attack number reaches 0, the NPC cannot attack again on that turn.

Looking at the example of the armoured spider, this NPC can use either 2 forelimb strike attacks or 1 web sling attack on its turn. It has a special mandibles attack which doesn't reduce the attack number at all but has the Limit 1 tag meaning the attack can only be attempted once per turn and the attack states that it can only be used if 2 forelimb strike attacks hit beforehand.

Anatomy of an Attack

An attack starts with the attack's name along with a number beside it as discussed above. After that you will see any tags which are relevant to the attack. These are special abilities which many different attacks have so are shortened into tags.

After that, you will find a line of text stating the range of the attack as well as whether the attack is melee or ranged. Below that you will find what type of save the explorers must make in response to the attack.

After this, you will find the target number for the attack which the explorer must equal or exceed in order to avoid it. Next to this is the damage an explorer will take if they do not resist the attack.

Below this you will find any unique special abilities relating to the attack and below that you will find any consequences listed. If an explorer is hit by an attack with a consequence, the explorer will take the damage and suffer whatever the stated consequence is. Remember that these count as consequences so any abilities which interact with consequences can interact with these. Sometimes you will see "Consequence (4 or more below)" on a statblock. This tells you that the explorer will suffer a consequence from this attack but only if their save totals 4 or more under the target number of the attack.

Scaling NPCs

The statblocks presented below are intended for explorers to face while they are at level 1. However, as you continue your journey in Further Beyond, your explorers will increase in level and thus must the threats which face them. You can rectify this in many ways such as increasing the number of enemies, giving their enemies situational advantages or by scaling up an enemy so it is more of a threat than its statblock would suggest. Statblocks as they are in the Custodian's Arsenal are intended to be a threat for a level 1 party. In order to scale up an NPC so that it continues to present roughly the same threat at higher levels, you can do the following:

- Increase its HP by 4
- Increase its PD, MD and Spot by 2
- Increase the TN on its attacks by 1

It is generally not advisable to increase the damage dealt by the NPC since an explorer's HP will not increase outside of a small handful of cases as they level up.

For each level the party is above level 1, you would apply the above stat increases assuming your party is reasonably optimised. Different parties may require more or less increases so pay careful attention to how well your explorers do in their combats.

NPC Optional Abilities

Another way to make NPCs more difficult is to give them additional abilities. Granting an NPC an additional ability can vary in strength depending on the ability and how your explorers like to do things. These tools are provided for you to make enemies seem new and special while out in the Vast.

Each of the following abilities is given a number between 1 and 3. If the abilities you give an NPC total up to 6, the increase in strength should be comparable to applying the stat increases above. The numbers are provided without assuming any particular composition of a party so bear that in mind for when giving NPCs these abilities. Some abilities, such as granting an NPC resistance to Sonic damage could barely affect a combat with a party with little to no weapons that do that damage or it could make a fight extremely difficult if the damage type is one that party often relies upon.

Burrowing (3)

When this NPC moves, it can choose to burrow through the ground so long as the ground is composed of earth, rock, sand or similar substances.

Common Resilience (1)

The NPC is immune to one of the following damage types: Biological or Sonic. The NPC is vulnerable to one of the following damage types: Energy or Kinetic.

Climbing (1)

When this NPC moves, it can climb up nearly any surface with ease and even crawl upside down on ceilings.

Flying (3)

The NPC flies through the air when it moves.

Lightless Awareness (2)

This NPC is still fully aware of its surroundings when it is in complete darkness. This could be through special senses or technology.

Resistant to Biological or Sonic (2)

The NPC is resistant to one of the following damage types: Biological or Sonic.

Resistant to Energy or Kinetic (3)

The NPC is resistant to one of the following damage types: Energy or Kinetic.

Strike-first (1)

In the first round of combat, the NPC takes its turn first, whether or not it initiated combat. After its turn has finished, whichever side initiated combat then takes the next turn.

Uncommon Resilience (3)

The NPC is immune to one of the following damage types: Energy or Kinetic. The NPC is vulnerable to one of the following damage types: Biological or Sonic.

Unthinking (3)

The NPC's mind is either robotic or controlled by another entity. It is immune to any weapon or ability that deals stress damage directly and it cannot be frightened.

Attack Optional Abilities

The following optional abilities follow the same rules as the ones above but apply only to an NPC's attacks.

