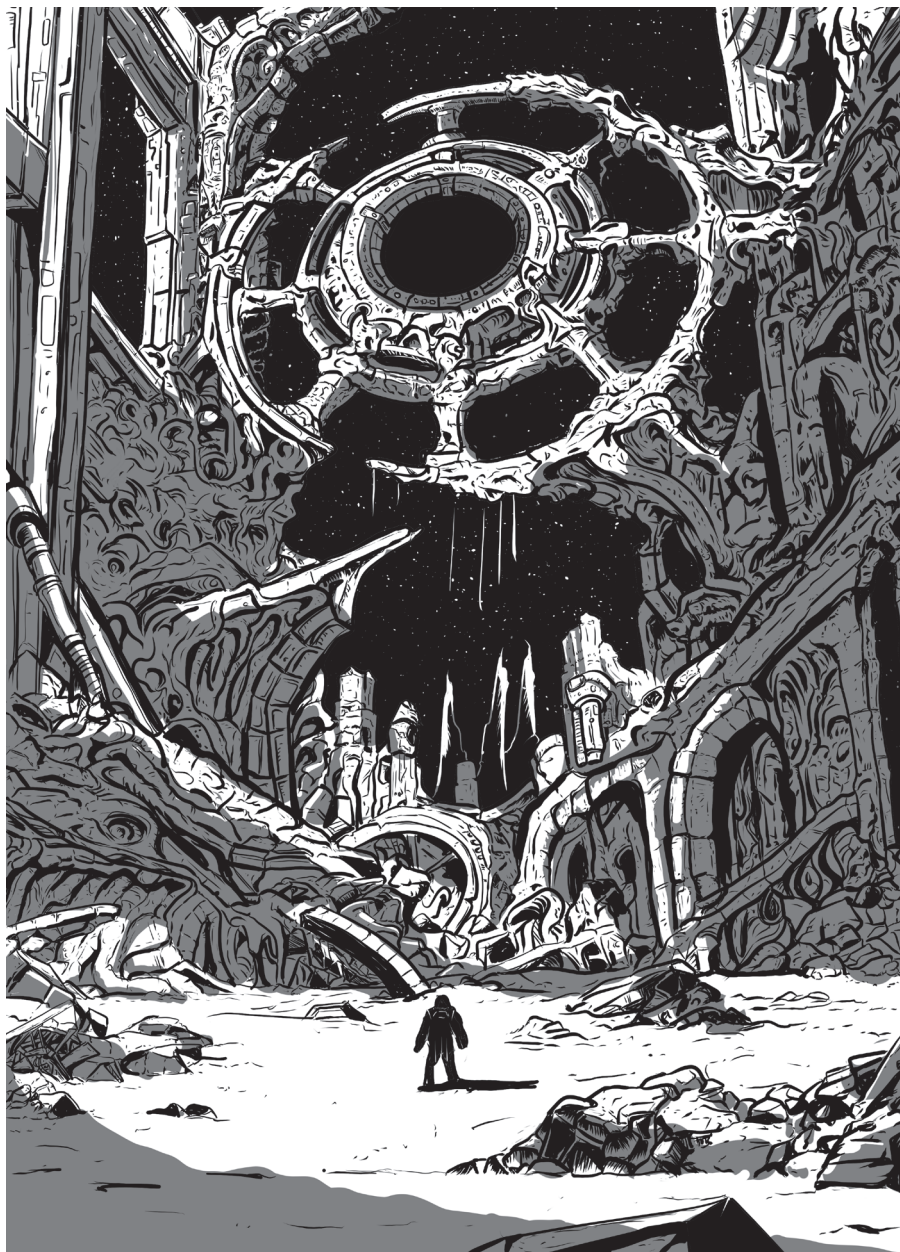




DARKSPACE

Science Fiction Core Rules for Shadowdark

WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Blunt, Light	1cr	C/N	1D4	Th
Blunt	3 cr	C	1D6/1D8	V
Blunt, Heavy	5cr	C	1D8	2H
Force, Light	5cr	C/N	1D6	Th, EC
Force	10cr	C	1D8/1D10	V, EC
Force, Heavy	15cr	C	1D10	2H, EC
Edged, Light	1cr	C/N	1D4	Th
Edged	3 cr	C	1D6/1D8	V
Edged, Heavy	5cr	C	1D8	2H
Vibro, Light	5cr	C/N	1D6	Th, EC
Vibro	10cr	C	1D8/1D10	V, EC
Vibro, Heavy	15cr	C	1D10	2H, EC
Beam Saber	NA	C	1D12	AP, EC , Light
Pistol, Light	5cr	N	1D4	Am
Pistol	10cr	N	1D6	Am
Pistol, Heavy	15cr	F	1D8	Am
Rifle, Light	20cr	F	1D4	Am, 2H
Rifle	25cr	F	1D6	Am, 2H
Rifle, Heavy	50cr	F	1D8	Am, 2H, R
Grenade	75cr	N	1D10	Th, BI
Blaster Pistol, Light	10cr	N	1D6	EC
Blaster Pistol	20cr	N	1D8	EC
Blaster Pistol, Heavy	50cr	F	1D10	EC , R
Blaster Rifle, Light	25cr	F	1D6	EC , 2H
Blaster Rifle	50cr	F	1D8	EC , 2H
Blaster Rifle, Heavy	75cr	F	1D10	AP, EC , 2H, R
Blaster Grenade	100cr	N	1D12	Th, AP, BI

EC (Energy Cell): This weapon requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

Descriptions of all weapon and armor properties can be found in the Gear section.

ARMOR

CATEGORY	COST	GEAR SLOTS	AC	PROPERTIES
Light Armor	25cr	1	11+ DEX mod	Ph
Medium Armor	50cr	2	13 + DEX Mod	Ph, Disadvantage on stealth & swim
Heavy Armor	75cr	3	15	Ph, Disadvantage on stealth, No swim
Energy Armor	100cr	1	15	EC, EN
Helmet	10cr	1	+1	Physical, Disadvantage on perception
Exosuit Conversion	+50cr	+1	-	Adds Life Support and Radiation Resistance
Ballistic Shield	20cr	1	+2	1H, Physical
Energy Shield	30cr	0	+2	1H, EC, EN

ASTROGATION

Destination is in the Same...	Difficulty
System	Easy (DC 9)
Sector	Moderate (DC 12)
Region	Hard (DC 15)
Galaxy	Extreme (DC 18)

BODY (CON)

Affecting your physical body or the material world around you.

MIND (INT)

Affecting your mind and the minds of others.

SOUL (WIS)

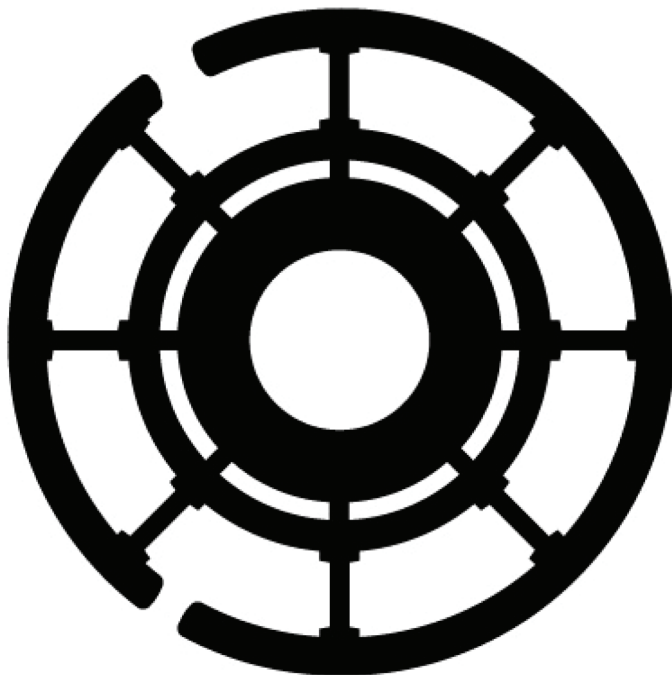
Affecting your connection to the metaphysical and the transcendent universe around you.

TRIAD DICE ROLLS

DC	DIE ROLL
Easy, DC 9	d4
Normal, DC 12	d6
Hard, DC 15	d8
Extreme, DC 18	d10

DARKSPACE

Science Fiction Rules
For Shadowdark



Created by
Than Gibson and Derek White



DMING THE WORLD

Designed for use with

ShadowDark RPG



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SPACERS

***“Whole lotta folks in this galaxy. Every kind you can imagine.
They all got one thing in common. Every one of ‘em’s
looking to get paid.”***

- Captain Ronald Malcolm, The Lightning Bug

OVERVIEW

INTRODUCTION

Journey into the shadows and darkness of space for fortune and glory! Will you play a blue collar scavenger, a hardened mercenary, a swashbuckling adventurer, or explore the boundaries of what it means to be human?

DarkSpace is a sci-fi RPG that uses the rules-light Shadowdark RPG and requires a copy of those rules to play.

The Shadowdark rulebook along with free Quickstart Rules can be found at www.thearcanelibrary.com

TERMINOLOGY

DarkSpace is 100% compatible with Shadowdark. However, there are some slight differences in terminology.

Characters in DarkSpace are called **Spacers** rather than Crawlers.

- **Species** - Rather than an ancestry, Spacers have a species. **(See the Species section for details.)**
- **Archetypes** - Classes in DarkSpace are focused more on heroic archetypes and less on profession. As such, they are referred to as Archetypes. **(See the Archetypes section for details.)**
- **Backgrounds** - Spacers have occupations rather than backgrounds. **(See the Backgrounds section for details.)**
- **Motivation** - Rather than the classic alignments in Shadowdark, Spacers have motivations instead. **(See the Motivation section for details.)**
- **Ship Role** - Titles are not tied to your archetype but your position or rank within your crew. Your Ship Role can change over time. **(See the Command Crews section in Starfaring for more details.)**

0-LEVEL SPACERS (CITIZENS)

In DarkSpace, 0-level spacers, also known as **citizens**, are average folk thrust into the space-faring adventurous life through circumstance.

See The Gauntlet section of Shadowdark for more details on 0-level characters.

Citizens start with beginner's luck which lets them wield all gear until 1st level. They also start with:

- Stats, (see Shadowdark)
- Choice of Species
- HP (see Shadowdark)
- Background
- Motivation
- Starting Gear - Citizens start with 1d4 items from the Citizen Starting Gear table.

1ST-LEVEL SPACERS (ROOKIES)

In DarkSpace, 1st-level spacers, also known as **rookies**, are just starting on their adventures in the stars. Rookies follow the same rules for 1st-level characters in Shadowdark, but with the following differences:

- Stats, (see Shadowdark)
- Choice of Species
- HP equal to their CON mod (minimum 1)
- Choice of Archetype
- HP (see Archetype description)
- Background
- Motivation
- Starting Credits(cr)
DarkSpace simplifies currency to credits. Rookies start with 2d6 x 10 credits. **CredChits** are physical currency credits that can be deposited to a character's account. They occupy one gear slot per 100.

SPECIES

Science fiction is known for its diversity of lifeforms. Every spacer has a species that defines its own genetic traits. Your setting may have many alien species, or it may only have humans.

Humans have the Ambitious trait as they do in the Shadowdark rulebook, which gives them an extra roll on their archetype's talent table at 1st level.

You are also welcome to use any Shadowdark ancestries for your setting as a species.

If you would like to use a species from a science fiction property or randomly create one, use the Species Traits table to either roll a species trait at random or choose one.

Collaborate with your GM and fellow players if you are having trouble with building a species from a random trait.

Example 1: Steve wants to play an Elf. He chooses Elf as his species and takes the Farsight ancestry trait from Shadowdark as his species trait.

Example 2: Katie wants to play her own species of triad-sensitive slugs. She chooses The Triad as her species trait and describes what her character, Slurp looks like.

Example 3: Elliott wants to play a sasquatch-person from a movie he watched. He chooses Mighty as his species trait.

Example 4: Bob doesn't know what species to play. He rolls on the Species Traits table and gets Amphibious. He decides to play a race of fish-people he saw in a movie once.

Example 5: Bons doesn't know what species to play but knows they want their character to be a medic. Their fellow players suggest Extra Arms for the species trait as that can help with field medicine. Bons decides on a human with extra cybernetic arms rather than taking the Ambitious trait that humans normally get.

SPECIES TRAITS

d20 Traits

- 1 **The Triad** You have the use of one Triad power.
- 2 **Amphibious.** You can breathe water as well as air. You can swim at full speed.
- 3 **Armored Skin.** Gain +1 to your AC when not wearing armor.
- 4 **Covert Communication.** You can communicate secretly with others of your species or those who understand this communication.
- 5 **Farsight.** You get a +1 bonus to attack and damage rolls with ranged weapons.
- 6 **Keen Senses.** You can't be surprised.
- 7 **Mighty.** You have a +1 bonus to attack and damage rolls with melee weapons.
- 8 **Natural Weapon.** You have a natural weapon that deals 1d6 damage. You are proficient with it.
- 9 **Flight.** You can fly and/or walk.
- 10 **Stealthy.** Once per day, you become invisible for three rounds
- 11 **Tracking Sense.** Once per day, pick a target to be your quarry. You have advantage on all checks to track your quarry.
- 12 **Adapted for Heat.** Can survive in hot environments. Half damage from fire or heat.
- 13 **Adapted for Cold.** Can survive in cold environments. Half damage from ice or cold.
- 14 **Technical Knack.** You get a +1 bonus when working with technology and machines.
- 15 **Natural Connection.** You get a +1 bonus when working with plants and animals.
- 16 **Radiation Resistant.** Can survive in radioactive environments. Half damage from radiation or electricity.
- 17 **Filtration.** Can survive in toxic environments. Half damage from poison.
- 18 **Natural Climber.** Full speed for climbing. Reduce climbing DC by one category.
- 19 **Extra Arms.** Can take one extra non-attack action per turn. Increase gear slots by 2.
- 20 **Extra Legs.** Can move up to Near twice in a turn in addition to their action. DC to be tripped increased by one category.

ANDROIDS

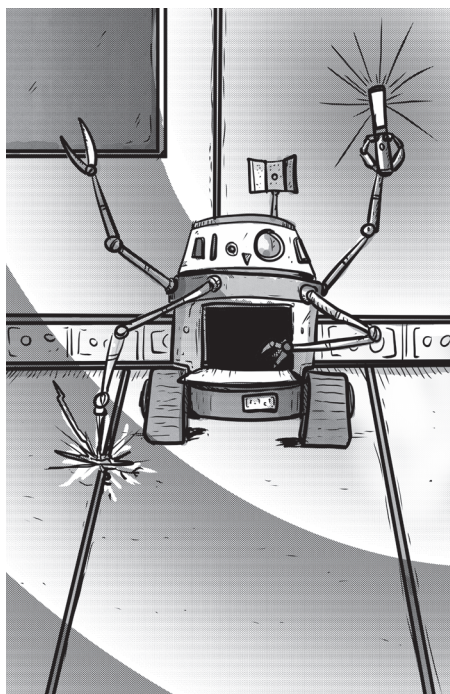
Androids are sentient artificial intelligences in manufactured bodies. They might look organic or robotic and come in a vast array of shapes and sizes

Your setting might include androids as a playable species. If this is the case, they have the following Species Trait:

Life Support. You do not require food, drink, or air to function. You need a power charge equivalent to a rest to maintain the operational level.

