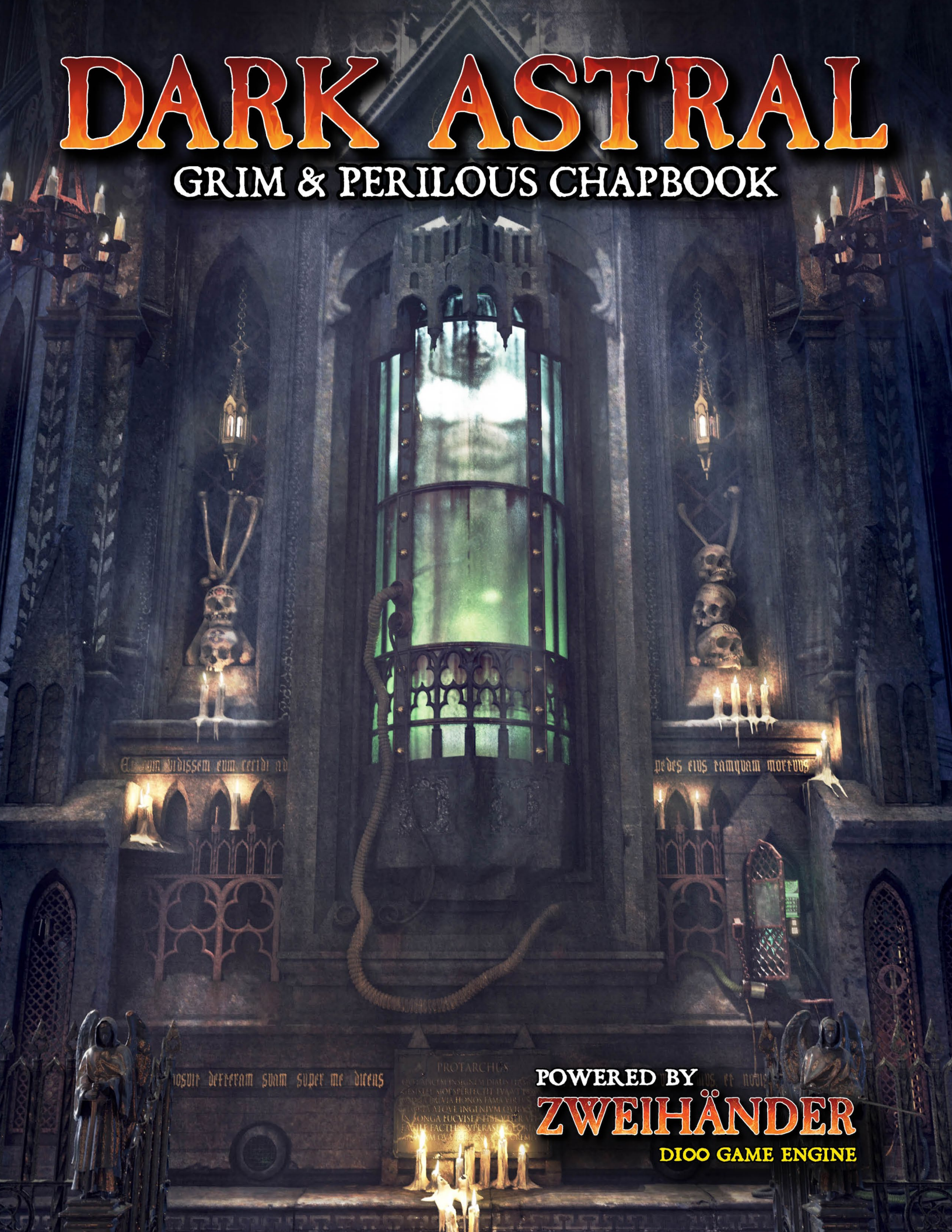


DARK ASTRAL

GRIM & PERILOUS CHAPBOOK



Et cum vidissem eum cecidi ad

pedes eius tamquam mortuus

nosque de ferream suam super me dicens

PROTARCHUS
VIRI PRUDENTISSIMI DICTI
GENALI VOYPERFECTI IVAN
POTI. PLVIA HONORATA VIT
ALICE INGENIUM CIVI
LONGA FUCVISE FIDELI
FACILE VIBRARI
FACILE VIBRARI

POWERED BY
ZWEIHÄNDER

DIOO GAME ENGINE

DARK ASTRAL

GRIM & PERILOUS CHAPBOOK

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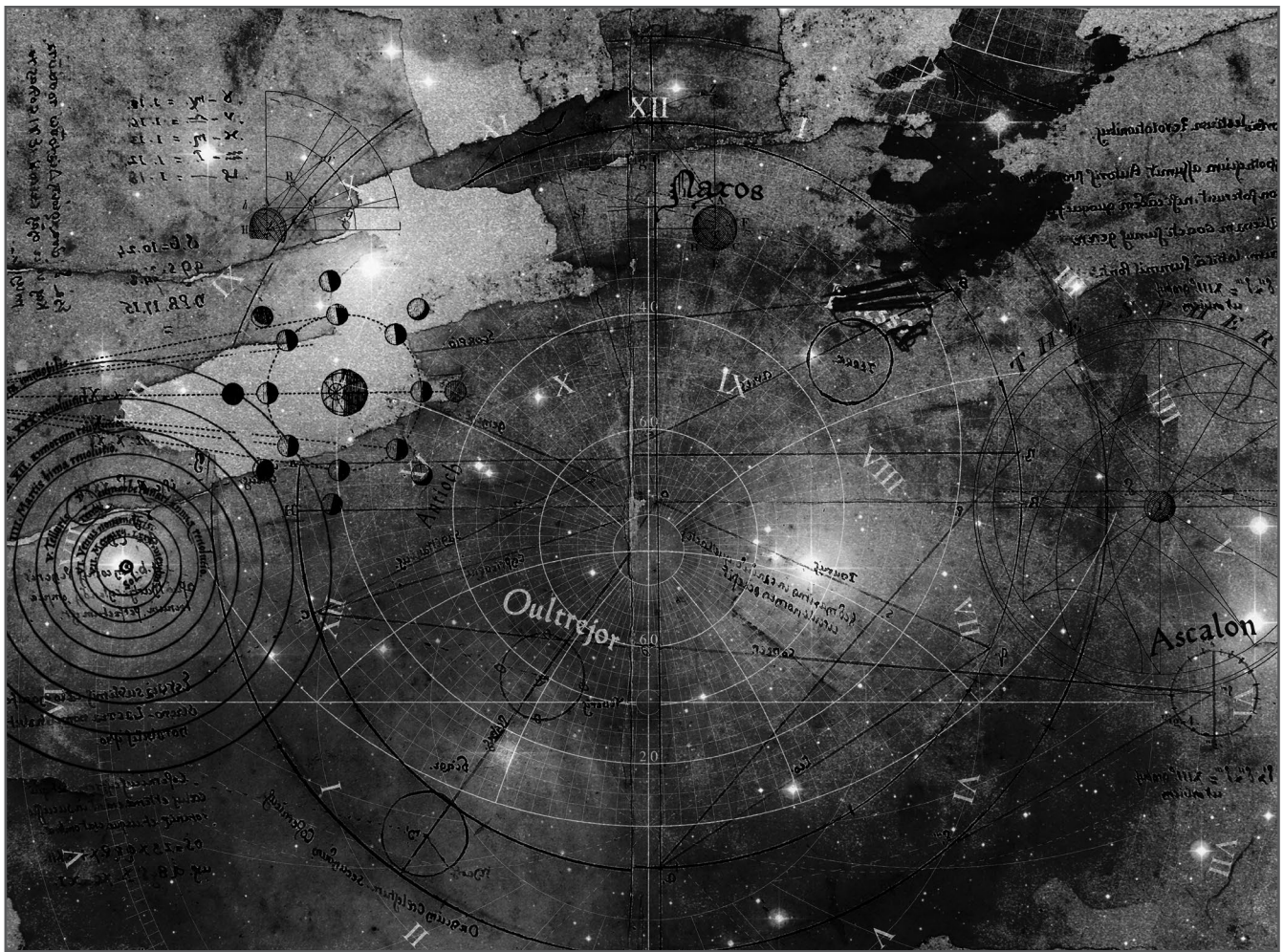
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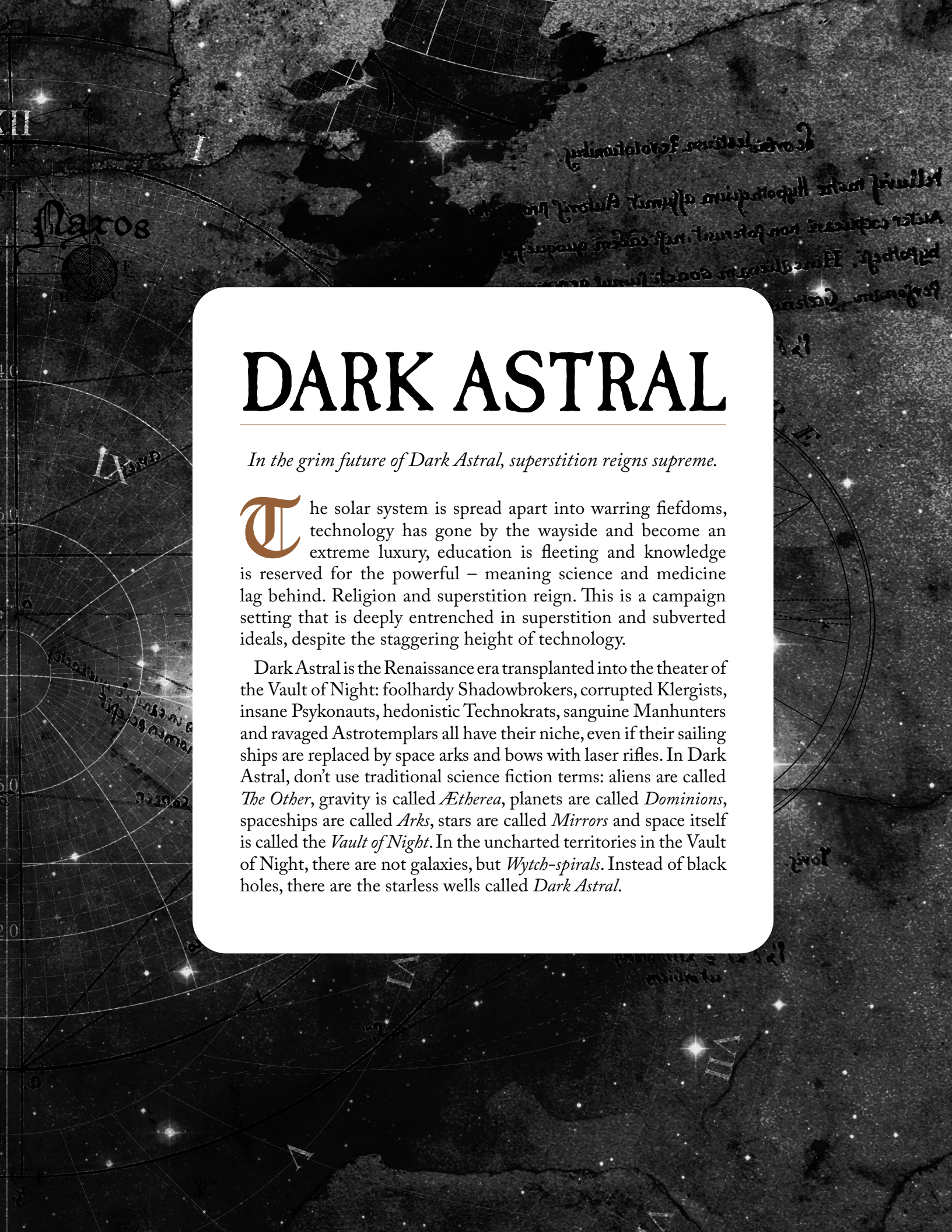
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DARK ASTRAL