Ailing (1)

One of the NPC's attacks gains the following:

Consequence (4 or more below): The target of this attack is afflicted (physical or mental) until the end of the scene.

You choose what version of the afflicted condition this inflicts when you design the NPC. If you remove (4 or more below), add 1 to the number for this ability.

Blinding (1)

One of the NPC's attacks gains the following:

Consequence: The target of this attack is blinded until the end of their next turn.

Bludgeoning (1)

One of the NPC's attacks gains the following:

Consequence: The target of this attack is knocked prone.

Deafening (1)

One of the NPC's attacks gains the following:

Consequence: The target of this attack is deafened until the end of the scene.

Disrupting (1)

One of the NPC's attacks gains the following:

Consequence (4 or more below): The target of this attack is disrupted until the end of their next turn.

If you remove (4 or more below), add 1 to the number for this ability.

Frightening (1)

One of the NPC's attacks gains the following:

Consequence (4 or more below): The target of this attack becomes frightened until the end of their next turn.

If you remove (4 or more below), add 1 to the number for this ability.

Grappling (1)

One of the NPC's attacks gains the following:

Consequence: The target of this attack is grappled.

Persistent (1)

One of the NPC's attacks gains the following:

Consequence (4 or more below): The target of this attack counts as having been hit by a weapon with the **persistent 2** tag.

If you remove (4 or more below), add 1 to the number for this ability.

Shocking (1)

One of the NPC's attacks gains the following:

Consequence: The target of this attack cannot use reactions until the start of its next turn.

Split Damage (1)

One or all of the NPC's attacks that deal one damage type now deal the same amount of damage split between 2 different damage types.

Stressful (1)

One of the NPC's attacks gains the following:

Consequence (4 or more below): The target of this attack gains 1 stress.

If you remove (4 or more below), add 1 to the number for this ability.

Custodian's Arsenal

Here we see a selection of NPCs for your explorers to encounter on their travels into the Vast. Many more may be added to this list in the future and if you make any yourself, feel free to share them with us. There are currently many statblocks here which lack proper descriptions but do not fear, they are coming.

Chameleon Broodmother

Explorers have heard of a cavern leading deep below the mountains near the northern plateau on Aventis II where all about the entrance is a peculiar fluid that reacts to light in curious ways.

Deeper within they find greenery and herbivores, like what you would expect to find on the surface of Aventis II, only curiously deep underground. Before long, Jay, the biologist in your group says, "look up ahead! Those look like eggs and they're covered in that strange fluid."

The rest of the party watches as a lizard-like behemoth detaches itself from the ceiling and descends upon Jay.

Chameleon Broodmother

Greater matriarchal alien

Wounds: 5

HP: 25

Stress Limit: 7

PD	MD	Spot	Speed
18	18	16	2

Stress

The chameleon broodmother gains additional stress when it loses a wound while it is not invisible.

When the chameleon broodmother gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the broodmother:

- The broodmother is no longer invisible until the end of the round. Can only be chosen if the broodmother gains stress due to taking 10 or more energy damage.
- Increase the attack number of one of the broodmother's attacks by 1.
- The broodmother becomes frightened (flight) on its next turn. If it is protecting its brood, it becomes frightened (fight) until the end of the round instead.

When the chameleon broodmother gains stress, the damage on all of its attacks increase by 1.

When an chameleon broodmother reaches its stress limit, it will typically flee towards where its brood is. If it is protecting its brood, it becomes frightened (fight) permanently. While frightened in this way, attacks targeting the spider gain an additional advantage 1 and saves to resist its attacks gain an additional disadvantage 1.

Abilities

Chameleon

The chameleon broodmother is invisible.

Skulker

Once per round, a chameleon broodmother can hide without using an action if she is invisible or no explorer has a direct line of sight to her. She can then move stealthily until discovered or she attacks.

Attacks (3)

Chitinous Scythe (1)

Adjacent melee attack

Any physical save

Target Number: 16 Damage:6 Kinetic

Tail Swipe (2)

Area 2

Close melee attack

Dexterity save

Target Number: 14 Damage:4 Kinetic

Consequence: The target of this attack is knocked prone.

Soporific Spines (2)

Mid-range ranged attack

Any physical save

Target Number: 14 Damage:4 Biological

Consequence: The target of this attack gains 1 stress. If the target did not reach its stress limit, it must succeed on a TN 15 Intellect save or become disrupted until the end of its next turn and make a mental stat condition save.