Androids can choose any archetype, occupation and motivation. But, they cannot take The Triad as a talent.

Androids can take the optional **Multi-Function Android** archetype on the following page instead of one of the other archetypes.



MULTI-FUNCTION ANDROID ARCHETYPE

Combat 'droids, repair 'bots, or power haulers, these androids come with an assortment of tools and capabilities built-in.

Weapons: None

Armor: None

Hit Points: 1d6 per level.

Languages. You know two additional common languages and two rare languages.

Functions. Choose or Roll 3 traits from the Species Traits table. Androids can not take the Triad Power trait. Re-roll or choose a different trait if you receive this result.

MULTI-FUNCTION ANDROID TALENTS

2d6 Talent

2 **Hardware Upgrade.** Roll one additional Species Trait.

3-6 Gain either the Mighty or Farsight trait. You may gain this multiple times.

7-9 +2 to distribute to stats.

10-11 Gain the Armored Skin trait. You may gain this multiple times.

12 **Software upgrade.** Roll one additional Background.



ARCHETYPES

***“Everyone has a role to play.
Everyone is good at something. Everyone matters.”***
- Unknown Time Traveler

STRONG ARCHETYPE

Grunts, teamsters, gladiators, and bodyguards. Strong characters are the muscle that carry the galaxy on their shoulders.

Weapons: All Melee weapons

Armor: All Armor

Hit Points: 1d8 per level.

Hauler. Add your CON modifier, if positive, to your gear slots.

Weapon Expertise. Pick a category of melee weapon, like blunt weapons. You get +1 to hit and do damage with that kind of weapon. On top of that, add half your level to those rolls (rounded down).

Grit. You have advantage on STR checks to overcome an opposing force, such as kicking open a stuck cargo hatch or pulling a robot's arm off.

STRONG TALENTS

2d6 Talent

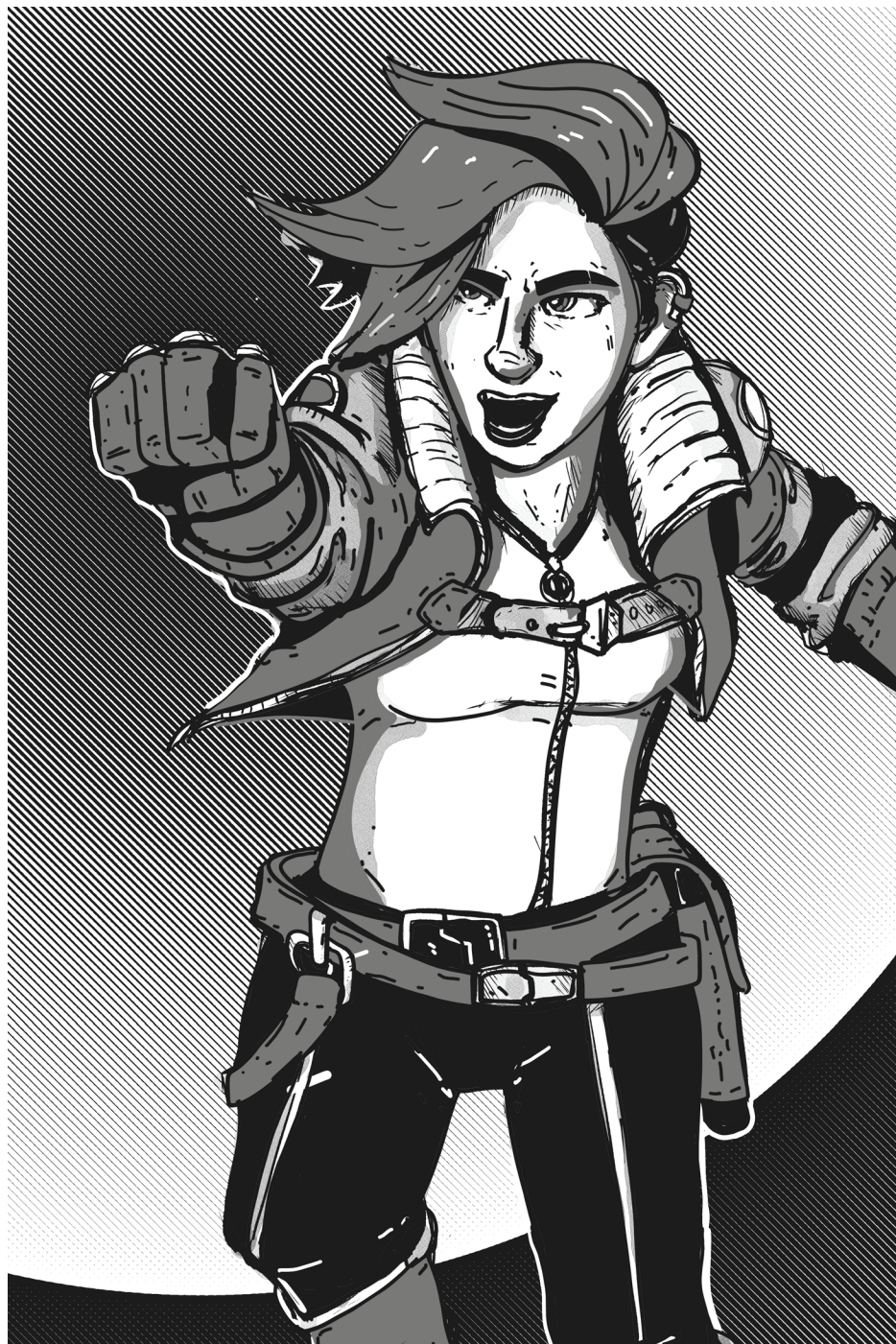
2	Gain Weapon Expertise with one additional weapon category.
---	--

3-6	+1 to melee attacks
-----	---------------------

7-9	+2 to Strength, Dexterity, or Constitution stat
-----	---

10-11	Choose one category of armor. You get +1 AC from that armor
-------	---

12	Choose a Strong Talent or +2 points to assign to stats
----	--



QUICK ARCHETYPE

Pilots, thieves, gunslingers, and assassins. Quick characters move fast and strike with precision.

Weapons: Light Melee and Light Ranged Weapons

Armor: Light Armor

Hit Points: 1d6 per level.

Quick Shot. If you're sneaky and the creature doesn't see you coming, you get to roll extra weapon dice for damage equal to half your level (rounded down).

Never Tell Me the Odds. Start each game with a Luck Token. After you have finished a rest you get a Luck Token if you don't already have one.

Reflexes. You have advantage on DEX checks to avoid a dangerous situation, such as avoiding a laser mine or flying through an asteroid field.

QUICK TALENTS

2d6 Talent

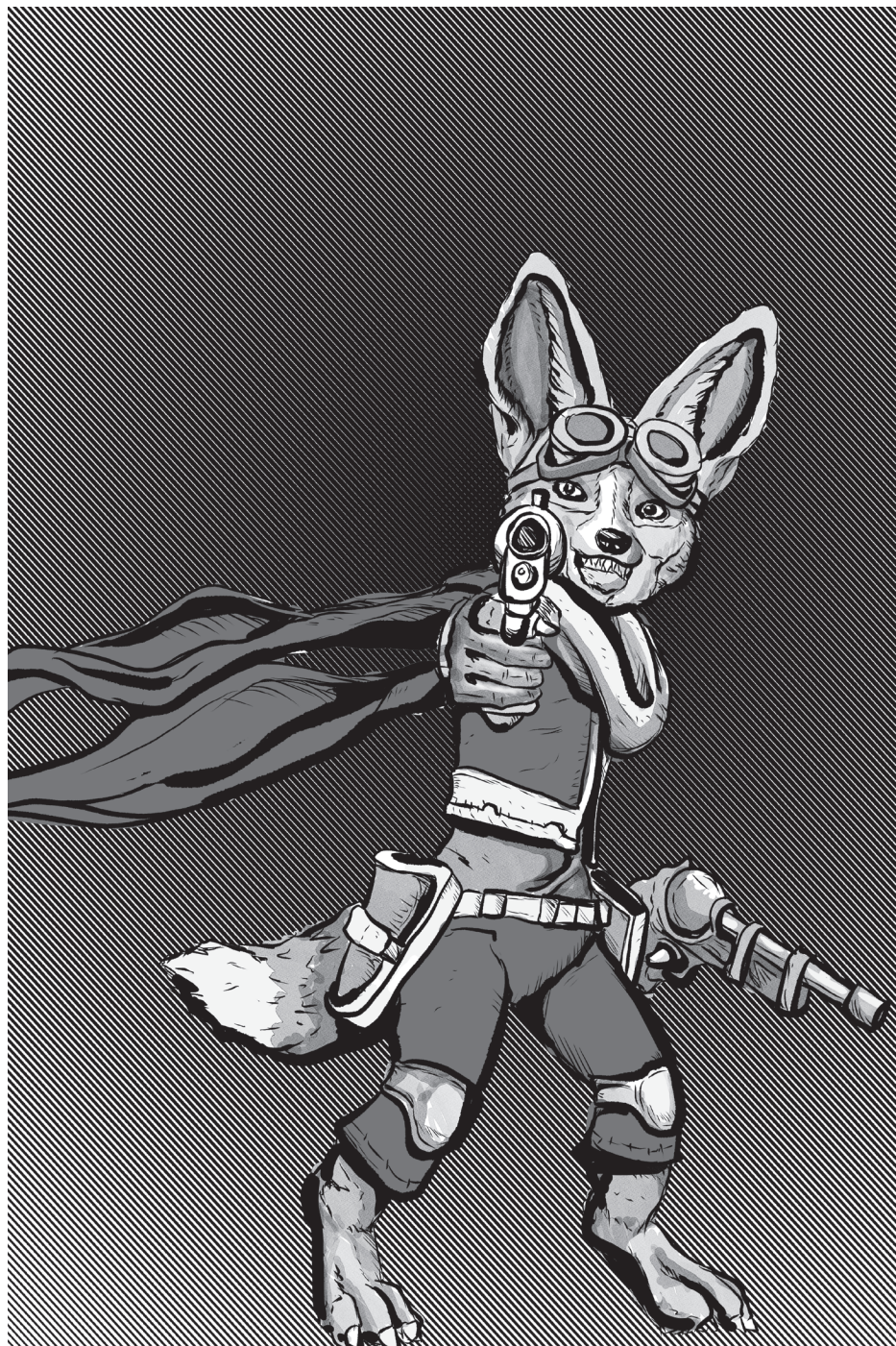
2 Gain advantage on initiative rolls (re-roll if duplicate)

3-5 Your Quick Shot deals +1 dice of damage.

6-9 +2 to Dexterity, Wisdom or Charisma stat

10-11 +1 to ranged attacks

12 Choose a talent or +2 points to distribute to stats



TOUGH ARCHETYPE

Soldiers, bounty hunters, scrappers, and bruisers. Tough characters are resilient and can survive a long haul.

Weapons: Heavy Melee and Heavy Ranged Weapons

Armor: All Armor

Hit Points: 1d8 per level.

Stout. Start with +2 HP. Roll hit points per level with advantage.

Resilient. You have advantage on CON checks to resist permanent injury, disease, poison, or endure extreme environments.

Unyielding. 3/day, when you drop to 0 HP, make a DC 18 CON check (the Resilient talent applies) If you succeed, you tough it out and stay at 1 HP instead of going down.

TOUGH TALENTS

2d6 Talent

2 Deal an additional +1d4 damage when scoring a critical hit.

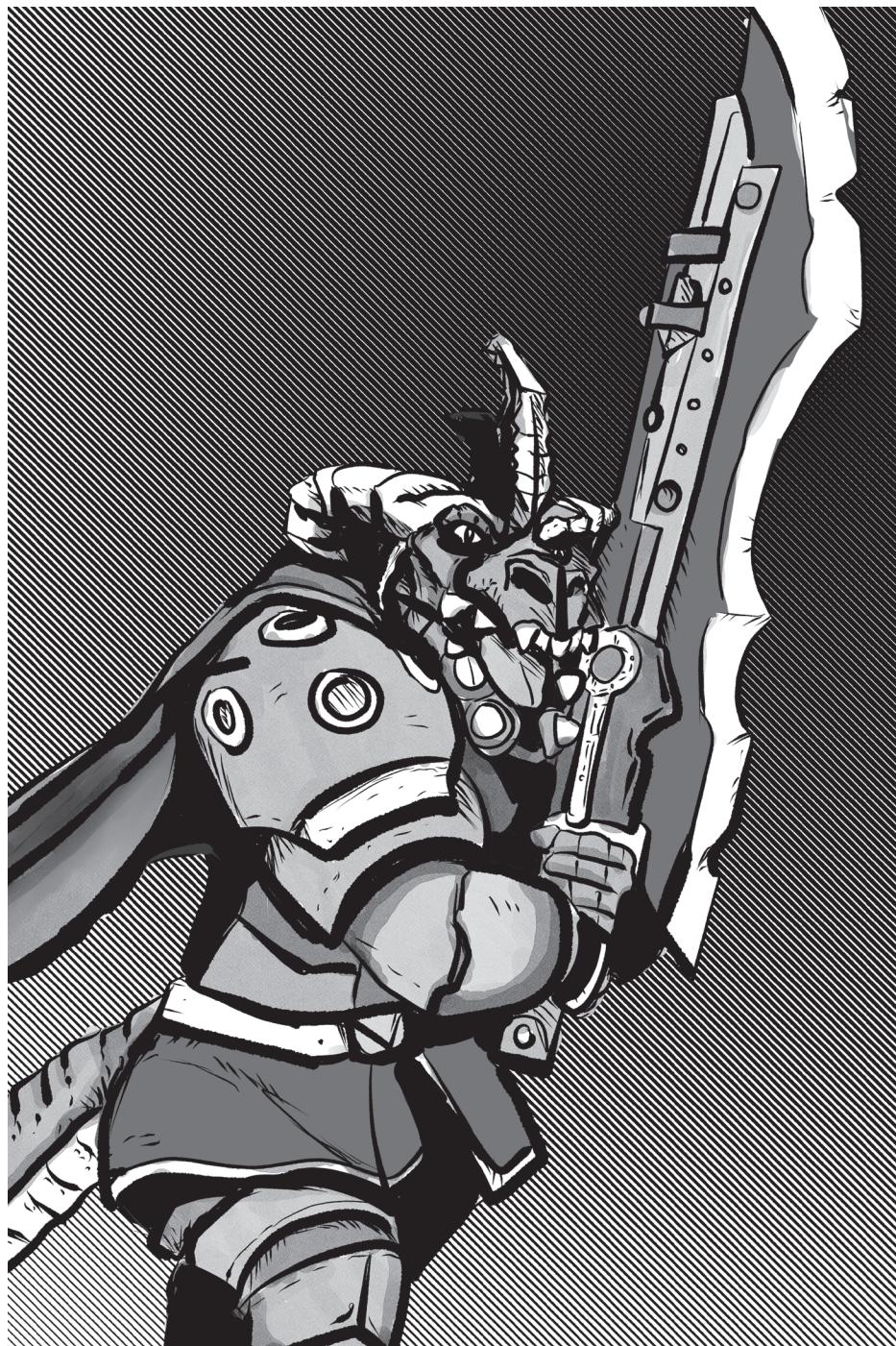
3 **Shake it Off.** 1/day, ignore all damage and effects from one attack. If you already have Shake it Off, you gain an additional use per day.

