

# Chapter 1: Introduction and Basics

Welcome to the universe of The Oceans Between! Take part in gripping tales of heroics and adventure in space as a Voidrunner; one who travels through the cosmos looking for fame, riches, justice, or whatever your heart desires. Players take the role of the voidrunners they create before venturing into the unknown. Meanwhile, one person takes the role of the all-powerful Game Master who controls all non-player characters and monsters, drives the story, and can even create their own settings or planets within (or outside of) the Ocean Between lore.

## The Beginning

Before the darkness of the void was granted light and matter, there existed only a chaotic swirling of pure arcanium energies. These energies coalesced and solidified as similar energy types converged to form the universe in its most primordial state.

## Gods

The gods are the catalysts for high concepts in the universe. This includes Arcanium, the magical energy that suffuses the universe. Each god has a series of domains and realms associated with them, and when they arrived in the universe, they brought these concepts with them, giving them life in the Material Realm. Although the gods don't specifically have to distribute their power, the essence of that power can be accessed by mortals in the form of spells, enchantments, and arcanitech. Although certain magic domains are the purview of good or evil gods, the magics themselves hold no moral allegiance.

Deity	Domains and Realms	Chosen Form	Preferred Gender	Morality
<b>Prium the Shattered</b>	Light, Heavens, systematic change	Dwarf	Male	Good
<b>Treiphara</b>	Life, Air, Non-Sapient Animals	Human	Female	Good
<b>Milinya</b>	Art, Ice and Water, Truth	Elf	Androgynous	Good
<b>Skol</b>	War, Firma, Honor, Equality	9ft. tall Orc	Male	Neutral
<b>Ingarrius</b>	Lightning, Material, Dragons	Azure Dragon	Agender	Neutral
<b>Yothaca</b>	Necromancy, Ethereal, Love	Arachan	Female	Neutral
<b>Reitha</b>	Shadow, Darkness, Order	Delvari Elf	Female	Evil
<b>Anstrugar the Fragmented</b>	Fire, Hells, Demons	Four-eyed Demon	Male	Evil
<b>Nemeth</b>	Death, Chaos, Evolution	Plague-masked monstrosity	Male	Evil

## **The Shattering**

A cosmic quake shook the universe and all reality as Prium and Anstrugar battled with their full might against one another. The gods were completely equal in power, so there were only two possible results: stalemate or mutual destruction. Their battle ended with the latter, and both gods were obliterated. Their divine energies destabilized reality as they broke apart in the event known as The Shattering. Civilizations were wiped out, planets destroyed, stargates lost

function, and stars blinked out of existence. The Shattering came about like a universal apocalypse, but life continued. The other gods came to an agreement to rebuild and to never directly confront one another like Prium and Anstrugar did. Anstrugar and Prium both scheme to reconstitute their true selves and tip the balance of good and evil in their respective favors.

## The Universe Until Now

With the deities fading away from direct intervention, the beings of the multiverse became lost in interspecies and interpersonal conflicts. Between the monstrous creatures created by Nemeth and the natural evils that pervade the worlds, the conglomeration of civilizations that spanned the Kraxis Galaxy fell into disarray and most of these civilizations died out.

One of the largest catalysts for the near mass extinction of all sentient species was the rising of the human species. Their smarts and ability to reproduce and spread rapidly led to the enslavement of any non-human they came across. This subjugation lasted several millennia until a joint uprising between other species and sympathetic humans wiped out the humans in power.

Humanity and the other species began on the planet Dith, a vibrant and varied world. An early disagreement between two human factions split Dith; with one side traveling to the other side of the planet, largely forgotten by the universe and failed to develop substantially. The other side, led by Elran Latir, formed the human alliance that advanced equally through technology and arcanium until they could take to the stars. There, humans enslaved most other species they came across, led by ultra-powerful entities known as the Dith'Radri Wizards. The phrase means "Chaos Wizards of Dith". Thousands of years passed, and through a combination of efforts between sapient species and sympathetic humans, the galaxy was freed from the dominion of the Dith'Radri Wizards by the enacting of Anstrugar's Dark Prophecy, which states:

"And lo,  
It was written that when the Dith'radri portal is unlocked, the hordes of the planes of hell shall be released.

The Protector will fall, and all will be consumed.

Only the Protector can halt the advance, and when the Protector falls another must rise and take their place against the Elder God Anstrugar seeking eternal glory."

Since the fall of humanity over two thousand years ago, species politics has turned more toward the premise of joint survival and cooperation. Tolerance grew into acceptance and the different species no longer hate each other on principle. Several new governmental bodies arose: The Galactic Imperium of Fire, The Talon Republic, The Splinter Fleets, and recently The Combine.

The Combine was formed by the immortal sorcerer Farrowdrex, a delvari-elf who discovered Anstrugar's Dark Prophecy and saw a vision from the future where delvari and humans live side-by-side in harmony. His methods were debatable, but in the end he manipulated the species of Dith to become stronger than they could have hoped to achieve on their own and helped the heroes who became known as the Legends of Latir into thwarting Reitha's plan for universal subjugation. A barbarian of the Krokin tribe on Dith broke the spell Reitha had over Farrowdrex by using the amulet of mental fortitude during the Legends of Latir's final confrontation with the dark goddess. This released Farrowdrex from Reitha's hold and allowed him to unite The Combine against the goddess that sought to disrupt the balance of the universe and claim all reality in the name of evil and darkness. These Legends also brought Dith into the spotlight of the Kraxis Sector, removing them from the list of forbidden worlds and beginning the process of bringing the world of Dith into the current technological level the rest of the sector enjoys.

## **Setting Stuff**

Currency - Known as Scales (called Chromatic Scales for physical currency and Digital Scales for, well, digital) is the universal currency in the setting. Scales are precious metals that resemble dragon scales but are semi-precious valuable minerals. Slang: Cash or Chits. Pale Scales (pales) are the smallest denomination and least vibrant. Prismatic Scales are worth 100 Pale Scales and are more vibrant and intricate. Iridescent Scales (irides) are worth 100 Prismatic Scales (prisms) and are very vibrant and intricate, sometimes emanating a very soft glow.

Derelict Drunk - Popular nightclub/bar space station in Scrapyard.

Tired of cutting your losses? Why not try cutting corners at Dancin' Dan's Depot! We have prices so good you'll dance out of the store!

Providence Group - A criminal organization that spans the Kraxis Sector, and possibly beyond. Acting as a criminal government for its associates, they aren't as blatantly powerful as megacorporations or empires, but manipulate the systems in place to further their own goals.

## Chapter 2: Character Creation

Welcome (again) to the Oceans Between! Whether this is your first character or your hundredth, this chapter guides you through the process of creating a character in the universe of Oceans Between. There aren't many steps in doing so, but by the end you'll have a fleshed-out character, tailored to your liking, that is ready to explore the Kraxis Sector...and beyond.

So, what are these steps? Simply put, they're laid out in the following order:

- 1 Character Concept
- 2 Select Species
- 3 Buy Attributes, Skills, Spells, Talents, and Starting Currency with Valor (experience points)
- 4 Create Contacts and Rumors about your character
- 5 Finalize the character with a physical description and calculate derived stats.

Now that you have a baseline of what's about to happen, it's time to get into the basics. Oceans Between is all about customization and crafting your starfarer to fit your unique vision. To this end, the options in character creation might seem overwhelming at first, but don't worry too much about perusing the entirety of the options right away (unless you want to 😊). This is why we start with...

### Character Concept

Who do you want to embody? Oceans Between takes place in the science fantasy setting of the Kraxis Sector, a chunk of the galaxy that is populated with sapient species, wondrous worlds, high technology, and magical spell slinging. Science fiction and fantasy are represented almost equivalently in any place you travel to, with a bit of cyberpunk and space western mixed in for good measure. When thinking of who you want your character to be, start with some basic questions:

- What do you want your character to do, or be good at? Is she a gunslinger hunting down the villain who killed her mentor? A mage that studies the mystical arcanium energy that permeates the multiverse? A pilot who makes his living transporting goods to places in need? A space pirate looking to steal from the rich and give to the poor?
- What is your character's main goal? This can be as simple as 'carving out your own place in the galaxy' to 'ridding the universe of the Splinter plague'. This goal doesn't necessarily define the entire motivation of your character, but it's a good starting point.
- Where was your character born? Who raised them? Did they remain on their own planet or set out for one reason or another?
- Is/was your character part of a criminal organization such as the widespread Providence Group, or maybe a small-time local gang?
- Does your character find the void and the confinements of starships more comforting than the open landscapes?

Your concept should be rather simple at first, since we'll be fleshing out the character through the rest of the creation process. Now that you have that in mind, let's move onto selecting your character's species.

## Character Species

There are around a dozen sapient species in the known galaxy, relegated entirely to the Kraxis Sector and the adjacent dimensional Realms. Sapient life is defined as the ability to be self-aware and make choices independent of instinct. To this end, some artificial intelligence, known collectively as Synthetix, is also classified as sapient. Below is the full list of species along with some details about their cultures and what their home worlds are. In this section, all you have to do is pick a species that suits you and your character. Once you find a species you like, add its Attribute Adjustment to your starting attributes (which all start at 1).

After that, jot down the starting HP and write down the Talents that come with the species. If you're torn between two species because of the mechanics of each one, remember that in *Oceans Between* you can always gain those Talents later through character advancement (either by purchasing the relevant Talent, installing the right Augmentation, or finding the Arcanium enhancement that grants what you want). Included is a blurb on each species to explain their general physical characteristics, societies, and mindsets. You don't need to lock yourself rigidly into any particular detail. The Kraxis Sector is a varied place with all kinds of ways to break the status quo. Here's a short list of the species before we get into specifics:

- Humans
- Elves
- Dwarves
- Orc
- Asteran
- Arachan
- Cadrici
- Merenzi
- Shirek
- Devil
- Fel
- Free-splinter
- Synthetix

### Humans

Let's start with the species we're most familiar with; humans. Humans are certainly one of the most common species in the Kraxis Sector. With a lifespan around 100 years, humans can be found on any populated world, with their homeworld originating on a planet called Dith, which is no longer found on star charts. They have a drive to succeed and better the lives of themselves and their families, and an insatiable thirst for novelty. Humans were the first species to be created by Treiphara and Prium, and served as the prototype for all other sapient life. This fact doesn't make humans

more special or favored than other species, but they did have the advantage of being first in the sector to colonize it. Some humans and human civilizations throughout history certainly believed they were the chosen species, and went about enslaving other species, such as the Delvari, until that was broken apart by the first Galactic Emperor, Angus McFire (a dwarf), who unified most of the sector and species under the just banner of the Galactic Imperium. Since then, the galaxy has been mostly free of slavery, with a few pockets still holding out. Humans in the present time look at their ancient history with disgust and have a strong desire not to repeat the failings of their ancestry. Human language and script are closely related to English in real life.

<b>Human Species Traits</b>
<b>Ability Adjustments:</b> +1 Str, +1 Int, +1 Wits, +1 Cha <b>Hit Points:</b> 5
<b>Hyperactive Scar Tissue:</b> Humans naturally repair their bodies faster than most organisms. Humans gain an additional Hit Point when healed from any source. <b>Adaptive:</b> Humans spread through the stars quickly and can easily change their lifestyles to suit their new environments. Humans gain +2 ranks in either Bureaucracy, Economics, or Religion. <b>Mind Over Might:</b> Humans did not become apex predators through strength alone. Humans gain +2 ranks in either Medicine, Engineering, or Leadership. <b>Sociability:</b> Humans are naturally social organisms that form close bonds and relationships, even with other species. Choose a contact and increase their Allegiance and Influence Rating by 1 (to a max of 5).

## Elves

The gods needed a species of longer-lived beings than humans to watch over the universe. This is especially true since the arrival of the dark gods, such as Nemeth, who creates monstrosities and abominations that were sprinkled throughout reality. The elves were created with more focus than wanderlust, with lives that can span to two-thousand years. Based on the planet Wyverie, which eventually joined the Founding Worlds and the Galactic Imperium, elves appear closely related to humans, with pointed ears and slighter build. Elves spend much of their lives pursuing mastery of a handful of skills and arts. Unlike the impatient humans, elves think more in the long-term. How will what happens today affect the galaxy in two-hundred years? Though their predictions may not be accurate, this mindset makes elves slower to react on a grand-scale than other species, since they have much more time to plan and prepare.

Originating on Dith, once Elran Latir traveled North from what is now known as the Golden Desert, elves became the slaves of humans until most of them escaped to the twisting caverns of the deep-mazes far below Dith's surface. They did so with the help of dragons (who were hunted by Latirians until endangered) and other sympathetic forces (including some humans). The remaining dragons and deep-maze elves (dark skinned elves known as Delvari whose pigment adapted to deep-mazed making their skin ashen colored, dark blue or red, or gray) found a way to Outer Sanctuary, the moon above Dith. Since then, due in part to a legendary band of void-heroes, elves and humans get along well (and much time has passed since the exodus).

Elves don't think themselves better than other species, even with the benefits of longevity and alacrity. They understand they are as fragile as any other sapient species, and a wealth of knowledge still may be no match for a well-placed sniper round. The Elven language has similar cadence and script to Japanese.

<b>Elven Species Traits</b>
<b>Ability Adjustments:</b> +2 Agi, +2 Cha <b>Hit Points:</b> 4
<b>Thermovision:</b> Elves can see heat up to Long Range away. This does not allow them to see through walls or sufficiently thick barriers.

**Keen Senses:** Elves gain +2 ranks in either Perception, Survival, or Insight

**Unnatural Grace:** Elves typically move fluidly and have great motor control over their bodies. You may stand up from prone as part of a Movement Action rather than taking an action just to upright yourself.

**Touched by Arcanum:** Elves can channel magical powers more easily than most. Start with 2 ranks in a single arc-class or one rank in two arc-classes.

Half-elves (whether elvish or delvari descent) are the result of human and elf DNA coming together to form a child. Elven genetics were close enough to humanity's, due to elves originally being created as an offshoot of humanity, that the species are able to bear children together. Half-elves blend the different species traits and use the following chart:

### Half-Elven Species Traits

**Ability Adjustments:** +1 Int, +1 Agi, +2 Cha

**Hit Points:** 4

**Keen Senses:** Elves gain +2 ranks in either Perception, Survival, or Insight

**Unnatural Grace:** Elves typically move fluidly and have great motor control over their bodies. You may stand up from prone as part of a Movement Action rather than taking an action just to upright yourself.

**Adaptive:** Humans spread through the stars quickly and can easily change their lifestyles to suit their new environments. Humans gain +2 ranks in either Bureaucracy, Economics, or Religion.

**Sociability:** Half-elves are naturally social organisms that form close bonds and relationships, even with other species. Choose a contact and increase their Allegiance and Influence Rating by 1 (to a max of 5).

### Orcs

A species of tusked humanoids crafted by Skol in the early days of sapience as a way to fulfill his lust for war by sending them as rivals against the humans and elves. Orcs are bulkier than humans and usually stand taller as well. Soon after their creation, Nemeth sowed the seeds of corruption within their genes, warping their skin colors to range from greens to reds, as well as grays and blues. They became far more violent and ruthless, losing their code of honor and saddening Skol as he watched his creations succumb to evil taint. Treiphara, the goddess of magic, creation, and understanding, took pity on the orcs, as they had little choice in the matter. She bestowed upon them the same sentience as the others, and the orcs' temperaments were then on similar levels to other sapient-species. Since then, orcs have divided themselves into Tribes, some embracing the new civilizations in the stars, while others yearn to bring slaughter and war. Orcs do not have a written language, but their spoken language has a guttural sound coupled with short syllables.

### Orc Species Traits

**Ability Adjustments:** +2 Str, +2 Tou

**Hit Points:** 8

**Dimvision:** Orcs can see up to Long Range in dim light.

**Darkvision:** Orcs can see up to Long Range in no-light situations.

**Skol's Gift:** Bred for war, orcs gain +2 skill ranks in either Tactics or Intimidation. Additionally, orcs gain +2 skill ranks in one of the melee weapon skills or ranged weapon skills.

## Dwarves

Space rock and stone! In the eternal arms race between the gods of light, dark, and gray, the dwarves were forged below the surfaces of habitable worlds to root out the vile monsters of the dark gods. Usually standing between 4 and five feet tall, these stocky individuals call Estravex their homeworld, and their stature is a boon in the cramped confines of a complex mining tunnel or the corridors of a starship. They were gifted with minds attuned to science and geology, with a third of the longevity of elves. Dwarves typically live a lifespan of roughly 700 years and are seen as more jovial and just than other sapient species, but in reality they are individuals just like everyone else. Almost all dwarves have beards, save for the few who choose to go clean-shaven. Female dwarves have beards as well, making distinguishing gender at a glance difficult to species who aren't dwarves. Dwarves share some similarity to elves in that their long lifespans allow for focus on a specific skill to the point of mastery. A vast majority of dwarves dedicate themselves to creating new technology or trinkets, or simply improving upon what is already there. Dwarven language and script resembles real-life Russian or Slavic languages.

### Dwarven Species Traits

**Ability Adjustments:** +2 Str, +2 Wits

**Hit Points:** 5

**Darkvision:** Dwarves can see up to Long Range in total darkness.

**Dimvision:** Dwarves can see up to Long Range in dim light.

**Hardy:** Their stature and physique is sturdier than other species. Dwarves gain an inherent +2 Armor against Concussion damage (reduced normally by armor-piercing). Fall damage is considered Concussion damage unless modified by the terrain type.

**Tinkerers:** Dwarves are drawn to physical sciences. Gain +2 skill ranks in either Engineering, Biotechnology, Cybertechnology, or Computers.

## Asteran

The most mysterious and alien looking species in the galaxy, these quadrupeds walk on tentacles and have no discernible mouth. They are the only sapient species that has existed longer than humans. Asterans also have four arms (each with a four fingered hand) and four eyes. With a lifespan of around 1000 years, and hailing from their homeworld Asteria, asterans are not as widespread as the other Kraxis species.

These beings were originally created by the dark gods to rule over the Realms and didn't enter the physical universe until after humans appeared. They kept to local hive-minded clusters by way of synaptic neuralplexes that resemble large pulsating sponges. Historians generally agree that asterans couldn't be considered sapient until modern times, when the few that remain turned from their natural dark path to being able to decide their lives for themselves. It is unknown how they were able to do so without divine intervention, and their history has been lost even to their own people. This species is considered endangered as they were systematically destroyed by those they once oppressed, with a particular hatred from the delvari as they were the first sapient species of the Material Realm to fall under their galactic empire. Solitary toward other species, asterans are quite social amongst each other and those they trust. The Asteran endangerment wasn't only caused externally, as a small number of asterans during the early rebellions set about destroying their own people; eliminating those who couldn't overcome their evil instincts.

Most humanoids are put off by their alien appearance, and their past exploits haven't been forgotten, leading to suspicion of their people, despite joining the Galactic Imperium. As such, asterans typically remain on Asteria for their lives, with handfuls of asterans scattered throughout the stars. Although they don't have facial expressions in the traditional sense, their eyes change color to reflect their mood and they feel emotions as strongly as any other sapient species. Asterans breathe through gill-like slits on their necks and communicate through those as well. Asterans nourish themselves by way of a gel-like algae that is absorbed through osmosis by a semi-porous membrane that is located where the mouths of other sapient creatures are. Asteran written language appears as a labyrinth-text, which effectively programs the reader's mind to feel and envision what the writer intends. Species other than asterans have great difficulty learning the language (if they can at all) as the differing brain structures typically cause headaches to arise when reading the script.

## Asteran Species Traits

**Ability Adjustments:** +2 Int, +1 Wits

**Hit Points:** 4

**Universal Psykers:** Asterans gain a *Psychic Power* during character creation.

**Astral Engineers:** The ancient Asteran empire once spanned the Kraxis Sector and beyond. As such, their knowledge of astral travel and arcanium is second only to asterans. Gain +2 ranks in either Astraltechnology, Knowledge [Arcanium], Religion, or an arc-class skill.

**Suspicious:** Asterans are rare and even more rarely trusted. Because of this, Asterans are able to pick out falsehoods, lies, and gaps in logic. Gain +2 skill ranks to Lying and Investigation

**Four-Armed:** Asterans have two sets of arms, one larger set at the shoulders like most humanoid species and another smaller set just below those. Asterans can hold and manipulate items in each hand (but do not gain any additional actions to use).

## Arachans

Originally crafted by Yothaca to populate caverns and underground complexes in various planets, she based their function off of the spiders she already invented. As the millennia passed, Arachan evolution left behind remnants of their more spidery past. As the arachans grew upright and lost the need for multiple spindly-legs, four spider legs now protrude from their hips (two on each side; each about 1 ft. in length). Arachans may choose to have these limbs removed, or to decorate them as humans do like nails or hair. A majority of arachans keep their vestigial legs, with a small sect going so far as to try and strengthen them through constant use. Although humanoid in appearance, one could never mistake an arachan for anything else. They have lithe bodies covered in a flexible, dark, skin-like carapace. They stand on digitigrade legs that end in narrow feet with two pointed 'toes'. They have four fingers on each hand and small mandibles at both ends of their mouths to help intake food. This transformation into upright humanoids was no accident; once Yothaca grew bored with trying to perfect a species of spider-people, another god enacted some of her influence upon the arachans. Milinya granted them sentience and the autonomy to pursue the arts in their various forms while also shaping their forms to be more in line with other interstellar species. Yothaca wasn't pleased with the new design, but since she had given up on their creation, that is how they remain to this day. Arachans form tight-knit communities and often value solitude. Arachan romance that ends in marriage follows a tradition where both parties give each other a bangle for each vestigial leg over the course of each significant event the couple shared together, and when they reach 4 each then they have a ceremony.