Reactions

Ineluctable Tail

When an explorer moves from close to further away from the broodmother, the broodmother can make an opportunity attack using its tail swipe attack so long as its attack number is not higher than 3.

Instinctive Skulker

After taking damage, the broodmother can move up to half its speed and attempt to hide.

Appearance

The Chameleon Broodmother is a 5 metre tall, 10 metre long reptilian creature. It has 6 legs, the anterior of which form into long curled scythes of glass-like chitin while the other 4 appear as sticky mittens perfect for gripping onto difficult surfaces. One long tentacle emerges from the centre-posterior of the creature's rear from which the creature's young are dispensed within eggs.

Environment

The broodmother lives in caves systems and creates its lair in large caverns in which it sets its eggs. It usually helps to foster fertilisers in the caverns close to its lair so plants grow and lures herbivores into the caverns. These herbivores provide protection for its young and a source of food for them when they hatch. The herbivores are often physically dragged into the lair and sometimes partially sedated by the broodmother.

Behaviour

The broodmother is a highly intelligent hunter and environmental cultivator, she moves almost silently despite her massive form and can perfectly camouflage herself to its environment. She will often allow new creatures to roam deep into her lair relatively undisturbed if she does not think them hostile. She will become hostile if the creatures attack her young or if a young needs feeding.

She will hunt creatures that enter her cave system if she has young to feed. Otherwise, she will watch the humans to see if they are harmless herbivores. She may block off their exit to trap them inside if she considers them worthy stock.

Identification

While explorers make their way through a broodmother's lair, some of the following signs may help to lead explorers to understand what awaits them.

- Peculiar fluid staining the caves which camouflage when light shines on them. A bio-scanner could identify cells similar to a chameleon within.
- Hundreds of eggs in a large cavern.
- Creatures roaming about the cave system that would not normally be present there.
- Fertiliser on the ground with a plethora of plants growing
- Dirt that has been taken in from the surface or poorly constructed pools which plants grow in.

Combat

In combat the broodmother will get close to its prey, attacking with her scythed arms and attempting to steal away a single prey (alive if possible) and take the target back to her lair. She has poisonous spines on her back which she can shoot out to soften up prey from afar and make them struggle to resist. If in her lair, she will fight defensively and protect her young before any other objective. She is intelligent and will pursue creatures if she believes it will reduce the threat to her young.

Screamer Beetle

Lesserdocile alien

Wounds: 2

HP: 28

StressLimit: 3

PD	MD	Spot	Speed
17	14	12	1

Stress

The screamer beetle gains additional stress when it takes 10 or more sonic damage in a turn.

When the screamer beetle gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the beetle:

- The beetle no longer has resistance to kinetic damage.
- Increase the attack number of its sonic scream attack by 1.

When the screamer beetle reaches its stress limit, it will typically become frightened (freeze), shifting into flight permanently if it believes it can escape or fight otherwise.

Abilities

Exoskeleton

A screamer beetle has resistance to kinetic damage. If an explorer attacks the screamer beetle from behind, it has vulnerability to kinetic damage instead.

Attacks (1)

Bite (1)

Adjacent melee attack

Any physical save

Target Number: 13 Damage:10 Kinetic

Sonic Scream (1)

Area 2

Close ranged attack

Physique save

Target Number: 15 Damage:8 Sonic

Consequence:Thetarget of this attack is deafened until the end of the scene.

Reactions

Redirect Sound

When a screamer beetle takes sonic damage, it can use its reaction to gain immunity to the damage and immediately use its sonic scream attack so long as its attack number is 1. This attack does not benefit from the area 2 tag.

Screamer Beetle

Appearance

The screamer beetle is a large hexapedal creature resembling a stag beetle minus any horns. On average they are 2 to 3 metres long and 2 or less metres tall. At the front of the beetle appears to be armoured chitin surrounding a gaping opening that appears to be the creature's mouth. Air can be heard passively circling around the various hollow caverns within the creature's mouth. The creature's armoured head rapidly gives way to a bulging abdomen held together by a striated exoskeleton as it holds the beetle's internal organs amongst its mostly hollow interior. When threatened, the screamer beetle will circulate air rapidly throughout its interior which vibrates certain fleshy reeds and allows it to produce incredible, directed and destructive noise.