In the grim future of Dark Astral, superstition reigns supreme.

The solar system is spread apart into warring fiefdoms, technology has gone by the wayside and become an extreme luxury, education is fleeting and knowledge is reserved for the powerful – meaning science and medicine lag behind. Religion and superstition reign. This is a campaign setting that is deeply entrenched in superstition and subverted ideals, despite the staggering height of technology.

Dark Astral is the Renaissance era transplanted into the theater of the Vault of Night: foolhardy Shadowbrokers, corrupted Klergists, insane Psykonauts, hedonistic Technokrats, sanguine Manhunters and ravaged Astrotemplars all have their niche, even if their sailing ships are replaced by space arks and bows with laser rifles. In Dark Astral, don't use traditional science fiction terms: aliens are called *The Other*, gravity is called *Ætherea*, planets are called *Dominions*, spaceships are called *Arks*, stars are called *Mirrors* and space itself is called the *Vault of Night*. In the uncharted territories in the Vault of Night, there are not galaxies, but *Wytych-spirals*. Instead of black holes, there are the starless wells called *Dark Astral*.

It is the far future, but in a not-so-distant past of the one we recognize as the Renaissance. Following the desecration of the garden world of Eden, the people fled in a massive diaspora through the Vault of Night, under the auspices of an immortal Technokrat named Sol Invictus. In the grim darkness, a new Jerusalem was erected, a pinnacle of humanity's greatness. As time progressed, the memory of Eden was lost to a new dawn, regarded barely as a faint echo in Sol Invictus' convocations. As humanity's faith and culture spread to New Dominion Worlds, so did the threats of an unknown universe unfold.

An unforeseen enemy emerged from the vastness of the Dark Astral – an uncharted sector in the Vault of Night. Civilization was threatened by what was simply called "The Other". Not even The Godhead could protect the people from the horrors to come. Unable to cope with the wrath of The Others' legions, survivors of New Jerusalem congregated in the Last Cathedral, pleading to a dying Sol Invictus for answers. The Astrotemplars of the God-Emperor interpreted the grim omens. Humanity was tasked with a holy quest, commanded to make pilgrimage back to Eden. Gathering the best and brightest, a massive ark known as Outremer (pronounced Oh-trey-mere) was built in the few short years to follow. Housing nearly ten million souls and two of every beast, it raised anchor, departing New Jerusalem shortly before it was destroyed by The Others' infernal weaponry. It took nearly three generations for the ark's survivors to find the path back to Eden. But it was not the Eden spoken of in the sermons.

An aurora of shimmering pink light surrounded Eden, an emerald jewel encircled by a haze of dark Magick. Passing through the whorl of chaos, Outremer nearly disintegrated as it hurdled towards Eden. Nearly broken, remnants of the ark and a mere fraction of humanity survived the impact. They had escaped The Other, yes, but the Hospitaliers' prayers to Sol Invictus were left unanswered following their arrival. Had they ventured too far beyond? Was this the Eden prophesied of? Left with no choice, the Outremer followed protocols given to them by The Godhead. Eden became their new home.

Now, nearly three generations later, the massive city known as Outremer stands as a bastion against the Hinterlands. Beset on all sides by Mutants, the survivors try to eek out a desperate existence, devoid of Sol Invictus' divine voice. The ruler of Outremer, the Elector-Prelate, hides behind his guard of Astrotemplars. His supplicant Hospitalier Klergists send countless adventurers on 'Crusades' into the surrounding wilderness for the glory of Outremer. This world is not safe and it is not kind, but it is the only one they know.

THE ENEMY WITHIN

Outremer, sometimes called 'the living city', is the sole settlement of Eden. Housing over one million souls, Outremer is an enormous megacity in a constant state of upheaval. The city sprawls and spreads up, down and out – it is old and under constant stress,

as the archaic (and oftentimes anarchic) machines that run it constantly break down, only to be patched together in Sisyphean fashion. Within the city, social class (defined by where you live) is all important – not only does it determine one's role within Outremer society, but is often their permanent station in life.

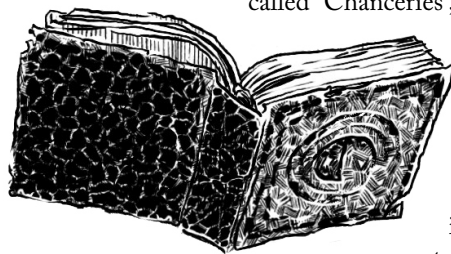
THE CHANCERIES: The megacity is divided into four sectors called 'Chanceries', each one inhabited by a specific social class, and often even a specific Ancestry. Though each Chancery must work together for Outremer to survive, they are constantly at each other's throats and will not mix if it can be helped. Most of the city is sitting on a powder keg of pent-up aggression. Factories in the city constantly suffering brownouts due to power shortages, incursions from the wastes lead to murder and a general disdain amongst the populace for one another.

Below the city is the sweltering bowels of Edessa, the city's industrial and power core. Here, enslaved Mutants of Eden and spirit-bound, automata-like golems toil ceaselessly to keep Outremer functioning. They have no social class and enjoy little privilege save those which are afforded to them living outside the public eye.

On the ground level is the Chancery of Old Jerusalem, a massive sprawl of the lowborn where the vast majority of Outremer society thrives. Criminals, lepers, laborers and 'sanctioned' Mutants (those who have accepted Sol Invictus as their god) stand within the shadow of higher Chanceries, scraping together what few could call a life. Old Jerusalem is disease-ridden, full of unnamed and crumbling villages, and home to gang activity. Often, a Jerusalemite's only hope of upward movement is by joining a Crusade.

Further up is Tripoli, home of the Burgher class. Among the stately residential holdings, the inhabitants dwell with little worries. They are service workers, craftsmen, doktors and more, with the ever influential Hospitalier Klergist who keep their massive temples and learning centers within. Tripoli is the major training ground of Outremer's adepts to Sol Invictus, as well as the center of the Elector-Prelate's Crusades. It is also the home of the elite Teutonic League, Outremer's most dangerous and highly-trained Astrotemplar force.