## Arachan Species Traits

**Ability Adjustments:** +1 Agi, +1 Tou, +1 Cha

**Hit Points:** 6

**Darkvision:** Arachans can see up to Long Range in total darkness.

**Vestigial Legs:** These have limited manipulation ability, but allow arachans to hold up to 4 additional objects, although they cannot finely manipulate these objects beyond holding and moving them.

**Cold Resistance:** Evolving within the cold underground devoid of sunlight, arachan carapaces adapted to keep heat in and the cold out. Arachans gain 2 natural armor against Ice damage (reduced normally by armor-piercing).

**Inclusive:** Arachans are shunned more than sought, on average, due to their appearance. However, this gave them a strong empathetic link to others, and gain a +2 skill rank to either Culture, Insight, or Animal Handling.

## Cadrici

These avian humanoids originate from their homeworld of Usue. Cadrici appear closer to birds than humans, with thin legs and long arms that have vestigial wings connecting from their elbows to their waist. Cadrici society is traditionally insular, but they hold no special hatred of other species. In fact, cadrici cuisine is so popular and intrinsic to their culture that people from all over the Kraxis sector make a pilgrimage at least once in their lives to Usue to partake in the almost daily feasts and festivals of food and succulence. Cadrici lifespan sits around 50 years and they stand slightly taller than dwarves. Cadrici society disproportionately favors females to males, due to a 10:1 ration between the sexes. Additionally, cadrici are polyamorous and frequently have multiple marriage partners at a time. Strangely, males are the ones that bear and raise flocks of children that are birthed not through eggs, but through live-birth in a litter of 1-6.

### Cadrici Species Traits

**Ability Adjustments:** +1 Agi, +2 Int, +1 Tou

**Hit Points:** 3

**Dimvision:** Cadrici can see up to Long Range in low-light environments.

**Marsupial Pouch:** Cadrici bellies come with a pouch used to raise young during their earliest development, regardless of gender. You can store a number of [reasonably sized] items equal to your Toughness in the pouch.

**Dewclaw:** Cadrici have a chitinous talon on each arm situated on the forearm or closer to the elbow. Cadrici are Fated to break free of bindings or grappling.

**Culinary Masters:** Cadrici gain +2 ranks in either Knowledge, Survival, or Astraltechnology

**Vestigial Wings:** Though Cadrici cannot inherently fly, their arms have residual wings that span from elbow to waist. These wings prevent fall damage (as long as your arms aren't bound) and allow you to glide a Medium distance when jumping from a height greater than a Short distance from the ground.

## Merenzi

An amphibious species of humanoid fish, the Merenzi have webbed hands and feet. They have fins-like extensions where most humanoids have ears, and serve the same function. Merenzi usually either have blue or gray scaled flesh with colored patterns or streaks mixed in. As merenzi society evolved underwater, their technology was designed around this limitation. When they became a space-faring species, they gifted their technology to the Galactic Imperium when Orvelianna joined the Founding Worlds. This allowed for electronics to be submerged and apparatuses for food and drink to be equally usable in space or under the sea. The merenzi live life spans similar in length to Arachans and Free-splinters; that of about 80 years. The merenzi never fully colonized any world beyond their home, but are frequently found throughout the Kraxis Sector following their whims and drifting through the galaxy in one of their aqua-spheres. These spheres are the size of leviathan-frame ships and are extremely rare. Merenzi are often seen as a lackadaisical species since they pursue the arts and their own personal passions more so than contributing to galactic advancement.

### Merenzi Species Traits

**Ability Adjustments:** +1 Agi, +1 Str, +1 Tou

**Hit Points:** 7

**Dimvision:** Merenzi can see up to Long Range in dim light.

**Finned Limbs:** Merenzi can move in water more easily than on land. Merenzi can move a Medium distance for each Move Action they take while in water.

**Heat & Cold Resistance:** Merenzi have an armor bonus of 1 against Fire and Ice damage. Their scaled skin evolved in the harsh waters of Orvelianna which drastically change temperature at the surface between boiling during the day and icing over at

night.

## Shirek

Shireks appear as anthropomorphized cats that stand upright on two digitigrade legs. They have a height similar to humans and elves, and live to be around 200 years old. Their homeworld is Dionatsu, which is home to a strange interweaving of metallic and organic life. Shireks do not have traditional sexes. All shireks, whether appearing feminine or masculine, can conceive and bear children through a process of single-egg laying and fertilization which either perceived 'sex' can participate in any combination. As the shirek never had to deal with gender conflicts, they all accept other species' addressing them as whatever gender even though there are no such signifiers in their own language. In truth, shirek reproduction involves one party accepting responsibility as the egg-bearer and the second party submits their genetic information to create new life (yes, this does imply and confirm that shirek cannot have children or bear eggs unless they desire to). Once the shirek discovered other sapient life in the galaxy when they took to the stars, they were ecstatic. Shireks are able to quickly integrate to new environments and societies, rarely living in one place for too long before their feline curiosity takes them elsewhere.

### Shirek Species Traits

**Ability Adjustments:** +2 Agi, +1 Cha

**Hit Points:** 4

**Darkvision:** Shireks can see up to Long Range in total darkness.

**Metallic Epidermis:** Due to the natural metal grown in their skin, Shireks receive a +1 bonus to their Armor against Slashing and Ballistic damage (which can be negated with AP normally).

**Universal Psychics:** Shireks gain 1 Psychic Power Talent of cost 4 or lower.

**Cat's Paws:** Shireks have retractable metal-laced claws that can be used as a natural weapon to deal d4+Strength damage (using the simple melee weapon skill). Shireks can climb surfaces during a Move action without making an Agility + Athletics roll.

## Devils

Hailing from one of the seven hells in the bottom rungs of the multiverse, sapient demons are born resembling humanoids and are called devils to differentiate between them and non-sapient demons. A small amount of power from a light god managed to find its way into the hells, 'corrupting' the evil purity of the gnashing denizens that make up the rest of the hells. This is why sapient demons have a humanoid shape, even when they have other demonic identifiers such as horns, claws, and tails. Were they to appear in the material-realm in forms similar to their demonic cousins, the species of the Kraxis sector wouldn't be able to discern them from non-sapient demons (as even intelligent demons can't think outside of instinct) and this misunderstanding would likely result in violent conflict. A devil calls one of the hells their 'homeworld', but usually doesn't stick around long enough to call it home. Devils, being free from the violent rage and chaos of other demons, will seek Lym-gates or other methods of transporting themselves out of the hells. A devil's infernal appearance cannot be fully hidden except by extreme measures, usually involving arcanium. Devils, like other sapient species, have a wide array of personalities and goals (one of which is almost always 'never go back to hell'). Devils have a similar lifespan to elves and fel.

### Devil Species Traits

**Ability Adjustments:** +1 Str, +1 Tou, +1 Agi

**Hit Points:** 6

**Darkvision:** Devils can see up to Long Range in total darkness.

**Infernal Acuity:** Devils have the natural ability to twist lies and

convince others to side with their arguments. Gain +2 skill ranks in either Lying and Persuasion.

**Arc-Resistance:** Since devils hail from one of the hells, which connect through the elemental realms, select an arc-class (that isn't chaos) and gain +2 resistance to that element.

## Fel

The reverse of a devil, a fel is an angel born with the corruptive energy of one of the dark gods, whose power snuck its way into Fel Skies. These humanoid angels usually stand a foot or two taller than the average human and appear to have skin tinted with gold, with their minimum height being about six feet. Fel hair usually consists of brighter colors and shades, making them stand out more in a crowd. Some have wings, others have a halo-shaped growth around the crown of their heads that is sensitive to arcanium energies. Fel will leave the relatively sterile environments of heaven to sate their curiosity of the larger multiverse and differentiate themselves from their pious kin. Fel have a lifespan consistent with elves and devils. In the Fel Skies, all non-sapient life is labeled as an angel (the fel can think for themselves outside of natural instinct), much like non-sapient devils are called demons. Fel are few and far between, with only a comparative few venturing beyond the known heaven into the darker realms of the multiverse.

### Fel Species Traits

**Ability Adjustments:** +2 Agi, +2 Cha

**Hit Points:** 6

**Dimvision:** Fel can see up to Long Range in dim lighted environments.

**Angelic Signifier:** Fel resemble other Fel Sky life and selects one trait from the following:

**Wings** – Can move vertically as part of a Movement Action. You return to the ground at the end of your turn unless you spend a second Action to Move again (even if relative distance doesn't change...aka hovering).

**Halo** – Fel are sensitive to the magical energies that suffuse the universe. They can 'see' in any lighting up to Long Range by sensing where Arcanium magic touches matter (making it look like all objects and creatures have outlines made of light). These fel cannot be blinded except by Arcanium effects. Halos are a circular horn-like growth from the back of the skull.

**Aura of Hope** – These fel shed a soft glow of light that they can flare as an Action to grant all allies within Short Range +2 to their next d20 roll. This can only be used once per encounter.

## Free-Splinter

At some unknown point in modern history, Nemeth- made Splinters suffered a mutation. Whether by Nemeth's hand or another cause, a select few Splinters were born as sapient, fungal humanoids with free will. Uncoupled from the splinter hive-mind, free-splinters broke away from the hungry swarm to join Kraxis societies. However, most are wary of these newcomers. Without a known reason behind their separation, most believe free-splinters to be agents of sabotage in service to the plague swarm. Dwarven scholars theorize that the splinter hivemind intentionally gave them a semblance of free-will which would allow for creative problem solving where brute force fails. Asteran arcanists believe that other gods interfered with the mechanisms by which splinters reproduce to create a truly free sapient class of splinters. Though this is still up for debate, any free-splinter will tell you they think for themselves...and no evidence to the contrary has been produced. Still, some believe that one day the hive will reclaim its agents and usher in the dawning of galactic extinction. Free-splinters have grayish fungal skin that absorbs nutrients from the ambient environment. Free-splinters have no homeworld and are thus only found where other species tolerate their presence. Free-Splinters are born with some way to verbally communicate, although their outward appearance can vary from birth. With a strong sense of liberty and individual expression, free-splinters spend a lot of time customizing their

appearances and shaping the fungal structures on their heads in a sort of hairstyle or other preferred shapes. Free-splinters usually live for around 80 years.

### Free-splinter Species Traits

**Ability Adjustments:** +2 Agi, +1 Wits

**Hit Points:** 5

**Thermovision:** Free-splinters can perceive heat up to Long Range, even through walls (provided they aren't more than an inch thick or reinforced).

**Fungal Constitution:** Free-splinters never starve and don't have to eat. Additionally, free-splinters don't require air but can still be killed by the harshness of a vacuum.

**Melding:** Since free-splinters are still splinters, they can merge with splinter lichen and travel through areas infested with the lichen as part of a Movement Action.

**Wanderlust:** Few free-splinters ever stay in one place for long. Free-splinters gain +2 ranks in either Culture, Navigation, or a Pilot skill.

## Synthetix

Synthetix is the term given to any artificial intelligence that awakens into sapience. These machines are granted the same rights as other sapient organisms, as they have just as much free-will and emotional ranges. With no homeworld or society to call their own, synthetix typically conform to whatever society they awakened in. When a synthetix mind awakens, it will usually gravitate toward putting its mind in a body that either resembles the society it lives in or a design that signifies it is above common machines. Some are born into these bodies on the outset, others start as purely digital constructs. Synthetix have the most choice in their own designs and personalities, since they can alter their programming more directly than organics.

### Synthetix Species Traits

**Ability Adjustments:** +2 Int, +1 Wits, +1 Tou

**Hit Points:** 5

**Mechanical:** Synthetix bodies and minds are inorganic, and do not need to eat, sleep, or breathe.

**Untangled:** Since synthetix are computers with artificial intelligence, they have a natural inclination toward the Tangle. Gain +2 skill ranks in either Computers, Cracking, or Cyber Combat.

**Easily Augmented:** Since parts are easier to replace on synthetix, the cost to install any augmentation is halved along with how much time it takes (the cost of the actual augment is not affected).

Dracokin - dragonborn, dragons, wyrms, wyverns

## Attributes et al

Now that you've selected your character's species, its time to start customizing your Attributes, Skills, Talents, Spells, and Starting Currency with Valor. First, let's break down those game-terms:

**Attributes** - The raw foundation of your character's abilities that make up your base characteristics and govern: your Target-Numbers (TNs), your strengths and weaknesses, and your character's ability to broadly interact with the world around them. All eight of these start at 1, with some increasing as you select your species. They can reach a maximum of 9 (but only up to 6 at character creation!). We'll discuss the specific attributes that way. -----

>

**Skills** – What your character has practiced and studied in, in some form or another. Whether they practiced acrobatics as part of their noble upbringing or if they obtained the skill from swinging around the twisted pipes and cables of a wrecked starship to salvage what they could. The choice is up to you. All skills start at 0, meaning you have no experience with them, and can go up to 10, meaning you are the pinnacle of expertise on the matter (Skill can only go up to rank 7 at character creation).

**Talents** – Special abilities and traits that your character intrinsically has; such as the ability to see in darkness or the ability to launch your foe skyward with the sweep of a blade. These are detailed in the Talents chapter. These tweaks can give you all sorts of advantages and new strategies when it comes to combat and beyond! And if you're looking for a little extra Valor, you can take some (up to 25 Valor worth) of Negative Traits that also give your character some flaws to roleplay!

**Spells** – Magic is prevalent in the Kraxis Sector. It is something that is woven into the every-day of society, and many of the general populace have access to some basic spellcasting ability (although learning destructive spells is widely taboo in most societies; unless you're licensed to do so). Spells can enchant augmentations and weaponry, and provide you with a number of solutions to a variety of problems.

**Currency** – you 'buy' currency with your starting Valor. Everything you can buy is detailed later in the Gear chapter. Each Valor spent gives you 2500 Scales. Player characters can pool starting scales together to buy a shared starship if they wish.

**Valor** – your character's quantified life experience. You start with 250 Valor and it's used to purchase increases and upgrades in all of the above categories. Thus, you should prioritize what is most important to your character, but be wary not to specialize too hard or else you'll be severely lacking in other areas. Ultimately, Oceans Between is about choice and customization, so do whatever makes your heart content! You should keep a log of the amount of valor spent to make it easier if you want to change your mind about certain things during character creation before you finish.

## Attributes

The following are the specific Attributes of your character. Each starts at 1 and can reach a maximum of 6 at character creation, and 9 overall:

**Strength (Str)** – The raw muscular power of your character. This attribute determines how much your character can carry and lift. It also dictates how hard your character hits when they connect with an armed or unarmed attack. More strength means more damage in melee!

**Agility (Agi)** – The speed and alacrity of your character. Agility determines how easily you can avoid being stabbed or dodge bullets.

**Toughness (Tou)** – How much of a beating can you take? Toughness not only helps you resist damage from every attack, but also lets you survive longer in hazardous environments or from venoms, poisons, and disease.

**Intelligence (Int)** – This is how book-smart your character is. Intelligence is gained from methodical study and tutelage. The universe is a big place, and your character needs to know how it all works. The Tangle can't provide all the answers! On top of that, intelligence governs many skills along with psychic powers.

**Wits** (Wit) – This is how street-smart your character is. Wits grow from anecdotal stories told to you along with what you learned from your own life-experiences, good or ill. This is how fast you can think on your feet and instinctively gauge important factors such as weapon trajectories and piloting all manner of craft.

**Charisma** (Cha) – The likability and/or attractiveness and/or force of personality your character has. Charisma doesn't come from just one place, but is how you present yourself in a way that naturally draws others to you and garners favor from friends and acquaintances. For the dastardlier, charisma is also how you can manipulate others through deception.

**Affinity** (Aff) – The level at which arcanium magic is commanded and resisted by your character. It's the most important Attribute for spell-casters, but you won't go wrong taking a few points of Affinity even if you never plan to pick up a spell scroll.

**Destiny** (Des) – This is your character's luck and how much fate intervenes with your actions. Destiny also affects whether you can retroactively influence certain things (always at GM discretion) such as actually having an item you may have forgotten to say you brought. Destiny also helps with avoiding random explosions and suppressive fire.

Attributes cost the next rank times 2. For example, if you have a 3 in strength, you would buy strength 4 with 8 Valor. You must buy attributes in sequential order, so you cannot jump directly from 3 to 6.

During character creation, species' traits apply first, before spending Valor to increase any Attribute or Skill.

Current Attribute Rank	To 2	To 3	To 4	To 5	To 6	To 7	To 8	To 9
1	4	10	18	28	40	54	70	88

Detailed chart can be found on page XX

# Skills

The next stage in character creation is selecting your skills. These all start at 0 (so you don't even have to write all of them on your character sheet) and can go up to 10 (but only 7 at character creation). Each skill has an attribute listed next to it; this is the attribute that is added to the skill check by default (although the Captain can always call for a different attribute if the situation is necessary).

As a reminder, TN (Target Number) is found by subtracting Attribute + Skill from 21.

$$TN = 21 - (\text{attribute} + \text{skill}).$$

## Starting Skill

The following skills are applied to all characters before any increases. If you take the Uneducated Negative Talent you don't get these: Acrobatics, Athletics, Knowledge, and Perception.

Current Skill Rank	To 1	To 2	To 3	To 4	To 5	To 6	To 7	To 8	To 9	To 10
0	1	3	6	10	15	21	28	36	45	55

Detailed chart can be found on page XX

## Skill List

- Acrobatics [Agility]
- Anima Melee Weapons [Agility]
- Anima Ranged Weapons [Agility]
- Beast Taming [Charisma]
- Arc-class [Thermal]
- Arc-class [Ice]
- Arc-class [Firma]
- Arc-class [Air]
- Arc-class [Lightning]
- Arc-class [Shadow]
- Arc-class [Necromancy]
- Arc-class [Chaos]
- Astraltechnology [Intelligence] - Also covers Alchemy
- Athletics [Strength]
- Biotechnology [Intelligence]
- Bureaucracy [Intelligence]
- Computers [Intelligence]
- Cracking [Wits]
- Cyber Combat [Wits]
- Cybertechnology [Intelligence]
- Engineering [Intelligence] - covers mechanical repair and crafting/creation of items, augs, etc.
- Gunnery [Agility]
- Insight [Wits]
- Intimidation [Strength or Charisma]
- Investigation [Intelligence]
- Knowledge [Intelligence] - Covers Religion, History, Economics, Armorer, and Culture
- Lying [Charisma] (Intelligence if using for Forgery)

Medicine [Intelligence]  
Melee Weapons, Martial [Agility]  
Melee Weapons, Phase [Agility]  
Melee Weapons, Heavy [Strength]  
Navigation [Wits]  
Perception [Wits]  
Persuasion [Charisma] - Also covers Leadership and Performance  
Pilot Air [Agility]  
Pilot Anima [Agility]  
Pilot Land [Agility]  
Pilot Sea [Agility]  
Pilot Space [Agility]  
Ranged Weapon, Martial [Agility]  
Ranged Weapon, Phase [Agility]  
Ranged Weapon, Heavy [Strength] - includes thrown weapons  
Stealth [Agility]  
Survival [Wits]

## Skills Details

Acrobatics [Agility] - measures your ability to maintain control of your body in precise or unstable movement. It covers balance, controlled falls, and traversing obstacles where precision matters more than strength.

Anima Melee Weapons [Agility] - measures your ability to wield melee weapons while piloting an anima. It covers attacking and controlling close-range engagements.

Anima Ranged Weapons [Agility] - measures your ability to use ranged weapons while piloting an anima. It covers aiming, firing, and handling engagements at a distance.

Animal Handling [Charisma] - measures your ability to handle and manage animals. It covers calming, directing, and training animals where understanding behavior is key to maintaining control.

Arc-class [Thermal] - measures your ability to control and apply heat-based Arcanium. It covers generating flames, projecting heat, and manipulating high temperatures.

Arc-class [Ice] - your ability to control and apply cold-based Arcanium. It covers generating ice, projecting cold, and manipulating low temperatures.

Arc-class [Firma] - your ability to control and shape earth-based Arcanium. It covers manipulating soil, stone, and terrain.

Arc-class [Air] - measures your ability to control and apply air-based Arcanium. It covers generating and directing airflow, manipulating pressure, and influencing movement and gasses.

Arc-class [Lightning] - your ability to control and apply electrical Arcanium. It covers generating and directing electrical discharge, channeling energy, and affecting electrically responsive systems.