Behaviour

Screamer beetles are unintelligent beasts. They can typically be heard from miles away as they produce their deep haunting melodies as part of mating rituals and communications with other beetles (it sounds a little like a didgeridoo). They are largely herbivorous creatures - mostly eating plantlife, especially decaying plants, but are capable of consuming dead animals too. When approached, they will typically be unable to hear any humans as they are very nearly deaf but if they catch sight of some, they will emit a deep growling noise before engaging in combat with the goal to dissuade creatures from coming nearer.

Combat

Beetles in combat will initially rely on producing incredibly loud noises from their cavernous mouths over a close distance and will use their anterior legs to jab at creatures that move too close. They will typically stand their ground for a stubbornly long time before fleeing.

Counters

Since Screamer Beetles are nearly deaf, sneaking away or around them is relatively easy as long as adventurers are careful to not enter its line of sight. The rear of the creature is remarkably weakened compared to its head, therefore any creature targeting the beetle from a hidden location with some kind of kinetic weaponry could deal incredible damage.

Sabre Scorpion

Lesser bestial alien

Wounds: 3

HP: 22

Stress Limit: 3

PD	MD	Spot	Speed
18	14	15	2

Stress

The sabre scorpion gains additional stress when it is grappled or is confined in a tight space and unable to escape it.

When the sabre scorpion gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- If the scorpion gained stress as a result of an attack which exceeded its PD by 4 or more, increase the attack number of its chitinous sabre attack by 1.
- If the scorpion gained stress as a result of an attack which exceeded its PD by 6 or more, increase the attack number of its venomous tail attack by 1.
- Reduce the sabre scorpion's PD by 2
- Reduce the sabre scorpion's speed to 1

When a sabre scorpion reaches its stress limit, it will typically crawl away into a small cavern in which it can feel safe. If it is not able to do so, it will become frightened (flight) and flee.

Attacks (4)

Chitinous Sabre(1)

Adjacent melee attack
Any physical save

Target Number: 15 Damage:5 Kinetic

Consequence(4 or more below): The target is grappled by the sabre scorpion. While a target is immobilised in this way, increase the chitinous sabre's attack number by 1.

Venomous Tail (2)

Limit 1
Close melee attack
Any physical save

Target Number: 16 Damage:2 Kinetic and 4 Biological

Consequence(4 or more below): The target is afflicted (physical) until the end of the scene. If they are not cured, they must make a physical stat condition save at the end of the scene.

Armoured Spider

Lesserbestial alien

Wounds: 3

HP: 30

StressLimit: 3

PD	MD	Spot	Speed
22	15	16	1

Stress

The armoured spider gains additional stress when it takes 10 or more biological damage in a single turn or is forcefully injected with any substance.

When the armoured spider gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the spider:

- Saves to resist the spider's attacks gain advantage 1 until the end of the next round.
- The target number for all of the spider's attacks is reduced by 1.
- The spider becomes frightened (fight) until the end of the next round.

When an armoured spider reaches its stress limit, it will typically become frightened (fight) permanently unless it believes it can hide in a cramped place. While frightened in this way, attacks targeting the spider gain advantage 2, instead of advantage 1 from the frightened (fight) condition.

Abilities

Armoured Forelimbs

When the armoured spider is attacked from behind, its PD is 16. Use your judgement to determine where the spider is facing and in which direction its behind will be exposed. Generally it will face whoever it is attacking or moving towards.

Attacks (2)

Forelimb Strike (1)

Adjacent melee attack
Any physical save

Target Number: 15 Damage:5 Kinetic

Web Sling (2)

Mid-range ranged attack
Dexterity save

Target Number: 16 Damage:-

Consequence:The target of this attack is grappled by this attack and gains disadvantage 1 on saves to resist all other attacks of armoured spiders. Saves to resist this grapple may be made with Physique or Dexterity.

Mandibles (0)

Limit 1

Adjacent melee attack
Any physical save

TargetNumber: 14 Damage:3 Kinetic and 5 Biological

Can only use this attack if the armoured spider hit with 2 forelimb strike attacks on the same turn.

Consequence(4or more below): The target is slowed until the end of their next turn. At the end of the scene, the target must choose to gain 2 stress or make one physical stat condition save.