Finally, at the top, among golden steeples of opulence and in echoing chambers of governance is Antioch, the realm of the Aristocracy. Connected by skywalks, the soaring towers arise over the entire city, far above the petty squabbles and derelict Chanceries below. Residents of Antioch are almost an entirely different species – they are haughty and aloof, a combination of decadent nobility and ranking priesthood. Affluent Aristocrats often possess 'House Golems': automata branded with personal heraldry, having served the family's bloodline for generations (dating back to New Jerusalem). Though Antioch and Tripoli are similar, Antioch is almost like another reality with its general cleanliness and ignorance – in fact, some Antiochian children do not even know there are lower Chanceries.



THE ENEMY WITHOUT

Make no mistake, though it may be the original home of humanity, all of Eden is wild, unpredictable and angry. Most of Eden is mysterious and uncharted, given that technological advances have floundered since the destruction of New Jerusalem. One thing is assured – the laws of nature do not readily apply therein. One stretch of the Hinterlands may be covered in a swathe of impenetrable jungle only from out of nowhere, tundra emerges frigid and glassy, causing frostbite in a manner of minutes. Vast deserts break up the flora, consisting of scorched, irradiated sands, just as likely to burn one alive as to mutate them. Nestled within these terrible lands lays the old cities of humanity, and within old technologies, forbidden lore and treasures that the Elector-Prelate believes may save Outremer from its own destruction.

Creatures and walking fauna of all type stalk the lands of Eden, perched at the edge of civilization, looking for inroads. Mutants are especially common, devolved creatures of little intelligence or benefit. In ruinous cities, supernaturally possessed statues of violent nature carry out tasks they were engineered for over thousands of years ago. Plants come to life in capricious malevolence, given wavering, Ætheric life. All of them are lost and violent, claiming Eden is theirs and that humanity is intruding upon it. Whether they have formal states of any kind of organization is yet to be seen, but more than one Crusader team has fallen down upon their duties due to the slavering of mutated jaws.

These are not the only hindrance to Outremer – some pioneers have broken off from Outremer, set to create their own burgs and civilizations among the world. Dubbed apostates, they live unhindered from the rules and morals of Outremer society to dwell upon the foulest of Magicks and the vilest of technologies. These heretics are probably the most dangerous of Outremer's enemies, as they know the intricacies of their former home and how to best strike at it for maximum destruction.

THE ENEMY BEYOND

A strange crystal litters the surface of Eden – a sickly green in color, it pulses with an energy not of this world. Known as Wytchstone, the citizens of Outremer have discovered its effective use as a power source – not only does it fuel the forges of Outremer, but powers energy weaponry, fuels implants and keeps their horseless carriages and velocipedes in top performance.

Wytchstone is not harmless, though. It gives off a terrible radiation that often results in madness, mutation and sometimes worse. Wytchstone is also used in the fledgling adepts of Magick, but whether Wytchstone is the actual source of Magick or rather just a focus is up for debate. Either way, it is far too dangerous and is heavily regulated to only certain practitioners, but that does not prevent the curious from potentially ripping open portals in reality back into the Dark Astral. When large concentrations of Wytchstone are grouped together – they bend and distort reality, allowing horrid Abyssal



servants of 'The Others' to slip through the seams of existence and run ragged upon the land.

Wytchstone is the most important resource on Eden by far, it being the center of conflict between Outremer and the Hinterland's countless denizens. It is so important that a new class has sprouted up in Outremer – the Crusaders. State-sanctioned adventurers of a sort, they come from all walks of life and are expected to head into the wastes to scavenge Wytchstone, plumb for ancient technology and ruins, and eliminate any threats to the Outremer way of life. Joining a Crusade is often the only way to obtain fame and glory, but the risks are numerous and the rewards faltering at best.

ADVENTURE IDEAS

CLARION CALL: Crusaders have been requisitioned to head into the Hinterlands to respond to a distress call from the Teutonic League, a famed order of Astrotemplars thought dead after the crash of Outremer. The beacon is faint but present, and it leads into deadly lands haunted by Mutant and beast alike. If it turns out to be a false signal, the Elector-Prelate would still ask for proof of the Teutonic League's demise.

SLOW-MO: A new designer drug has ravaged the streets of Old Jerusalem. Known as 'Slo-Mo', it is a depressant that leaves the user in a mellow state. Reducing perception to a mere fraction of a second, the user can perceive colors more vividly as the world visually slows down to a crawl. However, bad batches have the opposite effect, inciting hyper violence and cannibalism. More and more reports of these bad batches are sprouting up in Antioch, meaning they may be coming from a central source trying to collapse Outremer from within.

THE BLACK GEAR: A band of Skrzak have managed to tunnel into Edessa, dismantling a power mill that provides clean water to half the Chancery. The Hospitaliers can fix most of it, but the Skrzak took a one-of-a-kind Wytchstone gear that must be recovered. Crusaders are recruited to venture into the Skrzak's tunnels and search out the missing equipment.

A high-contrast, black and white illustration of a heavily armored, cybernetic warrior. The figure is depicted in a dynamic, forward-leaning pose, holding a large, complex weapon. The armor is highly detailed, featuring various mechanical components, pipes, and a skull-like motif on the chest. The background is dark with faint, curved lines suggesting a futuristic or industrial setting.

PROFESSIONS

The link between playing in a low fantasy world and a Dark Astral environment may be tenuous at first, however, you'll find that there are a number of similarities between both fantasy eras, despite their level of technology. Perhaps Halflings are actually mutagenically-modified rodent-like Mutants designed for scouting and stealth; Hedge Knights are heavily outfitted marines who have undergone strenuous mental and physical changes to best serve Sol Invictus (the God-Emperor of **ZWEIHÄNDER**); Diabolists instead harness psychic energies or mysterious, relic-like technologies born from the vastness of the Dark Astral.

Enemies undergo similar transitions: the Mindless Undead are actually souls bound to automaton-like golems commanded by ancient Defilers; the Aztlan have taken their caste-based society to extremes, attempting to indoctrinate others fiefs among the Vault of Night into their way of absolute order. The possibilities are endless, just as the number of mirrors aflame with the chaos of war and the ever-looming threat of Abyssal corruption.

We have provided six example professions to stoke your imagination for your Dark Astral game.

ASTROTEMPLAR

Astrotemplars are the fist of mankind, and the savior of its peoples. Far beyond mortal women and men, Astrotemplars have undergone intense genetic modification to become super soldiers – their body implanted with extreme wetware to make them stronger, faster and deadlier. Organized into military orders, all within their order share a genetic lineage with Sol Invictus, a figure of legend making them tighter than siblings. Not only are they fighting machines, they are devoted fully to the credo of humanity's savior. It is said that a platoon of Astrotemplars can destroy a whole city in hours, but the full force of their order can make a star system weep in pain.

Astrotemplars very rarely detach from their squads – those that do are usually initiates who have not fully undergone the genetic modifications yet. Astrotemplars are trained to survive in nearly every imaginable situation, akin to 'living' armories in their signature powered armor. This is all the more reason why the forces of Corruption are attracted to Astrotemplars – handfuls of entire orders have fallen to their sway, giving the Daemon Princes a near unstoppable army. Most damned Astrotemplars submit to their vices they have been trained to ignore, fully embracing the prospect of liberation and power they have long denied.

TRAIT: MUTATIO GENETICAE

You underwent several phases of genetic modification; implanted with biological enhancements that turned you into an Astrotemplar. During this process, one of your systems was enhanced beyond the pale, granting you superior abilities.

Effect: Select one Primary Attribute, and adjust it to 55%. You also gain one of the following Traits based on the Primary Attribute you selected:

- ❖ As a **Combat** Astrotemplar: you automatically gain every Focus for Pattern ranged weapons;
- ❖ As a **Brawn** Astrotemplar: whenever you are Seriously or Grievously Wounded, adjust your Damage Threshold by +3;
- ❖ As an **Agility** Astrotemplar: whenever you Load ammunition, you don't have to spend Action Points to do so;
- ❖ As a **Perception** Astrotemplar: calculate Distances with Pattern ranged weapons by x3 your [PB];
- ❖ As an **Intelligence** Astrotemplar: you reduce all Attack Actions by 1 AP (even if the result is 0 AP). As before, once you've

attempted an Attack Action, whether successful or not, you cannot use any other type of Attack Action until your next Turn;

- ❖ As a **Fellowship** Astrotemplar: reduce the Reputation Thresholds for requisitioning melee and ranged weapons by one step. This means if the Requisition Cost is Minor it is free. if it is Middling, it becomes Minor and finally if it is Major, it becomes Middling.

DRAWBACK: NIHIL LIBIRI

Through genetic molding, you have become superhuman. Sadly, this has changed your physiology, as you have been rendered infertile or sterile.

Effect: You gain the Eunuch Drawback upon entering this Profession. In addition, you are also considered both a Humanoid and Mutant for purposes of being affected by Magick, Toxins and the like.

ASTROTEMPLAR ADVANCES

○ Traits & Drawbacks

SKILL RANKS

- Athletics
- Coordination
- Intimidate
- Martial Melee
- Martial Ranged
- Resolve
- Simple Melee
- Simple Ranged
- Toughness
- Warfare

BONUS ADVANCES

- Agility Bonus [AB]
- Brawn Bonus [BB]
- Combat Bonus [CB]
- Fellowship Bonus [FB]
- Intelligence Bonus [IB]
- Perception Bonus [PB]
- Willpower Bonus [WB]

TALENTS

- Lightning Reaction
- Die Hard
- Indifference

STARTING TRAPPINGS: Chain-blade *or* warhammer *or* battle axe, flintlock pistol and shots (9) *or* laser pistol and cells (2), laser rifle and cells (2), shiv, mesh armor, military uniform *or* street clothes, 1 week of rations and choose one: composite bow and arrows (12) *or* musket and shot (9) *or* shotgun and standard magazines (2).