Arc-class [Shadow] - your ability to control and apply shadow-based Arcanium. It covers manipulating darkness, obscuring perception, and shaping shadows.

Arc-class [Necromancy] - measures your ability to control and apply life- and death-aligned Arcanium. It covers manipulating vitality, restoring or degrading living systems, and interacting with the boundary between life and death.

Arc-class [Chaos] - the ability to manipulate unconventional or unaligned Arcanium. It covers producing minor magical effects, altering or repairing materials, and identifying or interacting with magical objects and phenomena.

Astraltechnology [Intelligence] - measures your ability to create and utilize magical technologies by converting magical energy into practical applications. It covers crafting charms, brewing potions, performing alchemy, and producing talismans.

Athletics [Strength] - measures your ability to use strength and endurance in physical challenges. It covers climbing, jumping, lifting, and similar actions where power is the primary factor.

Biotechnology [Intelligence] - your ability to study, manipulate, and engineer biological systems. It covers researching specimens, operating laboratory equipment, and creating artificial organs and biological augmentations.

Bureaucracy [Intelligence] - measures your ability to navigate and manipulate administrative and logistical systems. It covers expediting processes, cutting through red tape, and buying or selling goods where procedural knowledge is essential.

Computers [Intelligence] - your ability to operate and manipulate computer systems beyond basic use. It covers conducting detailed searches, navigating networks, and interacting with digital systems.

Cracking [Wits] - the ability to break into and exploit protected systems. It covers bypassing security, breaching networks, and gaining unauthorized access with precision and ingenuity.

Cyber Combat [Wits] - the ability to fight through computer systems and virtual spaces. It covers digital attacks, defensive countermeasures, and disrupting or controlling connected systems from the Tangle.

Cybertechnology [Intelligence] - measures your ability to integrate mechanical systems with living bodies. It covers replacing or augmenting limbs and organs with machinery, installing cybernetic enhancements, and managing the interface between biological and mechanical components.

Engineering [Intelligence] - measures your ability to repair and build mechanical systems. It covers maintaining vehicles, fixing mechanical problems, understanding blueprints, and constructing machines.

Gunnery [Agility] - measures your ability to use mounted weapon systems. It covers aiming, firing, and managing vehicle-based or fixed weapons.

Insight [Wits] - measures your ability to understand others and interpret their intentions. It covers reading behavior, detecting deception, judging situations, and recognizing emotional or social cues.

Intimidation [Strength or Charisma] - measures your ability to influence others through fear or pressure. It covers social and physical intimidation, coercion, making yourself a perceived threat, and asserting dominance.

Investigation [Intelligence] - your ability to uncover and interpret information through deliberate inquiry. It covers finding clues, analyzing evidence, and forming conclusions where logic and attention to detail are key.

Knowledge [Intelligence] - Covers Religion, History, Economics, Armorer, and Culture. Measures your broad, general understanding across many subjects. It covers recalling common information and recognizing basic concepts where wide familiarity matters more than deep expertise.

Lying [Charisma] (Intelligence if using for Forgery) - measures your ability to deceive others and create false impressions. It covers verbal deception, misdirection, and fabricating believable falsehoods, as well as creating convincing forgeries or falsified documents.

Medicine [Intelligence] - your ability to diagnose, treat, and care for injuries and illnesses through non-magical means. It covers medical knowledge, surgery, and patient care.

Melee Weapons, Phase [Agility] - your ability to wield energy-based melee weapons. It covers striking, control, and maintaining effective contact where handling of energized or unstable edges is essential.

Melee Weapons, Martial [Agility] - the ability to fight using standard melee weapons or unarmed techniques. It covers striking, defense, and close-quarters combat.

Melee Weapons, Heavy [Strength] - measures your ability to wield large or weighty melee weapons. It covers delivering powerful strikes, managing momentum, and controlling heavy implements.

Navigation [Wits] - your ability to determine position and travel effectively between locations. It covers finding routes, orienting yourself, and recalling pathways across land, sea, air, or space where direction and spatial awareness are essential.

Perception [Wits] - measures your ability to notice details and remain aware of your surroundings. It covers spotting hidden elements, detecting changes, and recognizing irregularities where attentiveness is key.

Persuasion [Charisma] - measures your ability to influence others through communication, presence, and expression. It covers convincing, leadership, and performance where effectively engaging an audience is essential.

Pilot Anima [Agility] - your ability to operate and control an anima. It covers maneuvering, positioning, and maintaining control where coordination between pilot and machine is key.

Pilot Air [Agility] - measures your ability to operate aerial vehicles like planes and gliders. It covers navigation, control, and maintaining stability in flight.

Pilot Land [Agility] - your ability to operate ground vehicles. It covers maneuvering, control, and handling terrain.

Pilot Sea [Agility] - your ability to operate watercraft. It covers navigation, control, and handling conditions at sea and underwater while operating a vehicle like a submarine.

Pilot Space [Agility] - measures your ability to operate spacecraft. It covers navigation, control, and maneuvering in space.

Ranged Weapon, Phase [Agility] - your ability to use energy-based ranged weapons. It covers aiming, firing, and managing energy output of advanced, energy-based weapon systems.

Ranged Weapon, Martial [Agility] - your ability to use standard ranged weapons. It covers aiming, firing, and managing engagements at range.

Ranged Weapon, Heavy [Strength] - the ability to use large or high-impact ranged weapons. It covers targeting, firing, and handling powerful weapon systems where positioning and control are most important.

Stealth [Agility] - measures your ability to avoid detection through careful movement and concealment. It covers sneaking, hiding, and timing your actions to remain unnoticed. Also lock picking physical locks

Survival [Wits] - your ability to endure and navigate environments to meet basic needs. It covers finding food and shelter, recognizing hazards, and sustaining yourself in both wilderness and urban settings.

# Talents

Talents are special passive and active traits that allow you to customize characters to fit with what you're imagining them to be in the universe of Oceans Between. Each Talent has associated costs that you use Valor to purchase. Some Talents have prerequisites that must be fulfilled before the talent can be used. Some game masters may need further explanation as to how certain characters have obtained talents if it wouldn't make sense for it to be readily available at stages in the campaign. Talents can be flavored or re-skinned based on how you want it to appear in game. If a talent states it can be taken multiple times, you may only buy that Talent once per Valor Rank (ie. Earthbound, Honed, Legendary, Starchaser, Epic, and Hero of the Void). After reaching the Hero of the Void Rank, you may take repeatable Talents once every 25 Valor you gain.

Talent	Prereq	Cost	What It Do
Gunkata	Any Ranged Skill at 2	3	When making Ranged Attack in Melee, you are no longer Doomed
Rapid Reloader	None	6	Single-shot weapons count as semi-automatic for you.
Hobo With A Shotgun	None	5	A successful hit with a Shotgun weapon in Close or Melee Range Knocks back one target by a range band.
Pass the Baton!	None	2	Upon successfully hitting an enemy in melee, you can pass the baton to an allied character in melee range. A character can opt to not have the baton passed to them. They get the normal bonuses as part of a combo. If they hit, they can continue attacking as normal up to their Max Actions (one miss will end the combo and the baton pass). The second character, if they have Pass the Baton as well, can pass the baton to another character in melee range. A character who has had the baton passed to them cannot have it passed to them again in the same turn (resets on initiative 0).
Pass the Baton! Rank 2	Pass the Baton! Rank 1 / Honed	4	Rank 2 allows you to pass the baton to an allied character in Short range. That character moves into melee range as part of this.
Pass the Baton! Rank 3	Pass the Baton! Rank 2 /	4	Rank 3 allows you to pass the baton after hitting with a ranged weapon within Medium Range. (Don't forget to high five)
Formless	Species: Devil, Fel, or Free-Splinter	15	The creature doesn't have a specific solid form. The creature can move through gaps and is non-sealed (which is rare), treating the passage as difficult terrain (or hazardous, depending). A formless character can take a consistent shape if they so desire.
Formless Fortitude	Formless	10	Gain +2 Inherent Armor for Ballistic, Concussion, and Slashing

Eagle-Eye	None	5	Inherently Fated on all sight-based perception rolls.
In-My-Sights	None	10	Increase Range of all Ranged Weapons by one step.
Buckshot Rogers	None	5	Shotgun hits count as being one range band closer (up to Melee) for the purposes of damage.
Pistol Whip	None	Die Type per rank	Gives Ranged Weapons a d4 damage die when used to hit something in melee. Can be taken multiple times to increase damage die type.
Weapons Tinkerer	Armorer Rank 2	4	Gain one additional success when crafting or modifying weapons.
Kung Fu	None	2	Upgrades regular Unarmed damage to str+d4
Kung Fu - Extra Training	Kung Fu / Honed	4	Repeatable: Upgrades Unarmed damage by one die type with a max of d12
Armor Like Straw	Kung Fu / Honed	3	Gain 1 AP in Ballistic and Concussion with Unarmed Attacks. Can take up to 5 times.
Kung Fu Hustle	Kung Fu / Legendary	4	After making a successful melee attack, you may change your Starting Movement location to your current location and gain a free Movement Action. Usable once per turn.
Rager	None	5	All melee weapons count as one die type higher for damage. All Intelligence and Wits checks are Doomed. Lasts a number of rounds equal to Toughness. Free action to activate. Once per combat.
Good Doctor	Medicine 4	6	Upgrade die type by one when using healing items or skills.
Great Doctor	Good Doctor	4	Upgrade die type by one when using healing items or skills.
Can't Touch This	None	20	Instead of using Toughness for Damage Reduction, Use Agility in its place. If you are unable to move or are otherwise restrained (such as by an arcane binding spell...or rope), you must still use Toughness for damage reduction.
Felvolution	Fel Species / Legendary	12	You can select an additional Trait from the Fel Species. This can only be taken once.
Elemental Attunement	Affinity 4	4	Select an element. You gain a +1 to the die roll when casting spells of that element. Can be taken more than once.
Dip Down	Affinity 2	3	Can be taken up to 6 times. Once per 6 hours, as an Action, you can pull from

			your Arcanium reserves and reduce the cooldown of one of your spells by your rank of Dip Down.
Psychic Attunement	Affinity 3	12	You can buy Psychic Power Talents.
Three Sword Style	Honed, Rank, Strength 3	5	Once per turn, while wielding three slashing weapons, you may make one additional attack when taking the Attack Action. You may wield the third weapon in your mouth (or another way) if you don't have more than 2 limbs.
Ki Punch	Kung fu	2	Add arc damage to unarmed damage attacks. Use an Action to activate. 1 minute duration. You must pick the arc class at activation and it doesn't change for the duration
Signature Weapon	None	3	Adds +2 to damage when using a specific weapon (not weapon type). You may want to name the weapon, as well. You may take this Talent multiple times, each time selecting a different single weapon.
Weak Spot	Honed	15	Use Agility in place of Strength when calculating melee damage from non-heavy weapons.
Stylish!	-	20	Start each session with an extra Style Point on the meter. Can be taken twice. Cannot exceed more than 5 at the start of the session.
Get Big	-	8	Character size is increased by 1. This can be taken multiple times up to a maximum of 5.
Get Little	-	8	Character size is decreased by 1. This can be taken multiple times up to a maximum of -5.
Tangled Drone	Computer 2	6	As an Action, you can transfer your consciousness to or from a remote controlled, mindless entity and operate it as if your senses were occupying the device directly
Deep Knowledge	-	2	Can be taken multiple times; once per type of knowledge. You are Fated to succeed at the category of knowledge when making a check (ie. Drink Knowledge, Politics, AR Games, Pirate Factions, Xeno-biology, etc.)
Get Low	-	4	Gain a free Take Cover! Roll at the start of initiative as long as there is something to take cover behind.
I Threw That Shit Before I Walked in the Room	Ranged [Heavy] 1	4	If your character is equipped with Thrown Weapons, at the start of Initiative you may declare you threw that shit to represent throwing the weapon before the fight starts. Roll Destiny + Wits and get at least one degree of success to make a free Ranged Thrown attack against one enemy before anyone takes their turn.
Professional	-	4	Can be taken multiple times; once per type of profession/career. You are Fated to succeed when making checks relevant to the profession you practice (ie.

			Chef, Blacksmith, Tailor, Accountant, etc.)
Reninj	Starchaser	14	Spend an Action during combat (once per day) to recover half of your total maximum HP (to its natural maximum).
Apprentice of Silence	Affinity 2	2	Any sound based spells cast by you do not limit your perception of sound around you. For example, when casting Dome of Silence, you can still perceive sound outside the dome. Does not apply to others casting sound based spells.
Master of Silence	Affinity 3, Apprentice of Silence	4	You are immune to effects which limit your hearing. All sound based spells you cast are Fated.
Another Mother Fucker	Strength 4, Heavy Melee 2	6	When Grappling an Enemy, you can make a Concussive Heavy Melee Attack with that entity against another as a Melee Weapon with no AP, damage is 2d4 + Size of the entity being used as a club.
Challenger	-	4	Once per day, as an Action, you can out a sentient opponent to engage in a one-on-one honor duel. Roll Persuasion+Charisma. Each degree of success forces both combatants to fight exclusively against each other for an equal number of turns, which ticks down at Initiative 0. If the one who initiated the challenge takes any action against another enemy, or receives allied help, then the honor duel is broken and the Talent is expended for the encounter. The challenged adversary cannot end this duel early except by incapacitating the challenger. The target can resist this compulsion with int+cha
One-V-One Me Bro	Challenger	4	As part of issuing a challenge, the challenger gains +1 to all attacks and damage rolls for the duration of the duel. This bonus is immediately lost once the duel is over.
Parry Bullet	Honed, Melee Skill [3]	4	Once per turn, resetting on Initiative 0, when you are hit with a Ballistic Ranged Attack, you may roll AGI+TOU. Every degree of success reduces your opponent's degrees of success by 1, to a minimum of 0. If this reduces the enemy's degrees of success to 0, you deflect the attack and take no damage.
Deflect Bullet	Parry Bullet, Legendary	5	Once per turn, resetting on Initiative 0, when you are hit with a Ballistic Ranged Attack, roll AGI+TOU. Every degree of success you get reduces the attack's degrees of success by 1. If you get more degrees of success than your opponent's attack, you take no damage and the attack is redirected to a target of your choosing in Short Range. Calculate damage normally using the deflected weapon's stats.
Enemy Hop	Agility 4	3	After a successful Melee Attack, you can jump off the enemy and land next to an enemy within the originally attacked enemy's Short Range.
Strong Back	None	3	Gain +5 additional Carrying Points
Pack Mule	Strong Back	6	Gain +10 additional Carrying Points

Reckless Charge	None	4	Once per initiative, use an Action to Move up to Medium Range toward an enemy and make a Doomed Melee attack when you arrive.
Wall Runner	Agility 4	5	When the character uses a Move Action, they can run on walls (provided they aren't too slippery) and can maintain their footing as long as they spend at least one Movement Action each subsequent turn.
Bar Brawler	None	3	A character can use random objects and other normally non-weapon items as weapons. When attacking, use Agi+Str and apply damage as d4 Concussion with no AP. The item may be broken after an attack, but that is GM discretion.
Favorable First Impression	Charisma 3	2	Others start with a positive disposition towards you. When meeting someone for the first time, outside of combat or hostility, your first Charisma related roll related to them is Fated
Award Winning Smile	None	4	When making a Charisma roll during negotiations, you gain +2 to the result. This can be used up to your Charisma Attribute per day
Thieves' Cant	Association with Providence Group	3	Ability to speak in code to criminals and neredowells to obfuscate conversations and intent. Others listening cannot understand the actual conversation taking place as even though the words are known, their order and meaning are vastly different. For example, "My Grandmother set the pie on the windowsill" could be code for "The boss left the goods in the warehouse"
Ragdoll	None	1	Once per initiative, when struck by terrain, you go limp and take no terrain damage. Other damage still applies normally. Must use an Action to stand up afterwards.
Quick Thinker	Int 4, Destiny 2, Honed	6	When you roll initiative and FTE, you are Fated.
Ship Breaker	Epic		When attacking starships in melee (with or without the use of anima), you gain an additional 4 True AP when calculating damage.
Silver Tongue			
I Know A Guy			
Ghost in the Machine			
Clipboard and Confidence	Cha 4, Honed	5	You are able to get into places outside public access much easier than others while you look and act the part of being supposed to be in the restricted place. Regular grunts, employees, or similar will look the other way so they don't

			have to deal with 'authority'
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## Psychic Powers

Using a Psychic power takes the number of actions listed to take effect. If there isn't an action cost listed, it costs 1 Action per thing you want to do. For example, if you pick something up with Telekinesis that would be one Action, then throwing that object would be a second Action. Do not need to roll dice to activate powers unless there is resistance or an opposed roll.

Psychic Power Talent	Prereq	Cost	What It Do
Telekinesis Talent	None	6	Allows one to move objects within Short Range. Only one object at a time at this rank. Does not allow fine manipulation. Can throw the object per Thrown Weapon Action. You can only manipulate objects within line of sight. Manipulating an object doesn't require an action to move as long as it's within your ability. An attack or similar manipulation does require an action.
Telekinesis - Finely Tuned	Telekinesis Talent, Honed	10	Upgrades Telekinesis to be able to finely manipulate an object as if you were handling it directly.
Telekinesis - Multitask	Telekinesis Talent	8	Can be taken multiple times. Increases the number of objects you can manipulate at one time.
Telekinesis - Expanse	Telekinesis Talent	8	Can be taken multiple times. Increases the range band of your telekinesis. Short becomes Medium, Medium becomes Long, and so forth.
Telekinesis - Perception	Telekinesis Talent	12	Allows you to 'feel' objects within your telekinetic sphere of influence. Furthermore, this allows you to manipulate those objects without direct line of sight.
Telepathy	None	7	Allows the psychic to connect with the mind of another within Short Range. You can pass information back and forth like a conversation. Images and sounds and other sensory data included. Can only connect to another within line of sight. All participants in the sphere of the telepathic net must be willing.
Telepathy - Inclusion	Telepathy Talent	4	Can be taken multiple times. Increases the number of participants in a telepathic net by one.
Telepathy - Outreach	Telepathy Talent	4	Increases the Range Band of Telepathy by one step. Short range becomes Medium, Medium becomes Long, etc.
Telepathy - Boundless	Telepathy Talent	10	You can interact with minds within your telepathy net without having to see them. You have a vague idea of the direction of the different minds if they are through a wall.
Telepathy - Intrusion	Telepathy Talent	14	You can attempt to probe the mind of an unwilling target or connect them to your telepathic net by making an Affinity + Wits opposed roll against the unwilling participant. If you have successes greater than your target, you glean one bit of information from their mind. The target is aware of the attempt on their mind regardless of success/failure.

Telepathy - Whisper	Telepathy Talent	3	When using telepathy on an unaware target, they do not become aware as part of any probe attempt.
Biopsionics	None	4	Manipulate living matter up to Short Range. It takes 2 Actions to do something with biopsionics. Your biopsionic strength starts at 1. This means that all damage healed or dealt operates at your biopsionic strength.
Biopsionics - Growth	Bioscionics Talent	5	Once per hour per target, you can use your biopsionic ability to heal a living being. Roll Affinity + Wits and heal the target by your Biopsionic Strength in HP per success.
Biopsionics - Surge	Biopsionics	6	Can be taken up to 9 times. Increases your biopsionic strength by 1.
Biopsionics - Wrath	Biopsionics	7	As a [2 Action] attack made with Affinity and Wits. The target takes your Biopsionic strength in damage. Bypasses all Armor.
Precognition	None	4	Once per 6 hours, you can reach out with your mind to see a few seconds of glimpses of a possible future regarding an object or creature you are touching. This future isn't set in stone, but it is likely to happen. When you use precognition, roll Affinity + Wits. Each success allows you to ask the GM a question about this future. Answers will likely be vague unless something is guaranteed to happen.
Precognition - Farsight	Precognition	3	You can use Precognition on an object or creature within Medium Range.
Postcognition	None	5	Once per 6 hours, you sift arcanium currents through your psychic perception to learn about what happened in the past.
Teleportation	None	8	Once per hour, you can teleport up to 2 meters (or hexes) away. You need to be able to see your destination or have been there before.. If this would put you within another object, the teleport fails instead but you are refunded the hourly attempt. This is a free action when in combat.
Teleportation - Slipstream	Teleporation	10	Increase Range by one band per time this talent is taken. Can be taken multiple times.
Teleportation - Guidance	Teleportation Talent	7	You no longer need to see or know about where you're teleporting to. Don't blame me for the results.
Mind War	Telepathy	10	Target a creature or synthetix you can see. You briefly connect your minds psychically to inflict damage. The attacking side rolls Arc-Chaos + intelligence while the defender rolls Wits+Intelligence. Each difference in success inflicts 1d4 Chaos damage (unresisted except by Toughness). This ability can cause backlash to the attacker, as any net positive successes of the defender throw that damage right back at you.

## Negative Talents

Negative Talents can only be taken at character creation. You can take up to 30 Valor in Negative Talents. These can only be chosen during character creation and can be paid off later by spending the Valor gained. During play, if your character somehow acquires one or more of these Negative Talents, you don't gain Valor unless the GM wants to give it.