Reactions

Reposition

After the spider takes any damage, it can move up to its speed and change the direction it is facing.

Clicking Horror

Lesser cunning alien

Wounds: 2

HP: 24

Stress Limit: 2

PD	MD	Spot	Speed
18	14	16	1

Stress

The clicking horror gains additional stress when it takes 10 or more sonic damage in a single turn or is somehow subjected to tremendous noise.

When the clicking horror gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- The horror becomes disoriented until the end of the next round.
- The target number for all of the horror's attacks is reduced by 1.
- The horror becomes frightened (freeze into flight) until the end of the next round.

When a clicking horror reaches its stress limit, it will typically become frightened (flight) permanently unless escape seems impossible.

Abilities

Echolocation

The clicking horror has no vision and senses its surroundings through extremely powerful hearing and smell.

Attacks (4)

Claw (1)

Adjacent melee attack
Any physical save

Target Number: 14 Damage: 4 Kinetic

Bite (2)

Adjacent melee attack
Any physical save

Target Number: 12 Damage: 4 Kinetic and 4 Biological

For each time this horror has hit the target of this attack with a claw attack on the same turn, increase the target number for this attack by 3.

Discordant Screech (2)

Limit 1

Close ranged attack
Any mental save

Target Number: 12 Damage: 1 Stress
Area 2

Consequence (4 or more below): The target of this attack lets out a scream, alerting any clicking horrors in the vicinity to its presence.

Festerbird

Major cunning alien

Wounds: 4

HP: 26

StressLimit: 5

PD	MD	Spot	Speed
16	20	13	1

Stress

The festerbird gains additional stress when its stench of death ability is reduced or when presented with large amounts of fire.

When the festerbird gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- The target number for all of the festerbird's attacks is reduced by 1.
- The festerbird becomes frightened (fight) until the end of the next round.

When a festerbird reaches its stress limit, it will typically become frightened (fight) permanently. While in this state, saves to resist its attacks gain disadvantage 2, instead of advantage 1 from the frightened (fight) condition. It will typically spend some of its attacks trying to feast on already dead creatures to regain health.

Abilities

Stench of Death

Any explorer which starts their turn adjacent to the festerbird must make a Physique check, adding bonuses relating to endurance, with TN 16 or be afflicted (physical). If the explorer is wearing something which prevents breathing toxic fumes, they are immune to this ability.

Foetid Expansion

If the festerbird loses a wound as a result of kinetic damage, its stench of death now affects explorers who are close to it as well or the TN increases by 4 (custodian's choice). If the festerbird loses a wound as a result of energy damage, its stench of death no longer affects explorers who are close to it or the TN decreases by 4 (explorer's choice).

Inured to Toxins

The festerbird is resistant to biological damage. In addition, any check to affect it with concoctions gains disadvantage 1.

Attacks (4)

Talons (1)

Adjacent melee attack

Any physical save

TargetNumber: 16 Damage:4 Kinetic

Consequence(4or more below):The target is grappled by the festerbird

Bite (2)

Limit 1

Adjacent melee attack

Any physical save

TargetNumber: 16 Damage:6 Kinetic and 2 Biological

Saves to resist this attack gain disadvantage 1 if the target is grappled by the festerbird.

Consequence:Thefesterbird heals an amount equal to the damage dealt.

Enforcer Bot

Major lawful construct

Wounds: 3

HP: 30

StressLimit: 5

PD	MD	Spot	Speed
20	10	12	1

Stress

The enforcer bot gains additional stress when it takes 10 or more energy damage in a single turn.

When the enforcer bot gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- Reduce the enforcer bot's PD by 2.
- The target number for all of the enforcer bot's attacks is reduced by 1.
- The enforcer bot's maximum HP is reduced by 5.
- The enforcer bot is disrupted and cannot use reactions until the end of its next turn. Can only be chosen if the enforcer bot gains stress due to taking 10 or more energy damage.

When an enforcer bot reaches its stress limit, it will typically short-circuit and become permanently disrupted and unable to use reactions.

Abilities

Construct

The enforcer bot is immune to any weapon or ability that deals stress damage directly. It is also immune to concoctions and cannot be afflicted or frightened.

Attacks (2)

Stun Gun (1)

Mid-range ranged attack
Any physical save

Target Number: 13 Damage:4 Energy

Consequence:Thetarget cannot use reactions until the start of their next turn.