4-6 +1 to melee or ranged attacks

7-9 +2 to either Str, Dex, Con

10-11 Choose one category of armor. You get +1 AC from that armor

12 Choose a talent or +2 points to distribute to stats



CLEVER ARCHETYPE

Scientists, hackers, strategists, and inventors are clever characters who use their intellect to see the board from all angles and think outside the box when necessary.

Weapons: Light Ranged Weapons

Armor: None

Hit Points: 1d4 per level.

Languages. You know two additional common languages and two rare languages.

Expert Knowledge. Choose one non-combat Area of Expertise of your choosing. Try not to be too broad or too narrow (ex. Medicine is too broad, brain surgery is too narrow). Collaborate with your GM if needed. Add +1 to any rolls associated with that area of expertise. In addition, add half your level to these rolls (round down).

Keen Support. 3/day, when an ally is about to make a non-combat roll, make a DC 9 Intelligence check. If you succeed, they can add +1d4 to their roll.

CLEVER TALENTS

2d6 Talent

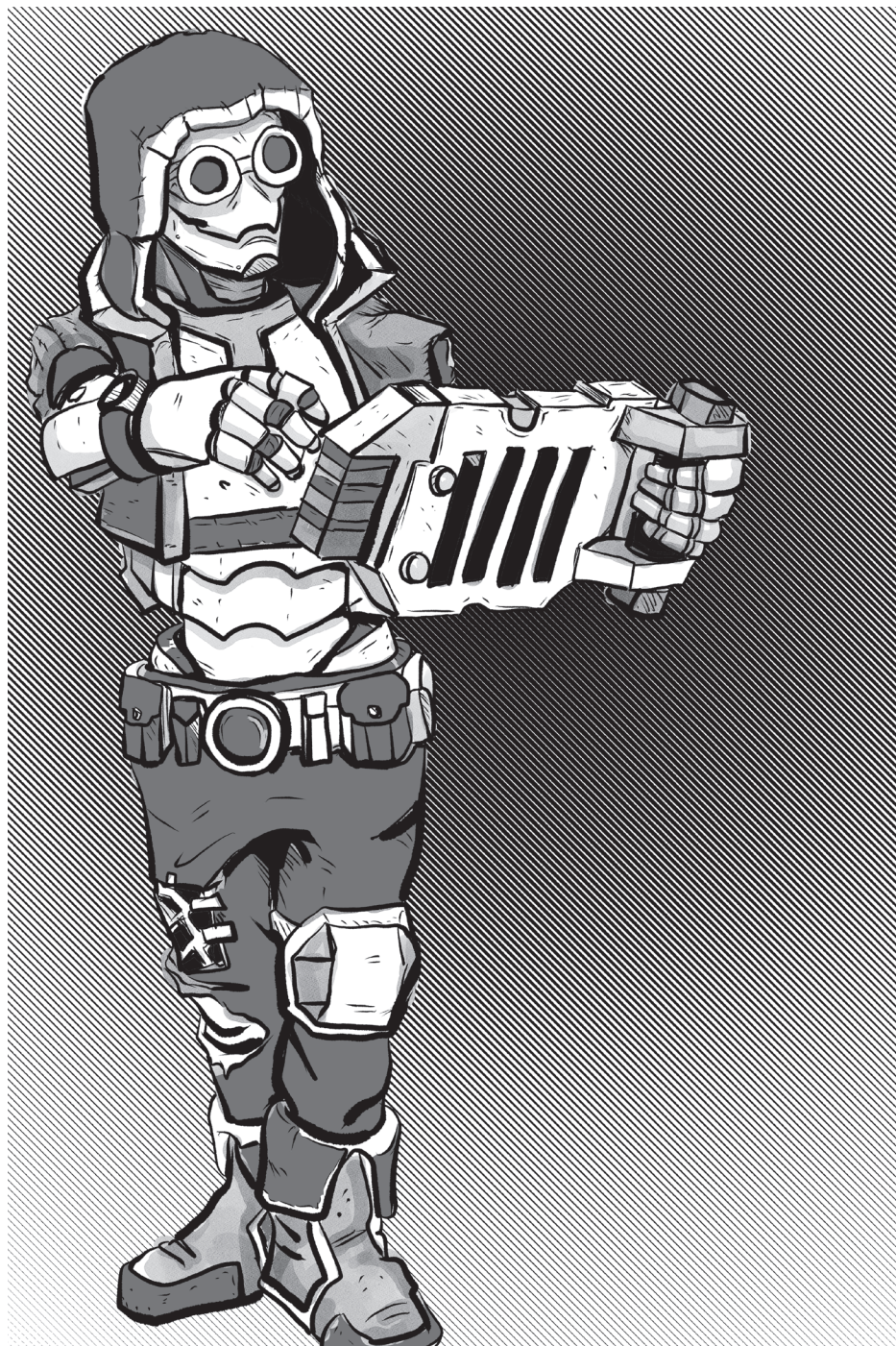
2 Gain one additional use of Keen Support.

3-5 Gain advantage on one area of expertise you know.

6-8 +2 to Intelligence stat or +1 to Expert Knowledge checks

9-11 Learn one additional area of expertise

12 Choose a talent or +2 points to distribute to stats



WISE ARCHETYPE

Mystics, sages, counselors, and monks are wise characters who can divine the true nature of the galaxy and its inhabitants, whether through supernatural means or their own focused insight.

Weapons: Light Melee Weapons

Armor: None

Hit Points: 1d4 per level.

Optimization. If you use a luck token, add 1d6 to the new roll

Enlightenment. 3/day, you can make a DC 9 WIS check. On a success, gain a luck token (you can't have more than one luck token at a time).

Insightful Defense. Add half your level (round down, minimum 1) to your AC.

Optional Trait - The Triad. You may swap out Enlightenment for a Triad Power if your GM allows. You may gain an additional Triad Power if your species trait is already The Triad. Replace the second talent on the Wise Talents table below with "Gain one additional Triad Power."

WISE TALENTS

2d6	Talent
2	Riposte. 1/day (or +1 use) Deflect a successful attack. Damage attacker or other target instead. You may gain this multiple times.
3-6	Gain an additional use of your Enlightenment talent each day.
7-9	+2 to INT, WIS, CON, stat
10-11	Increase the die category of your Optimization talent by one.
12	Choose a Talent or +2 points to distribute to stats.



CHARMING ARCHETYPE

Scoundrels, performers, politicians, and captains. Charming characters are the leaders, smooth talkers, and deal makers who make progress and flow credits.

Weapons: Pistols and Blasters

Armor: Light Armor

Hit Points: 1d6 per level.

Languages. You know four additional common languages and one rare language.

Know a Guy. Whenever you are in a populated area, you might “know someone who knows someone” who might be able to help you with supplies, information, repairs or whatever it is you need. Make a Charisma check DC 12 to locate a contact that might help you. You still have to compensate them for whatever services required but they are discreet and it is off the record.

Sway. Make a Charisma check to sway your audience with one of the following effects. If you fail, you can’t use that effect again until you successfully rest.

- **Motivate.** DC 12. One target in NEAR gains a luck token if they do not have one.
- **Beguile.** DC 15. You transfix targets whose total levels are equal up to your level plus CHA modifier within near for 1d4 rounds.

Bon Vivant. Groups carousing with 1 or more Charming characters add 1d6 to their rolls.

CHARMING TALENTS

2d6	Talent
-----	--------

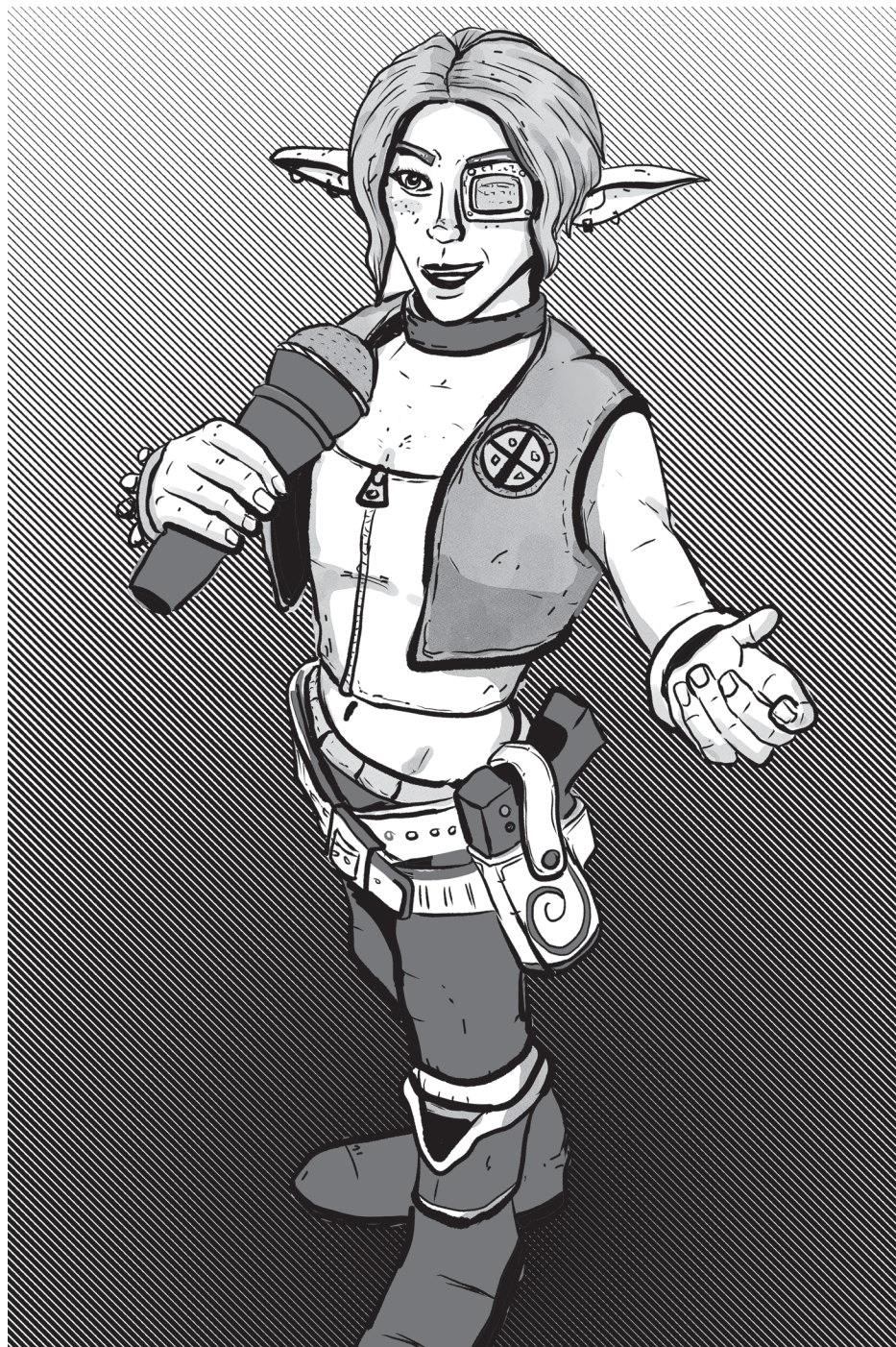
- | | |
|---|---|
| 2 | Scoundrel's Luck. You start each session with a Luck Token. After you have finished a rest, gain a Luck Token if you do not already have one. If you already have this Talent, start your session with one additional Luck Token. You may have multiple Luck Tokens. |
|---|---|

3-6	+1 to melee and ranged attacks or +1 to your carousing rolls
-----	--

7-9	+2 to DEX, INT, or CHA stat
-----	-----------------------------

10-11	Reduce the DC of one of your Sway effects by 3
-------	--

12	Choose a Talent or +2 points to distribute to stats
----	---



BACKGROUND

Your background is as much a part of who you are as your archetype and helps define what you are good at. By combining the two together you have a better understanding of who your character is.

For example, a Strong Soldier and a Cunning Soldier are two very different people.

Your GM may determine that you have advantage on rolls in situations where your background applies.

BACKGROUND

d20 Details

- 1 **Street Rat.** You know the merciless streets of cities and villainous hives.
- 2 **Outlaw.** You're a wanted criminal hiding from jail or worse.
- 3 **Hacker.** Datanets are no match for you.
- 4 **Operative.** You have crime syndicate connections, contacts, and debts.
- 5 **Roughneck.** Mining, hauling, or salvaging, you work hard in extreme environments.
- 6 **Mechanic.** You can fix and tinker on a device or vehicle.
- 7 **Politician.** You navigate bureaucracy like some navigate the stars.
- 8 **Fence.** You can appraise value and know where to find a buyer.
- 9 **Gambler.** You can never turn down a good bet.
- 10 **Corpo.** The ways of the corporate world are second nature to you.
- 11 **Mercenary.** You would fight friend and foe alike for your credits.
- 12 **Pilot.** Pirate, privateer, or merchant — the stars are yours
- 13 **Acolyte.** You're well-trained in religious rites and doctrines
- 14 **Soldier.** You serve as a fighter in an organized army.
- 15 **Ranger.** The frontier is your true home, surviving on stealth and wits.
- 16 **Scientist.** You seek discovery through experimentation rather than study.
- 17 **Celebrity.** You've traveled far with your charm and talent.
- 18 **Academic.** You know much about a specific area of study.
- 19 **Noble.** A famous name has opened many doors for you.
- 20 **Medic.** You know anatomy, surgery, and first aid.

MOTIVATION

Motivations reflect a spacer's relationships with the universe's societal and hirearchical structures. These motivations influence character development and gameplay interactions.

Each Motivation has a Starting Bonus that a spacer gains when first created and a Gameplay Effect that occurs when they act in accordance with their Motivation.

A spacer's Motivation is not static and can change and evolve but they do not gain the Starting Bonus when this occurs.

THE SURVIVOR (S)

The harsh realities of hirearchical dominion and economic disparity have worn down survivors. They adapt, overcome, and do whatever is necessary to survive.