Negative Talent	How Much Valor You Get	What it Do
No Prior Education	12	You cannot increase the following Attributes or Skills beyond 3: Intelligence, Wits, Affinity, All Pilot Skills, Astraltechnology, Biotechnology, Cybertechnology, Knowledge, Medicine, Computers, and Bureaucracy.
Computer Illiterate	3	Applies a -2 to all rolls that involve Computers, Cracking, and Cybercombat.
Blind	18	Immediately fail all sight based Perception rolls.
Deaf	14	Immediately fail all hearing based Perception rolls.
Nerve-Damage	10	All Agility rolls incur a -2.
Addiction (minor)	4	
Addiction (major)	8	
Signal Bleed	5	Start with Intrusion Score anytime you use the Tangle
Hunted	4	An individual or small group is after you
Wanted	8	An organization or government is after you
Arc-Scarred		
Frail	14	Take an additional point of damage each time you are hit.
Missing Limb		
Resting Bitch Face		Naturally looks displeased or upset without regard for internal feelings or reputation.
Naive	5	Always Doomed when rolling Insight. You have a natural habit of trusting others, even when you probably shouldn't
Obligation		
Allergy		
Light Sensitivity		
Ultraviolet Aversion		Being in direct sunlight or ultraviolet radiation hurts you. Take 1 unresisted and unreduced Thermal damage each turn you are touching the light. All vampires have this.

Rude/Blunt		
Fallen Angel	12	Only Fel can take this. Select your Angelic Signifier normally. However, it loses all benefits/mechanics until this Negative Talent is removed.

# Contacts

No one goes through life having never met anyone else. Whether family, friends, coworkers, partners, or just meeting some random person on the street, your character knows *someone*. During character creation, you can make up which non-player characters you know. You have your Charisma score x 2 in points to assign as desired to contacts (you can buy others with Valor). Each contact has two numbers associated with: Influence and Allegiance, each with a rating of 1-5 (5 being the best). These values determine the type of die you add to a roll based on what your character needs help with (if acting with the NPC instead of having them act on their own); and the ratings added together determine what the contact's TN in various situations is. As a contact is not a PC, the best TN one can have is 11 when acting alone. Each contact starts with a d4 in both Influence and Allegiance, but you can spend Valor to increase their effectiveness by upgrading the die-type to a d6, then a d8, d10, and finally a d12. Influence is how well connected your contact is and how easily they can get a hold of something like contraband, and also represents the nebulous amount of contacts that your contact has, so to speak. Allegiance is how loyal and trusting your contact is with your character. For example, you have a high Influence (d8) contact that you are using to find certain contraband. However, this contact only has an allegiance of a d4, meaning they might not help you at all because they see you as a risk. If they do decide to help, you would add the d8 roll of your contact from the skill check you used to find the contraband, increasing your chances of success. See the table below for a breakdown of rating vs die-type.

Rating - Influence	Rating - Allegiance	Die-Type
1	1	d4
2	2	d6
3	3	d8
4	4	d10
5	5	d12

Each point spent increases the die type by 1. A contact must have at least a d4 in both Influence and Allegiance to be used formally as a Contact. The success array of the Contact (for use when acting alone) is  $21 - (\text{Influence} + \text{Allegiance})$ .

Contacts aren't the only people you know, just the ones you have hard stats for. Your character can know others from their backstory and, of course, you'll meet plenty of others along the way that you don't have to spend Valor on to know officially.

## Example Contact Use Scenario

### NPC Acting Alone:

You want your contact Valerie Snow, a elf gun runner (Influence 3, Allegiance 2), to obtain a rare sniper rifle all on her own. Since she is acting on her own, her TN, Target Number, is 16; calculated by  $21 - (\text{influence}3 + \text{Allegiance}2)$ . She rolls a d20 in an attempt to match or exceed the TN and gets a 17. This gives her one degree of success which means she is able to source the sniper rifle and sell it to you.

### NPC Acting with Player Character Help:

Now, let's say you team up with Valerie to find this sniper rifle during downtime. Since you (the player) are the primary actor, you would roll a d20 to attempt to match or beat your Bureaucracy TN ( $21 - (\text{Bureaucracy} + \text{Intelligence})$ ). After you roll, you add Valerie's Influence die type (a d8) to your roll to calculate degrees of success. An NPC's Allegiance Rating is something the Game Master uses to help decide if the NPC will help in the first place

# Final Calculations

## Character Rumors (Optional)

During character creation, players are encouraged to write down 3 rumors about their character on note cards or the like: One good rumor, one bad rumor, and one false rumor (good or bad or whatever). These are known by the player who wrote them and the game master. The game master then randomly distributes all rumors amongst the players, but doesn't list which rumor is the good, bad, etc. although players do know which character this applies to.

## Health (HP)

Calculated by taking Species HP + (Toughness x 2).

## Damage Reduction

Damage reduction from any source of damage is calculated by adding your Toughness to the respective armor value (based on source; eg. Tou+Ballistic, Tou+Cold, etc.). You reduce damage each time you are hit by that value, subtracting any Armor Piercing from your damage reduction first. This may result in all damage being mitigated; otherwise, the remaining damage is subtracted from your current HP.

## Starting Funds

Each character starts with a minimum of 2500 Scales. Each additional Valor can be used to increase starting funds by an additional 2500.



Skill Increases from what you currently have to the number you want:

Current Skill Rank	To 1	To 2	To 3	To 4	To 5	To 6	To 7	To 8	To 9	To 10
0	1	3	6	10	15	21	28	36	45	55
1	-	2	5	9	14	20	27	35	44	54
2	-	-	3	7	12	18	25	33	42	52
3	-	-	-	4	9	15	22	30	39	49
4	-	-	-	-	5	11	18	26	35	45
5	-	-	-	-	-	6	13	21	30	40
6	-	-	-	-	-	-	7	15	24	34
7	-	-	-	-	-	-	-	8	17	27
8	-	-	-	-	-	-	-	-	9	19
9	-	-	-	-	-	-	-	-	-	10

Generally, the Game Master should be handing out 1 to 10 Valor each session depending on what happened.

# Playing the Game

## Overview

This section details the systems and mechanics used in Oceans Between. The rules that follow detail the actions and interactions that most commonly occur in Oceans Between, such as combat, exploration, Tangle usage, arcanium, and starship battles. These rules will also strive to encompass as many activities and actions any character, monster, demon, etc. may attempt in the game.

However, there will be some actions that someone may attempt that are not covered by the rules. If or when one of these situations arises, try to see if there is a roll that is close to what the crew is trying to do, but avoid getting too hung up on one detail or arguing at the table. Instead, the Captain should decide what should happen. Players should continue to come up with creative solutions to in-game problems without worrying about whether the action is covered in the rules or not. It's all about having fun and doing cool things, after all.

If there is a rules dispute between players or the captain (GM), the captain is the final arbiter and must make the call as to what to do. If the captain is on the fence or isn't sure what is right, they can either tell the players what the temporary solution is, and look up the rule when it won't bog down the game, or maybe flip a coin or roll a die with even chances of either call being viable.

And always remember: Oceans Between is a game, and it should be fun for everyone playing it. If everyone feels as though a rule needs to be tweaked or changed to better suit your table's play style, then feel free to alter it. In addition, should they desire, GMs should make up monsters or other scenarios that might have rules not in this book. So long as it's fun, you should use your imaginations to your heart's content.

The most common type of die used in Oceans Between is a d20. When this die is rolled to perform an action (anything from surveying your surroundings in detail to shooting a plasma pistol) take the result and compare it to the value that must be met, which is:  $21 - (\text{Attribute} + \text{Skill Rating})$ , known as the Target Number, or TN. The rolled number must be equal to or greater than the target number to gain a degree of success. Then, for every full 3 numbers above the target number rolled, the player gains an additional degree of success (there are no partial degrees of success). Most actions that aren't contested by another roll will succeed on only one success, but overcoming another's roll may require more than one.

A roll of 20, known as an Ace, always grants at least one degree of success and grants an opportunity to gain more successes. When you Ace, roll the check again and add any new successes to your current total.

A roll of 1, called a Bust, always fails and can make matters even worse for the character. Roll the check again, and if you don't get any successes, something bad determined by the GM happens. If you succeed on the secondary roll, you just fail normally.

To break this down, if a player has an attribute at 9 and a skill at 10 (the maximum possible), the target number would be 2 (derived from  $21 - 19$ ). Each degree of success is as follows:

- 1 Degree of success = 2
- 2 Degrees of success = 5
- 3 Degrees of success = 8
- 4 Degrees of success = 11
- 5 Degrees of success = 14
- 6 Degrees of success = 17
- 7 Degrees of success = 20

A second example: if the player has an attribute of 4 and a skill at 3 (the target number would be 14):

- 1 Degree of success = 14
- 2 Degrees of success = 17
- 3 Degrees of success = 20

Third example: The player has an attribute of 2 and a skill of 4 (target number 15):

- 1 Degree of success = 15
- 2 Degrees of success = 18

### Fated

When you are Fated to succeed at a certain action, you roll twice and take the better result. Destiny has seen it fit that you should succeed, but that's no guarantee.

Certain circumstances or assist actions made by other players should increase chances of success, resulting in a task becoming Fated. This can come about for a number of reasons: the character has the proper tools or equipment to finish the task, was assisted by another player, the environment is well suited to what needs to be done, or someone who tried earlier made the attempt easier.

### Doomed

Similar to Fated, Doomed means when making a roll, you roll twice and take the worse result. The cosmos has conspired to make you fail, but you may still be able to overcome the challenge.

Being Doomed can come from situations that make an action more difficult by default, such as making a Stealth roll while walking on a bed of dried leaves, trying to pick up a particularly heavy thing, or lying to someone who is already suspicious of anyone they meet. If you are both Fated and Doomed, they cancel each other out.

### Auto-Success and Harrowing Situations

Some tasks are so trivial or routine they do not require a roll, as it is basically impossible to fail. Walking across an empty field, picking up an item, or speaking normally doesn't require a roll.

Conversely, some actions may be so perilous that the GM reduces the target number, known as a Harrowing Situation. This should be used sparingly as many actions are already hard enough, but handing out a few minuses to the die rolls here and there will keep up the tension. This is different from being Doomed, because it has the potential to result in the only successful roll possible being a 20. It is possible to be Doomed while facing a Harrowing Situation.

### Dice Explosion/Ace

When making a d20 roll to determine successes, a roll of a natural 20, an Ace, means you can reroll the d20 and add any new successes to what you already have. You don't reroll additional 20's.

Damage dice also explode, but the difference is that they do so when you roll the max value of the die-type (such as a 4 on a d4 or a 6 on a d6). Exploded dice can explode again, and will continue to do so until you roll a result that isn't max value.

### Rolling below a 1 or higher than 20

Certain modifiers will appear over the course of Oceans Between that change the result of a d20 die roll to a value that falls below 1 or is higher than 20. In these cases, you continue to calculate successes but only get an Ace or Bust if the roll on the die is 1 or 20.

When you add or subtract modifiers, you are modifying the roll of the die itself (not TN). So, consult your Success Array to see if the new result changes anything.

# Combat

The Oceans Between is a stylish action game at its core, with guns and swords being equally viable in battle. The combat system in Oceans Between reflects the speed and narrative flow of fast combat. The following is a breakdown of each combat scenario:

- Each person or npc rolls initiative to determine turn order and FTE (First-Turn-Evade).
- Going in descending order, each participant takes actions during their turn until the conflict is resolved.

## Determine Initiative

At the start of combat each person or npc group (of the same type of creature) rolls initiative to determine turn order and FTE (First-Turn-Evade). For groups of NPCs, each one is considered to have the same FTE, so if their roll grants one degree of success, they all have that degree.

This is done by rolling a d20 and adding (Agility + Wits). Then, find how many successes you have using the same number on the die; the TN also being  $Agi+Wit$ . Once this is established, initiative isn't rolled until the next combat encounter. *For example, the human Ballek starts a fight. He takes a d20, rolls it, and gets a 15 on the roll. His TN (determined by  $Agility\ 4 + Wits\ 4$ ) is a 13. He has one degree of success for his first-turn-evade and a 23 for initiative.*

In the event of tie, players go before NPCs. If two players tie, they can either determine who goes first through discussion or by who has the higher agility + wits or through a coin toss or other random result generator.

## First-Turn-Evade (FTE)

This is the only free evade roll you get in combat that isn't specially granted by the GM. Whether or not it is used during the first turn, once the turn is over all evasion is expended. It is possible to start with 0 successes in Evade, meaning your character isn't as fast on the uptake as they would be in another situation.

## Initiative 0

There are some things that always happen last in the turn. All of the events that take place on initiative 0 happen at the same time. These are things such as: certain magic spells, bleed, burn, and poison damage, torpedoes and missiles, and more. The action, spell, or item will say whether it happens on initiative 0 and what it does. The effects can be described in any order, but mechanically happen at the same time. Once initiative 0 is reached these set up actions and damages can't be interrupted.

## Distance and Movement

The distance between characters and objects is made simple by generalizing distance relative to each character. Oceans Between is meant to be played without a grid, but captain and crew still need to know distance units. Next to each of the distance levels there is a measurement in meters on about how far away that particular distance is.

Melee - up in one's business

Short – up to about 15 meters

Medium – about 15 to 40 meters

Long – about 40 to 100 meters

Extreme – farther away than 100 meters

Moving your character takes a single-action. When taken, you can reposition yourself anywhere within a Short distance, breaking up this movement to use other actions, and can continue doing so until the end of your turn (where your position is finalized). The relative position of enemies is based on where you were at the start of the turn and only

changes at the end. Multiple actions can be taken to expand your movement radius. One action lets you move anywhere in a Short Range, spending a second action expands that to Medium Range, and so on.

During your turn, you can move anywhere within this circle of movement until the end of your turn, which becomes the new center point of the circle.

For example, you have two enemies a Short distance away but standing on opposite sides of you. You use a Move action so you can go fight them. You close the distance to the first and take an Attack action. You kill the first enemy and want to reach the other. Although you can't make an attack when you get there (you're out of actions), the enemy is still a Short distance away from your origin point, so you can move over to it. Now that your turn's done, the corpse of the original enemy is now a Medium distance away as you have a new origin point.

If you decide to use a Grid

Although Oceans Between is meant to be played through theater-of-the-mind, many are more comfortable when there is a visual representation of the battlefield. If you and your group decide to use one, make sure it is a hex-grid. Also recommended are small tokens to indicate starting position of character (if you want to move the piece around the board without forgetting where you started). Each hex is 5 meters (about 15 ft. each). Here are the distances in terms of hexes:

Melee – adjacent hex

Short – 1 to 3 hexes

Medium – 4 to 6 hexes

Long – 7 to 9 hexes

Extreme – 10+ hexes away

Example of movement and distance (visualized)



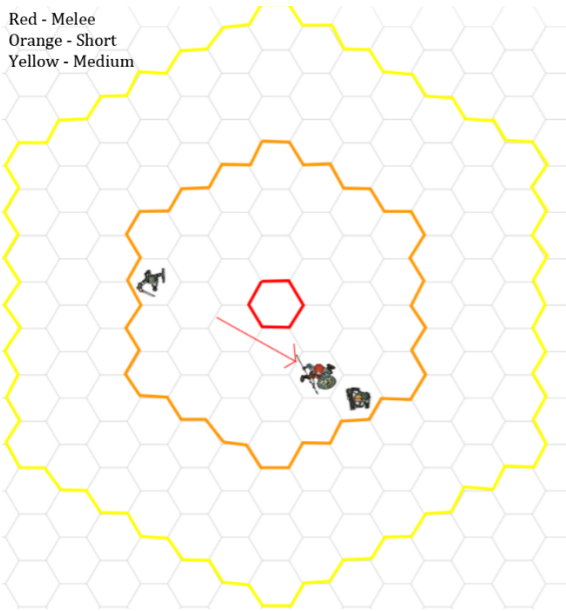
Your character (in the Red hex) can move anywhere within the Orange zone if they take a Move action. They may move anywhere within the Yellow Zone if your character took a second Move action in the same turn.

Red - Melee  
Orange - Short  
Yellow - Medium



Following the example above, your character moves and attacks the first enemy. Then, close the distance with the second. This can all happen during the same turn.

Red - Melee  
Orange - Short  
Yellow - Medium



Now that your turn's over, this would be the new distance designations between your character and the others:



## Actions

The staple of combat, single-actions encompass most of what the participants will do during their turns. The following are all single-actions. You can use the same actions more than once, as long as you have actions left to take.

Each turn, combat participants can do the following:

- ☐ Take Actions up to the number of Actions you have remaining.
- ☐ Use a Reaction during the turn, if your character has access to any.
- ☐ Perform Free Actions, like combat banter, within reason.
- ☐
- ☐ Make an attack with a melee or ranged weapon
- ☐ Move
- ☐ Use an item
- ☐ Reload a weapon
- ☐ Take aim (Next attack is made at +2. You can aim with melee or ranged weapons)
- ☐ Cast a Spell
- ☐ Make an assist check
- ☐ Evade
- ☐ Take Cover!

## Multi-Actions

These actions are for when something you do takes longer or requires more concentration than a single-action. A multi-action takes up two or more actions. Certain spells fall into this category along with other complicated tasks such as operating a computer or attacking with a heavy weapon. Examples of Multi-Actions include:

- ☐ Make a Hacking attempt
- ☐ Reload certain weapons

- ☒ Picking locks
- ☒ Casting certain spells
- ☒ Prepping a vehicle for launch

A multi-action can be broken up over many turns, as long as you dedicate at least one Action per turn to completing the task. If you break this streak, you have to restart the multi-action. For example, if your character can only take 2 Actions per turn, but you're trying to heal a teammate with the Medicine skill (which takes 4 Actions), you can use two actions during one turn and resolve the action with your next two actions on your following turn. Similarly, if you need to heal while moving, you can use an action to move while holding your teammate, and use one to start healing. Then, use two the next turn, and finally roll Medicine on your third turn and spend the last Action you need (with the one remaining to use how you please)!

When using a Multi-Action, like making a healing check, you must always dedicate at least one Action per turn toward the task at hand. If one action isn't taken, the number of actions needed resets.

### Resolving an Attack

When you use an action to make an attack, you first roll a d20 with a TN equal to the following based on type of attack:

- ☒ Melee weapon: Agility + Weapon Skill
- ☒ Ranged weapon: Agility + Weapon Skill
- ☒ Spell attack: Affinity + Arc-class
- ☒ Thrown weapon: Strength + Heavy Weapon Skill

Each success grants a die-type of damage based on the weapon/spell. One success is good enough for a hit, additional successes add another damage die on a 1-for-1 basis. For example, you roll to hit with a sword (TN9). You roll a 15 on the d20, meaning you have 2 degrees of success. The damage on a sword is a Str+d8, so with two degrees of success you roll Str+2d8. Additional successes are flavored as hitting multiple times, like a combo, or one massive hit depending on how you want to describe it. If a weapon or spell has damage listed as a multiple of a die (such as 2d4), the additional successes only grant 1 additional d4 per success (not 2d4 per success). For example, you have a weapon that does 2d6 damage and gets an extra degree of success on the attack roll. When you pick up the dice to roll damage, you would roll 3d6 damage dice.

Once you have determined if you hit, and rolled your damage, the creature you hit subtracts their Toughness and Armor Value from the damage (plus any other modifiers) based on damage type. Toughness is always applied, no matter the damage type, unless an effect says otherwise. Any damage that remains is subtracted from the creature's HP. Damage dice explode if you roll the maximum value.

For example, if a character has a Toughness of 5 and armor that has a value of 5 against slashing damage, if hit with an attack that ends up doing 8 slashing damage, that character takes no damage. Conversely, if that same character is struck with an attack that does 8 ballistic damage, that character would take 3 damage to their HP after their Toughness reduces the damage by 5.

### Magic Damage

Certain creatures, such as characters with the Resilient Talent, may have additional dice they roll with Tou+Armor to resist damage. These dice are not rolled if they are hit with either an Arcanium spell or an enchanted weapon. The reverse applies for creatures who have additional dice to resist magic damage. They would only roll their added resistance if hit with a non-magic attack. There are seven types of magical damage: Fire, Ice, Firma, Necrotic, Electric, Aero, and Shadow.

### Evade

When you use an Action to evade, you roll Agility + Wits. Each success removes one degree of success from attacks until your next turn (minimum 1). For example, if someone attacks you after you've used Evade, and both you and the attacker have 2 degrees of success, you take no damage. Another example: if you have 3 degrees of success when

Evading and stop two attacks from an attacker, you reduce the next attack (even if it's from another source) by one degree. Leftover Evade successes are only lost if they remain at the start of your next turn. This means that if you use multiple Actions to Evade, you can roll multiple times and add the results together to get your evasion success pool. Finally, if you burn through all your evasion successes and the attacker still has degrees of success, that damage goes through normally.

### Ranged Attacks

There are a few factors that separate ranged attacks from melee ones: Ranges, Fire-Selection, Ammo, Suppression capabilities, and Spread. This section delves into what all that means.