Grappling Hands (1)

Adjacent melee attack
Any physical save

Target Number: 14 Damage:6 Kinetic

Consequence:Thetarget is grappled by the enforcer bot. If the target was already grappled by this enforcer bot, it is knocked prone.

Reactions

Halt!

When an explorer is adjacent or close to an enforcer bot and attempts to move further away, the enforcer bot can attempt to block their movement. The explorer must succeed on a TN 20 physical check, adding bonuses relating to athletics, endurance or grace, or lose 1 speed. Explorers reduced to 0 speed from this cannot move on their turn.

Peace Keeper

Mob, lawful humanoid

Wounds: 3

HP: 1

PD	MD	Spot	Speed
18	14	14	1

Attacks (1)

Shock Baton (1)

Adjacent melee attack
Any physical save

Target Number: 14 Damage:4 Energy

Consequence:The target cannot use reactions until the start of their next turn.

Net Launcher(1)

Mid-range ranged attack
Dexterity save

Target Number: 13 Damage:-

After attacking with this weapon, the peace keeper must retrieve the net before it can use it again or find a new one.

Consequence:The target is grappled by this attack.

Sleep Injector (1)

Adjacent melee attack
Physique save

Target Number: 12 Damage:1 Kinetic

This attack can only be used against a creature that is grappled or immobilised.

Consequence:The target gains 1 stress and becomes slowed. At the end of their turn, they may retake the save against this attack without bonuses from armour, ending the condition on a success. If the target suffers this consequence while slowed in this way, the target falls asleep for the rest of the scene. If a scene ends with a target still slowed in this way, the target falls asleep.

Feral Bloodbat

Mob, feral beast

Wounds: 2

HP: 1

PD	MD	Spot	Speed
17	14	19	2

Abilities

Flying

This creature flies through the air when it moves.

Attacks (2)

Claws(1)

Adjacent melee attack
Any physical save

Target Number: 14 Damage:3 Kinetic

Saves to resist this attack gains disadvantage 1 if another feral bloodbat is adjacent to the target.

Bite (1)

Limit 1
Adjacent melee attack
Any physical save

Target Number: 14 Damage:3 Kinetic and 3 Biological

Consequence:The feral bloodbat heals 1 wound.

Junkyard Scrapper

Mob, lawless humanoid

Wounds: 4

HP: 1

PD	MD	Spot	Speed
16	14	14	1

Attacks (1)

Metal Pipe (1)

Adjacent melee attack

Any physical save

Target Number: 13 Damage:4 Kinetic

Consequence(4or more below): The target gains disadvantage 1 on saves to resist attacks until the start of its next turn.

Ragged Gun (1)

Vicious

Mid-range ranged attack

Any physical save

Target Number: 14 Damage:5 Kinetic

If an explorer rolls a 1 or 20 on the save to resist this attack, the gun jams and requires the scrapper to spend an action to repair it and be able to use it again.

Consequence(4or more below): The target counts as having been hit by a weapon with persistent 1.

Bouncer

Lesser humanoid

Wounds: 3

HP: 30

Stress Limit: 4

PD	MD	Spot	Speed
18	18	18	1

Stress

The bouncer gains additional stress when it is knocked prone or frightened.

When the bouncer gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- Increase the attack number of one of the bouncer's attacks by 1.
- The bouncer loses one of its reactions.
- The bouncer is disrupted until the end of its next turn.

When the bouncer reaches its stress limit, it will typically try to cease hostilities and negotiate. If it is unable to do so, it will become frightened (fight) permanently.

Attacks (3)

Shocking Knuckledusters (1)

Adjacent melee attack

Any physical save

Target Number: 15 Damage:4 Energy

Consequence(4or more below): The target cannot use reactions until the start of their next turn.

Grapple and Pin (1)

Limit 1

Adjacent melee attack

Any physical save

Target Number: 15 Damage:1 Kinetic

Consequence: The target is grappled by the bouncer. The bouncer can choose to also knock the target prone but to do so, the bouncer must voluntarily go prone.

Reactions

Back of the Line

When a creature moves adjacent to the bouncer or moves away from them starting from adjacent, the creature must make a TN 16 physical save or be knocked prone.

Look Out!