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KLERGIST

Technology may be everywhere, but the secrets of its intricacies have been lost to a dark era of ignorance. Klergists are the only people left who understand the cryptic 'motherbrain' and memetic crystals – at least to an extent. Characterized by their ceremonial vermilion robes and extensive implants, they have a religious reverence to mechanics and technology's arcane mysteries. To speak true, even they do not know how it really works – they know that certain keystrokes and sacred oils produce certain effects, chalking it up to divine providence. Though often looked at with hesitation by those outside their cult, Klergists keep society functioning.

Klergists are inherently curious and always look for new technologies, and their expertise is always appreciated by those who do not know the ways of ancient sciences. Some say, though, that there is a reason that technology is no longer understood – that Corruption uses dark technology to spread false information, warping the minds of others into doing their bidding. Klergists can also delve too far into the 'dark-tech' of the Abyss, implanting themselves with things wildly inhuman. Many who are superstitious say Klergists are doomed from the minute they don their ceremonial robes, as the temptation is far too great.

TRAIT: ASTRAL MUTATIO

Your body ticks, whirs and clicks with the numerous metal and plastic modifications you have woven into your own flesh. And after you undergo psychosurgery for Implants, your mind expands, allowing you to reach deeper into the Dark Astral for insight beyond reckoning.

Effect: For every Implant you have installed, permanently increase any one Primary Attribute by 3%.

DRAWBACK: VOLO MORTEM

With every piece of technology you've implanted, your humanity slips further and further away.

Effect: When you suffer Corruption, increase the number of points you gain by one for every Implant you have installed. This means that if you suffer 3 Corruption and have two Implants, you gain 5 instead.

KLERGIST ADVANCES

○ Traits & Drawbacks

SKILL RANKS

- Bargain
- Education
- Folklore
- Heal
- Resolve
- Rumor
- Scrutinize
- Simple Melee
- Simple Ranged
- Tradecraft

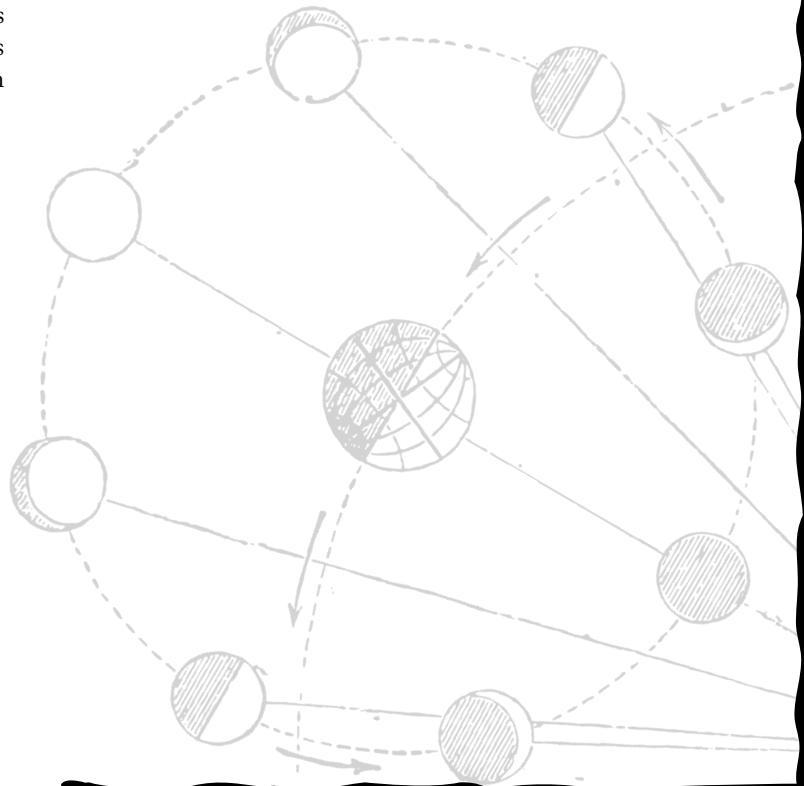
BONUS ADVANCES

- Combat Bonus [CB]
- Fellowship Bonus [FB]
- Intelligence Bonus [IB]
- Intelligence Bonus [IB]
- Perception Bonus [PB]
- Willpower Bonus [WB]
- Willpower Bonus [WB]

TALENTS

- Ambidexterity
- Determination
- Incredible Numeration

STARTING TRAPPINGS: Staff, laser pistol and cells (3), laser carbine and cells (3), shiv, flak armor, glow-globe, slab-comp and robes.



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MANHUNTER

Not always are the enemies of Sol Invictus within plain sight. With the infinite spans of the Vault of Night, agents of heresy and treason hide themselves where few can find them. Enter the Manhunter: specially-trained by the empire, they are elite bounty hunters and assassins charged to eliminate the most insidious threats to humanity without even a hint of gunsmoke. They have been trained from birth to be efficient, clean and deadly, leaving no trace of their work. Most operate alone because they do not need aid, but more intricate missions can involve cells of Manhunters – with different schools of thought and methods of ‘disposal’.

Manhunters are necessary, but their work is deadly and lonely – sometimes they loan out their skills to the highest bidders, but only rarely. The long nights of stake out and preparation very quickly causes one to live inside their own head, and when your thoughts are unoccupied, they become the Abyss’ playthings. Who can blame them? Staked out for days behind enemy territory, killing people in cold blood and maintaining a cool head in these situations destroys something fundamental in a person. Devoid of thought or feeling, an assassin can quickly turn into a psychopath if the right strings are plucked and the right paranoiae nourished.

TRAIT: VIVUS SIVE MORTUUS

You haunt these streets, with a rifle on your back. You are playing for keeps, and your quarry may not make it back.

Effect: In combat, you may use Subdue as a reaction for 0 AP. In addition, whenever you deal Damage to a foe with a ranged weapon, they must Resist a Takedown. You must be wielding a Ballistic-pattern ranged weapon to take advantage of these benefits.

DRAWBACK: ORA CULTRO

You walk along the razor’s edge, embroiled in dangerous situations and in hostile places. This has forced you to become extremely paranoid, and when caught unaware, you tend to freeze up.

Effect: Whenever you are Surprised, you suffer from Stress.

MANHUNTER ADVANCES

☐ Traits & Drawbacks

SKILL RANKS

- ☐ Awareness
- ☐ Bargain
- ☐ Folklore
- ☐ Guile
- ☐ Martial Ranged
- ☐ Resolve
- ☐ Rumor
- ☐ Scrutinize
- ☐ Simple Ranged
- ☐ Survival

BONUS ADVANCES

- ☐ Brawn Bonus [BB]
- ☐ Combat Bonus [CB]
- ☐ Combat Bonus [CB]
- ☐ Fellowship Bonus [FB]
- ☐ Perception Bonus [PB]
- ☐ Perception Bonus [PB]
- ☐ Willpower Bonus [WB]

TALENTS

- ☐ Gruesome Shot
- ☐ Instincts
- ☐ Rural Sensibility

STARTING TRAPPINGS: Shiv, laser pistol and cell (1) *or* throwing knives (9), doses of any Delirient (3), dark clothing, charm and choose one: shotgun and standard magazines (3) *or* sniper rifle and standard magazines (3) *or* assault rifle and standard magazines (3)

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PSYKONAUT

The grossly-mutated are shunned and oftentimes exterminated for their sicknesses, but one mutation has proved itself useful enough to exploit: that of psychic ability. Psykonauts are those who have managed to master this ability, and the empire of Sol Invictus makes damn sure to snatch them up as quick as possible. Some Psykonauts become navigators who help direct arks through the Vault of Night; others are powerful telepaths who create interstellar communication networks with their minds. The mental abilities of a Psykonaut are fierce, and found throughout every nook of the Vault of Night in some capacity or another.

Backwater planets have given birth to a new breed of errant Psykonauts, though residents often view them as witches or warlocks of uncertain faith. Unsanctioned Psykonauts of this kind are seen as dangerous, prone to heresy and worse. But all Psykonauts pose an inherent danger – their ability is derived from the dark Abyss, meaning they are prone to the taint of Corruption. Usually, this involves insanity as an overtaxed Psykonaut tries to manifest their powers. These unhinged maniacs hold magnitudes of power and no remorse in using them, which is why Astrotemplar fanatics watch the coming and goings of sanctioned Psykonauts closely. Those who steep even further become Corrupted sorcerers, following their Daemon's whims and joining with their black legions to strike at the core of humanity's power.

TRAIT: ANIMO LOQUI

Whereas other forms of hypnosis are a charade, yours is very real. Taking them into the blackest parts of the Dark Astral with your words, you 'rewire' the patient's brain, implanting a piece of yourself within. Following this, you can speak clearly to the patient, over distances great and small.