### Ranges

Each ranged weapon has, well, a range of effectiveness. This is listed in the weapon's stat block and is the maximum range you can shoot from normally. If you fire a ranged weapon at something beyond that range, your attack is Doomed. There is no penalty to shooting into melee. If you make ranged attacks while in melee, your attacks are Doomed unless you have the Gunkata Talent.

### Fire-Selection

Many ranged weapons have the option for different firing modes, which are: Single-Action, Semi-Auto, Burst, and Full-Auto. Switching Firing Modes is a Free Action.

### Single-Action

One shot at a time with these weapons. You will need to use the Reload Action before attacking with this weapon again.

### Semi-Auto

Standard for most ranged weapons. You don't have to reload until the magazine runs out of ammunition. Or, if you are using a weapon with infinite ammo, you can just keep shooting.

### Burst

A regular 3-round burst. Uses three bullets or overheats per attack. Using burst-fire makes your attack Fated, but you can only make one burst attack per turn. You can keep firing in burst mode throughout your turn, but you are only Fated to hit the first time.

### Full-Auto

Firing a weapon on full-auto takes two Actions. When you make the attack, you use 12 rounds of ammunition (you can't officially fire full-auto if you can't expend the 12 bullets). Against a single target, your attack is Fated and the damage dice are doubled. You can also target multiple enemies within range up to half your weapon skill (rounded up). Roll the attack and damage once, then the damage is applied to each target. For example, a full-auto attack results in a total roll of 15 ballistic damage and there are three targets being hit by this. Each target resists the 15 ballistic damage, and any remaining is reduced from HP normally.

### Suppression

You can use fully automatic weapons, heavy ranged weapons, and Gunnery weapons for suppression. Only these types of weapons can be used to suppress. To start suppressing the enemy, the player first declares they are using suppressing fire before they make any other actions that turn. The character then starts blasting away at everything within a conical arc (with a Short width, or 3 hexes wide) that extends to the weapon's range. Any adversary (or friend) caught in the cone rolls Destiny + Agility, and then consults the following chart, keeping in mind that there are no bonus damage dice (Evasion has no effect against Suppression) and the character is stuck inside the cone until they either roll 2 or more degrees of success, the attacker stops shooting, or they succeed (using an Action) on an Agility + Destiny check rolled at the start of each turn while they are in the suppressive cone:

Degrees of Success	Result
Failure	Caught in the attack. Those hit take regular weapon damage from the attack.
0	Glancing hit. Only take half damage from the suppressive fire

	(rounded up).
1	Avoided the attack, but still stuck in the cone of fire.
2+	Avoid the attack and ignore Suppression until the end of your next turn.

### Spread

This applies almost exclusively to weapons using Spread ammunition (default in Oceans Between, but like in real life you can slot slugs instead). Spread weapons throw out shrapnel or flak and are more damaging the closer the enemy is to you. At Melee range the damage is +2DX (X being the base damage die of the weapon), at Short range, the damage is +1DX. Any attack made at longer Ranges reduces the damage die by 1 instead. Spread weapons can't go to eXtreme Range. You can't target multiple opponents with a single shot. If you decide to use slugs instead of buckshot, for instance, the weapon is considered semi-automatic and the damage at any applicable range is 2dX.

### Grenades

When using a grenade of any type, you first set the timer to prime the Grenade. This can range from 0 to 6. At 0, the grenade explodes when you end your turn. If you set the timer to greater than 0, the timer ticks down by 1 at the end of each turn, at Initiative 0, and once it hits 0 it explodes. For example, Tom primes his grenade for 2 turns. It drops by 1 at the end of the turn that he primes it; this changes the timer to 1. At the end of his next turn, it drops again by 1, which reduces it to 0 and then detonates. The max prime of 6 means that after 1 minute of in-game time, it explodes.

### Creature Sizes

The default creature size is 0: meaning that you are an average sentient entity in size. You can adjust your size due to Spells, Augments, or Talents. For any creature higher than 0 in size, any attack against you gains +1 to the roll to hit in both melee and ranged. However, each size category higher than 0 increases the amount of hexes you occupy when it comes to the grid optional rule. In addition to this, any creature with size higher than 0 increases their HP by the same amount along with gaining Armor of ALL types equal to their size. Larger creatures may not be able to fit through areas as small or smaller than creatures of size 0.

Any creature smaller than 0 decreases attacks against them by their size. In addition to this, they also decrease their max HP by their size. They can also fit in areas smaller than the average creature.

Suck in that Gut - When a larger creature attempts to go through a smaller space, they can do so as Difficult Terrain only if the space they are trying to squeeze into is on Size smaller than they are.

### Ambush

There are instances when an individual or group gets the drop on their opponents when going into a fight. Surprising your foes is a good way to gain immediate advantage at the start of a battle. When one side ambushes another, the GM must check to see which characters or enemies are surprised by the ambush. It may simply be a logical conclusion drawn by the GM or group at the table or can be determined by comparing a Stealth skill check against a Perception check. Each character attempting to ambush another must roll a single Stealth check. The defenders then roll Perception and if the resulting successes are greater than a particular ambusher then that particular character notices the ones they beat in the check.

Once it is determined who is surprised and who isn't, roll initiative among those who get to act in the ambush turn. During this turn, only characters who are not surprised can act. When attacking a surprised character, they cannot Evade or reduce the attack's damage with either Toughness or Armor. Attacking anyone who isn't surprised is resolved normally.

Even if surprised characters are alerted by those that can act in the Ambush, that does not affect the results or rules of the surprise round. Once the Ambush turn is finished, the remainder of combat follows normally.

## Health and Healing

A character can heal pretty quickly as this is an action game. It takes 4 Actions to use the Medicine skill to heal another character, or 8 Actions to heal yourself. Healing Arcanium details how long it takes to heal in that manner. Only special effects and certain arcanium can create longer-lasting wounds, and those details are specified in their respective areas as well.

When rolling Medicine + Intelligence, every success you get recovers dice equal to the method you are using adding an additional die per success. Arcanium and Psionics work similarly.

Yes, this does mean that the crew can theoretically heal to full after each combat encounter, but this is a setting where tech, magic, and doctors are readily available and futuristic (and also a place where people can fist-fight starships). They do still need to say they take the time to do that, though.

In order to heal naturally, a character must take time to recover: flavored as either by resting and allowing the natural functions to heal, performing repairs on oneself as a Synthetix or if using cybernetics. Note that with the inherent arcanium energy even non-living entities can heal over time. When taking 6 hours of uninterrupted rest, a character rolls Toughness + Toughness, with each degree of success granting 1d4 hp ( or greater if taking certain Talents)

## Death

What happens when a character reaches 0 hp? How can one die in the Oceans Between? Once your hp hits 0, you're in trouble. You don't instantly die unless an effect says otherwise. Once you reach 0 hp, and at the start of each of your subsequent turns, you roll Toughness + Destiny. A degree of success stabilizes your character but they remain unconscious. 5 degrees of success gains you one hp and wakes your character up. Each degree of failure counts toward your death. If you have degrees of failure equal to your Toughness attribute, you die.

If you are healed from any source you regain consciousness and can act normally.

Additionally, any degrees of failure impose a cumulative -1 to all rolls you make. This penalty decreases by 1 for each 24 hour period that passes where the character doesn't partake in strenuous activity.

Any attack against an unconscious opponent is rolled normally, but the attack is always considered to have at least 1 degree of success. Damage is not rolled normally, as each degree of success adds a failure to the downed character.

## Terrain

All types of landscapes and biomes can be found throughout the galaxy of Oceans Between. This is in addition to the particular setups for each individual building! Depending on the type of terrain you encounter in your adventures, it can affect your character and your enemies in ways that you change up your approaches to problem solving. The first thing we'll go over is how terrain can affect travel over long distances. We'll not worry about space for now (that comes later!); but instead the terrestrial.

Here are the differing types of terrain and the effects they have when a body collides with them during a special maneuver like Knockback, Smackdown, and some others. The damage applied is a single additional die of damage with a damage type based on the type of terrain in question (rolled separately from the attack damage). The damage type may change depending on how the terrain is hit. Running into a brick wall may cause concussion damage, but landing on a collapsed wall where the bricks are in disarray may cause ballistic or slashing damage depending on the scene!

Soft - [No Additional Damage]. This type of terrain easily gives way and includes examples such as loose sand or dirt, cushions, or hay.

Hard - [d4 Concussion]. Concrete, packed earth, brick.

Rough - [d4 Slashing]. Uneven or jagged rocks, crashing through non-safety glass.

Pointy - [d4 Ballistic]. Landing on tools, branch strewn forest floors,

Spiked - [d6 Ballistic]. Spines, spikes (duh), and beds of nails.

Sharp - [d6 Slashing]. Grates, jagged and twisted metal, going through the glass the other guy crashed through that's now sharp

Dense - [d6 Concussion]. Marble walls and flooring,

## Cover and Barriers

When a character uses the Take Cover! Action, they use a sufficiently resilient object that is near them (adjacent hex) to resist damage. When attacked from the other side of the cover or barrier, the attack is doomed to hit. Some weapons, spells, and other effects ignore cover; this is written as part of the effect description.

You do not automatically stay in cover. At the start of the next turn after you've taken cover, you must use another action to stay in cover; otherwise, you lose your bonus against attacks.

## Style Meter

The Oceans Between is all about high adventure and doing cool things both in and out of combat. This brings us to the style meter. As you make rolls, checks, and attacks, you will grow your style points to fill up the meter, then use those to perform additional feats of heroism. The style meter is simple: you start with Rank D Style at the minimum of a session. If you already have rank D or have something that lets you start with a higher value at a base, you gain an additional Style. For example, if you spent all your Style the previous session, you would start at Rank D. If you have the Talent 'Lucky' you start at Rank C. If you have Style left over from the previous game session, you add one Style to a maximum rank of Rank S. For example, you didn't spend Style by the end of last session, so you would start with Rank C (to a max of Rank S). Having Talents that increase your base Style at the beginning of the session does not apply to left-over Style (as an example, you have the Lucky Talent but end your last session with Rank C Style. You don't get up to Rank A because you start with an additional base Style Rank. You gain one like everyone else and go up to Rank B).

As you perform cool feats, roleplay moments, or roll a natural 20 on a d20 (only counts one time if you roll multiple d20s), your Style Rank will increase. Purposely failing or declining what could be considered an important roll gains a style point (but you suffer the consequences). Then, you can burn your Style Rank to perform game-changing feats. If you use abilities from the lower Ranks, you only drop your Style by how much those are points-wise: D = 1pt, C = 2pts, B = 3pts, A = 4pts, S = 5pts.

D – Daring! Spent 1 Style to reroll something. You reroll the entire dice pool if there is one. All Fated dice are also rerolled. Take whichever roll you prefer.

C – Catastrophic! Add +2 to any skill roll or +4 to damage.

B – Brutal! Add something to the scene. For example, you can use this to 'create' a chandelier during combat in which you can swing from.

A – Astonishing! Act in Initiative as if you had rolled a natural 20 on your initiative/first turn evade roll. You do **not** reroll the 'natural d20' as per normal.

S – Slammin' Style! Take another goddamn turn. You must take this turn immediately after your current turn.

Once you have spent any number of style points in a turn, you no longer gain any for the remainder of that turn. You don't gain any during the additional turn from Slammin' Style either.

## Mass Combat

Sometimes, a swarm of enemies falls to a single hero. Maybe two armies clash together. How can we resolve such complicated action without taking all night? This brings us to Mass Combat. This type of combat pits a group (or groups) of samey-individuals that are weak alone, but strong as a Mob.

During combat, each group has a single set of statistics:

- ② **Horde Size:** The representative value of the amount of individuals per group. Each point in a Horde equals about 5-10 individual creatures (but can really be any number as appropriate). So, a Horde 5 Mob would have 25 to 50 creatures in the entire mob (depending on creature type and what the Captain decides). This acts as the hit points of a Horde. Instead of rolling damage against a Mob normally, each success to hit reduces the Horde value by 1 per success.
- ② **Proficiency Array:** the success array for skills and actions that the Mob is skilled in. A single value used for all dice rolls the mob can be considered good at.
- ② **Unskilled Array:** The success array for all skills not in the proficiency array.
- ② **Skills:** The skills the mob is good at. Applies to the proficiency array.
- ② **Talents:** Groups of enemies can have Talents appropriate to their identities.
- ② **Abilities and Weapons:** The weapons, spells, or other actions the mob can use. Anything listed here the mob is proficient at.

Damage to and from Hordes is considered as Chaos damage (meaning ONLY Toughness applies to damage resistance).

A Horde's HP is equal to 10 x the Size value of the Horde.

A Horde's Size is also the ten's digit of the Horde's HP (rounded up). For example, a size 3 Horde which suffered 16 Chaos damage, would then be a size 2 Horde; as the Horde's current hp would now be at 14, since we round up for the Size would still make it a size 2.

For each time the Mob rolls, the number of points lost from the Horde value is subtracted from the roll. The mob gets weaker as more and more members are lost.

A mob's initiative is generally considered unskilled, unless the Captain or mob description says otherwise.

## Skill Rolls

At some point, a player will encounter a situation that cannot (or at least should not) be resolved by combat. When this point arises, a player needs to make a skill roll. This is done by taking a d20 and rolling it. Then, you check to see if it is equal to or greater than the TN (Target Number), which is calculated as  $21 - [\text{Attribute} + \text{Skill Rating}]$ . Degrees of success come into the roll as well. Some checks the game master may call for may require more than 1 degree of success in order to accomplish the task. If a player does not have any rating in a particular skill, the player may still roll but the likelihood of success is probably very small.

### Degrees of Success and the Success Array

Just like combat, every three points higher your roll is than the TN adds a degree of success to your attempt. There is space on your character sheet next to skills for you to write your success array for each skill you have. This makes it easy to reference when you make a roll.

### Opposed Skill Rolls

There will be times when two people compete against one another to see who comes out on top. When this happens, each participant in the opposed check will make the skill roll and the winner will be decided by each character's degrees of success. In the result of a tie, the characters reroll if the tie would not make sense. For example, two people try lifting different gates that bar two paths to see who can get through first. Someone with more successes than the other would get through first, but in a tie, they would go through at the same time. Conversely, if the two people are playing tug-of-war and one needs to win, they reroll the check until one of them overpowers the other.

### Extended Skill Checks

A single skill roll does not always represent taking the time to perform a complex or long task. The GM may call for an extended skill check which requires a certain number of degrees of success in order to fully accomplish what the player has set out to do. Failure may simply mean that the time was wasted, or giving up may not allow the player to return later to complete the goal. When the GM calls for an extended check, the player rolls and tells the GM how many degrees of success the character got. Then you roll again at the appropriate in-game interval (sometimes a minute, an hour, or any other time the game master calls for). Once the amount of degrees of success adds up to the number the GM decided upon, the player has succeeded in the task and no more rolls need to be made.

### Assisting Skill Rolls

Teamwork can be called upon to solve challenges too great for a single person to overcome. A player can get help from his team, which will make the player Fated. A character can only assist if they have at least 1 rank in the skill being used. You can be Fated multiple times up to half of your Destiny rounded up, taking the best overall result.

Skill Roll Difficulty	
Degrees of Success	Examples
0	Running through a field. Cleaning a weapon. Seeing obvious things. Picking up a cup. Digging a hole.
1	Repairing a worn-out item. Jumping across a minor gap. Climbing a wall or cliff. Most basic activities.
2	Running over a tightrope. Back flipping over a land vehicle.

	Run on walls a short distance.
3	Breaking through a wall with bare hands. Repairing a starship with unusual parts. Decrypting a magical cipher.
4	Sprinting up an extremely steep surface. Climbing a sheer surface that has no grip. Creating an artisan masterpiece.
5+	Putting together a computer using scrap. Running up a >90-degree angle. Other ridiculous stuff.

## Hacking and The Tangle

The high-tech societies of the stars can't function without computers. As technology improved, more computational provisions were put in place to offload work from the minds of the galactic inhabitants to the cold logic of machinery. This has been a boon for society. With any boon, however, comes those that wish to exploit the system. From small-time tech-gurus to multi-planetary corporations, everyone tries to push technology beyond its security limitations. Since computers are built into most objects to some degree, it is a societal requirement to understand at least the basics of computers. Hackers take it further. Maybe they want to uncover hidden information, get eyes in places they can't see, or trick a gun into switching the safety back on.

Whatever the motivation, Hacking is made up of skills that allow computer users to protect their own stuff and break into others'. Hacking can be dangerous, and mistakes can cause backfire consequences. Did you fail to properly inject the tracer code you made into the GPS algorithm to keep tabs on a mob leader? Their own hackers used that code to ping your location and find you instead. Now you're in trouble.

The first thing to understand is how the Tangle works. The Tangle is the galactic network we on Earth call the Internet, or the Web. There are so many devices doing so many things and transferring so much data that navigating it is akin to untangling a ball of yarn. If that ball of yarn was wrapped up in a spider's web, and that web had tree roots twisting in and through it. There are several types of interfaces one can use to access the Tangle, from simple point and click user-interfaces, to augmented reality and full consciousness immersion.

The most common check to roll is Computers + Intelligence, which is used to Search the Tangle for what you desire (basic internet usage). There is no check for using a system as intended, including dealing with all the hang-ups and other security features such a system might include (you don't need to roll to input a keycode you know on a system you're registered to). Doing almost anything else requires technical knowledge. Sure, you can try clicking around and stumbling into doing what you are trying to do, but you don't know how it happened.

The concept of Hacking comes down to several skills:

- 🔍 Computers
- 🔍 Cracking

## 🔒 Cyber Combat

Each skill has its own purposes and can't be substituted with another.

### The Tangle

You can find anything in the Tangle provided you know how and where to look. With that, people generally don't want you looking in places they're trying to keep hidden. When you dive into the Tangle you plunge into the experience of a collective hallucination. The virtual environment is rendered in great detail thanks to state-of-the-art computing systems and graphical drivers. That is not to say that the Tangle is indistinguishable from the real world. Though many graphical details are photo-realistic, a combination of intentional artificiality and details of the real-world that can't be accurately simulated, make it so you can tell what is in the Tangle, and what is in meatspace. The laws of physics don't apply to the Tangle, unless a system admin programmed them into a branch.

The Tangle appears to you as a vast nebula of stars entwined in a multi-colored spider's web. Each star is the Tangle's representation of a device or avatar and its relative location to you. The webs that connect the stars are the wireless or wired links that transfer data from one location to the next. Each section of the Tangle, in turn, is part of a branch. Branches are like different networks, they can interact with everything else in the Tangle, but exist on their own virtual plane of existence. Branches are not seen traditionally like other Tangle visualizations, but are accessed through gates that take the user into different branches, provided they have the clearance (or can break in).

Within the Tangle, entire worlds can be explored, people clock into work from their home but operate miles away in cyberspace, or you can visit that nightclub with your friends on a world three systems over without leaving the comfort of your bedroom. The Tangle is constantly shifting and adapting as more avatars and devices connect to it and while endless data is logged, categorized, and saved.

### Tangle Basics

Everything in the Tangle is a Specter, a virtual representation that allows you to interact with something connected to or part of the Tangle. A Tangle user can log in or access Specters in the Tangle in three distinct ways: through device interfaces such as the compmad, in augmented reality (AR) where the Tangle is overlaid onto the physical world, and by taking the dive and plunging one's consciousness fully into the digital realm. User Specters are referred to as avatars, meaning a real human is controlling the Specter. Avatars are viewed through a first-person perspective, but your avatar only appears in the Tangle if you are logging in through AR or immersion. Your personal-digital-signature (PDS) labels who you are and is much like an IP address in our real world. If you access the Tangle from a regular device interface, your PDS is still attached to it, but your customized avatar does not appear to others.

### Using the Tangle

Operating the Tangle is similar no matter how you access it. The average user does not have any ranks in Cracking or Cyber Combat, so this section will focus on the use of Computers, which encompasses most normal actions within the Tangle that require some level of expertise. Regular activities, such as making a compmad call to a known user, sending a text message, playing a game, or finding extremely basic information doesn't require a skill check. The most common roll to make is Intelligence + Computers, which can be used to:

- 🔒 Search for information (like a Google search) that is more detailed than the most basic info
- 🔒 Change Branches (switch to a different network)
- 🔒 Copy/Delete/Modify an unprotected file that isn't yours
- 🔒 Send a message to a user whose contact info you don't already have
- 🔒 Perceive cloaked avatars

These rolls do not contribute to your Intrusion Score.

## Tangle Cracking

Now for the stuff that is likely illegal as hell. So, you need to access a protected file, hack into someone's AR feed, or break open that firewall to gain access to a restricted Branch; how do you circumvent all that security? The answer is Cracking. Cracking is the act of making your comppad send malicious instructions to other systems in order to achieve whatever goal you're after. When you want to break into a system, or make it do something it isn't supposed to, then you roll Intelligence + Cracking. The successes are pitted against the system, or file's Firewall, which acts as a sort of armor against cracking. For every success you get, the target device's Firewall temporarily decreases by 1. When the Firewall reaches 0, you effectively have administrator access to the device in question. This doesn't mean you control the entire Branch or even the Node that connects the internal systems together, just the Specter in question, but it is up to the GM just how much access a particular Specter has to the rest of the system. Extremely secure Nodes will have a significant Firewall Rating. Against an avatar, you better do whatever you're going to do quickly, because it's very likely that the user will reboot their device, which means sayonara to that specter.