When a creature adjacent to the bouncer is made the target of an attack that lacks the explosive or area tags, the bouncer can force the attack to target them. If the explorer wishes to, they can continue to attack the original target but gain disadvantage 2.

Dread Speaker

Major mysterious humanoid

Wounds: 3

HP: 22

StressLimit: 4

PD	MD	Spot	Speed
18	22	18	1

Stress

The dread speaker gains additional stress when it suffers 12 or more sonic damage in a single turn.

When the bouncer gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- Saves to resist the speaker's attacks gain advantage 1 until the end of the next round.
- Reduce the speaker's PD and MD by 1.
- The target number for all of the speaker's attacks is reduced by 1.

When the dread speaker reaches its stress limit, it will typically become vulnerable to all damage. It will then be overwhelmed with fear or maddening power, becoming frightened (flight or fight) as appropriate to its mental state.

Attacks (1)

Dread Word (1)

Mid-ranged ranged attack

Any mental save

Target Number: 15 Damage:1 Stress

Saves to resist this attack do not gain advantage if a hostile creature is adjacent to the speaker.

Consequence(4or more below):The speaker can inflict one of the following effects on a target determined by which mental stat they chose to make the save with:

- Submit(Intellect):The target becomes frightened (freeze) until the end of its next turn or until it takes any damage.
- Flee(Affinity):The target becomes frightened (flight) until the end of its next turn.

Reactions

Above Reproach

When the speaker is made the target of an attack that lacks the explosive or area tags, the explorer attempting the attack must succeed on a TN 15 Intellect save or be forced to attack another creature of the explorer's choice. If the explorer could make multiple attacks in a turn, all of its attacks must be made against other creatures.

Scrapper Boss

Major lawless humanoid

Wounds: 3

HP: 25

StressLimit: 5

PD	MD	Spot	Speed
20	16	14	1

Stress

The scrapper boss gains additional stress when 2 or more of their underlings are killed in a turn or lots of their property is destroyed.

When the sniper gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- Increase the attack number of one of the boss's attacks by 1.
- The boss becomes frightened (fight) until the end of the next round.
- The boss loses one of its reactions.

When the scrapper boss reaches its stress limit, it will typically try to cease hostilities and negotiate. If it is unable to do so, it will become frightened (fight) permanently.

Attacks (2)

JaggedBlade (1)

Adjacent melee attack

Any physical save

Target Number: 16 Damage:6 Kinetic

Consequence(4or more below):The target counts as having been hit by a weapon with persistent 2.

JaggedGun (1)

Vicious

Mid-range ranged attack

Any physical save

Target Number: 15 Damage:4 Kinetic

Consequence(4or more below):The target counts as having been hit by a weapon with persistent 2.

Reactions

Get Down

The boss tells an ally to brace. When it does so, the ally does not lose its action on its next turn.

Stick It to 'Em

At the end of an explorer's turn, the boss can instruct one scrapper who can hear them to make a single attack.

Sniper

Lessermilitary humanoid

Wounds: 3

HP: 18

StressLimit: 5

PD	MD	Spot	Speed
16	16	22	2

Stress

The scrapper boss gains additional stress when 2 or more of their underlings are killed in a turn or lots of their property is destroyed.

When the boss gains 1 stress, the explorer who caused it to gain the stress may choose one of the following effects to apply to the creature:

- The sniper's dodge roll reaction no longer prevents opportunity attacks.
- Reduce the sniper's PD and MD by 1.
- The target number for all of the sniper's attacks is reduced by 1.

When the sniper reaches its stress limit, it will typically become frightened (flight) permanently and flee the area.

Abilities

Strike-first

In the first round of combat, the sniper takes its turn first, whether or not it initiated combat. After its turn has finished, whichever side initiated combat then takes the next turn.

Attacks (1)

Sniper (1)

Distant ranged attack

Vicious

Any physical save

Target Number: 17 Damage:8 Energy

Saves to resist this attack gain disadvantage 1 if the sniper has not moved on its turn and may not move after attacking if the saves to resist this attack gained disadvantage 1 in this way. Saves to resist this attack gain advantage 1 if the target is close or closer to the sniper.

Consequence:Thetarget must make a TN 17 mental save. On a failure, it must immediately use its reaction to rush behind the nearest piece of cover and go prone.

Reactions

Dodge Roll

After taking damage, the sniper can use this reaction to move up to half its speed without provoking opportunity attacks.

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