Starting Bonus: Roll on the Citizen Starting Equipment chart for an extra piece of gear.

Gameplay Effect: Receive a Luck Token when acting in a way that exemplifies resilience and adaptability.

THE VILE (VL)

Vile characters have embraced darker aspects such as ambition and greed. They might manipulate, betray, or take advantage of others by any means necessary.

Starting Bonus: Extra 2d10 credits

Gameplay Effect: Receive a Luck Token when acting in self-interest or engaging in morally dubious actions.

THE VIRTUOUS (VR)

Virtuous characters are guided by time-honored virtues such as courage, justice, and loyalty. They strive to act for the greater good, even in the face of personal sacrifice.

Starting Bonus: 1d3 trusted contacts. These can be defined before or during gameplay and will always assist your character if they are able to do so.

Gameplay Effect: Receive a Luck Token when engaging in actions that uphold their principles.

REPUTATION

When traveling throughout DarkSpace, spacers and crews may pick up a reputation. This could mean they are known for being dependable workers, fearless explorers, or ruthless criminals.

Reputation is measured in bonuses and penalties from -5 to +5 along the three Motivations and is used in initial interactions with non-player characters (NPCs). All spacers start with 0 on each Motivation Reputation.

For example, a spacer might have a +1 Reputation with Virtuous NPCs, a +0 with Survivors and a -2 with Vile characters. When dealing with a virtuous NPC, that spacer might get a +1 to whatever check occurs when interacting with them, at the GMs discretion. Alternatively, that spacer would get a -2 when interacting with Vile characters.

Most social interaction should occur without dice rolls. However if a check is needed with that NPC, the reputation

bonus might apply given the circumstances. Reputation bonuses can also be used to guide the roleplaying that occurs during the social interaction. The Reputation Scale table can help GMs decide if a Reputation bonus applies to a specific encounter.

Crews can also gain a reputation together. This is tracked separately from individual spacer reputations but then the two bonuses are combined during an interaction.

The crew of the Lightning Bug, a cargo ship, has been known for a bit of smuggling. They have a -1 with Virtuous NPCs, but their security chief, Jaymes, is wanted for murder and has a -2 with Virtuous NPCs (especially with law enforcement). When the Lightning Bug gets stopped for a routine inspection, Jaymes gets a -3 for interacting with the lawmen that come aboard. The GM adjusts the encounter because they are harboring a known murderer.

REPUTATION SHIFTS

Depending on circumstances during a game or afterwards, the GM may grant a Reputation Shift. This could be a positive or negative shift. In most cases, this is in increments of +/- 1 and along one Motivation. In rare cases (i.e. saving the galaxy or blowing up a planet) then the increments may be greater and occur along several or all Motivations. These shifts can be included as rewards and may be their own source of XP like Boons (see Shadowdark RPG for more on Boons).

REPUTATION	SCALE
+/- 1	Settlement
+/- 2	Planet
+/- 3	System
+/- 4	Sector
+/- 5	Galaxy

REPUTATION IN DOWNTIME

Reputation can have an impact on downtime activities as well. Depending on where and with who a spacer’s downtime activities take place, their reputation modifier may apply.

The Lightning Bug has completed a mission and Jaymes wants to spend some of his hard-earned credits carousing. Fortunately for Jaymes he’s in a settlement that thinks he’s a local hero. He gets a +1 modifier to his carousing roll.

Jaymes’s shipmate, Simeon, wants to brush up on his medical knowledge. He finds a local doctor who could teach him but there’s a system-wide bounty on Simeon. The doctor is hesitant to teach Simeon. Simeon rolls his learning check with a -3.

The captain of the Lightning Bug, Ronald Malcom, needs to buy a replacement part for the ship. He’s just completed a successful delivery of medical supplies for the town which set off a major celebration. Ronald gets a +1 to negotiate the price of the part.

BOUNTY

Spacers and Crews may also pick up bounties as a result of their deeds (or misdeeds!). Use the Bounty Amounts table for determining the amount of a bounty. Start with the lowest Danger Level for the spacer's level and roll the amount.

Bounty Shifts

If the bounty is increased or decreased at a later point, either shift the amount by one increment of the current Danger Level or increase the Danger Level and re-roll the amount. If a bounty is decreased below Unsafe then the bounty is cleared. When the spacer moves into the next level tier, the GM can re-roll the bounty using the new tier amount if they feel it is appropriate.

Like Reputation, crews can have their own bounty on top of individual spacers' bounties.

BOUNTY AMOUNTS

DANGER	LEVEL 0-3	LEVEL 4-6	LEVEL 7-9	LEVEL 10+
Unsafe	1d4 x 100cr	1d6 x 100cr	1d8 x 100cr	1d10 x 100cr
Risky	1d4 x 1,000cr	1d6 x 1,000cr	1d8 x 1,000cr	1d10 x 1,000cr
Deadly	1d4 x 10,000cr	1d6 x 10,000cr	1d8 x 10,000cr	1d10 x 10,000cr

THE TRIAD

***“Mind tricks, lifting rocks, buncha touchy feely crap. Hey!
What are you - ? What was I talkin’ about?”***

*- Jaymes Vance, The Lightning Bug, discussing fellow
crew member Brook and her Triad powers.*

The Triad represents the metaphysical abilities sometimes found in science fiction. Whether through a mystical connection, scientific experimentation, or natural psionic abilities you have the ability to manipulate aspects of reality. Each Triad Power affects a different aspect of reality.

When you gain a Triad power, choose one of the powers that you do not know. Gaining the use of another power shows one's attunement to the Triad growing and gaining the use of all three shows one's mastery of the Triad.

BODY (CON)

Affecting your physical body or the material world around you.

Examples include: Enhanced Strength, Increased Speed, Power Leaping, Telekinesis, Pyrokinesis, Levitation.

MIND (INT)

Affecting your mind and the minds of others.

Examples include: Perfect Recall, Telepathy, Thought Reading, Mind Blasts, and Enhancing Senses.

SOUL (WIS)

Affecting your connection to the metaphysical and the transcendent universe around you.

Examples include: Precognition, Remote Viewing, Calming Emotions, Astral Projection, Life Sense, and Empathic Perception.

USING TRIAD POWERS

Triad powers are essentially a way to unlock additional uses of checks to accomplish metaphysical feats. What you want to accomplish with your power is only limited by your imagination but it must make sense within the confines of that power and the GM has the ultimate decision on whether not it is possible. In rare cases, the GM may require the use of two or even all three powers depending on the complexity of the task.

When using a power, make the a check using the appropriate stat to determine if you were successful in what you wanted to accomplish.

Triad Powers can be maintained beyond your turn with Focus, but an additional power check is required at the start of each subsequent turn.

A **critical success** doubles a numerical component of what you were attempting to do.

A **critical failure** results in the attempt failing and the user's connection to the Triad waning in that particular power. They are unable to use that power

again until they have rested.

Sometimes the use of a Triad Power will be against another individual. In that case it is an contested skill check to determine the outcome.

Triad powers can be used to create an effect that results in a die roll such as dealing damage or healing someone. In that case, the DC of the feat determines which die to roll for the final result. Consult the chart below for your result.

Triad powers can also be used to make attacks and deal damage. Use the power's skill check to make the attack either against the target's AC or as an opposed check (GM's choice). If there is a die roll involved in the outcome, then whatever DC the attack would have beat determines what die is rolled for damage. A Critical Success doubles the result.

DC	DIE ROLL
Easy, DC 9	d4
Normal, DC 12	d6
Hard, DC 15	d8
Extreme, DC 18	d10

GEAR

***"You can't destroy that moon!
That's where I keep all of my stuff!"***
- The Parasite, Galactic Superhero

STARTING GEAR

0-Level characters, or **Citizens**, start with 1d4 of the items on the following table:

CITIZEN STARTING GEAR

D12	GEAR
1	Glowrod
2	Light Edged Weapon
3	Medkit
4	Light Projectile Pistol
5	Cable, Synthetic
6	Energy Cells (2)
7	Spacer's Multitool
8	Communicator
9	Rebreather
10	Grapple
11	Light Blunt Weapon
12	Rations (3 pack)

1st level characters, or **Rookies** start with 2d6 x 10 credits.

Rookies can get started with a **Spacer's Kit** which contains the essentials for survival in the dark of space.

A Spacer's Kit costs 40cr. It uses 5 gear slots and contains the following items.

SPACER'S KIT

GEAR	GEAR SLOTS	COST
Backpack	Free	3cr
Cable, Synthetic	1	10cr
CredStick	Free	Free
Energy Cells (2)	1	10cr
Glowrod	1	10cr
Grapple	1	2cr
Rations (3 pack)	1	5cr

GEAR

ITEM	COST	GEAR SLOT
Ammo Clip	3cr	2 per slot
Backpack	3cr	1 (first one free to carry)
Cable, Polymer	20cr	1
Cable, Synthetic	10cr	1
Communicator*	20cr	1
CredStick	3cr	free to carry
Datapad*	50cr	1
Energy Cell	5cr	2 per slot
Glowrod*	10cr	1
Grapple	2cr	1
Medkit	20cr	1
Multitool	10cr	1
Ration Packs (3)	5cr	1
Rebreather*	20cr	1
Scanner, Handheld*	50cr	1
Security Kit	35cr	1
StimPak	10cr	2 per slot
Vision Enhancer, Basic	30cr	1
Vision Enhancer, Advanced*	50cr	1

GEAR DESCRIPTIONS

Ammo Clip. Ammo for Projectile Weapons. Holds enough ammo until it doesn't. See **Am (Ammo)** weapon property for details.

Backpack. Holds your gear. If lost, your gear is lost.

Cable, Polymer. 60' long, space age polymer, 2,000 lb. tensile strength.

Cable, Synthetic. 60' long, synthetic fibers, 1,000 lb. tensile strength.

Communicator. EC, Planet-wide communication, configurable channels.

CredStick. A metallic pen-sized cylinder. Tracks your legal currency account, don't lose it.

Datapad. EC, A personal computation device used for accessing datanets and personal files.

Energy Cell (EC). Plasma-based energy storage used to power gear. Two per gear slot.

Glowrod. EC, sheds light up to Near distance. One Energy Cell lasts for one hour of real time.

Grapple. Hook and clip for latching onto objects, can be fired from projectile weapon.

Medkit. Kit with basic medical supplies. Grants advantage on stabilizing rolls for organic lifeforms.

Mutlitool. Compact toolbox

with common tools. Used for mechanical repairs. Grants advantage on stabilizing rolls for androids.

Rations. Packaged food and water for one day. Comes in three-packs that take up a gear slot.

Rebreather. EC, Personal self-contained breathing device. Can be upgraded for additional functionality. Rebreathers last for one hour of real time on a single EC.

Scanner, Handheld. EC, A multipurpose diagnostic tool for detecting life signs, environmental data, and energy signatures.

Security Tools. Necessary for bypassing security controls.

StimPak. One-time use. Stabilize and heal 1d2 hp.

Vision Enhancer, Basic. A pair of binoculars.

Vision Enhancer, Advanced. EC, Handheld, computer-assisted vision in spectrum other than visible light.

***EC (Energy Cell):** This device requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

MELEE WEAPONS

MELEE WEAPON CATEGORIES

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Blunt, Light	1cr	C/N	1D4	Th
Blunt	3cr	C	1D6/1D8	V
Blunt, Heavy	5cr	C	1D8	2H
Force, Light	5cr	C/N	1D6	EC , Th
Force	10cr	C	1D8/1D10	EC , V
Force, Heavy	15cr	C	1D10	EC , 2H
Edged, Light	1cr	C/N	1D4	Th
Edged	3cr	C	1D6/1D8	V
Edged, Heavy	5cr	C	1D8	2H
Vibro, Light	5cr	C/N	1D6	EC , Th
Vibro	10cr	C	1D8/1D10	EC , V
Vibro, Heavy	15cr	C	1D10	EC , 2H
Beam Saber	NA	C	1D12	EC , AP, Light

Force Weapons. Powered blunt weapons that use forcefield technology to deliver greater impact.

Vibro Weapons. Powered edged weapons that use microvibrations to cut quicker and deeper.

2H (Two-Handed): This weapon requires two hands to use

AP (Armor Piercing): Ignores physical armor. Target's AC is as if they are unarmored

EC (Energy Cell): This weapon requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

Th (Thrown): This weapon can be thrown

V (Versatile): This weapon can be used either one-handed or two. If two, use the larger die for damage.

RANGED WEAPONS

PROJECTILE WEAPON CATEGORIES

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Pistol, Light	5cr	N	1D4	Am
Pistol	10cr	N	1D6	Am
Pistol, Heavy	15cr	N	1D8	Am
Rifle, Light	20cr	F	1D4	Am, 2H
Rifle	25cr	F	1D6	Am, 2H
Rifle, Heavy	50cr	F	1D8	Am, 2H, R
Grenade	75cr	N	1D10	Th, Bl

ENERGY WEAPON CATEGORIES

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Blaster Pistol, Light	10cr	N	1D6	EC
Blaster Pistol	20cr	N	1D8	EC
Blaster Pistol, Heavy	50cr	N	1D10	EC, R
Blaster Rifle, Light	25cr	F	1D6	EC, 2H
Blaster Rifle	50cr	F	1D8	EC, 2H
Blaster Rifle, Heavy	75cr	F	1D10	EC, AP, 2H, R
Blaster Grenade	100cr	N	1D12	Th, AP, Bl

2H (Two-Handed): This weapon requires two hands to use.

Am (Ammo): This weapon requires an ammo magazine to use, on a critical failure (natural one on 1d20 attack roll), the ammo magazine runs out and will need to be swapped out as an action.

AP (Armor Piercing): Target's AC is as if they are unarmored.

Bl (Blast): This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the

intended target.

EC (Energy Cell): This weapon requires an energy cell to use, on a critical failure (natural one on 1d20 attack roll), the energy cell is exhausted and will need to be swapped out as an action.

R (Repeating): This weapon can has an alternate repeating mode which will allow for a second shot at disadvantage.

Th (Thrown): This weapon can be thrown.

ARMOR

ARMOR CATEGORIES

CATEGORY	COST	GEAR SLOTS	AC	PROPERTIES
Light Armor	25cr	1	11+ DEX mod	Ph
Medium Armor	50cr	2	13 + DEX Mod	Ph, Disadvantage on stealth & swim
Heavy Armor	75cr	3	15	Ph, Disadvantage on stealth, No swim
Energy Armor	100cr	1	15	EC , EN
Helmet	10cr	1	+1	Ph, Disadvantage on perception
Exosuit Conversion	+50cr	+1	-	Adds Rebreather and Radiation Resistance
Ballistic Shield	20cr	1	+2	1H, Ph
Energy Shield	30cr	0	+2	EC , 1H, EN

1H: (One Handed): This armor occupies one hand.