Cracking doesn't only effect cyberspace. In the physical world, cracking can be used to hack into someone's augments, provided those augments are connected wirelessly to the Tangle. The roll works the same way as before, Int + Cracking, but making an augment do something against the user's will takes an action. Cracking doesn't work on cloaked Specters (unless you've perceived them first, using Computers), nor does it work on augments that have been modified to be completely cut off from the Tangle (which is a special trait that can be bought alongside an augment, making the purchase much more expensive).

Even with full access, you can't tell a device to do something it is physically incapable of doing. For example, if you crack an opponent's cyberarm, you can disable the ability to grip objects, but cannot make the arm explode. It was never built to do that in the first place. However, if that same opponent has a deployable bomb installed in the arm, you would first have to target the bomb's Specter with your crack attempt, then use an Action to make the bomb explode (provided the bomb is connected to the Tangle in the first place).

Unless otherwise stated, a device is always connected to the Tangle while it is powered on. This doesn't apply to Augmentations, unless the augment is Wirelessly connected by user choice (as a Free Action, once per turn). Most technological inventions are in some way connected to the Tangle. So many devices, in fact, that the name Tangle comes from the sheer number of intertwined devices that can never truly be unraveled.

## Tangle Combat

Combat can take place within the Tangle or the Tangle may be used when fighting in meatspace. The rules are the same whether someone is immersed or not. When combat begins, roll initiative normally. Actions you can take in the Tangle are different from those you can in the physical world. The following are the actions you can take:

- ② Infect/Make an Attack [1 action]. You use your comppad to send malicious strings of data to another device to cause it to break. Roll Wits + Cyber Combat against a device or augment. Each success reduces the device's Firewall Rating by 1.
- ② Harden Code [1 action]: You dedicate processing power to protecting your device. Roll Wits + Computers. The successes prevent damage on a 1-to-1 basis until the start of your next turn or until the pool of successes runs out.
- ② Hide [1 action]. You cloak your device. How well it is hidden depends on the device's Cloak Rating.
- ② Scan [1 action]. You make an Int+Comp check to identify cloaked Specters. You can perceive any cloaked Specters whose Cloak Rating is equal to or less than the amount of successes you rolled.
- ② Track [2 actions]. You attempt to find the physical location of a device. Roll Intelligence + Cracking.

- ② Cause Malfunction [2 actions]. You attempt to make a device do something it shouldn't. Roll Intelligence + Cracking vs Wits + Computers. If you get at least one success over your opponent, you gain temporary access to a device connected to their personal network. You can choose for the device to do one of the following each attempt:
  - ② Surface [1 action]. You safely log out of the Tangle (exiting the encounter) and begin the countdown to reduce your Intrusion Score.
  - ② Scrub [2 actions]. You manually clean up your virtual tracks to reduce your Intrusion Score. Each degree of success reduces your Intrusion Score by 1 (to a minimum of 0). Failing this roll adds the degrees of failure to your Intrusion Score. This is the only cracking action that doesn't generate Intrusion.
  - ② Stun Tangle [2 actions]. You attempt to halt the Tangle from taking actions against you. Roll Intelligence + Cyber Combat, each success stops the Tangle from making its Track/Infect attempts against you for a turn. Attempting this check again before the stun runs out replaces the remaining turns with the new result (even if the new result is worse).
  - ② Lock Down [2 actions]. You attempt to lock an avatar in the Tangle, allowing more time to manipulate an avatar that has been taken over by cracking it. You must have gained control before using this action. The user themselves can still Surface normally, but their avatar's data is suspended in the Tangle for a number of turns equal to your successes at Intelligence + Cracking. You can take actions normally against the avatar until the turn limit expires. The turn limit cannot be changed or increased once the initial turn counter is set.

## Intrusion Score

All that Tangle activity isn't going to go unnoticed. Each time you attempt a roll in the Tangle (whether it succeeds or fails) generates Intrusion. This is the system's ability to detect what you're doing to it. Your Intrusion Score can range from 0 (completely undetected) to 10 (in trouble). Once you reach 10 Intrusion, the system knows you're there and will begin the process of tracking your physical location down along with attempting to break your commpad. The Tangle itself is added to the initiative tracker at 0. The Tangle takes 2 actions each turn against anyone at Intrusion 10: Track and Infect. If the Tangle finds you using Track, it will report your device information and the device's current physical location to whoever oversees the Branch you are currently connected to. Changing branches does nothing to affect your score (nor does it change the strength of the Tangle's rolls against you). Each minute after you Surface reduces your Intrusion Score by 1 until it reaches 0 and the Tangle stops looking for you. The Tangle will continue looking for you until you Surface and turn off the commpad. The following branch ratings (a simple set of TNs for the Tangle/Game Master to roll) are a general idea of how good the Tangle is at what it does (depending on the branch you are connected to):

TN17 – Basic Tangle parameters. Not very secure. Public branches and common Nodes use this.

TN 14 – Secured Tangle Branch. Most private networks have this as the standard.

TN 11 – Very secure. Most corporate entities and networks that want to keep the general public out use this.

TN 8 – Extremely secure. Don't attempt to breach unless you know what you're doing.

TN 5 – Unbelievably Secure. Only branches containing top secret governmental or corporate information use this.

## Tangle Glossary

Specter – the digital representation of a device connected to the Tangle

Avatars – the representation of a sapient using the Tangle

Branches – sub-networks that act as separate networks. Each has a rating (which is just a TN) that determines Tangle strength in terms of Tracking and Infecting.

Nodes – Localized space with a certain function, such as a nightclub Node based on a space station.

File – A single, contained chunk of information.

Immersion – sending your consciousness into the Tangle, causing your body to go limp.

Cloak Rating – How difficult the device is to find or see when it is hidden

Firewall Rating – The defense/HP of a device.

Cache Rating – how many Programs can be run at the same time on a device.

## Survival and Space

Traveling to distant stars, planets, and arriving in a variety of different landscapes in a key aspect of Oceans Between. Voidrunners often find themselves leaving their home planets in search of adventure, riches, or glory. Almost all inhabitable worlds have populations that must not only stay alive, but also thrive. This section details what perils may lie in wait for travelers and locals alike.

### The Physics of Oceans Between (Optional)

Something to keep in mind when reading through this section is that the laws of physics aren't the same as the ones we experience in real life. The point of these changes is to make the game more cinematic and allow the narrative to be looser about how the universe works. Also, to prevent groups from devolving into an argument about how something should work; especially if a player or GM is well-versed in physics. Regardless, the following points list out how this universe operates differently from our own:

- ☐ The speed of light is instantaneous across all distances (or at least so fast it doesn't matter).
- ☐ Sound acts more like an electromagnetic wave, meaning that there is sound in space (even without oxygen) to make space battles awesomer. Anywhere light can exist, so can sound. This includes space, but not black holes. It is still heard normally, but with the right tools/magic a character can 'see' sound similar to observing infrared light or similar. We've all seen movies, shows, or played games that featured sound effects in space. Obviously, this doesn't reflect real life in any way. When starting a campaign, the group should decide if the campaign should feature sounds in space like ships exploding and lasers, or if the group wants it to be truer to life. There is no bearing, mechanically speaking, on the campaign, but it might fit your theme better one way or the other.
- ☐ Relativity doesn't exist. Being next to a black hole or other massive body causes time to flow the same as it would on a habitable planet or off one.
- ☐ Gravity has a threshold where relatively 'small' objects, including starships, are no longer affected beyond a certain range. Meaning if you launch from the surface of a planet and go straight up, you will eventually not be pulled back and will just drift if you turn off your thrusters.
- ☐ Matter and energy can be created and destroyed, but such things are generally relegated to arcanium effects.

Basically, you're agreeing on 'rule of cool' tropes.

## Lack of Oxygen

If a character becomes unable to breathe due to circumstances such as drowning, uninhabitable atmosphere, no atmosphere, etc. the character begins suffocating and will die in Toughness minutes without replenishing oxygen. Taking a breath of breathable air resets the timer.

## Hard Vacuum

Space is a hard vacuum, and is very dangerous. If an unprotected person exits a ship, space station, or other form of space transport (whether willingly or not), that person suffers 2d10 (Chaos, unresisted) damage for every round they are exposed after the first. Exposure to a hard vacuum will quickly tear a person apart. Void suits are in both high demand and supply for Voidrunners. These provide a pressurized personal atmosphere that is breathable and safe to exposure to the hard vacuum. A character can actually move within a hard vacuum using a single-action and rolling Wits + Destiny as they will themselves to move, with a success letting you move a Short Distance. You are Fated on this roll if you do something to help your movement, such as throwing an object in the opposite direction you want to move toward. This is absolutely not how physics work in real life, but them's still the rules.

## Space Travel

As Arcannitech became more and more advanced, the various alien species were no longer content to stay on their own planets. Pioneer space travelers thirsted for exploration and knowledge of both the known worlds and the unknown. As time went on, this technology advanced to a point where traveling between the stars was similar to going to another city. What follows are the rules for moving from system to system, across the entire galaxy, or just between planets.

Three pieces of Arcannitech coincide with the different distances starships frequently travel. The first is the Phase Conduit, built into all interstellar ships which submerge the starship in the Ethereal Realm to perform a Jaunt. The second is the Ether Gate, which links with other gates to send ships to other quadrants of the galaxy. Finally, the Jolt Drive is equipped on all ships to perform the basics of space and aeronautical flight and to quickly jump from planet to planet within a star system. Each type of travel comes with a time cost, detailed in the chart below. The rating of each type of engine or the rating of the gate subtracts from the time spent in transit. If you do not have access to Phase Conduit or Ether Gate, traveling to other solar systems or galaxies takes so much time that it is impossible to do within a lifespan.

Distance	Travel times
To another Star System (hex)	Number of spaces minus Engine Rating in days (Minimum 1)
To another Planet, Asteroid or Moon within a system	10 hours minus Engine Rating
To another quadrant in the Galaxy (or another Galaxy)	Only accessible through Ethergates but instantaneous between gates

# Starships, Vehicles, and Anima

## Basic Rules

All vehicles operate under the same blanketed ruleset, which can in turn interact with the normal rule-set within the framework of TOB. Some parts of the rules may not apply to certain crafts, such as land vehicles that don't have to worry about atmospheric reentry.

Vehicles have the same categories of distance but are abstracted to represent relatively larger distances. A Short distance might mean something different to starships in space vs two tanks duking it out on the surface of a planet. Regardless, the same terminology should be used. The only exception to this is when extrapolating distance traveled during a movement Action between a vehicle and combatants on foot. In that instance, it is safe and simple to assume that vehicles travel at double the distance compared to foot speed (on a hex grid, for instance).

All vehicles have certain attributes associated with their function and some universal attributes, as well. All vehicles have the following attributes, though some may have a value of 0:

- ❑ Frame – Size, Max Operators, Passengers and Cargo, Hardpoints, Hull Points, Toughness, Shields, and Armor.
- ❑ Maximum Operators - the number of participants in Initiative that can operate the vehicle during a turn. For example, if there are 3 characters in a Corsair, which has a Maximum Operators value of 2, only two characters can interact with the ship's systems during their turns. At Initiative 0, you can change who are the active vehicle operators.
- ❑ Cargo Space - how many people (who aren't Operators) that can occupy the vehicle along with the amount of Cargo the vehicle can handle. This is a combined value that means the vehicle can handle a combination of these two factors. Cargo Space is a number to represent a stack of cargo/supplies/etc as an abstraction. Cargo is how much space it takes up; for instance, two crates of medical equipment that need transport would be given a number based on what the GM determines (this equipment COULD be 1, 2, or more Cargo Space) or could use the same idea as Carrying Capacity (wherein each significant item takes one Cargo Space). A character takes up 1 + Size (Size 0 for most characters) Cargo Space. Characters smaller than Size 0 don't take below 1 Cargo Space.
- ❑ Maneuverability – How dexterous the vessel is, determines Initiative. TN [Maneuverability + Wits]. How many maximum actions a vehicle can take per turn (resets at the end of initiative 0).
- ❑ Integrity – Vehicle HP
- ❑ Armor – Vehicle damage reduction (does not apply to shields). Is broken down into damage types just like personal armor.
- ❑ Shields – HP buffer that absorbs damage before Armor is factored in. Shields can recharge. Can be upgraded.
- ❑ Computer – Determines how good the vehicle is at operating itself. Can be upgraded. Used for functions that don't require sapient interaction, such as space/long distance travel. A computer rating of 0 means all operations are manual.
- ❑ Engine Rating – How fast the vehicle can move great distances. Can be upgraded.
- ❑ Hull Slots – Places for extras to be installed. If a vehicle doesn't come with a shield (0 Shield Strength), one of these slots must be expended to install one.
- ❑ Toughness - Inherent resilience of the material used to make the vehicle

## Combat

Vehicle combat operates almost identically to normal combat, with the only exception being that crewmembers operating the same vehicle can swap initiatives during Initiative 0. This represents the crew optimizing their functions to best fit their strategy. Does the pilot act first to maneuver the ship out of harm's way, or is a quick salvo of laser fire the best way to start the fight?

Vehicles do not get FTE (First-Turn-Evasion). Instead, they count as having taken the Move action if they were moving (even a little) just before initiative was rolled.

If you don't move, you're easier to hit. If you do move, you've used an Action. Shooting is an Action that fires a single gun using either the computer's skill or yours (gunnery). You can use multiple actions to fire all weapons, but each time the same crew member fires a gunnery weapon on their turn they suffer a cumulative -2. Additionally, each action taken to shoot counts toward the maximum actions a vehicle can take per turn to a maximum of its maneuverability score. Once the end of Initiative 0 is reached, this count is reset.

Characters roll Gunnery + Agility to fire handpoint weapons. If a vehicle would allow for hand weapons to be used against other vehicles, those resolve normally. As you cannot lower the window of a starship and lean out to fire a pistol, vehicles like those do not allow for attack rolls without a Gunnery weapon.

Vehicle weapons can only be used the amount of times listed on its overheat value in a single round of combat (meaning that 2 characters usually can't combine actions to fire a single weapon with all their actions).

Initiative swaps must be declared during initiative 0.

You can only move an amount of distance ratings equal to your Max Movement per turn.

### Damage to and from vehicles as a regular person

Say you want to shoot at a speeding hover-car or a tank fires at you, but you are not in a vehicle yourself, how does that work? Well, the solution may not be very realistic, but that was never the point of TOB. When you attack a vehicle, the attack begins as Doomed (provided the vehicle is moving; otherwise it's rolled normally). Then, everything after that is the same, including damage values. This represents the shooter targeting important locations and generally being competent at what they do. The flip-side of this is that if a vehicle attacks you, its roll is Fated, representing the sheer difference in weapon scale. Vehicles also offer more armor than personal protection.

Example: A fighter-class starship dives through the atmosphere, unleashing a laser barrage at your character, Hank. As it gets within range, the fighter rolls Gunnery + Agility [Fated] against Hank. Resolve damage and damage reduction normally.

Example 2: Hank pulls out his rifle and tries to shoot the starship as it banks overhead. Hank rolls Ranged Weapon (simple) + Agility [Doomed]. The damage is resolved normally after that.

## Movement

Vehicles move just like characters do, except only the pilot/driver can use actions to move the ship. Like ground combat, distances are abstractions represented by relative lengths between two vehicles in question. Vehicles are limited to their Max Movement, representing faster vehicles being able to outpace slower ones.

If a vehicle does not move at any point during its turn, it becomes Stationary and easier to hit until it does. A stationary vehicle immediately loses its Evasion rating, if it had any, and all attacks from non-vehicular combatants are rolled normally.

The vehicle movement in combat is not representative of their long-distance travel speed. Since distance ranges are reflective of the circumstances, a starship can obviously move faster than a jeep, but they are unlikely to operate in the other's territory (you can't drive a jeep through space). In the same breath, a starship that can operate in the

atmosphere may find itself in combat with that jeep from before and there needs to be easy to follow rules if that happens.

## Hull Slots

These are the number of slots on a vehicle that can be occupied by weapons or special tools (such as a mining laser). The number of hull slots a ship has is listed under its Frame. Each weapon or tool fills a hull slot.

## Refitting

Refitting a vehicle allows you to customize the function of your craft to best suit your needs. This allows you to swap weapons or tools on your hull slots or change the interior of the vehicle. Refitting can only be accomplished by someone skilled in Engineering and with access to the proper tools and facilities to perform the modifications.

Most places have such facilities and engineers at the ready to perform a refitting, for a price. You can also do the refit yourself, which still comes with a cost, but it is only a quarter of what it would cost to have someone else do it. To perform a refitting, the engineer (if a PC is performing the task) must make an Engineering + Intelligence roll. Each degree of success allows for a single part of the vehicle to be refitted. Failure means that no changes could be made during that attempt, but the cost is still incurred as a result.

Example: The players want to change guns on two hardpoints, but they don't want to hire anyone else to do it for them. The PC making the changes rolls Engineering + Intelligence and gets three degrees of success. Both changes are made and then the PC pays the cost, losing the final degree of success.

Example 2: The PC rolls and fails the check. No changes are made to the vehicle, but the PC must still pay the cost.

Example 3: The PC rolls one degree of success, meaning that one gun can be changed. After paying the cost for the refit, the PC decides to try refitting the other gun again. The cost must be paid a second time, which is followed by a roll that grants a degree of success, meaning that both guns were changed out in the end.

Example 4: Trying to alter 3 components of the vehicle, the PC pays and rolls one success. The PC then pays again to try a second time, but fails. The PC decides to pay a third time for one final attempt and scores 2 degrees of success. Now, all 3 components have been changed.

Paying the cost each time an attempt is made represents using parts and tools to replace what was already in the slot.

If the players decide to pay NPCs to handle the refit, the NPCs do not roll and the changes automatically succeed.

## Missiles

The missile knows where it is and where it isn't at any given time. A missile, once fired, has a single action that it always uses to move toward its target, which is designated at time of firing. A missile's distance per turn and its effects and armor are listed as part of the missile's item description. Once it reaches Melee range, the missile detonates. Missiles act on Initiative Zero. There is no roll to hit with missiles, but that also means they don't benefit from multiple successes. Additionally, missiles can be shot down following normal rules (however, missiles always count as having moved). Missiles have no armor or integrity and are destroyed upon being hit. Missiles can be fired from any range provided you can see the target initially.

## Pilot Actions

Sometimes, the pilot of a vehicle wants to do something more than just move and shoot. The following are actions that pilots can take to do cool things while driving. Each vehicle action taken per turn uses one maneuverability, up to a maximum based on the craft.

- ❑ Evasive maneuvers [1 action]: Pilot(craft) + Wits. The pilot subtracts the number of successes from the die value of the next incoming attack.
- ❑ Power to the engines [2 actions]: Pilot(craft) + Intelligence. The pilot diverts power to the thrusters without compromising other systems. For each degree of success that the pilot gets, the ship can move an additional unit of distance. The actions are wasted if the roll fails.
- ❑ Ramming Speed [1 action]: Pilot(craft) + Agility. The pilot slams into something or someone else. The roll from earlier acts as the attack. Damage is : Number of successes times (Engine Rating + Maneuverability) Concussion. Half of the damage is also applied to the vehicle that did the ramming (unless the vehicle successfully hits an individual). All damage is reduced normally.
- ❑ Lock On [1 action]: Pilot(craft) + Computers. Your vehicle locks onto an enemy target, allowing you to shoot missiles and other homing weapons at the target. Lock-on lasts the number of successes you get on the roll.
- ❑

## Refueling and Repairing

All ships are assumed to have fuel and life support. You can travel your Engine Rating in hexes before needing to refuel and restock within a star system (hex). Cost for this is: 100\*Engine Rating.

Each Integrity is 10 bucks.

You don't expend fuel unless going to other hexes in the galaxy and aren't taking an Ethergate.

❑

## Powering Up Vehicles During Initiative Rounds

Each system can be powered on one at a time to achieve the desired effect. One vehicle system per turn can be powered on unless you have something else that changes that. On your turn, you spend one action and select the system you want to power on. Then, during Initiative 0, that system activates. Another character can power on an additional system, but only once per character per turn.

❑

## Vehicle Computers

Most vehicles are assumed to have onboard computers that allow the unit to operate normally while not under duress. These computers can perform basic tasks like automated navigation, such as a starship going from one planet to the next. If a dice roll is involved, the computer can't help. This is different for Active Computer, which take up Hull Slots depending on ability to process information. These computers can be used to make Actions, not to exceed the Maneuverability of the vehicle. The Computer TN is: 21 - Computer Rating.