Effect: Whenever you perform Hypnosis successfully, both you and the patient can then temporarily speak with one another using Telepathy. Telepathy works across any distance, and remains in effect for one week. Your Telepathic power can only affect Humanoids and Mutants (including player Ancestries). Substitute Navigation in place of Incantation when using Perform Hypnosis.

TRAIT: ASTRAL TENEBRIS

Your forays into the Dark Astral have taught you how to draw power from its wellspring. Manifesting in strange ways into the Material Realm, you can control its immense Magicks with a flick of the wrist.

Effect: Select one of the following Special Traits: Arcane Magick, Covenant Magick or Divine Magick. You can now attempt to learn Generalist Magick and Petty Magick from the spell lists tied to that Special Trait. In addition, you immediately learn any two Generalist Magick spells and one Petty Magick spell of the Special Trait when you enter this Profession.

DRAWBACK: MONSTRIFARA MALUM

You have communed with The Other, and beheld a scintillating revelation: humanity's reign is coming to an end. Returning from your spiritual journey into the Dark Astral, you were given a terrible curse – that of mutation.

Effect: You immediately gain a Taint of Chaos. In addition, when you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation.

PSYKONAUT ADVANCES

○ Traits & Drawbacks

SKILL RANKS

- Awareness
- Bargain
- Education
- Folklore
- Incantation
- Interrogation
- Navigation
- Resolve
- Scrutinize
- Simple Melee

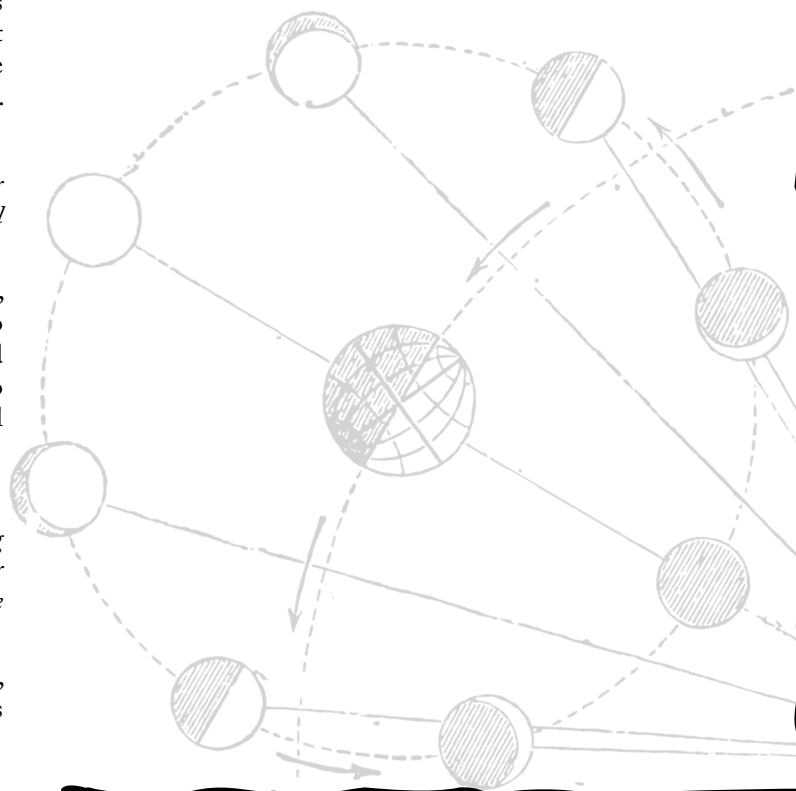
BONUS ADVANCES

- Fellowship Bonus [FB]
- Intelligence Bonus [IB]
- Intelligence Bonus [IB]
- Perception Bonus [PB]
- Perception Bonus [PB]
- Willpower Bonus [WB]
- Willpower Bonus [WB]

TALENTS

- Azimuth
- Blood Magick
- Multilingual

STARTING TRAPPINGS: Axe *or* sword, revolver and standard magazine (1) *or* laser pistol and cell (1), shiv, dirty robes and choose one: religious text *or* deck of cards *or* dice.



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SHADOWBROKER

Travel among the mirrors of the Vault of Night is a luxury usually only afforded to the astral forces of Sol Invictus. The Shadowbroker is a rare breed that can truly say they have tasted freedom. Shadowbrokers are from lines of nobility granted a “letter of marque”, a designation that gives them freedom to explore the Vault of Night in the interests of Sol Invictus. Shadowbrokers own their own arks and serve as merchants, explorers and conquerors, often with allies across the whole of the galaxy – even teaming up rarely with The Others. As long as Shadowbrokers do not get in the empire’s way, they have carte blanche to do whatever interests them the most.

Shadowbrokers have resources, firepower and the authority to back it up, which means they are both widely admired and feared. The Vault of Night is a wild place, full of Corruption, mutants and menace of The Others’, and the Shadowbroker enters these dens of iniquity without as much as a scoff. The more conservative forces of Sol Invictus think this automatically marks them heretics, but it takes many years for a Shadowbroker to become fully corrupted. Still, they are not immune, and more than one expedition gone awry has caused a Shadowbroker to sail into the Dark Astral, consumed by mania and to never return the same.

TRAIT: FELIX ANATIS

You always seem to get out by the skin of your teeth, possessing a great deal of luck. Because of this, you are also full of bravado.

Effect: Whenever you pair up a Focus with Skill usage, you gain an Assist Die.

DRAWBACK: FATUM EST OBSIGNATORUM

Shadowbrokers have accepted their lot in life; a terrible fate that shall befall them. Like the sword of Damocles, it shall strike when least expected.

Effect: You may not use any Fate or Fortune Points in situations where your Dooming may apply. Work with the Gamemaster to determine when these situations arise.

SHADOWBROKER ADVANCES

○ Traits & Drawbacks

SKILL RANKS

- Bargain
- Education
- Folklore
- Guile
- Leadership
- Navigation
- Pilot
- Simple Melee
- Simple Ranged
- Stealth

BONUS ADVANCES

- Agility Bonus [AB]
- Agility Bonus [AB]
- Fellowship Bonus [FB]
- Fellowship Bonus [FB]
- Intelligence Bonus [IB]
- Intelligence Bonus [IB]
- Willpower Bonus [WB]

TALENTS

- Gallows Humor
- Impervious Mind
- Mariner

STARTING TRAPPINGS: Shotgun and three magazines, cudgel, knuckleduster, shiv, flak vest, uniform, 3 doses of any Deliriant, injector, S-Watch and a sack of tobacco.

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Pleine Lune

TECHNOKRAT

Sol Invictus is a giant machine – wheels within wheels that turn slowly to make the massive empire even function on a minimal level. In that sense, the smallest cogs are the Technokrats. Part bureaucrat and part clergyman, Technokrats keep the entirety of Sol Invictus operating. From the smallest scribe to the most powerful dominion lord, Technokrats work their way up by studying the scriptures, organizing the paperwork and spreading the message of Sol Invictus through deed and word. It is oftentimes a thankless job, but one that is all important to ensure humanity's supremacy amongst the Vault of Night and to make sure it does not crumble from within.

The utility and pervasiveness of the Technokrat means they are found everywhere and always have a general spattering of knowledge – religious or otherwise. But what does a Technokrat do when the reality of their life presses beneath them? Many regard the empire as a meat grinder: people go in, and meat comes out the other side, with the Technokrats turning the handle. Those who man the grinder know they can dismantle the system from the inside, spreading dissent and hatred to cripple the empire at its base, by simply turning the wheel towards them. Fortune and infamy are soon to follow. And the forces of Corruption find these Technokrats very useful tools, as what better way to further damage their hated enemy than to spread the gospel of the Abyss amongst ready ears?

TRAIT: LEGIT POPULO

A Technocrat's job is to understand where others come from, what makes them tick and where they stand in the social stratum. That way, others can be more easily manipulated.

Effect: With a successful Scrutinize Test, you can determine the Motivation of any NPC you encounter. In addition, you determine their Social Class, and whether they are Order-Aligned or Chaos-Aligned with this same Skill Test.

DRAWBACK: NEUTRUM FRIGIS

Coldly logical, it is difficult for you to identify with others. This has made you suspicious and intractable to interact with them.

Effect: Whenever dealing in social interactions with those who are not considered to be your allies or fellow player Characters, lean into your Chaos Alignment for purposes of role-playing.