EC (Energy Cell): This armor requires an energy cell to use, on a Critical Hit (20 on a 1d20 Attack Roll) against this armor, the energy cell is exhausted and will need to be swapped out as an action.

En (Energy Armor): Weapons with the Disabling (D) property affect this armor.

Ph (Physical Armor): Weapons with the Armor Piercing (AP) property ignore this armor.

STARFARING

“Traveling in space isn’t like dusting crops, but it’s also not complicated. You just point your ship, turn on the engines and hope you don’t hit something.”

- Vernon Klant, Veteran Space Hauler

STARFARING

There are two types of space travel, **SL (sublight)**, and **FTL (Faster Than Light)**. SL uses high-powered thrusters to travel within a system. FTL allows for faster travel and further distances but requires an FTL drive that can bend spacetime.

Astrogation

Astrogation, or navigation for spaceships, is plotting a safe direct course from point to point in space without colliding with stars, planets, and other hazardous regions of space. To plot a course, use the following chart to make an INT check. On a success, you arrive at your destination as planned. If the astrogation check is a failure, then you do not arrive at your intended destination and an astrogation mishap may occur (**see Astrogation Failure and Mishaps**).

A **system**, or planetary system, is a collection of planets, usually revolving around a star within sublight distance. This might also refer to large hazardous areas such as nebulae and asteroid fields.

A **sector** is a collection of systems that are within a short FTL distance.

A **region** is a collection of sectors that are within moderate FTL distance.

A **galaxy** is divided into regions and revolves around a galactic core. Travel across a galaxy is a long distance.

Optional Rule: *Travel beyond a single galaxy might be possible in your setting, if so assume that travel within a system is trivial and does not need a check and that extragalactic travel is at the Extreme difficulty class instead.*

Two items make Astrogation an easier task - star charts and a navigational computer or **navicomputer**.

- Without **star charts**, Astrogation is performed at disadvantage.
- A **navicomputer** reduces the difficulty class of the astrogation check by one category.

Other factors may increase or reduce the difficulty class as well, as the GM deems appropriate.

Destination is in the Same...	Difficulty
System	Easy (DC 9)
Sector	Moderate (DC 12)
Region	Hard (DC 15)
Galaxy	Extreme (DC 18)

ASTROGATION FAILURE AND MISHAPS

D10	OUTCOME
1	Crash. You have crashed into a planet! Each crew member takes 1d12 damage. Your ship is reduced to 0 hp. Follow Ship Destruction rules.
2	Black Hole. You came too close to a collapsing star! See Black Hole in Space Hazards section.
3	Asteroid Field. You've flown into an uncharted asteroid field. See Asteroid Field in Space Hazards section.
4	Nebula. You have flown into a nebula and become lost. See Nebula in Space Hazards section.
5	Radiation Field. You have flown into a radiation field. See Radiation Field in Space Hazards section.
6	Vastly Off Course. If in SL travel, the GM chooses a different planet or area on the other side of the system. If in FTL travel, the GM chooses a different region within the galaxy. A new course must be plotted.
7	Off Course. If in SL travel, the GM chooses a different planet or area on the same side of the system. If in FTL travel, the GM chooses a different sector within the destination region. A new course must be plotted.
8	Slightly Off Course. If in SL travel, the GM chooses an area of space around the destination. If in FTL travel, the GM chooses a different system within the destination sector. A new course must be plotted.
9	Journey Interrupted. Roll for a random encounter if something occurs in SL travel that you did not expect. If in FTL travel, you come too close to a gravity well and the ship's computer disengages FTL ahead of schedule. A new course must be plotted.
10	Late. You arrive at your destination as intended but it took much longer than expected. Roll 1d10 to determine how many days late you are.

SL Travel

When in SL speed, it is assumed that unless you are flying in combat or hazardous conditions, you are piloting the ship properly. However, in combat and hazardous conditions, you may need to make a piloting check. A piloting check is a DEX check (Pilot's DEX mod + Ship's DEX mod) vs a DC set by the GM based on the current difficulty of the situation. In combat, that may be an opposed piloting check vs the other pilot.

FTL Travel

FTL Travel is considered point-to-point and does not usually require piloting checks. However, because you are moving faster than light speed, Astrogation Mishaps are more certain.

Spaceship Stats Explained

AC - As with a character, AC shows how tough it is to damage the ship whether because of maneuverability or armor.

HP - Represents the amount of damage a ship can sustain before being destroyed.

ATK - Number and kind of weapons a ship has. A ship can make only one attack per weapon per turn.

MV - Ship movement is still measured in range increments in the way a character's is

measured. However, this only applies in combat or hazardous situations.

Stats - The six scores that determine the physical and technical characteristics of a ship. **Stat bonuses and penalties are applied to a character's check when using a function of the ship.**

For example, DEX is used for flight and firing controls and would be applied to a character's DEX check for either of those actions.

Common ways ship stats are used:

- Strength (STR) - Pulling, Pushing, Ramming
- Dexterity (DEX) - Gunnery, Piloting
- Constitution (CON) - Resist extreme conditions
- Intelligence (INT) - Astrogation
- Wisdom (WIS) - Sensor sweeps
- Charisma (CHA) - Deception and intimidation

Classes of Spaceships

Fighters are any small ship that has a command crew of 1 or 2 and at most a small cargo hold.

Freighters are any medium ship that has a command crew up to 10 and a cargo hold.

Capital Ships are any large ship that has a command crew of 10 or more and multiple cargo holds. Capital ships are considered cities and fortresses in DarkSpace and extremely dangerous for fighters and freighters to attack head on. Consider using them for adventure sites instead.

Command Crews

Every spaceship requires a command crew to function. Some are required for combat actions, some are required for missions and downtime.

Here is a list of command crew titles, feel free to add your own as you see fit. Only some ships will have all of these, and some crew members may perform multiple functions.

Captain - You are responsible and answer for the ship. This may or may not be the same position as the pilot.

Pilot - You are responsible for maneuvering the ship.

Co-Pilot - You assist as an additional pilot or gunner.

Gunner - You are responsible for firing a weapon.

Astrogator - You are responsible for making astrogation calculations.

Chaplain - The spiritual guide of the ship. Can act as a counselor or negotiator.

Cook - You are responsible for feeding the crew. Having a cook means not living off of rations.

Engineer - You are responsible for the maintenance and repair of the ship.

Medic - You are responsible for the crew's health.

Quartermaster - You are responsible for the cargo and ship accounts.

Salvage Engineer - A polite term for experts who take apart damaged and scrapped ships.

SPACE HAZARDS

Asteroid Field

An area of space filled with rocks, dust, and debris. It can also be a haven for miners, smugglers, and pirates. SL travel is arduous and FTL is impossible. Each round the ship makes a DC 15 INT check to find its way out of the asteroid field. On a success, regular astrogation may resume. On a failure, roll 1d4 on the following table.

D4	EVENT
1	Impact. The ship takes 1d8 damage.
2	Collision Course. DC 15 DEX check to avoid 1d8 damage to the ship.
3	Random Event. Roll for encounter.
4	Nothing occurs, but you're still in the asteroid field.

Black Hole

A dying star creates a super-massive gravity well that pulls all matter and light towards it. If caught in a black hole's pull, roll 2d4 to determine how many rounds until your ship is

pulled into the black maw and destroyed.

Gameplay follows initiative order. Each round the ship makes a DC 18 STR check. On a success, the ship breaks free of the pull.

Nebula

A thick cloud of dust and gas that obscures vision and sensors. FTL is impossible while in a nebula. Each round the ship makes a DC 15 INT check to find its way out of the nebula. Nebulae have a Deadly danger level (**see Random Encounters in the Game Master section of the Shadowdark RPG**). Detecting encounters is a DC 15 WIS check. Detecting encounters that begin at Far distance is at disadvantage.

Radiation Field

An area of space where radiation levels are higher than the safe zone for a person or spaceship to safely pass through. The GM chooses or rolls on the **Radiation Level** table to determine the intensity of the field and its effect on either a character or ship depending on the situation.

Temporal Anomaly

An area of space where spacetime behaves unexpectedly. Roll on the following table to determine how the anomaly behaves.

D8	Anomaly
1	Time Stop. Time does not move. Everything that occurs in the anomaly happens instantaneously compared to exterior space.
2	Rapid Reversal. Relative time moves backward so quickly that objects and people de-age at a rapid pace. CON check DC 15 or de-age 1d20 years.
3	Time Slow. Time moves slowly compared to exterior space. 1 day inside anomaly to 2d4 outside anomaly.
4	Time Speed. Time moves quickly compared to exterior space. 2d4 days inside anomaly to 1 outside anomaly.

D8	Anomaly
5	Time Warp. Time skips backward or ahead (1d2) 1d8 of the following: 1d4: 1 - days, 2 - weeks, 3 - months, 4 - years.
6	Rapid Acceleration. Relative time moves ahead so quickly that objects and people age at a rapid pace. CON check DC 15 or age 1d20 years.
7	Time Loop. Time starts over from a fixed point until resolved.
8	Time Flux. Roll again, re-rolling 8s. Roll on each subsequent round for a new effect, re-rolling 8s.

Wormhole

An anomaly that connects disparate points in spacetime.

Roll a d6 to determine if the destination is in the same: 1-2 sector, 3-4 region, or 5-6 galaxy.

Roll a d10. On a 1, a Time Warp also occurs. Time skips backward or ahead (1d2) 1d8 of the following:

1d4: 1 - days, 2 - weeks, 3 - months, 4 - years.

RADIATION LEVEL

D6	INTENSITY (CON)	CHARACTER EFFECT	SHIP EFFECT
1-2	Mild (DC12)	1d6 damage per turn	1 system offline
3-4	Medium (DC 15)	1d8 damage per turn	1d4 systems offline
5-6	Strong (DC18)	1d10 damage per turn	1d4 systems destroyed

SHIP COMBAT

Spaceship combat is almost identical to regular Shadowdark combat, with a few exceptions.

Actions

Spaceships in DarkSpace act like creatures and have a similar stat block. Each member of the command crew may take an action for the ship rather than their own individual action.

Movement

Only the ship's pilot and co-pilot can move the ship on their turn. Their initiative check includes the ship's Dexterity modifier as well as their own. Their move may be up to the ship's Movement range and may include maneuvering checks to avoid other ships and obstacles. If it does, they may not make another action this turn.

Weapons

Each weapon in the ship's attacks can be used once per round but must be used by a different gunner, unless fire-linked. Gunners add the ship's Dexterity modifier to their attack rolls for cannons. Gunners use their Wisdom modifier plus the ship's Wisdom modifier for locking on missiles and torpedoes. Personal weapons do half damage to ships and ship weapons do double damage to people.

Targeting Ship Systems

Rather than targeting a ship's hull, you can target one of its systems (FTL drive, etc). The AC to hit that target is increased by 3. If successful, the system is offline until repaired.

A successful DC 15 Intelligence check is needed to repair the system. If all systems are offline, the ship is disabled. **(see Ship Destruction).**

Ship Destruction

Ship destruction works very similar to a dying character. When the ship goes to 0 HP the ship is **disabled** (unable to move or take actions), all systems go offline and either life support failure or destruction is imminent.

At the start of the round, either the captain or pilot makes a Death Timer roll for the ship using its CON modifier (minimum 1 total). The ship will become either uninhabitable or destroyed (GM's decision) in that many rounds unless stabilized.

At the start of each subsequent round, either the captain or pilot rolls a d20, on a natural 20, the ship stabilizes with 1 hit point. After this roll is made, the round proceeds as normal and the crew can attempt to repair the critical damage or abandon ship. A successful DC 15 Intelligence check is needed to repair a system. Repairing a single system stabilizes the ship and stops the Death Timer.

Repairing Ship Damage

The ship regains 1 hit point whenever a system or feature is repaired. Features can only be repaired at a spaceport or similar facility. Hit points can also be repaired at these facilities for 100cr each.



SHIP MODIFICATIONS

Customizing Spaceships

Each ship has a number of System and Feature slots based on its ship classification.

Additional slots can be purchased at 1000cr a piece, but can not exceed a total of 10 in each category.

When purchasing systems and features, a ship can have more than one of the same system or feature either as an auxiliary system or an extra component.

Additionally, some systems can be upgraded to an Advanced version at the cost of an additional slot. See Advanced Ship Systems for details.

Upgrading Spaceships

To upgrade a ship, you can upgrade either the stats or systems.

Upgrading Ship Stats.

Additional stat increases can be purchased in +1 increments for 1000cr each. (i.e. 1000cr to go from a 10 to an 11. 2000cr to go from a 10 to a 12, etc.) No stat can

be increased above an 18 in this manner.

Advanced Ship Systems.

Ship systems can be upgraded to an Advanced system for the cost of an additional slot of that system. The effects are:

- Advanced systems grant advantage on the use of that system.
- Advanced Sublight and FTL drives cut the travel time in half.
- Advanced Energy Shields grant +4 to AC vs Energy Weapons.

A system cannot be upgraded past the Advanced version of itself.

Ship Enhancements and Upgrades.

In the course of their jobs and adventures, spacer crews may find additional Enhancements and Upgrades for their ships. These must be installed (INT check DC12, plus time) before use. Installation does not require credits unless the crew wants to pay a professional to do it for them (an excellent opportunity for roleplaying).

SHIP COMPONENTS

COMPONENT TYPE	COST (INITIAL/MAINTENANCE)
Cargo Hold	1000cr/500cr
Crew Quarters	250cr per bunk up to 4 / 250cr total
Communications Array	1000cr/500cr
FTL Drive	4000cr/2000cr
Galley	500cr/100cr
Medical Bay	700cr/300cr
Memory Bank	1000cr/500cr
Navigational Computer	1000cr/500cr
Sensor Array	1000cr/500cr
Smuggling Compartment	300cr/100cr
Sublight Drive	2000cr/1000cr
Weapons Array	100cr/50cr + Cost of weapons up to 4 total. Additional 100cr for each fire-linked weapon.

COMPONENT TYPE	COMPONENT PROPERTIES
Cargo Hold	F, This ship is capable of carrying 10 units of bulk cargo.
Crew Quarters	F, Bunks required to take a Rest in while on the ship.
Communications Array	S, This ship is able to communicate over long distances.
FTL Drive	S, This ship is capable of traveling at FTL speed.
Galley	F, A fully stocked kitchen area. A successful DC 12 WIS check, crew don't use a ration during Resting.
Medical Bay	F, A fully stocked medical facility. Using it to perform medical tasks grants advantage. A successful DC 15 INT check, an ally regains 1d6 hp.
Memory Bank	S, Computer to store data and comes with a set of star charts.
Navigational Computer	S, Used to make astrogation calculations.
Sensor Array	S, Required to detect the presence of ships and objects up to FAR range.
Smuggling Compartment	F, A small cargo hold that is hidden. A successful DC 15 WIS check to find it.
Sublight Drive	S, This ship is capable of traveling at sublight speed.
Weapons Array	S, The ship's weapons. Fire-linked arrays require only one gunner.