## Base Frames

Lighter [1 Maximum Operator, 3 Cargo Space, 0 Hardpoints, Integrity 14, Armor 2B/2C/2S, 0 Shields, Toughness 1, 2 Hull Slots, 8 Maneuverability, Engine Rating 1]

Interceptor [1 Maximum Operator, 1 Cargo Space, 1 Hardpoint, Integrity 16, Armor 3B/3C/3S, 0 Shields, Toughness 2, 3 Hull Slots, 7 Maneuverability, Engine Rating 1]

Fighter [1 Maximum Operator, 1 Cargo Space, 2 Hardpoint, Integrity 18, Armor 3B/3C/3S, 0 Shields, Toughness 2, 3 Hull Slots, 7 Maneuverability, Engine Rating 1]

Shuttle [2 Maximum Operators, 6 Cargo Space, 1 Hardpoint, Integrity 22, Armor 5B/4C/3S, 0 Shields, Toughness 3, 4 Hull Slots, 6 Maneuverability, Engine Rating 2]

Corsair [2 Maximum Operators, 4 Cargo Space, 2 Hardpoints, Integrity 25, Armor 4B/4C/4S, 0 Shields, Toughness 3, 4 Hull Slots, 6 Maneuverability, Engine Rating 2]

Corvette [2 Maximum Operators, 5 Cargo Space, 3 Hardpoints, Integrity 30, Armor 4B/4C/4S, 0 Shields, Toughness 3, 4 Hull Slots, 6 Maneuverability, Engine Rating 2]

Cargo Lighter [2 Maximum Operators, 8 Cargo Space, 2 hard points, integrity 30, armor 4b/4c/4s, 0 shields, Toughness 3, 5 Hull Slots, 4 Maneuverability, Engine Rating 2]

Transport-Personnel [2 Maximum Operators, 40 Cargo Space, 1 hard points, integrity 30, armor 3b/3c/3s, 0 shields, Toughness 3, 4 Hull Slots, 3 Maneuverability, Engine Rating 2]

Frigate [3 Maximum Operators, 6 Cargo Space, 4 hard points, integrity 45, armor 5b/5c/5s, 4 shields, Toughness 5, 4 Hull slots, 5 maneuverability, engine rating 3]

Destroyer [4 Maximum Operators, 20 Cargo Space, 6 Hardpoints, Integrity 80, Armor 6b/6c/6s. Hull Slots 4, 6 Maneuverability, Engine Rating 3]...Medical bay 1 slot, extra storage 1, Toughness 5]

Cruiser [4 Maximum Operators, 20 Cargo Space, 6 Hardpoints, Integrity 85, Armor 6b/6c/6s. Hull Slots 4, 6 Maneuverability, Engine Rating 3]

Freighter [3 Maximum Operators, 140 Cargo Space, 3 Hardpoints, Integrity 70, Armor 6b/6c/6s. Hull Slots 4, 5 Maneuverability, Engine Rating 3]

Battleship [4 Maximum Operators, 50 Cargo Space, 8 Hardpoints, Integrity 90, Armor 7b/7c/7s. Hull Slots 4, 6 Maneuverability, Engine Rating 3]

Battlecruiser [4 Maximum Operators, 60 Cargo Space, 9 Hardpoints, Integrity 100, Armor 8b/8c/8s. Hull Slots 4, 7 Maneuverability, Engine Rating 3]

Dreadnought [14 Maximum Operators, 70 Cargo Space, 10 Hardpoints, Integrity 120, Armor 9b/9c/9s. Hull Slots 4, 6 Maneuverability, Engine Rating 3]

Leviathan [20 Maximum Operators, 80 Cargo Space, 12 Hardpoints, Integrity 160, Armor 10b/10c/10s. Hull Slots 10, 8 Maneuverability, Engine Rating 5]

## Anima [Mecha]

Anima are special vehicles that are built to withstand and adapt to their pilots' abilities. These bipedal machines can single-handedly turn the tide of battle, though they are rare. When rolling skill checks while piloting an anima, your TN is the same as if you weren't in the mech. Having this exoskeleton incurs many benefits. You are treated as a vehicle for damage to and from non-vehicles, but do not suffer the penalties for not moving during your turn. Switching what system or weapon you are using is a free action. Anima can be modified to do almost anything, and is in essence a way to amplify and exceed your normal abilities. All Anima are at least Size 1.

## Vehicles and Costs



Troop Transport										
<b>Vehicle [Ground]</b>										
Limo										12,000
Sedan										
Motorcycle										
4 Wheeler										
Truck										
Semi-truck										
<b>Vehicle [Aquatic]</b>										
Jetski										
Pontoon										
Raft										
Canoe										
Kayak										
Speed Boat										
Submarine										
Freightliner										

## Tools and Upgrades

Each tool or modification costs one Hardpoint or Hull Point.

Armature Apparatus - a set of two manipulator arms situated at the front of the vehicle. Can reach objects within Short Range to grab, pull, manipulate, or strike. Modified Anima tech, If used for fighting, the pilot uses Anima Melee or Anima Ranged skills depending on if the arms are wielding a weapon.

Grappler Prongs - As a Pilot Action [2], magnetic prongs are launched from the vehicle and latch onto another Vehicle in Short Range. . This holds the vehicles together and offers the ability for the crew to board the other vehicle. Roll Pilot+Wits, each degree of success sticks a prong onto the other vehicle. Pirates use these regularly as well as others for towing. A vehicle can attempt to break away from the prongs by making a Pilot Action. Roll Pilot+Agi to remove prongs. Each degree of success removes one prong. While grappled, neither vehicle can go beyond Short Range of the other. A Movement Action taken by one vehicle moves the other equally (and gains the benefits of a vehicle moving in regards to being shot at). The grappling pilot can disengage the prongs as an Action (no roll).

Fuel Scoop: Spend 10 (uninterrupted) hours to refuel while within a star system or a standard day if interrupted by combat or other problems

Afterburner, travel two range lengths with a single action (the vehicle cannot perform a dodge action this turn)

Extra tank (additional fuel/life support beyond engine rating). Uses 1 Hull Slot

Armor Upgrade - pick a category and increase armor by purchased value

Shield Generator - select a value from 1 to 10. Used one Hull Slot, grants shields equal to selected value. Shields regenerate at the start of each turn equal to the ship's engine rating.

Kengaku Ether Sanctifier - Engine Rating +1, purifies Ether energy as it enters the engine for better performance. Takes one Hull Slot

Extra Storage/Seating - Expend a Hull Slot in order to increase the Cargo Capacity by 10.

Emergency Chutes - Minimize crash landing

### Anima Equipment

Plasma Melee Weapon -

Phase Melee Weapon -

Void Thrusters - Allows the anima to fly. Takes one action to activate.

Gravitic Boost Pack - Allows the anima to fly to other locations within a solar system like a starship.

### Vehicle Hardpoints

#### Ship Weapons

Ranged Weapon	Damag e	AP	Damag e Type	Magazin e Size or Overhea t	Firing Modes	Range	Cost	Effect
Ortius Cascade Array	Per Missile	Per Missil e	Per Missile	6	Single Shot	Per Missile	1200 0	Able to Fire 2 Missiles per Action
Crescent Star Splitter	2d6	2	Aero	4	Semi-Auto	Mediu m	8000	-
Thermal Lance	d10	2	Therm al	4	Semi-Auto	Mediu m	5000	-
Pulse Cannon	d6	-	Therm al	8	Semi-Auto	Mediu m	1000	-
Thermal Lance Array	d10	2	Therm al	10	Burst-Fire	Mediu m	1100 0	-

## Missiles

Type	Damage	Type	AP	Range Speed	Effect	Cost
Mk-1 Torpedo	2d8	Concussion	4	Long	-	250
Proton Torpedo		Lightning	2	Medium		
Concussion Missile	2d6	Concussion	2	Medium	-	100
Heavy Rocket						
Space Bomb						
Mag Pulse						

# Arcanium (aka Magic)

Magic and spells work like everything else in ToB, based on the amount of actions used and Attribute + Skill rolls.

Casting a spell follows a simple flowchart:

- ❑ Select the spell you wish to cast during your turn
- ❑ Determine how many levels you wish to boost the spell by (if any). You can only boost a spell's level up to your Affinity Attribute (eg, if you have an Affinity of 3, you can boost the spell level by 0 to 3). Each level boost adds an additional Action to the casting requirement.
- ❑ Spend at least one Action to cast the spell. Spells that require more than one Action to cast can be broken up over multiple turns to be able to take other actions or cast spells of an Action requirement higher than the character's current total (ie. If you wish to cast a spell that uses 3 actions, you can spend two on your first turn and the final action on your second turn). If you are using multiple turns to prep and cast a spell, you must spend at least one Action per turn casting the spell or else all progress is lost. For example, if you cast a spell that requires 4 actions and spend 3 turns moving and casting the spell, if you decide on your fourth turn to make two movements, you must restart casting the spell as if you hadn't started. All Actions spent casting the spell up to this point are lost and wasted.
- ❑ After the appropriate number of Actions are spent, the spell is cast and performs based on the Spell Effect. This typically will involve an AA (Arcanium Affinity)+Skill roll specified in the spell itself.
- ❑ The spell can't be cast again until its cooldown time has passed. If the spell has been learned multiple times, then each casting has its own cooldown. Most spells have cooldowns such that almost all spells finish their cooldowns during a normal sleep cycle. A spell may not have a cooldown, meaning it can be cast as often as you can spend actions.

## Arcanium Class (Arc-classes)

Arcanium energy suffuses the multiverse. It can be found in and around all things, even in the emptiness of space. Arc-Classes are broad categories of spells and arcanium magics that fit within certain magical concepts, such as Necromancy being the Arc-class of life and death energies. Arcanium Skills are broken into arc-classes, meaning that if a spell is of a certain arc-class you will roll the corresponding Arcanium Skill of the same name. In the setting, characters refer to magic-types as arc-classes (for short), so a character might ask, "What was the arc-class of the spell he cast?"

## Disrupting Arcanium Spells

There may be times when a character wants to try and stop a spell-caster from finishing a spell they are taking more than one turn to cast. Luckily, this is not a special action. Anytime the spellcaster in question takes damage while casting a spell that hasn't been completed yet, the spellcaster must roll Will+Tough and get at least one success or else the spell's progress is lost and the casting must be restarted. Disrupting a spell or voluntarily stopping the cast doesn't start the spell's cooldown.

### Arc-classes

Fire

Air

Lightning

Shadow

Necromancy (manipulation of life and death)

Firma (earth)

Ice (water as well)

Chaos (Utility/weird spells that have lots of options/doesn't follow strict path)

### Realms

Fire

Air

Firma  
Lightning  
Ice  
Shadow Realm  
Ethereal Realm (Necromancy)  
Material  
Heaven  
Hell

### Arcanium Damage

Just like swords, guns, or anything that deals damage listed as dX (without a number before the 'd'), arcanium spells roll a number of dice damage equal to the number of successes rolled on the attack. Each arcanium class deals its type of damage. Chaos arcanium is excluded as very few of those spells deal damage at all; and if they do, its only resisted by Toughness (plus any other special resistances, if you even have them).

### Ritual Spells

Ritual spells are special spells that are typically used for bestowing permanent or semi-permanent enchantments or affects upon items and the world at large. Ritual spells can be completed by one or more participants and take a lengthy amount of time to cast each one. Components and other prerequisites must be obtained and used up during the casting of the ritual spell. A ritual spell cannot be paused and continued later, unless a saetevite geode is used to save the spell's progress. Rituals can be completed in shifts for especially long casting times so long as the casting participants know the spell.

Ritual spells can be of any arc-class and none of them have a cooldown period. All ritual spells are counted as being cast in melee range of the target.

## Spell List

### Fire-class Spells

- Flame Shard [1 action, cooldown: none, Medium Range, 1 Target, d4 Fire damage]. A knife sized shard of fire is flung from your hand toward your target.
- Pillar of Fire [2 actions, cooldown: none, Medium Range, 1 meter (1 hex), d6 Fire damage]. A 1-meter diameter pillar of fire springs to life in an area of your choosing. The flames reach upward of 3 meters. The pillar of fire lasts until the start of your next turn. Anything that starts its turn or moves into the pillar of fire is subject to the damage.
- Nova Fragments [6 Actions, cooldown: 1 hour, Long Range, d12 Fire Damage]. When cast, 6 spheres of red and orange fire orbit you in some way. Over the next hour, you can use a single action to throw one of the spheres toward a target, making a ranged Affinity + Arc-Class[Fire]
- Star Flare [6 actions, cooldown: 2 turns, Long range, 4d6 fire damage with normal evasion and damage reduction, no successes on the roll means the initial target is missed. If the target or target area is missed, no one takes damage from the attack

### Ice-class Spells

- Frost Shard [1 action, cooldown: none, Medium Range, 1 Target, d4 Ice damage]
- Water Wave [2 actions, cooldown: --, Short Range, Affinity target(s), d4 Ice damage]

### Firma-class Spells

- Acid Ball [1 action, cooldown: none, Medium Range, 1 Target, d4 Firma damage]
- (6) Strengthen Constructs [2 Actions, Short Range, All allies in Short Range, cooldown: 1 minute]: Choose Physical, Mental, or Magical. All allies within Short Range gain a +2 to all Attribute and Skill rolls for 1 minute. Physical: Str, Agi, Tou. Mental: Int, Wits, Cha. Magical: Affinity, Destiny. Only affects constructed targets like Synthetix. Cannot stack with others casting the same spell. Only 1 success is needed to achieve the result.

#### Aero-class Spells

- Wind Slash [1 action, cooldown: none, Medium Range, 1 Target, d4 Air damage, AP 1]
- Twister [3 actions, cooldown: none, Short range tornado appears at casters location, d8 aero damage to all but caster]
- Levitate [2 Actions, cooldown: 1 minute (or 6 turns), 1 Target, Short Range, 50 Scales Exotic Feather (not consumed)]. For up to 1 minute, you levitate the target (once the spell is cast, the target can leave Short Range, but you still need line of sight to concentrate). This target can be an object or a creature. If a creature (and unwilling) the creature will oppose with Affinity+Wits, with any success preventing the spell and starting the cooldown. By spending an Action (either you or the target), you can roll Affinity + Destiny. With any number of successes, the target can move up to Short Range (but no further). When the spell ends, the target gently lowers to the ground.
- Dome of Silence [4 actions, cooldown 1 hour, duration is 10 minutes per number of successes or until dismissed. An invisible sphere a Short distance in diameter appears at the caster's location. For the duration, sound inside cannot be heard by any beyond the cover of the dome. Similarly, those inside cannot hear anything outside.
- Wind Burst [1 Action, Cooldown: 1 Hour, Melee Range, 1 Target]. For the next 3 turns, every Movement Action taken by the affected entity lets them cross an additional Range Band beyond their normal.
- Leaf's Fall [1 Action, Variable Targets, Variable Range (Starting with Short), Cooldown: 1 Minute]. Roll Affinity + Arc-class [Chaos]. You have 1 automatic success from casting the spell plus any additional from the roll. You can use one success per target, and/or one success per range band increase.

#### Lightning-class Spells

- Shock Flash [1 action, cooldown: none, Medium Range, 1 Target, d4 Lightning damage]
- Thunder Sheath [2 actions, cooldown: none, touch a weapon, gain d4 lightning damage for lasts for Arc-skill rank in rounds]
- Luminastra [4 actions, cooldown: none, a dome of electricity erupts from casters location, d8 lightning damage to all but caster inside Short range]
- Electro-sensitive Field [2 Actions, - Range, Self, Cooldown: 1 Hour] For the next 6 turns (or 1 minute) you sense the direction of all non-living creatures within Long Range, even through walls. You have a vague idea about the shape and exact positioning of each respective creature(s).
- Commutans Defectum [2 Actions, Short Range, 1 Tangle device, Cooldown: 10 minutes] Roll Intelligence+Affinity. Each success reduces the Firewall of the device by 1 per success for 10 minutes.

#### Shadow-class Spells

- Shadow Spear [1 action, cooldown: none, Long Range, 1 Target, d4 Shadow damage]
- Blinding Fog [2 actions, 1 Target, cooldown: 2 turns/20 seconds, Long Range, target is Doomed when making attacks for one turn. Doesn't affect targets without eyes or who do not use their eyes to locate enemies].

- Time Seal [4 actions, extreme-1, 1 target, cooldown: 1 hour, Need an hourglass of at least 100 Scales]. Roll a contested Arc-class[Shadow]+Affinity vs your target's Intelligence+Destiny. For each success greater than your targets, the target ceases to exist for that number of turns. They then reappear in the space they left. If other matter occupies that area, the target reappears in such a way that the objects avoid each other.
- Shadow Swarm [3 Actions, cooldown: none, Medium Range, 1 Target, 2d6 Shadow Damage, 1 Scale worth of black wool which is consumed at casting] Selected target can only be targeted by this spell once per 6 hours. When cast, roll Affinity + Arc-Class[Shadow] to determine successes. For every additional degree of success the target takes +1d6 damage. Target must then make a Wits+Toughness roll with at least one success or be driven a Short Distance in a random direction. This direction can be determined by the GM or by rolling a d6 on a hex grid with each value corresponding to a side. You could also use a d8 for cardinal directions in the theater of the mind. A swarm of shadow vermin covers the target, biting and tearing it up.
- Mage Hand [1 Action, Target Self, cooldown: none, Medium Range] You conjure a hand made of wispy shadows to allow you to manipulate objects at a distance. This spell automatically succeeds at creating the hand. The hand can pick up and manipulate up to 10 lbs. It can make attacks (as long as it has an item) with your stats. The hand can finely manipulate objects as well.

#### Necromancy-class Spells

- Wither Beam [1 action, Short Range, 1 Target, d6 Necrotic damage]
- Restitch [6 actions, melee, 1 target, cooldown: 6 turns]. Target regains a number of HP equal to the number of successes the caster rolls on (Affinity+Necromancy) x2. The target must wait an hour before this spell can be used on them again (other healing is still applicable).
- Sense Life [2 actions, - Range, Self, Cooldown: -]. For the next 6 turns (or 1 minute) you sense the direction of all living creatures within Long Range, even through walls. You have a vague idea about the shape and exact positioning of each respective creature.
- (6) Strengthen Life [2 Actions, Short Range, All allies in Short Range, cooldown: 1 minute]: Choose Physical, Mental, or Magical. All allies within Short Range gain a +2 to all Attribute and Skill rolls for 1 minute. Physical: Str, Agi, Tou. Mental: Int, Wits, Cha. Magical: Affinity, Destiny. Only affects living targets. Cannot stack with others casting the same spell. Only 1 success is needed to achieve the result.
- Strengthen Undead [2 Actions, Short Range, All allies in Short Range, cooldown: 1 minute]: Choose Physical, Mental, or Magical. All allies within Short Range gain a +2 to all Attribute and Skill rolls for 1 minute. Physical: Str, Agi, Tou. Mental: Int, Wits, Cha. Magical: Affinity, Destiny. Only affects undead targets. Cannot stack with others casting the same spell. Only 1 success is needed to achieve the result.

#### Chaos-class Spells

- Trick [1 Action]
- (8) Weave [8 actions, melee, 1 target, cooldown: none]. Repairs 1 cubic meter of non-sentient and non-organic matter to its original quality. Aesthetic details such as written words and paint are not recovered, although etchings and other physical alterations at time of creation are refined again.
- Realm Shift [10 actions, melee, self, cooldown: 24 hours]. You change your physical location to the equivalent place in the chosen destination Realm.
- 
- 
-

- Identify [6 Actions, 1 Target, Melee Range, a gemstone worth at least 100 Scales, Cooldown: 1 hour]. You learn the properties of the magical object you are touching. This includes how to use the magical item, what elemental type it is, if any spells are affecting the item, if there are any ill effects of wearing or using it.
- 
- 

## Ritual Spell List

Realm Gate [Ritual, 1 hour, Duration: 10 hours, Chaos]. Components: 1kg of salt and 8 stones arranged in a circle (all of which burn to ash as part of the casting). A gate key, which is an object representative of the destination Realm, and two candlesticks are also required for the casting (but these are not destroyed as part of the spell casting).

Reconstitute [Ritual, 1 hour, Duration: Permanent, Necromancy].

Components: 1 liter of clean water, 1 gram of salt, 1kg of raw meat.

Regrows a missing limb or appendage over the course of 1 month. Doesn't work on synthetix.

# Gear!

## Illegality

Not everything is legal for ownership or use, but that doesn't mean you don't need those things. Certain items have an illegality rating listed in the item table (or the GM might decide the item is illegal in the particular area you're in). This number, written as a die-type, determines whether a contact would risk looking for it on your behalf. If your contact's Allegiance does not meet or exceed the illegality rating, they refuse to search for it. However, you can roll their Allegiance to see if they like you enough to risk it. To do so, roll the contact's Allegiance die. If you get the maximum value on the die, the die 'explodes' and you roll it again, adding the results together. If this number meets or exceeds the number listed in the die-type, they will agree to search for it.

In addition to the die-type on illegality, you will see either a P (Permit Allowed) or a N (Never Legal). If authorities catch you with an item or items that are labeled P, you will only get in trouble if you don't have a permit (but by having a permit you are more easily tracked by those same authorities. N (Never Legal) means that you cannot get a permit to carry or use the item and you risk arrest if you are caught with it.