TECHNOKRAT ADVANCES

○ Traits & Drawbacks

SKILL RANKS

- Alchemy
- Bargain
- Counterfeit
- Education
- Folklore
- Resolve
- Scrutinize
- Simple Melee
- Simple Ranged
- Tradecraft

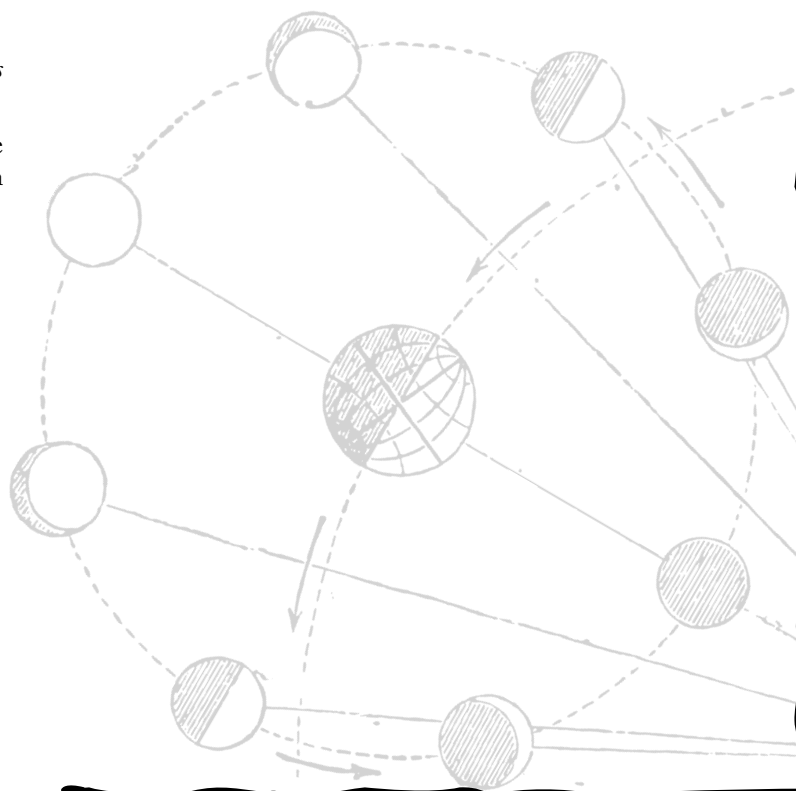
BONUS ADVANCES

- Agility Bonus [AB]
- Fellowship Bonus [FB]
- Intelligence Bonus [IB]
- Intelligence Bonus [IB]
- Perception Bonus [PB]
- Willpower Bonus [WB]
- Willpower Bonus [WB]

TALENTS

- Incredible Numeration
- Meeting of the Minds
- Multilingual

STARTING TRAPPINGS: Loose robes, shiv, transcribing pen or writing kit, S-Watch, comp-slab, thermal backpack and choose one: peacemaker with standard magazine (1) or staff.



ACQUIRE GEAR

Unlike the standard **ZWEIHÄNDER** rule set, Dark Astral does away with tracking coins. The economy is so inflated with money that it is not really a consideration for players to manage. Characters are likely agents of an astral empire, allowing them to requisition equipment direct from their superiors, through outposts, via trade or among black markets using credit they have earned for deeds both glorious and infamous. Follow the rules as presented for Reputation Points to understand how to use Reputation Thresholds as a driver for purchasing gear.

REPUTATION THRESHOLD

This indicates the price necessary to requisition a weapon under normal circumstances. However, as the GM, you are ultimately in control of how many Reputation Points are required to purchase an item individually. You can deem that certain types of armor are unattainable on worlds which are underdeveloped or even lower the number of Reputation Points required to purchase gear that is easily obtainable. While you should never change the Thresholds between Minor, Middling and Major Requisitions, you can instead lower the Reputation Points required to purchase a weapon. Refer to the Reputation Threshold entry for ideas of how to assign an appropriate Reputation Point cost.

REQUISITION RANGED WEAPONS: When a Character requisitions a ranged weapon, it is always accompanied with 1 full magazine of ammunition. However, if the weapon they acquire is Ballistic-Pattern or Tesla-Pattern, it is always a standard magazine of ammunition. Some ranged weapons use either an Energy Cell or Fuel Canister in place of its ammunition. In these cases, follow the same rules as above.

REQUISITION MELEE WEAPONS: If a Character requisitions a melee weapon, they acquire a single type weapon. However, unlike standard **ZWEIHÄNDER** melee weapons, most require a power source. If the weapon requires a power source, they also gain an Energy Cell or Fuel Canister.

REQUISITION GRENADES: When Characters requisition grenades, they either gain enough to fill a magazine for the Launcher-Pattern weapon they carry or nine individual grenades (whichever is greater).

REQUISITION AMMUNITION: When a Character requisitions ammunition, they gain 3 magazines of either the same or different types, providing they share the same Requisition cost. For instance, this means that a Character can requisition 2 dum dum magazines and 1 full metal magazine, as they both have a Middling Requisition level.

REQUISITION ARMOR & SHIELDS: When Characters requisition armor or shields, they gain one set of armor or a single shield.

Note that a Character cannot use two shields in conjunction with one another. For instance, this means that a mantle cannot be used in conjunction with a riot shield. Similarly, a Character may only take advantage of the Damage Threshold Modifier benefits of a single suit of armor they wear. If the armor or shield requires a power source, they also gain an Energy Cell or Fuel Canister during requisitioning.

REQUISITION MODS, IMPLANTS & GEAR: When Characters requisition a mod, implant or piece of gear, they only gain one of these items. If the gear requires a power source, they also gain an Energy Cell or Fuel Canister.

TRADING IN GEAR: Characters may not have the required Reputation Points to burn in order to acquire new trappings. In these cases, they can always augment their lack of Reputation Points by trading in what they currently have. In these cases, simply give them a temporary 3 Reputation Points. These Reputation Points are instantly expended upon trade-in.

LOW & HIGH TECH

Low tech weapons are still common throughout the Vault of Night, considering that technology is the province of the elite and knowledgeable. Used for ceremony or defense, they are made out of better material than the days of old from steel, ceramic, hardened leathers and other synthetic materials. Low tech weapons are rarely the province of the poor – many nobles still see the worth of a good sliver of steel, mostly because the hide of a beast knows no difference between iron and plasma. Unlike low tech melee weapons, low tech ranged weapons are seen as primitive.

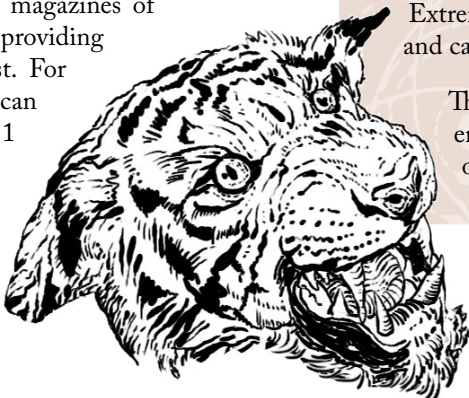
Any weapon or armor from **ZWEIHÄNDER** or **MAIN GAUCHE** are considered low tech, otherwise functioning normally. All shields, weapons, armor and other gear presented in Dark Astral is considered to be high tech. Furthermore, low tech weapons are not nearly as effective versus high tech armor.

When a low tech weapon strikes someone wearing high-tech armor, they cannot cause someone to Bleed or be Injured. When a high tech weapon deals Damage to someone in low tech armor, they begin to Bleed.

ALIEN GEAR

Extremely rare or alien items are classified as Unique and cannot be acquired using Reputation Points.

They must be taken from the hands of the entities who wield them using deception, force or murder.



NEW QUALITIES

There are many different pieces of technology in the Dark Astral. What follows is but a drop in the bucket for what is possible.

ACCURATE: Weapons of this Quality treat Medium Distances as Short Distances and Long Distances as Medium Distances.

ALIEN: Trappings with this Quality were not crafted by the hands of humankind. Unless its wielder is of the same Ancestry, they must flip the results to fail any Combat-based Skill Test to use it.

ANATHEMA: When a foe is struck by weapons of this Quality, they must Resist with a Resolve Test or else suffer a -20 Base Chance to Cast Magick on their next Turn.

BRACE: A wielder of a weapon with this Quality cannot Charge, Maneuver or Run. In addition, the weapon must be braced against a hard surface before being fired for 1 AP. Without bracing a weapon before firing, it cannot use its firing modes of Semi-Auto or Full-Auto, nor can it launch any sort of grenade. Weapons which are braced remain so until moved.

CELL: Armor and shields of this Quality require power from an Energy Cell. Energy cells follow the standard rules for expiration when powering armor and shields. Once the Energy Cell expires, both armor and shields are rendered useless until a new Energy Cell is installed. Weapons of this Quality require use of an Energy Cell as its ammunition, unable to accept any other type of ammunition. Unlike normal Energy Cells however, it immediately expires once the magazine is spent (otherwise usable as an improvised hand weapon until Loaded with a new Energy Cell). Critically Failed Tests to Parry with a melee weapon of this Quality results in emptying the Energy Cell. When wearing armor of this quality, the Cell expires when you receive an Injury.

A Laser carbine has a magazine size of 45. This means that after an Energy Cell has been used for 45 shots, it is expended.

CURTAIN: Whenever you are struck by a ranged weapon while wearing armor or a shield of this Quality, roll a 1D6 Chaos Die. If it lands on face '6', you ignore it as you automatically Dodge it for 0 AP. Otherwise, you can attempt to Dodge as usual.

FORCE: Weapons of this Quality are considered to be Ineffective, unless its wielder possesses at least one Skill Rank in Incantation.