F (Feature): Ship feature, **S (System):** Ship system

SHIP WEAPONS

CATEGORY	COST	RANGE	DAMAGE	PROPERTIES
Projectile Cannon, Light	100cr	N	1D4	Am
Projectile Cannon	200cr	N	1D6	Am
Projectile Cannon, Heavy	300cr	N	1D8	Am, AP
Laser Cannon, Light	200cr	F	1D6	EG
Laser Cannon	300cr	F	1D8	EG
Laser Cannon, Heavy	400cr	F	1D10	EG, AP
Ion Cannon	500cr	F	Disabling	EG, D (DC12)
Explosive Missile	200cr	N	1D10	Single Use, AP, BI
Energy Torpedo	300cr	N	1D12	Single Use, AP, BI
Ion Torpedo	400cr	N	Disabling	Single Use, BI, D (DC 15)

Am (Ammo): This weapon requires an ammo magazine to use, on a critical failure (natural one on 1d20 attack roll), the ammo magazine runs out and requires an action to reload.

AP (Armor Piercing): Target's AC is as if they are unarmored

BI (Blast): This weapon does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target. If the weapon has the BI property as well, 1d6 features are damaged and unusable until repaired.

D (Disabling): This weapon is designed to disable a ship's functions rather than damage it. On a successful hit, the target ship makes a CON check against the listed DC. On a failure, a system at random goes offline. If the weapon has the BI property as well, 1d6 systems go offline.

EG (Energy Generator): This weapon requires an energy generator to use, on a critical failure (natural one on 1d20 attack roll), the energy generator shorts out and must be repaired.

SHIP ARMOR

CATEGORY	COST	AC	PROPERTIES
Armor Plating, Light	300cr	11 + Ship DEX modifier	Ph
Armor Plating	400cr	13 + Ship DEX modifier	Ph, Ship DEX mod is halved (round down) for maneuver checks.
Armor Plating, Heavy	500cr	15	Ph, Does not use ship DEX mod for maneuver checks.
Energy Shields	300cr	+2 to AC against energy weapons	En, EG, S(1)

Ship Armor Properties

EG (Energy Generator): This armor requires an energy generator to use, on a Critical Hit (20 on a 1d20 Attack Roll) against this armor, the energy generator is damaged and requires an action to repair.

En (Energy Armor): Weapons with the Ammo (Am) property ignore this armor.

Ph (Physical Armor): Weapons with the Armor Piercing (AP) property ignore this armor.

S (System): Counts as one or more ship systems. The number in parenthesis notes how many.

JOBS & SALVAGE

***“One man’s junk is another man’s
treasure... Especially in space.”***

- Space Junker Adage

JOBS & SALVAGE

In DarkSpace, spacers often earn their credits by completing jobs rather than finding chests of them in dirty tombs. However, some spacers do find their way by scrapping the junk left by others.

JOBS

Jobs can come from all manner of sources - legitimate and not so legitimate.

If you are looking for inspiration for a job the Random Job Generator has been provided to assist with your crew's next score. Roll one of each die to generate the job.

A job's final pay is often determined by the overall difficulty of the job and the average level of the spacers completing the job. The Job Payments table provides guidelines for base pay.

Consider adding in bonus stipulations should the crew go above and beyond the requirements of the job.

SALVAGE

Scrapping salvage allows spacers a chance to earn a bit more credits from the junk they find.

Monsters and NPCs have a 50% chance of carrying salvage besides any gear already on them.

The GM can generate random salvage ahead of time by rolling on the salvage table that matches the average Crew Level (rounded down).

Alternatively, crews can look around for salvage with a Normal (DC 12) WIS check. On a success, they can roll on the salvage table that matches the discovering character's level. Limit salvage checks to one per area unless the GM feels more would be appropriate.

Crews can choose to keep any salvage they find or sell it at the listed price on the salvage table. Certain high value items may need a broker to offload them. Salvage takes up one gear slot unless otherwise specified.

JOB PAYMENTS 0-6

Job Difficulty	Crew Level 0-3	Crew Level 4-6
Easy	1d4 x10cr	1d6 x 10cr
Normal	1d4 x100cr	1d6 x 100cr
Hard	1d4 x1,000cr	1d6 x 1,000cr
Extreme	1d4 x10,000cr	1d6 x 10,000cr

JOB PAYMENTS 7+

Job Difficulty	Crew Level 7-9	Crew Level 10+
Easy	1d8 x 10cr	1d10x 10cr
Normal	1d8 x 100cr	1d10x 100cr
Hard	1d8 x 1,000cr	1d10x 1,000cr
Extreme	1d8 x 10,000cr	1d10x 10,000cr

COMMON CARGO VALUES

d10	Cargo	Value per Cargo Slot
1	Illegal Drugs and Narcotics	2d10 x100cr
2	Medical Supplies & Pharmaceuticals	1d10x 100cr
3	Military Hardware and Weapons	1d10x 100cr
4	Foodstuffs	1d10x 50cr
5	Air Filters	1d10x 50cr
6	Water	1d10x 50cr
7	Maintenance Tools	1d10x 50cr
8	Terraforming Equipment	1d10x 100cr
9	Alien Livestock	1d10 x100cr
10	Exotic Minerals and Ores	2d10 x100cr

JOB...

	Employer (d4)	Job Type (d6)	In the Same... (d8)
1	Corporation	Bounty / Enforcer	Galaxy
2	Crime Syndicate	Hauling / Smuggling	Sector
3	Revolutionaries	Raid	System
4	Government	Heist	Planet
5		Recon	Region
6		Salvage	Settlement
7			Neighborhood
8			Building
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

...GENERATOR

	Location (d10)	Involving a... (d12)	And a... (d20)
1	Space	Politician	Ship
2	Base / HQ	Officer	Robot / Android
3	Outpost	Crime Boss	Animal
4	Hideout	Executive	Relic
5	Wreck / Ruin	Soldier	Sum of Credits
6	Bar / Casino	Ganger / Pirate	Art Object
7	Wilds / Abandoned	Corporate Employee	Jewelry
8	Agriculture	Bureaucrat	Trade Secret
9	Garage / Hangar	Business Owner	Espionage Intelligence
10	Warehouse / Factory / Farm	Espionage Agent	Criminal Evidence
11		Celebrity	Weapons
12		Worker	Fuel
13			Contraband Substance
14			Trade Goods
15			Communication Tech
16			Foodstuffs
17			Shield Tech
18			Ship Parts
19			Vehicle Parts
20			Vehicle

SALVAGE 0-3

d100	Details
01	Bent, titanium spork (1cr)
02-03	Carbon rod (2cr)
04-05	Bag of smooth metallic spheres (2cr)
06-07	Empty Energy Cell (1cr)
08-09	Handheld plasma torch with a cracked lens (1 energy cell)
10-11	Cybernetic tooth (1cr)
12-13	Sparking Vibroknife (1cr)
14-15	Two empty Stimpak injectors (6cr)
16-17	60 microchips in a worn-out spacers glove (6cr)
18-19	Cracked, handheld holo-mirror (8cr)
20-21	Heavy vibroaxe with a cracked handle (9cr)
22-23	10 CredChits in a smelly, plastisteel box
24-25	Fragment of a rare ochre data crystal (10cr)
26-27	Blaster rifle with cracked scope (10cr)
28-29	Dusty, light armor with cracked plates (10cr)
30-31	Scuffed, reinforced ballistic shield (10cr)
32-33	Simple, well-crafted vibrosword (10cr)
34-35	12 CredChits in the pocket of a torn jumpsuit
36-37	Blaster Pistol with flickering emitter (12cr)
38-39	Pair of custom twin vibroknives (14cr)
40-41	Gold-plated dish from a defunct luxury starcruiser (15cr)
42-43	Dark stone statuette of an unknown deity (15cr)
44-45	Undersized pearl from a bioengineered mollusk (20cr)
46-47	Jade-and-gold comm pin (20cr)
48-49	Bag of 10 ionized alloy spikes (2cr each)
50-51	Locket with an encoded holo image (20cr)

SALVAGE 0-3

d100	Details
52-53	A pair of gold-plated gaming dice on a chain (20cr)
54-55	A well-made ballistic shield (20cr)
56-57	Pair of custom silver-plated combat knives (10cr each)
58-59	Ancient drinking implements with alien markings (20cr)
60-61	Bundle of five hull repair plates (5cr each)
62-63	Lightweight adaptive thermal cloak (25cr)
64-65	Precision cut holo etched game pieces (25cr)
66-67	Half-assembled light exosuit frame (30cr)
68-69	Set of three antique light pistols (10cr each)
70-71	Fragment of a rare blue hypercrystal (30cr)
72-73	Set of tailored slippers and a luxury space robe from a defunct luxury starcruiser (35cr)
74-75	Silver-and-gold circlet with neural link ports (40 cr)
76-77	Radiant, polished synthetic pearl (40cr)
78-79	Energy Shield etched with ancient stellar patterns (40cr)
80-81	Gold idol of an alien with a ruby-like mineral in its one “eye” (60cr)
82-83	Fully assembled light exosuit (60cr)
84-85	Fragmented energy crystal (60cr)
86-87	Pair of luminescent alien pearls (40cr each)
88-89	<i>Personal Stealth Field Generator</i> (1 charge) (80cr)
90-91	<i>Portable Power Converter</i> (100cr)
92-93	<i>Alien Incubation Pod</i> (100cr)
94-95	<i>Lifter Arms (14)</i> (120cr)
96-97	<i>+1 enhanced armor</i> (enhanced but with a drawback) (150cr)
98-99	<i>Spacefold Bag</i> (150cr)
00	<i>+1 enhanced weapon</i> (200cr)

SALVAGE 4-6

d100	Details
01	3 CredChits on the ground
02-03	Data Chip with Encrypted Schematics (5cr)
04-05	Restricted Access Keycard (1cr)
06-07	Commando Helmet (10cr)
08-09	Platinum ID Tag with Holographic Emblem (10cr)
10-11	Case of 20 crystalline data module fragments (10cr)
12-13	Heavy Serrated Vibrosword (15cr)
14-15	3 light force javelins (5cr each)
16-17	A small container of illegal spice (15cr)
18-19	Vaporizer crafted from rare meteorite (15cr)
20-21	Set of polished silver chance cubes (25cr)
22-23	Titanium flask with luminescent engraving (30cr)
24-25	Automata optical sensor (30cr)
26-27	Ballistic case with 3 StimPaks inside (10cr each)
28-29	Holographic portrait of a ship officer (35cr)
30-31	Strange, alien pearl (40 cr)
32-33	Gilded ceremonial forcehammer (40cr)
34-35	Silver code cylinder with emerald crystal matrix (40cr)
36-37	Holographic tapestry projector (45 cr)
38-39	Tiny rudimentary automata in the shape of a dragon (45cr)
40-41	Half-assembled medium exosuit frame (50cr)
42-43	Forcemace inlaid with gold alien markings (50cr)
44-45	Delicate vase from a defunct starcruiser (50cr)
46-47	Automata restraining module (50cr)
48-49	Severed biomechanical hoof (50cr)
50-51	Heavy vibroblade with stellar pearl set in pommel (50cr)

SALVAGE 4-6

d100	Details
52-53	Meteoric glass sculpture of a cosmic horror (50cr)
54-55	Crystalline data module containing religious texts (55cr)
56-57	Case of six glowrods, no energy cells (10cr each)
58-59	Nanoweave bodysuit, superior medium armor (60cr)
60-61	Projectile Pistol, finely crafted and gold inlaid (60cr)
62-63	Incomplete suit of heavy armor (60 cr)
64-65	Magnetic, iridescent chunk of meteorite (70cr)
66-67	Holographic display for a surveillance system (70cr)
68-69	Preserved alien specimen (75cr)
70-71	A rare blue hypercrystal (75 cr)
72-73	A fine vibrachord instrument from a defunct luxury starcruiser (75cr)
74-75	A belt dweller tooth carved with historical imagery (80 cr)
76-77	Titanium ballistic shield with glowing blue crystals (80cr)
78-79	Two cryo-preserved gene-crafted animal embryos (40cr each)
80-81	Blaster Grenade (100cr)
82-83	Projectile Cannon for a ship (150cr)
84-85	<i>Healing Booster</i> (heals 2d8 hp) (150cr)
86-87	<i>+1 enhanced weapon</i> (200cr)
88-89	Schematics for a ship feature (drawback but cost is halved) (200cr)
90-91	<i>Dermal Plating +2</i> (200cr)
92-93	Energy Shield generator for a ship (250cr)
94-95	<i>Spacerip Bag</i> (250cr)
96-97	<i>+2 enhanced armor</i> (300cr)
98-99	<i>Optical Camouflage</i> (300cr)
00	<i>+2 enhanced weapon</i> (drawback) (500 cr)

SALVAGE 7-9

d100	Details
01	Twisted Porthole Frame (1cr)
02-03	Charred spacer gloves (2cr)
04-05	Pastisteel musical tuning fork (8cr)
06-07	A green, glowing vibroblade (15cr)
08-09	A hand holding a homemade, heavy vibrosword (15cr)
10-11	A matching pair of light blaster pistols with military insignia (20cr)
12-13	A pack of unopened deathstiks (20cr)
14-15	A freeze-dried husk of an alien insect (25cr)
16-17	Holographic projector that displays past simulations (30cr)
18-19	Quarantine lock box, sealed and labeled BIO-HAZARD (35cr)
20-21	Two rebreathers and a roll of mylar tape (35 cr)
22-23	A full-face, black metal rebreather (40 cr)
24-25	Geological scanner showing minerals currently within Near (50cr)
26-27	An encrypted access card (50 cr)
28-29	Officer's personal log recorder detailing their last mission (55cr)
30-31	A glowing alien moss with healing properties (1d6 hp) (60cr)
32-33	Crate containing 12 tubes of a surprisingly edible synthetic nutrient paste (each tube has 3 portions of rations) (60cr)
34-35	An emergency signal flare that is visible from orbit (65 cr)
36-37	Figurine with 8 wings and a glowing eye in the middle (75 cr)
38-39	4 detonation charges used for controlled mining (80 cr)
40-41	Damaged translator vaguely shaped like an aquatic creature (80cr)
42-43	Multi-faceted necklace adorned with blue and violet stones (80cr)
44-45	4 luminescent crystals hum and glow when touched (20cr each)
46-47	Box filled with a variety of genetically modified seeds (80cr)
48-49	An ornate self-heating wok with matching cooking utensils (80cr)
50-53	A cloak made of an alien fabric that shifts colors & patterns (80cr)