## Finding Gear

What if you want to buy something but can't find it in a store? Maybe it's an illegal weapon or something similar? You can still go about looking for it during downtime or by asking a contact to look for it for you. There are three ways to go about finding gear. Each time you decide to roll represents a day's work finding a seller and jumping through all the hoops to get to buy the item. An item's rarity, listed in the item table, determines how hard it is to find. You need to roll Bureaucracy to determine if you find an item. You need successes equal to or greater than an item's rarity to find it. If you can't find it after the first try, your successes still go towards finding what you seek, but you have to dedicate another day to finding it. You can send a contact to find it by themselves, which takes longer but frees up your in-game time.

By yourself: Intelligence + Bureaucracy

With a contact: Intelligence + Bureaucracy + Influence

Contact alone: d20 with a TN of Influence rank + Allegiance rank (maximum TN of 11)

## Selling Gear

You've collected quite the sum of loot, but the pile is getting too big to store in your hideout. If you want to sell something, there are two ways to go about it: Sell it yourself, or use a contact. Unlike Finding Gear, you can't team up with your contact. To sell it yourself, you roll Wits + Economics which represents finding a buyer, haggling, and general wheelin' and dealin'. Each success increases how much you get for the item. Once you determine the value of an item (see chart below) you can't adjust how much you'll make by refusing to sell or similar. When you roll, you have committed to selling the item since this is an abstraction. Selling an item doesn't take any official time, but should be roleplayed accordingly.

The second way is to use your contact. It takes a contact a week to sell something. Similar to finding gear, a contact rolls a d20 with a TN of Influence + Allegiance. If they fail, you can have the item returned or ask them to try selling it again until you get a value. You cannot get more than 50% of the initial cost of the item unless the GM says otherwise. If you roll poorly and change your mind about selling the item, you must wait a week before another roll is made.

# Of Economics Successes	Value of Item Sold
1	10%
2	25%
3	40%

4+	50%
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### Carrying Capacity

How much can a single character hold on their person? You have carrying points based on Strength+Toughness. Weapons, Armor, Commpads, and other major items (such as Food and medkits) each take up one carrying point. Bullets, arrows, money (scales), and really tiny or light items take no points. Every point you exceed your carrying capacity reduces your Agility by 1 similar to stacking armor.

### Weapons

#### Skill (Attribute)

Each weapon has a column labeled as Skill (Attribute). This column was placed there in order to have a quick reference of what skill and attribute are used in order to utilize the weapon.

#### Damage Types

Each weapon deals a certain type of damage, just as each set of armor reduces damage of a certain type. These types are Ballistic, Slashing, and Concussion, abbreviated B, S, and C respectively. Some weapons have the ability to choose what type of damage to inflict. This type must be selected before an attack is made with the weapon.

There are also eight magical damage types, each correlating to their respective Arc-classes. These work the same as non-magical damage types, directly reducing the amount of incoming damage from the source. These Arc-class damage types are: Fire, Air, Firma, Lightning, Ice, Shadow, and Necromantic.

#### Armor Piercing (AP)

Many weapons available have an attribute known as Armor Piercing (AP). The AP of a weapon directly reduces the value of the target's armor, but does not affect Toughness. AP takes effect regardless of the damage type being inflicted. Targets that do not have any armor do not take additional penalties or damage from AP values.

True Armor Piercing and True Arcanium Piercing are the most sought after forms of AP. These types ignore armor values universally; so, a 5 True AP would ignore slashing, ballistic, and concussion while a 5 True Arc-AP would ignore 5 points of all arc-classes of energy. True AP can also stack with current AP values, provided the circumstance allows for that.

### Mono-molecular Melee Weapons

The cutting edge has a thickness of one molecule, making it extremely dangerous. Any weapon can be made mono-molecular. Mono-molecular weapons gain the slashing /ballistic damage types (if it does not already have one) and loses Concussion. Mono-molecular weapons are all considered Martial and gain +2 AP added to the modified weapon. Increase the cost of mono-molecular gear by multiplying the cost by 5.

### Chain Melee Weapons

Weapon	Damage	AP	Damage Type	Cost
Unarmed	Str	-	Concussion	Free*

\*Unless you bought cyber limbs.

## Melee Weapons, Simple

Weapon	Damage	AP	Damage Type	Cost
Dagger	d4	2	Ballistic/Slashing	50
Club	d4	2	Concussion	
Handaxe	d4	3	Slashing	
Hammer	d6	2	Concussion	
Mace	d8	1	Concussion	
Spear	d6	2	Ballistic	
Scimitar	d10	-	Slashing	
Staff	d10	-	Concussion	
			Slashing	

## Melee Weapons, Martial

Weapon	Damage	AP	Damage Type	Cost
Shortsword	d6	2	Slashing	
Longsword	d8	1	Slashing	350
Battleaxe	d8	1	Slashing	
Warhammer	d8	2	Concussion	
Katana	2d4	2	Slashing	750
Morningstar	d10	-	Ballistic/Concussion	
Scythe	d10	1	Slashing	475
War Pick	d10	3	Ballistic	
Rapier	d8	2	Ballistic	
Glaive	d12	-	Slashing /Ballistic	
Pike	d8	3	Ballistic	
Whip	2d6	-	Concussion	
Flail	d10	2	Concussion/Ballistic	
Net	-	-		
Tactical Knife				
Chainsaw				
Chain-Sword				
Chain-Knife	2d4	4	Slashing	850
Chain-Axe				
Phase Battleaxe	d8	2	Slashing/As Arc-Element (decided during creation)	

## Melee Weapons, Heavy

Weapon	Damage	AP	Damage Type	Cost
Trident	2d8	3	Ballistic	
Naginata	2d10	-	Slashing	
Lance	d10	4	Ballistic	
Greataxe	2d8	2	Slashing /Concussion	
Greatclub	d12	-	Concussion	
Greatsword	2d8	3	Slashing	
Halberd	2d6	3	Slashing /Ballistic	2800
Chain Lance	3d6	4	Slashing	1650



Laser Rifle								
Heavy Laser	d12	5	Ballistic	4	Semi-Auto	Xtreme 1	4000	
Magma Pistol	d4	1	Fire	8	Semi-auto	Short	1500	
Pulse Pistol	d4	1	Ballistic	6	Semi-auto	Short	200	
Pulse Rifle	d6	2	Ballistic	6	Semi-auto	Medium	300	
Harpoon Revolver Rifle	d8	3	Ballistic	6	Single Shot	Long		On hit, target rolls Tou+Guts. On failure, the target takes 1 bleed damage each turn for 1d4 turns.
Whirling Cutter	d8	-	Aero	4	Semi-auto	Medium		Phase weapon that fires aero sickles that usually appear as green light
Skyflayer	d8	2	Slashing	12	Semi-auto	Medium		
Quantum Dilation Rifle	2d8	-	Shadow	8	Semi-auto	Short	10000	Toughness is halved (rounded down) for damage calculation
Pulse Shotgun	d6	-	Ballistic	8	Single-Shot	Variable	600	
Heavy Shotgun	d10	-	Ballistic	8	Single-Shot	Variable	3000	
K11R-Shotgun	d8	-	Lightning	8	Semi-Auto	Variable	950	
Spreadinger	d6	-	Ballistic	4	Single Shot	Variable	650	
Trilloam-ARS Submachine Gun	d8	-	Ballistic	24	Semi-Auto/ Burst Fire	Medium	890	
Sawed off double barrel	d10	-	Ballistic	2	Semi-Auto	Short	450	

## Ammo

Each ranged weapon that uses physical ammo (such as handguns and bows) can change their ammo to have additional effects. Ammo is not interchangeable between different weapons. For example, if you buy 10 Conduit Arrows, those can

only be used with bows. If you buy Firestorm shotgun shells, those can only be used with shotguns that shoot physical rounds.

Ammo Type	Special Effects	Cost
Normal		1
Windburst		
Conduit		
Firestorm	That's why they call me firestorm	
Dragon's Breath		
Tracer	-2 damage to the hit, but grants attacks against the target are Fated to succeed. Lasts until the start of your next turn.	
Hollow Point	+1 Damage to targets without armor (B/S/C) or if their armor is reduced to 0 by AP.	
Injection		
Frostbite		
Necroblight	Weapon damage is set to necrotic and deals an additional d4 per success of necrotic damage.	
Soul Drain		
Radiation		
Armor Piercing		
Tank Buster		
Overgrowth		
Return to Sender	Hit creature returns to home plane if not already there. Does normal damage regardless.	

## Armor

All armor has Fits (1 through 3). Each Fit is its own slot that can only be taken by one set of armor. If you don multiple fits, each fit beyond the first reduces your Agility by 1 (until removed). When buying armor, you choose the fit value. Once the fit value is chosen, it cannot be changed (representing custom tweaks or sizes). Armor stacks directly and applies universally on the body.

For example, if you have a Fit Slot 1 padded hide and a Fit Slot 3 plate mail then those values stack for armor, but your Agility is reduced by 1 until one of them is taken off. Later on, you can also wear a Fit Slot 2 armor which incurs an additional -1 Agility. If you buy or find 2 different sets of the same Fit, they cannot be worn at the same time or refitted. Another example: if you loot 3 knights of their plate mail and 2 of those knights have Fit 2 and the last has Fit 3, you could wear two of those sets (Fit Slots 2 and 3) but you would either need to sell, store, or give away the other Fit 2 plate mail. If you want to 'refit' that it costs the same amount as if you bought it new.

Armor	Ballis	Concussio	Slashin	Aer	Firm	Fir	Ice	Lightning	Shadow	Necro	Fit	Cost
-------	--------	-----------	---------	-----	------	-----	-----	-----------	--------	-------	-----	------

	tic	n	g	o	a	e						
Padded Hide												
Studded Hide												
Chain Shirt												
Chain Mail												
Split Mail												
Plate Mail												
Kevlar												
Chameleon Cloak												
Synth-Fiber Vest	3	2	2		2						Fit 2	2000
Composite-weave Bodyglove	2	1	2								Fit 1	925
Wood Shield												
Steel Shield												
Titanium Shield												
<b>B</b> usiness Suit <sup>TM</sup>	3	3	3								Fit 1	875
Space Hoodie												
Arachan-Silk Vestments	4	2	1								Fit 1	1500

Valkyrian synthweave fit 1 2B/3C/4S. 1650 scales

### Talismans

Magical trinkets and baubles that are attached to weapons and armor to provide a variety of effects. Each item can only apply one Talisman effect at a time. It takes 1 Action to switch Talisman effects. These effects add additional functions or features to an object.

## Augmentations

Due to a range of reasons, including injury and disability, many sapient's opt to replace their home-grown organs and appendages with synthetic ones. That, or add onto what's already there. This isn't unlimited, as a sapient's spirit, which powers the different augmentations, can only power so much. Each augmentation comes with two costs: monetary and spirit. Spirit costs are permanent until the augment is removed. Each sapient has a Spirit of 8. You can reduce your spirit as much as you want as long as it remains above 0. If your spirit hits 0 for any reason, you are incapacitated and unconscious until it rises above 0 again.

Name	Cost	Spirit Cost	What it Do	Slot
Nanomachines Son	10000 per Armor Rank	0.15	Nanomachines flood to a location being hit, granting stackable Ranks in one Armor class (B/C/S/Arc). Each rank costs the amount of Scales and Spirit and is dedicated to a single type of Armor. For example, you spend 20000 Scales for Armor 2 in Slashing, which also costs .5 Spirit; if you also wish to increase Armor in Necromancy by 1, you would spend an additional 10000 Scales and .25 Spirit	Whole Body, N/A
Dermal Plating	5000 Per Rank	0.2 per Rank	Thin armor plating is installed under the dermis or integrated as part of the skin itself. Each rank gains +1 armor in C/B/S. Can stack with other armor. The more plating you add, the bulkier you become. Starting at Rank 3, the plating becomes obvious	Whole Body
Cyberarm	5000	1		

## Tech Mods

Mods are technology items that are connected or attached to other items to boost their functions, give them new options, or change them in some other way.

Gun attachment (200 Scales) - Add a single ranged weapon as part of a melee weapon. You choose which to use on any given action, using appropriate skill and damage for each. This doesn't change the cost of the weapon you are attaching.

Make it Full Auto, Son (200 Scales) - Convert Ranged weapon into having the full auto option.

Upgrade Armor with Elemental Resistance: new rank x 500

Make it a small- 500, reduce the size of a ranged weapon to as small as a pistol. Does not apply to melee or heavy weapons.

### Technical Items

These are specialized equipment items used for a variety of tasks. Items with the same Suffix (such as -Scanner) can be combined into one item or be bought separately. The cost doesn't change.

Tech Item	Cost	What It Do
Bio-Scanner	3500	[2 Actions] Roll Perception and get at least 1 success. For the next turn (or 6 seconds) your scanner shows the direction of all living creatures within Long Range, even through walls. You have a vague idea about the shape and positioning of each respective creature(s). The scanner will need to recharge itself for 6 hours after 3 uses.
Construct-Scanner	3500	[2 Actions] Roll Perception and get at least 1 success. For the next turn (or 6 seconds) your scanner shows the direction of all Construct creatures within Long Range, even through walls. You have a vague idea about the shape and positioning of each respective creature(s). The scanner will need to recharge itself for 6 hours after 3 uses.
Undead-Scanner	3500	[2 Actions] Roll Perception and get at least 1 success. For the next turn (or 6 seconds) your scanner shows the direction of all undead creatures within Long Range, even through walls. You have a vague idea about the shape and positioning of each respective creature(s). The scanner will need to recharge itself for 6 hours after 3 uses.
Stimpak	250	[4 Actions] Roll 4d4 and recover that amount of HP. This Stimpak is used up and cannot be used again.
Flashlight	20	A flashlight...or a torch if you're British.
Medkit	1200	[4 Actions] Roll 2d4. Allows the use of Medicine+Intelligence to heal. The kit can only be used once per hour on a particular subject. Other healing methods are still applicable.

### Commpads

Commpad	Cost	Memory Slots	Firewall
	300	0	1
Jatanis Vr-70	1500	2	2
Regivos Hypernode	3000	4	4
Quantum Untangler	2500	3	3

	700	1	1
The Concierge Model-A	25000	10	8
The Concierge Model-X	17500	8	7
The Concierge Model-Z	10000	6	6

### Commpad Programs

The same commpad program can't be actively running more than once.

Name	Cost	Memory Slots	What It Do When Active
Tracker-Sweeper	5000	2 Slots	When you have an Intrusion Score higher than 0, your commpad will automatically attempt to Scrub your score every other Turn as normal.
CL04K	1500 0	1 Slot	When Cloaked, you don't generate Intrusion
Police Scanner	1000	1 Slot	You get an alert when the Tangle is looking for you.
Electrical Hardening	2000	2 Slots	The commpad sends out polarized signals to redirect and dampen lightning damage to everyone within Short Range. This includes enemies. Reduce Lightning damage by 1

### Enchanting Items

#### Goods

These are simple items like food or clothes or other things that can typically be bought or crafted anywhere.

Name	Cost	What It Do
Rope (50 meters)	5	It's rope, you use it for rope things.
Space Rations	5/day	Dried food and dehydrated water for one day of survival. How does dehydrated water work you might ask? Well, here in space, it comes in a hyper-pressured small flash that when you 'pour' it the atoms slam together and make water.
Lantern	20	For when a flashlight isn't wide enough.

Regular Article of Clothing	10	Something stylish but has no protection.
Basic Tool Set	150	A set of mechanical tools for basic repairs, tinkering, and other such uses. This has stuff like screwdrivers, mallets, a small saw, sockets.
Bucket	10	For when Odo needs a nap.
Hourglass	100	A nice hourglass. You can ask the GM to spend more Scales for a cooler looking/higher quality one.
Tuft of Wool (any color)	1	For spellcasting or just because you want it.
Waterskin or Canteen	5	For holding water (1 gallon)
Carcingorette	2	cigarettes in spaaaaace

## Services

Sometimes you need to hire a taxi or carriage or pay someone to perform a service for you.

Service	Cost
Eating at a restaurant	3 to 20 depending on quality, counts as a day of rations
Taxi service (Ground)	Primitive - 10 Advanced - 20 Luxury - 50
Taxi Service (Air)	Primitive - 80 Advanced - 160 Luxury - 260
Taxi Service (Sea)	Primitive - 30 Advanced - 60 Luxury - 120
Taxi Service (Space) - If traveling to other hexes, multiply the cost by the number of hexes traveled. The base costs are for orbital flights.	Primitive - 100 Advanced - 200 Luxury - 500

## Potions

Whether found at a supplement store or in an ancient cave, potions are magical liquids that cause effects when consumed. Using a potion costs a single action and the effects are immediate. Potions have a wide variety of durations in which they are active. Use them strategically for the best results of your mission!

Potion Name	Cost	Ingredients	Effect
Healing Potion	75	ElderBerries, Dragon's Wisp, Liquid Silver	User heals 1d4+4 HP
Potion of Levitation	100		
Potion of Flying	500		
Potion of Alacrity	250		
Potion of See Hidden	400		
Potion of Invisibility	600		
Oil of Stealth	80		
Tincture of Proficiency	300		
Potion of True Seeing	1000		

## Writs

Writs are single pages of arcanium spells that anyone can cast spells from that use the stored energies of the author to perform the spell. Using a writ causes the arcanium writing to evaporate, leaving an empty scroll.

### Cost of a Writ

A writ costs 500 Scales times the spell's Power Level to buy.

A writ costs 200 Scales times the spell's Power Level to create.

The cost of creating a writ comes from the supplies needed to put it together.

The writ's Power Level is equal to the number of successes the creator of the writ had during the creation. If the cost of the writ exceeds the amount of Scales a player has, the cost can be reduced by lowering the Power Level.

## Casting Spells from a Writ

Any spell can be turned into a writ, and these writs are made so that those who need the spell can use it without the need to know the spell themselves. The caster must be able to read the writ when casting and have it on their person. To cast, the caster must roll Wits + Intelligence and requires only one success to cast. Once the spell is cast, the writ turns blank.

The effect of the spell is based on the successes generated by the caster (the Power Level) when crafting the writ and these are used as part of the spell's casting. Casting a writ takes a number of actions the spell usually does.

## Learning Spells from a Writ

Arcanium spells need to be learned from a source. That source can be a teacher or learning program or simply a writ that the character purchased or found. Before spending the Valor to learn a new spell, your character must study and practice the spell. To do so, you must study for 1 hour per Valor point cost. Additionally, at the end of each hour, you must roll the relevant Arc-class skill + Intelligence, getting at least one success (there is no penalty for failure beyond time loss). This can be broken up over multiple study sessions. Once you learn the spell, the writ is still usable normally and is able to teach other arcanium casters via the same method.

## Writing a Writ

To write a writ, there are several things you'll need: arcanium spell knowledge, time, and Scales for supplies. When spending the Scales cost, you are considered to either have thought to have the supplies already or it represents going out and buying some. None of the writ's components are uncommon or illegal.

You can put one spell per writ page, and it takes one hour to craft an arcanium writ.. When crafting, roll the d20 as if you are casting the spell. Record your total successes. This is the base Power Level of the spell (as a reminder, the writ's cost is 500 x Power Level).

If you roll especially well on crafting a writ but don't want to pay the full cost, you can opt to reduce the Power Level and pay that cost.

A writ with Power Level 0, meaning the spell cast during the writ's creation failed, cannot be used.

## Arcane Items

A wizard's ring that spouts flame, a plasma axe that returns to your hand when you throw it, and many more magical items enchanted with arcanium energy can be yours! That is, if you happen to be able to find, afford, or make your own. Arcane items flow throughout the Kraxis Sector and they're not just for adventurers!

## Enchanting Items

Any item that isn't a food or consumable can be enchanted with arcanium energy to bestow permanent effects upon it. Enchanting an item stops its natural decay or erosion. Enchanted clothes, armor, and other wearables reshape themselves to fit the creature that owns it after being in the creature's possession and within melee range for 24 hours. Additionally, the creature owning the item must desire it to reshape as well, if needed in the first place.

It is difficult to disguise Enchanted items and gear as anything but. When enchanting an item, it is visually changed; whether that change is the result of the arcanium runes inscribed on the item, the dim glow of light, or other details that differentiate an enchanted version of the item from the non-enchanted version.

## Enchantments

Bloodlust

Thunderbreak

Last-Shot: Enchantment that auto-fills magazines after final blow









NECROMANCY



Two sets of horizontal bars with a white top section and a blue bottom section, each with a row of small hexagons above the top section.

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AERO



FIRMA

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LIGHTNING



SHADOW

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Two sets of horizontal bars with a white top section and a blue bottom section, each with a row of small hexagons above the top section.

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Two sets of horizontal bars with a white top section and a blue bottom section, each with a row of small hexagons above the top section.

ICE



THERMAL

Two sets of horizontal bars with a white top section and a blue bottom section, each with a row of small hexagons above the top section.

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CHAOS



# Index