FUEL: Armor and shields of this Quality requires power from a Fuel Canister. Fuel canister follow the standard rules for expiration when powering armor and shields. Once the Fuel Canister expires, both armor and shields are rendered useless until a new Fuel Canister is installed. Weapons of this Quality require use of a Fuel Canister as its ammunition, unable to accept any other type of ammunition. Unlike normal Fuel Canisters however, it immediately expires once the magazine is spent (otherwise usable

as an improvised hand weapon until Loaded with a new Fuel Canister). Critically Failed Tests to Parry with a melee weapon of this Quality results in emptying the Fuel Canister. When wearing armor of this quality, the Fuel Cannister expires when you receive an Injury.

A Pyreshot rifle has a magazine size of 9. This means that after a Fuel Canister has been used for 9 shots, it is expended.

INCENDIARY: When weapons of this Quality are fired, it effects multiple targets in an Explosion Template.

PIERCING: Whenever striking foes who are wearing armor, weapons of this Quality ignores up to 3 points of Damage Threshold provided by armor.

POWERED: Immediately after a defender Parries a shield, weapon or armor of this Quality, it forces that same foe to Resist a Disarm.

PROJECTILE: Ammunition of this Quality can only be used for Ballistic-Pattern and Tesla-Pattern ranged weapons.

SHOCK: Immediately after striking a foe, weapons of this Quality forces the foe to Resist a Stunning Blow.

TOXIC: Weapons of this Quality cannot inflict Damage and therefore cannot inflict Injuries. However, they instead inject a dose of Poison. The Poison type is interchangeable, depending on what sort of ammunition is placed inside.

AMMUNITION INTERCHANGEABILITY

Ammunition is interchangeable between most weapons.

For instance, a dum dum magazine can be easily interchanged between a Ballistic-Pattern or Tesla-Pattern weapon. Weapons with the Cell Quality always requires an Energy Cell in place of its magazine, while those of the Fuel Quality requires a Fuel Canister in place of its magazine. In addition, Mortars use grenades in place of its magazine.

Note that whenever you intend to switch between ammunition, you must Load your weapon once again.

WEAPON STATISTICS

In addition to the standard benefits and drawbacks outlined in both **ZWEIHÄNDER** and **MAIN GAUCHE**, weapons in Dark Astral possess these additional stats to reference:

WEAPON CLASS: For simplicity, ranged weapons (otherwise referred to by default as guns) are classified by how they must be wielded. Guns that can be wielded in one hand are called Pistols, ones that can be wielded in one or two-handed are called Carbines, and ones that must be wielded in two hands are called Rifles or Mortars. This is important when applying weapon mods.

MAGAZINE SIZE: All guns have different magazine sizes. A magazine can only ever be filled with one type of ammunition. A Character cannot mix different types of ammunition together whatsoever. However, when they Load, a partially-full magazine may be dropped while a new type of magazine is loaded. Clearing the chamber is a part of the Load action; players may even attempt to roll a 1D6 Chaos Die afterwards. If it lands on face '6', their Character catches the bullet as they clear the chamber... if for no other benefit than simply to *do something fun*.

FIRING MODES

Ranged weapons have up to three standard firing modes, allowing you to unleash additional shots on one or more foes. Switching between firing modes costs 1 AP. Their uses are as follows:

SEMI-AUTO (SA): This is the normal firing mode for a ranged weapon. Using a weapon in Semi-Auto firing mode consumes 1 shot from a loaded magazine when used for an Attack Action. Semi-Auto weapons need not be Loaded between Turns, until its magazine is fully expended.

BURST-FIRE (BF): This firing mode squeezes off bursts of three bullets with each squeeze of the trigger. Before a player attempts an Attack Action, they may opt to increase Damage against a single foe. This Damage is in addition to Total Damage they do normally suffer when struck.

When players wish to use Burst-Fire mode for an Attack Action, they must spend 2 APs to strike. When attacking, they will roll only once to strike. If successful, add the result of the tens die (a result between 1 to 10) to Total Damage. Regardless of whether they hit or not, using a weapon in Burst-Fire firing mode consumes 3 shots from a loaded magazine. Whenever firing in Burst-Fire, the GM

will make the Difficulty Rating harder by one step negatively (in addition to any other modifiers they deem appropriate).

FULL-AUTO (FA): This firing mode fires a continuous stream of bullets as long as the trigger is held down. Before a player attempts an Attack Action, they may opt to strike up to three total foes who all stand within roughly the same Distance band. For instance, if two foes were at Short Distance and one was at Medium Distance, they could only attempt to strike the two at Short Distance.

When players wish to use Full-Auto mode for an Attack Action, they must spend 3 APs to strike. When attacking, they will roll only once to strike. If successful, each foe suffers the same Damage. Regardless if they hit or not, using a weapon in Full-Auto expends 3 shots for every target you attempt to strike. Whenever firing in Full-Auto, the GM will make the Difficulty Rating harder by two steps negatively (in addition to any other modifiers they deem appropriate). Furthermore, weapons which have the Full-Auto firing mode can be used for a new Attack Action called Suppressive Fire:

SUPPRESSIVE FIRE

You lay down a spray of gunfire to degrade enemy units, forcing them to hunker down or suffer the consequences.

COST: 3 APs

EFFECT: When at Distance with a number of foes, make a relevant Combat-based Skill Test, referring to the Skill required to use your ranged weapon. If successful, foes caught in a Cone Template may attempt to Resist by making a successful Warfare Test or be made temporarily Under Fire.

While temporarily Under Fire, foes who use Movement Actions on their Turn are made subject to a ranged Opportunity Attack by you (unless they elect to Take Cover).

You can only use Suppressive Fire when wielding a ranged weapon which has the Full-Auto firing mode. This action expends 18 shots from a loaded magazine. Finally, you can only lay down Suppressive Fire against foes who are within Short Distance.

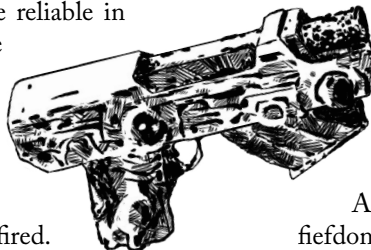
Liem Dufrasne fires an assault rifle in Burst-Fire firing mode.

He rolls 67% to strike – a success! His tens die is a 6. He then rolls a 1D6 Fury Die to determine Damage, landing on a 4. Adding his [CB] of 3, Liem generates 13 Total Damage (6+4+3).

RANGED WEAPONS

It is of no great surprise that ranged weapons are the most common stock of the rank and file. Forged by massive, esoteric machines, they press out synthetic and metal 'Patterns' of weapons by the thousands.

BALLISTIC-PATTERN: Ballistic-pattern weapons are the standard among soldiers, firing a variety of different rounds using a solid propellant that hit their targets with impact force – making a distinctive sound when fired. Many of these are basic designs that have not changed from the great wars of forty millennia ago, only becoming easier to make and more reliable in the hands of recruits. For instance, the Orx scrapper is a weapon made from the discarded pieces of other guns; unstable but cheap. The Aztlan railgun is a quick rifle used by their scouts, their projectiles being propelled by magnet rails while barely making a sound as it is fired.



ESOTERIC-PATTERN: Though any odd weapon found throughout Dark Astral can be categorized as beyond strange, a handful stand out. Hypo-weapons fire bladed syringes filled with toxins that inject their payload into a foe when they hit. The Fey exclusively make the hypo-cannon, which is nearly like a shotgun with rapid-firing capabilities. Net guns fire plasticized nets that can entangle others, leaving them fairly vulnerable to attack. The singularity cannon modifies local Ætherea and distorts it, leaving the target cemented to the ground and unable to move. The thundergun uses ambient sound to release deadly sonic waves that pushes back enemies with bone-shaking force. Finally, the mindripper does not cause physical damage, but instead assaults the target's very mind and their tenuous grasp to the Material Realm.

FLAME-PATTERN: Flame weapons are streamlined flamethrowers, a favorite for the purging of heretics. Flame weapons are easy to make and maintain – most are simply a fuel hose that runs past a pilot light. The flames it produces is not only pure fire – it is liquidized gel, meaning it can splash and spread with devastating effects. The Defiler set-beam operates on similar principles, except it shoots volcanic arcs of electricity between multiple targets. Pyreshot rifles are also a useful tool; it launches a compact flare that bursts in a variety of colors.

LASER-PATTERN: Laser weapons fire a burst of highly agitated light energy (often red or green in color) that hits the target quickly – the only other sign of the shot being a loud cracking noise as the air superheats. The pain from it is excruciating, like getting hundreds of micro-burns all over your body. Laser weapons are actually the most commonly found weapon, as they are easy to manufacture and train with.

LAUNCHER-PATTERN:

Grenade launchers and rocket-propelled grenades (RPG). RPG launchers can fire any type of grenade. Launcher-pattern weapons are useless without an accompanying explosive (save as a trusty doorstop).

MASER-PATTERN: Maser weapons fire invisible microwaves, cooking the target from the inside out. They do not travel very far as the energy dissipates quickly, but those hit by it feel as if their innards are boiling – the weapons even give off a distinct hissing sound. The Defiler tomb rifle is the most common weapon used by the undead and uses antimatter instead of microwaves to disrupt atoms in enemy targets – though this in itself leaves the weapon highly unstable.