SALVAGE 7-9

d100	Details
52-53	Holo-portrait of a famous admiral (8cr)
54-55	A primitive carving in a meteorite with precious metals (85cr)
56-57	Ceremonial garments of a Triadian with esoteric symbols (90cr)
58-59	Time capsule containing relics from a past civilization, sealed (90cr)
60-61	Ancient ceremonial armor depicting a winged alien creature (95cr)
62-63	Data cube message of a human female dressed in white (95cr)
64-65	The head of a blast-scarred service droid, memory-wiped (110cr)
66-67	An AI memory core holding corrupted or mysterious data (120cr)
68-69	Solar harvester panel still usable for energy collection (120cr)
70-71	Gravity tether, anchors equipment in low gravity (120cr)
72-73	<i>Healing Booster (3d10hp) (200cr)</i>
74-75	Schematics for a ship system (drawback but cost is halved) (200cr)
76-77	<i>Momentum Booster (200cr)</i>
78-79	<i>Augmented Sensors (16) (250cr)</i>
80-81	Holomap of alien terrain in an unknown region (260cr)
82-83	<i>Stasis Rod (300cr)</i>
84-85	A tank of pure distilled water (300cr)
86-87	Energy Torpedo (300cr)
88-89	+2 enhanced armor (300cr)
90-91	+2 exosuit armor (325cr)
92-93	Crate of medical supplies (325cr)
94-95	<i>Variable Transponder (350cr)</i>
96-97	<i>Sensor Scrambler (350cr)</i>
98-99	<i>Tractor Beam (600cr)</i>
00	+3 enhanced weapon (benefit) (900cr)

SALVAGE 10+

d100	Details
01	3 titanium sporks (1cr each)
02-03	High-grade de-louser (3cr)
04-05	A chipped, exotic alien reed instrument (5cr)
06-07	Half of a bottle of StarFlare Ale (50cr)
08-09	A holocube recording of a well-known alien band (60cr)
10-11	Cracked plasma welding torch (70cr)
12-13	A small, remote training drone, fires stinging energy beams (75cr)
14-15	Portable Starlight Spa Orb from a luxury Starliner (80cr)
16-17	Set of 4 religious books written on an alien parchment(20cr each)
18-19	Custom-designed blaster pistol in an actual leather holster (100cr)
20-21	Schematics for a ship feature (cost is halved) (100cr)
22-23	Energy Armor Projector (100cr)
24-25	Ornate timepiece made with compressed nebula particles (125cr)
26-27	<i>Nano Stabilizer</i> (14) (120 cr)
28-29	Curved, double-edged, milky white knife with black handle (130cr)
30-31	Energy Armor with an exosuit conversion (150cr)
32-33	Plush, Zero-G recliner with built-in neural-stim technology (160cr)
34-35	Sculpture of a monk meditating by a small floating moon (220cr)
36-37	Tapestry of shimmering material depicting distant galaxies (220cr)
38-39	Crate filled with a strange, glowing ore (225cr)
40-41	<i>+1 vibrospear</i> (benefit, highly durable material) (220 credits)
42-43	Ornate officer's dress uniform tailored for four arms (230cr)
44-45	Light laser cannon still in its shipping container (230cr)
46-47	Sealed weapons crate full of pistols and rifles (240 credits)
48-49	Small container filled with 12 rebreathers (240 credits)
50-51	Container of "Andromeda Stars," an illegal hallucinogen. (240 cr)

SALVAGE 10+

d100	Details
52-53	Variety of alien artifacts from an archaeological dig (240cr)
54-55	Holoprojector in need of minor repairs (250cr)
56-57	A variety of asteroid mining equipment (250cr)
58-59	Emergency force shield used to repair hull breaches, 1 hour (260 cr)
60-61	Small plasteel box containing a rare star sapphire (280r)
62-63	Skeleton of an odd humanoid encased in an alien metal (360cr)
64-65	Interplanetary communications relay in need of repair (360cr)
66-67	Two boxes labeled "Emergency Medical Supplies" (180cr each)
68-69	<i>Healing Booster</i> (4d10hp) (360cr)
70-71	Full body security scanner (360cr)
72-73	Luxury refreshment dispenser, creates custom cocktails (360cr)
74-75	Schematics for a ship system (cost is halved) (360cr)
76-77	Unused <i>Sensor Scrambler</i> (360cr)
78-79	<i>Neural Cortex</i> (18) (360cr)
80-81	Communications Array with laser burn marks in critical areas (720cr)
82-83	Active cryopod with what appears to be a humanoid inside (750cr)
84-85	Starship FTL Drive in need of repairs (840cr)
86-87	Schematics for advanced ship system (cost is halved) (840cr)
88-89	Data cube with directions to a wormhole to another galaxy (850cr)
90-91	3 energy torpedoes (300cr each)
92-93	+3 <i>enhanced armor</i> (2 benefits) (900cr)
94-95	+3 <i>enhanced weapon</i> (2 benefits) (900cr)
96-97	A ship's Sensor Array in perfect condition (1000 cr)
98-99	<i>Robe of Glorification</i> (1200cr)
00	<i>The Singularity Sphere</i> (1200cr)

UPGRADES

UPGRADE QUALITIES

Benefit. Upgrades typically have a single beneficial ability that can be used when equipped.

Drawback. Certain upgrades may have negative aspects in addition to benefits.

Additional random Benefits and Drawbacks(Curses) can be found in Shadowdark rulebook under the Magic Items section.

NOTE: Enhancements, Upgrades, and Implants must be installed (INT check DC12, plus time) before use.

Upgraded and enhanced gear counts for one extra gear slot per upgrade.

ENHANCED WEAPONS & ARMOR

In addition to the above, upgraded weapons and armor can be enhanced granting them bonuses when used. This enhancement can take a lot of forms, from better scopes and ammo to honed edges or better material. What that looks like for your character and your setting is up to you and the GM.

Enhanced weapons and armor should generally be found or given as a reward and not available for purchase given their rarity.

Bonus. Enhanced weapons and armor can have a bonus from +0 to +3. For weapons, this applies to attacks and damage. For armor, this applies to AC.

Sentience. Rarely, enhanced items will have an AI sentience built into it. These AIs have their own Backgrounds and Motivations. They typically communicate with the wielder via a telepathic circuit.

CYBERNETIC IMPLANTS

Cybernetic parts allow for damaged parts to be replaced, for enhanced capabilities, or for increased function in the case of androids.

If your setting allows the purchase or selling of cybernetic parts, weak parts are worth 1d6 x 100 credits. Powerful ones are worth 2d6x100 credits.

Firmware Update. Some cybernetic implants can receive a firmware update that sets a stat at a certain score as the character levels up. This update is optional and must be done as a downtime activity when it occurs. The stat granted is as follows. Archetype talent stat increases gained after the update apply until the next update tier.

Level	Stat Score
0-3	14
4-6	16
7-10+	18

Permanence. Unlike gear upgrades, cybernetic implants are permanently attached to your body and replace the old part. They do not take up a gear slot, but removing them without another cybernetic part to replace it, may result in severe

impairment or death to the character.

Upgrade Slot. Some base cybernetic implants can be upgraded with additional functionality.

SHIP ENHANCEMENTS

Ship systems and features can be enhanced and upgraded just like personal gear. They can have Benefits, Bonuses, Drawbacks, and (rarely) Sentience as well.

Also like gear upgrades, ship upgrades must be installed and take up an extra slot of the appropriate component type.

SKILL SOFTWARE

Though rare, it is possible for skills to be uploaded through a neural interface. This is more common in androids but may be possible with a Neural Cortex as well. Skill software shouldn't allow the learning of archetype or species talents but can be used for auxiliary skills.

Skill software cost 3d4 x 100 credits.

ENHANCEMENTS & UPGRADES

ALIEN INCUBATION POD

A metal canister with reinforced glass. A glowing egg pulses inside.

Benefit. You can activate the pod causing an alien larva to hatch and attack the nearest creature for 5 rounds before scurrying away.

Drawback. The alien larva will grow into an alien beast within 1d12 hours.

AUGMENTED SENSORS

This cybernetic implant replaces your eyes and ears with enhanced cybernetic components.

Benefit. Your WIS stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

BIOMETRIC MONITOR

This cybernetic implant makes micro biometric adjustments to ensure optimal vitality.

Benefit. Your CON stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

CHAMELEON COATING

This ship enhancement allows the hull colors to be changed.

Benefit. +2 to the ship's CHA checks.

Feature. This upgrade takes up one ship feature slot.

DERMAL PLATING

This cybernetic implant replaces your skin with flexible armor plating.

Benefit. You get a +1 bonus to AC.

Upgrade Slot. This implant can be upgraded once.

Permanence.

HEALING BOOSTER

A single-use, auto-injector with healing serum inside.

Benefit. The recipient of the booster regains HP based on their level.

LV 0-3: 1d6 hit points.

LV 4-6: 2d8 hit points.

LV 7-9: 3d10 hit points.

LV 10+: 4d12 hit points.

HYPER NEURONS

This cybernetic implant replaces your nervous system with hyper conductive circuitry.

Benefit. Your DEX stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

LIFTER ARMS

These cybernetic implants are mechanical arms that use pneumatics to perform great feats of strength.

Benefit. Your STR stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

MAGISTY MATRIX

These cybernetic implants provide minor variable cosmetic functionality (hair, eyes, skin) based on sensory cues to create optimal attractiveness and presence.

Benefit. Your CHA stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

MOMENTUM BOOSTER

This upgrade for melee weapons, gloves, and Lifter Arms allows for pinpoint targeting.

Benefit. You deal +1 damage with melee weapons.

NANO STABILIZER

This cybernetic implant releases nanobots into your system to repair damage.

Benefit. If you die, make a DC 18 CON check. If you succeed, you are unconscious instead of dead.

Permanence.

NEURAL CORTEX

This cybernetic implant replaces your brain with a computer cortex allowing for quicker process and data retention.

Benefit. Your INT stat is based on your level (see **Firmware Update.**)

Upgrade Slot. This implant can be upgraded once.

Permanence.

OPTICAL CAMOUFLAGE

This upgrade for armor, clothing, and Dermal Plating projects the terrain around you onto itself making you invisible.

Benefit. Your hide checks are always easy (DC 9). 1/day, become invisible for 5 rounds. The invisibility ends if you target someone.

PORTABLE POWER CONVERTER

Large power pack, the size of a backpack. Carried for extended missions to recharge equipment.

Benefit. Spend an action to recharge an Energy Cell. Roll a d4. On a 1, this benefit can't be used again until after a rest.

Drawback. These devices are large and take up 2 Gear Slots.

PERSONAL STEALTH FIELD GENERATOR

Archaic predecessor to Optical Camouflage, a small device that clips onto belts and bends light.

Benefit. Your hide checks are always easy (DC 9). 1/day, become invisible for 5 rounds. The invisibility ends if you target someone.

Drawback. These devices are notoriously finicky and only have 1d4 charges before burning out.

RADIATION SHIELDING

This ship upgrade shields the vessel and its occupants from radiation.

Benefit. A ship and its crew only take half damage (rounded down) from Radiation Fields.

Feature. This upgrade takes up one ship feature slot.

RANGE FINDER

This upgrade for ranged weapons, helmets, and Augmented Sensors allows for pinpoint targeting.

Benefit. You deal +1 damage with ranged weapons.

ROBE OF GLORIFICATION

A crimson and gold Triadian robe once worn by a master of the Body power.

Benefit. Only a Triad-user of 9th level or higher with the Body power can wear this robe.

Your unarmored AC becomes 16 plus your Dexterity modifier.

Your Body power DC is always 11.

SENSOR SCRAMBLER

This upgrade for datapads and Neural Cortices scrambles sensors making you harder to detect.

Benefit. You can't be detected by sensor sweeps and cameras.

SINGULARITY SPHERE

A three-foot, spherical void of pure darkness that hovers above the ground. Whispers echo from inside.

Benefit. This sphere utterly destroys all matter it touches.

Intelligent beings can move the flying sphere a near distance by passing a DC 18 Intelligence check. If multiple creatures vie for control of the sphere, it is a contested Intelligence check, instead. Triad-users have advantage on this check. The winner moves the sphere a near distance.

If the sphere moves into a space occupied by a creature, the being controlling the sphere makes an attack roll against that creature with a +7 bonus. On a hit, the creature is obliterated.

Sentience. Vile. The sphere contains an ancient, malevolent, psychic intelligence that only seeks to lure in and consume everything in the universe. Everyone within NEAR of the sphere must make a DC 12 Intelligence check or be compelled to touch the sphere.

SPACEFOLD BAG

This gear bag is covered in strange circular glyphs and is bigger on the inside.

Benefit. This bag is dimensionally transcendent and can hold up to 10 gear slots.

Drawback. Placing a Spacefold Bag inside another dimensionally transcendent space creates a paradox inside the bag turning it into a Spacerip Bag.

SPACERIP BAG

This gear bag is identical to a Spacefold Bag but its dimensional transcendence has been paradoxically compromised.

Drawback. This bag destroys anything placed inside it in 1d6 rounds.

STASIS ROD

A short, star alloy rod with a button on one end.

Benefit. When you click the button, the stasis rod becomes fixed in space (holds 5,000 lbs). Clicking the button again ends the effect.

TOXIN FILTER

This upgrade for rebreathers and Biometric Monitors filters harmful substances.

Benefit. You are immune to breathable poisons and toxins. If used to upgrade a Biometric Monitor, you are immune to all poisons and toxins.

TRACTOR BEAM

This ship upgrade projects a beam of energy that can immobilize and retrieve objects.

Benefit. Pull objects within Near distance to the ship and into the ship's cargo bay. If another ship or vehicle, contested STR checks.

System. This upgrade takes up one ship system slot.

VARIABLE TRANSPONDER

This ship upgrade allows for multiple identification records to impersonate another ship.

Benefit. Advantage on CHA checks to disguise the ship's true nature.

System. This upgrade takes up one ship system slot.

VELOCITY BOOSTER

This upgrade for boots and Hyper Neurons boosts your running speed.

Benefit. You can move up to double near on your turn and still take an action.

WIRELESS UPLINK

This upgrade to datapads and Neural Cortices allows for you to directly connect to computer networks and security systems remotely, bypassing external datanets.

Benefit. You are able to perform computer and security based checks at a distance of Near.

DENIZENS

“God-like aliens. Boy, do I hate ‘em. I’ll take a critter over a god-like alien any day.”

- Commander John Crixton, Astronaut

DENIZENS

AUTOMATA

Artificial intelligence in a mobile form, includes androids and robots.

All automata have the Life Support trait. If allowed by the GM, automata may be purchased for LV x 200cr.

AUTOMATA, ADVISOR

Designed for personal assistance and aid.

AC 8, HP 5, ATK 1 staff +0 (1d6), **MV** near, **S** +0, **D** -2, **C** +1, **I** +0, **W** +2, **Ch** -1, **MO** Vr, **LV 1**

Insight. +1 to the roll when assisting an ally.

AUTOMATA, BASILISK

Massive, armored tank drone with six legs and tough metallic shell.

AC 14, HP 25, ATK 2 heavy cannons +4 (2d6 + blast), **MV** near, **S** +3, **D** +1, **C** +3, **I** -3, **W** +1, **Ch** -3, **MO** Vr, **LV 5**

Blast. The basilisk mech does blast damage. Roll 1d6 to determine the number of targets affected besides the intended target.

AUTOMATA, BODYGUARD

Designed for security and resilience.

AC 15, HP 9 ATK 1 vibrosword +1 (1d8) or blaster rifle +0 (1d8), **MV** near, **S** +1, **D** +0, **C** +2, **I** -1, **W** +0, **Ch** -2, **MO** Vr, **LV 1**

Relentless. If reduced to 0 HP by a non-enhanced source, DC 15 CON to go to 1 HP instead.

AUTOMATA, REPAIR

Reliable, scuffed-up, cantankerous tinker bots.

AC 11, HP 5, ATK 1 buzzsaw +1 (1d8) or 1 blowtorch (near) +1 (1d6), **MV** near, **S** +1, **D** +1, **C** +0, **I** +2, **W** +0, **Ch** +2, **MO** Vr, **LV 2**

Fix-It. INT check DC 12. Repair one ship system or heal 1d4 to an android or automata.

AUTOMATA, SOLDIER

Designed for ranged battle and sentry duty.

AC 12, HP 6 ATK 1 blaster rifle (far) +3 (1d8+1), **MV** near, **S -1, D +2, C +0, I +0, W +1, Ch -2, MO Vr, LV 1**

Farsight. +1 attack and damage with ranged weapons (included)

AUTOMATA, SPECIALIST

Designed for specific tasks and skills.

AC 9, HP 3 ATK 1 baton or knife -2 (1d4), **MV** near, **S -2, D +1, C -1, I +2, W +1, Ch +0, MO Vr, LV 1**

Specialization. ADV when performing tasks related to a specific knowledge area of expertise.

ALIEN BEAST

A vast variety of hulking, brutes with claws as long as a vibroblade. Found on habitable planets throughout the cosmos.

AC 13, HP 25, ATK 2 claw +4 (1d8), **MV** near, **S +4, D +1, C +3, I -2, W +1, Ch -2, MO S, LV 5**

Rend. Deals an extra die of damage if it hits the same target with both claws.

ALIEN LARVA

A glossy black, blood-drinking slug as large as a blaster rifle.

AC 9, HP 10 ATK 1 bite +1 (1d4 + attach), **MV** near (climb), **S +1, D -1, C +1, I -3, W -1, Ch -3, MO S, LV 2**

Attach. Attach to target; bite auto-hits next round. DC 12 STR on turn to tear off.

Accelerated Growth. Once the larva has attached and fed, it will attempt to flee. If it escapes, it grows into an Alien Beast within 1d12 hours.

BELT DWELLER

A massive worm as big as a capital ship. Found living on asteroids where it mimics a cave or mine waiting for unsuspecting spacers and denizens to enter its maw.

AC 18, HP 57, ATK 2 bite +9 (2d12 + swallow) and 1 thrash (1d10), **MV** double near (burrow), **S +5, D +1, C +3, I -3, W +1, Ch -3, MO S, LV 12**

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

Swallow. On a natural attack roll of 18-20, target is swallowed. Total darkness inside and 2d10 damage per round. Dweller regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

BLACK OOZE

A black, mass of slime. Alien or experiment? Hard to say.

AC 9, HP 30, ATK 3 tentacle +4 (2d6), **MV** near (climb), **S +2, D -1, C +3, I -4, W -3, Ch -4, MO S, LV 6**

Corrosive. Anything that touches the ooze dissolves on a d6 roll of 1-3.

Only damaged by fire, radiation and energy weapons. Can survive in a vacuum.

CRAB, SPACE

A transport-sized, armored crab with two crushing pincers.

AC 15, HP 24, ATK 2 pincer +4 (1d8 + crush), **MV** near (climb), **S +3, D +0, C +2, I -3, W +0, Ch -3, MO S, LV 5**

Crush. STR DC 15 or target takes 1d8 damage.

VARIANT: TITANIC SPACE CRAB

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

MEDIC

A medical trainee who knows basic field medicine and triage.

AC 12, HP 10, ATK 1 field baton +1 (1d6) or MedKit, **MV** near, **S +1, D +0, C +1, I +1, W +2, Ch +0, MO S, LV 2**

MedKit. WIS DC 11. Heal one creature within close for 1d4 HP.

SPACEBAT

Darting, pale insect-bat with four wings and lamprey-like mouth. Chews on power cables.

AC 12, HP 4 ATK 1 latch +2 (1d4 + energy drain), **MV** near (fly), **S -2, D +2, C +0, I -2, W +0, Ch -2, MO S, LV 1**

Energy Drain. Targets automata, ships and vehicles. Attach to bitten target; auto-hit the next round. DC 9 STR on turn to remove.

VARIANT: SPACEBAT SWARM

Ship Scale. This denizen is the size of a ship and attacks and damages as such.

SPACE PIRATE

Starfaring scoundrels who live to steal and hoard treasure.

AC 12 (light), **HP 4, ATK 1** knife (close/near) +1 (1d4) or 1 pistol (near) +1 (1d6), **MV** near, **S +1, D +0, C +0, I -1, W +0, Ch -1, MO VI, LV 1**

Ambush. Deal an extra die of damage when undetected.

STOCK SHIPS

Nimble starfighters, corporate bulk cruisers, reliable old hunks of junk. Spaceships come in every shape and size and no two are alike. The ships presented here are only a small sampling of the infinite variety of ships that could be encountered in DarkSpace. Prices are included if you would like to purchase and sell them. See the Ship Modification section in the Starfaring chapter for information on how to customize and upgrade these stock ships.

LONG RANGE FREIGHTER

Battered but reliable hunk of junk.

AC 8, **HP** 12, **ATK** 1 Laser Cannon (Near) -2 (1d8), **MV** near, **S** +2, **D** -2, **C** +2, **I** +1, **W** -1, **Ch** -2, **MO** Any, **LV** 1

System Slots 7

Feature Slots 9

Cargo Hold. Feature. This ship is capable of carrying 10 units of bulk cargo.

Communications Array. System. This ship can communicate over long distances.

FTL Drive. System. This ship is capable of traveling at FTL speed.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it.

Price: 10,000cr

SHORT RANGE FIGHTER

Battle-scarred veteran of an old war.

AC 14 (Light), **HP** 10, **ATK** 2 laser cannons +3 (1d6, fire-linked), **MV** double near, **S** -1, **D** +3, **C** +0, **I** -3, **W** +1, **Ch** +0, **MO** Any, **LV** 2

System Slots 10

Feature Slots 3

Armor Plating. Feature. This ship has light armor plating.

Communications Array. System. This ship can communicate over long distances.

Memory Bank. System. This ship can store data and has a baseline set of star charts.

Navicomputer. System. This ship is equipped with a navicomputer to make astrogation calculations.

Sensor Array. System. This ship can detect the presence of vessels and objects up to FAR range.

Sublight Drive. System. This ship is capable of traveling at sublight speed.

Weapons Array. System. This ship is equipped with weapons. Each weapon requires a gunner to use it. Fire-linked weapons can be fired by the same gunner.

Price: 7,500cr

TRIADIANS

Users of the Triad. Some formally trained, some intuitive wielders.

TRIADIAN, APPRENTICE

A cloaked triadian still training under a master.

AC 11, HP 7, ATK 1 staff +1 (1d6) or one Soul Power, **MV** near, **S** +1, **D** +1, **C** -1, **I** +0, **W** +0, **Ch** +2, **MO** Vr, **LV 2**

Calm. (Soul Power). Opposed CHA check. Focus. One living target's emotions are calmed.

TRIADIAN, CULTIST

A cloaked, wild-eyed zealot chanting the guttural prayers of a dark triadian religion.

AC 14, HP 23, ATK 2 vibrosword +2 (1d8) or 1 vibrosword +2 (1d10) or one Body Power, **MV** near, **S** +2, **D** +3, **C** +3, **I** -1, **W** 1, **Ch** 0, **MO** VI, **LV 5**

Dark Lightning (Body Power). CON DC 15. 2d6 damage to one creature within close.

Telekinetic Throw (Body Power). Opposed CON check against one target. Target is thrown a NEAR distance.

TRIADIAN, MASTER

A wizened, triadian humming with all aspects of The Triad.

AC 12, HP 44 ATK 2 Triad Powers, **MV** near, **S** -1, **D** +2, **C** +4, **I** +4, **W** +4, **Ch** +1, **MO** Vr, **LV 10**

Astral Projection (Soul Power). Self. WIS DC 14. Leaves physical body defenseless. Fly double near for 5 rounds. Astral form only damaged by energy or Triad powers.

Mind Blast (Mind Power). INT DC 15. All targets within Near of each other at a range of far, 4d4 damage.

Titanium Skin (Body Power). Self. CON DC 15. AC becomes 15 for 5 rounds.

TRIADIAN, PSYCHIC

A powerful, naturally-gifted mentalist.

AC 15, HP 32 ATK 1 Mind Power, **MV** near, **S** -1, **D** +1, **C** +0, **I** +4, **W** +0, **Ch** +0, **MO** Any, **LV 8**

Control (Mind Power). INT opposed check. Focus. One target in NEAR is controlled. New check each round.

Psychic Storm (Mind Power). INT DC 18. 1d4 damage to all targets within FAR.

TROOPERS

Troopers are the soldiers of the military and come in all motivations and varieties.

TROOPER

A soldier equipped with sturdy weapons and armor.

AC 13 (medium), **HP** 4, **ATK** 1 blaster rifle (far) +0 (1d8), **MV** near, **S** +0, **D** +0, **C** +0, **I** +0, **W** +0, **Ch** +0, **MO** Any, **LV** 1

TROOPER, GROUND

A soldier equipped with sturdy melee weapons, riot armor and shield.

AC 14 (medium + shield), **HP** 26, **ATK** 3 force baton +3 (1d6+2), **MV** near, **S** +3, **D** +0, **C** +3, **I** -1, **W** -1, **Ch** -1, **MO** Any, **LV** 5

Brutal. +2 damage with melee weapons (included).

TROOPER, RANGE

A soldier equipped with light weapons and armor for mobility.

AC 13, **HP** 13 **ATK** 2 light blaster rifle (far) +2 (1d6+1), **MV** near, **S** +0, **D** +2, **C** +0, **I** +1, **W** +1, **Ch** +0, **MO** Any, **LV** 3

Crackshot. +1 to damage with ranged weapons (included).

TROOPER, SHOCK

A soldier equipped with heavy weapons and armor.

AC 17 (heavy + energy shield), **HP** 44, **ATK** 4 heavy blaster rifle (far) +3 (1d8), **MV** near, **S** +0, **D** +3, **C** +2, **I** +0, **W** +0, **Ch** +0, **MO** Any, **LV** 7

Armor Piercing. Target's AC is as if they are unarmored.

TROOPER, SPACE

A soldier equipped with exosuit armor and thrusters for maneuverability.

AC 17 (heavy + energy shield), **HP** 30, **ATK** 2 heavy blaster rifle (far) +3 (1d8), **MV** near (fly), **S** +0, **D** +3, **C** +3, **I** +0, **W** +1, **Ch** +0, **MO** Any, **LV** 6

Exosuit. Personal self-contained breathing device and can survive in vacuum. Radiation resistance.

CAROUSING

At the end of a long haul or a taxing mission, every spacer wants to carouse in their local cantina and celebrate living to see another day. Carousing in DarkSpace works the same way as it does in Shadowdark. (see **Shadowdark RPG for more on Carousing**).

CAROUSING EVENT

COST	EVENT	BONUS
30cr	A revel worthy of the star-lanes, fueled by nebula wine and the fiery tales of daring spacers.	+0
100cr	A solar cycle of riotous celebration, fortunes won and lost on the spin of a chrono-die, and tales of daring deeds echoing through the neon-drenched cantina.	+1
300cr	Two cycles spent weaving through a dozen starports, belting out ballads, fueling the revelry with synthale, and celebrating amongst the sector's finest.	+2
600cr	A three-day cruise through the galactic rim, indulging in decadent feasts, exotic elixirs, and high-stakes games of chance aboard a pleasure yacht fit for an emperor.	+3
900cr	A plasma-soaked, bender that lasts for cycles and drains the sonic ale from the best dives of a dozen systems.	+4
1,200cr	A raucous festival that engulfed an entire sector of the hive city, drawing throngs of revelers from across star systems for ten glorious days of revelry.	+5
1,800cr	A fortnight of revelry engulfs the megalopolis. Throngs of pleasure-seekers, from infamy-laced nobles to cred-slinging scoundrels, converge upon the city, their revels staining the chrome streets cerulean with synthwine.	+6

CAROUSING OUTCOME

D8	OUTCOME	BENEFIT
1	You wake up blearily in your bunk.	Gain 2 XP.
2	You found yourself in an underground fight club. Lose 1d4 credits.	Gain 2 XP.
3	You find something shiny in a tech artifact auction. Pay 2d6 credits.	Gain 2 XP and roll on the Salvage 0-3 Table.
4	You have a nice, new glowing neon tattoo.	Gain 3 XP.
5	You lose 15% of your wealth at an illegal shuttle race.	Gain 3 XP and a shady contact.
6	You gambled on whether or not an android "companion" was sentient. Lose 10% of total credits but gain the android's quirky friendship.	Gain 3 XP and an android ally.
7	You gamble on a shady data deal. Roll d6. 1-3: it's a virus. Lose 10% of your total credits. 4-6: it contains valuable intel. Gain 20% of your total credits.	Gain 4 XP.
8	You offend an alien diplomat by not knowing their customs. You turn it around by teaching them some of yours.	Gain 4 XP and a Wise ally.
9	You survive a blaster sniper demonstration unscathed.	Gain 4 XP and a luck token.
10	By either cunning (50%) or deception (50%), you beat a rival spacer to a bounty.	Gain 5 XP and an NPC ally or enemy.
11	Someone swiped your most valuable possession. It turned up in a junk sale for 1.5x its listed value.	Gain 5 XP and a luck token.
12	You buy in on a docked capital ship's betting pool.	Gain 5 XP; a very high-ranking ship officer owes you a favor.
13	You and a few other scavengers found something extraordinary on a corporate-owned asteroid.	Gain 6 XP and an 80-100 item from your level's Salvage table.
14+	You wake up on the ship of a notorious space pirate holding their most valued possession. Alarms sound.	Gain 6 XP and a 90-100 item from your level's Salvage table, if you escape.

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DARKSPACE

SPACER SHEET

STR /

INT /

DEX /

WIS /

CON /

CHA /

HP

AC

REPUTATION

LUCK

ATTACKS

NAME

ARCHETYPE

BACKGROUND

SPECIES

LEVEL **XP**

TALENTS / TRAITS

GEAR	BOUNTY	CREDITS
1	11	FREE TO CARRY
2	12	
3	13	
4	14	
5	15	
6	16	
7	17	
8	18	
9	19	
10	20	