PLASMA-PATTERN: Plasma weapons ignite particles of plasma with electrical energy, allowing the energy blast to stay intact while it travels to the target. They are some of the most damaging weapons out there, as little can stand up against their odd form of delivery. That said, plasma weapons can overheat very easily and have a tendency to explode under heavy use. The advanced

Aztlan pulser is a very common weapon in the Aztlan fiefdoms, firing rapid bursts of plasma and not suffering from heat accumulation.

TESLA-PATTERN: These guns sheer small pieces of magnetized metal off of the weapon's magazine, accelerating them as flechettes using electromagnetic coils. This would not normally be anything especially helpful, except for two things: the first being that Tesla-pattern weapons can function in an airless environment, while the second is that the flechettes separate inside their targets, dealing terrible internal damage. A Fey starthrower is the most common weapon amongst those ethereal forest spirits, except the flechettes are spun metallic stars that cut and rend rather the darts of standard Tesla-pattern weapons.

FOCUSES & FREE FOCUSES

For purposes of using these weapons, a wielder must have a Focus in the Pattern.

Understanding each of these Patterns is critical to properly use guns. Without the Focus, they must flip the results to fail any Attack Action using that weapon. This means that in order for a Sellsword to use a Tesla-pattern weapon, they must have Tesla-pattern as a Focus in either Simple or Martial Ranged.

Give one free Focus in Ballistic-pattern and Laser-pattern to any player during the Character creation stage. Those of the Warrior Archetype should begin play with a free Focus in either Simple or Martial Ranged, as well as the Tesla-pattern Focus.



BALLISTIC & ESOTERIC-PATTERN WEAPONS

BALLISTIC-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Assault rifle	Martial Ranged	3 AP	Rifle	36	SA/BF/FA	9+[PB] yards	Accurate	Firearm	3	Middling
Autopistol	Martial Ranged	1 AP	Pistol	9	SA/BF	3+[PB] yards	Fast, Finesse	Firearm	1	Middling
Automatic shotgun	Martial Ranged	3 AP	Carbine	18	SA/BF/FA	3+[PB] yards	Punishing, Shrapnel, Volatile	Firearm	2	Middling
Aztlan railgun	Martial Ranged	2 AP	Carbine	6	SA/BF	9+[PB] yards	Alien, Punishing	Firearm	2	Unique
Heavy machine gun	Martial Ranged	3 AP	Rifle	210	BF/FA	12+[PB] yards	Accurate, Brace, Powerful	Firearm	3	Middling
Orx scrapper	Martial Ranged	2 AP	Carbine	18	SA/BF	6+[PB] yards	Alien, Punishing	Firearm	2	Unique
Peacemaker	Simple Ranged	1 AP	Pistol	6	SA	3+[PB] yards	Fast, Finesse, Weak	Firearm	1	Major
Pump shotgun	Simple Ranged	3 AP	Carbine	9	SA	3+[PB] yards	Punishing, Shrapnel, Weak	Firearm	2	Middling
Sawn-off shotgun	Simple Ranged	3 AP	Carbine	2	SA	3+[PB] yards	Punishing, Shrapnel, Volatile, Weak	Firearm	2	Middling
Shotgun	Simple Ranged	3 AP	Carbine	2	SA	3+[PB] yards	Punishing, Weak	Firearm	2	Middling
SMG	Martial Ranged	1 AP	Pistol	18	SA/BF/FA	3+[PB] yards	Fast, Finesse	Firearm	1	Middling
Sniper rifle	Martial Ranged	3 AP	Rifle	6	SA	12+[PB] yards	Accurate, Brace, Powerful, Punishing	Firearm	3	Middling

ESOTERIC-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Fey hypo-cannon	Martial Ranged	4 AP	Rifle	300	BA/FA	9+[PB] yards	Accurate, Alien, Brace, Cell, Shrapnel, Toxic	Bladed	3	Unique
Hypo-pistol	Simple Ranged	1 AP	Pistol	6	SA	3+[PB] yards	Fast, Cell, Toxic	Bladed	1	Major
Hypo-rifle	Martial Ranged	3 AP	Rifle	6	SA	12+[PB] yards	Accurate, Brace, Cell, Toxic	Bladed	3	Major
Mindripper	Simple Ranged	1 AP	Pistol	6	SA	3+[PB] yards	Alien, Anathema, Cell, Fast, Weak	Energy	1	Unique
Net gun	Simple Ranged	3 AP	Carbine	1	SA	6+[PB] yards	Cell, Entangling, Ineffective, Shrapnel	Crushing	2	Major
Net pistol	Simple Ranged	1 AP	Pistol	1	SA	3+[PB] yards	Fast, Cell, Entangling, Ineffective	Crushing	1	Middling
Singularity cannon	Martial Ranged	3 AP	Rifle	1	SA	3+[PB] yards	Accurate, Brace, Cell, Shock, Slow	Energy	3	Major
Thundergun	Martial Ranged	3 AP	Carbine	30	SA/BA/FA	9+[PB] yards	Alien, Cell, Powerful, Punishing, Shrapnel	Energy	3	Unique

FLAME, LASER & LAUNCHER-PATTERN WEAPONS

FLAME-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Flamer cannon	Martial Ranged	4 AP	Rifle	9	SA	3+[PB] yards	Accurate, Brace, Fuel, Fiery, Shrapnel, Volatile, Punishing	Energy	3	Middling
Flamethrower	Martial Ranged	3 AP	Carbine	6	SA	3+[PB] yards	Fuel, Fiery, Shrapnel, Volatile	Energy	2	Middling
Hand thrower	Martial Ranged	2 AP	Pistol	3	SA	1+[PB] yards	Fast, Fuel, Fiery, Shrapnel, Volatile	Energy	1	Middling
Heavy flamethrower	Martial Ranged	4 AP	Rifle	9	SA/BF/FA	3+[PB] yards	Accurate, Brace, Fiery, Fuel, Incendiary, Shrapnel, Volatile	Energy	3	Middling
Pyreshot rifle	Martial Ranged	3 AP	Rifle	9	SA	1+[PB] yards	Accurate, Brace, Fuel, Immolate, Powerful, Volatile	Energy	3	Major

LASER-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Heavy laser	Martial Ranged	3 AP	Rifle	36	SA/BF/FA	12+[PB] yards	Accurate, Brace, Cell, Fast, Finesse	Energy	3	Middling
Laser carbine	Simple Ranged	2 AP	Carbine	45	SA/BF	6+[PB] yards	Cell, Fast, Finesse, Punishing, Weak	Energy	2	Minor
Laser pistol	Simple Ranged	1 AP	Pistol	30	SA	3+[PB] yards	Cell, Fast, Finesse, Weak	Energy	1	Minor
Laser rifle	Simple Ranged	3 AP	Rifle	60	SA/BF	9+[PB] yards	Accurate, Cell, Fast, Finesse, Weak	Energy	2	Minor
Laser sniper	Martial Ranged	2 AP	Rifle	45	SA	12+[PB] yards	Brace, Cell, Fast, Finesse, Punishing	Energy	3	Middling
Skrzzak bilegun	Martial Ranged	2 AP	Carbine	30	SA/BF	3+[PB] yards	Alien, Cell, Fast, Finesse, Toxic	Energy	2	Unique

LAUNCHER-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Grenade launcher	Martial Ranged	2 AP	Mortar	6	SA	6+[PB] yards	Brace	Frag	4	Middling
RPG launcher	Martial Ranged	2 AP	Mortar	1	SA	12+[PB] yards	Brace	Frag	4	Middling
Skrzzak fleshcannon	Martial Ranged	2 AP	Mortar	9	SA/BF	9+[PB] yards	Alien, Brace	Frag	4	Unique

MASER, PLASMA & TESLA-PATTERN WEAPONS

MASER-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Defiler tomb rifle	Martial Ranged	3 AP	Rifle	18	SA/BF	9+[PB] yards	Accurate, Alien, Brace, Cell, Piercing	Energy	2	Unique
Maser lance	Martial Ranged	3 AP	Rifle	1	SA	12+[PB] yards	Accurate, Brace, Cell, Piercing, Punishing	Energy	3	Major
Maser pistol	Martial Ranged	1 AP	Pistol	3	SA	1+[PB] yards	Fast, Cell, Piercing	Energy	1	Major
Maser rifle	Martial Ranged	3 AP	Rifle	6	SA	1+[PB] yards	Accurate, Brace, Cell, Piercing	Energy	3	Major
Triple-barrel maser lance	Martial Ranged	3 AP	Rifle	3	SA/BF	3+[PB] yards	Accurate, Brace, Cell, Punishing, Piercing	Energy	3	Major

PLASMA-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Aztlan pulser	Martial Ranged	3 AP	Rifle	36	SA/BF/FA	12+[PB] yards	Alien, Brace, Cell, Finesse, Punishing, Shock, Slow, Volatile	Energy	3	Unique
Defiler Set-beam	Martial Ranged	3 AP	Carbine	9	SA	6+[PB] yards	Alien, Cell, Punishing, Shock, Slow, Volatile	Energy	2	Unique
Plasma cannon	Martial Ranged	2 AP	Carbine	15	SA/BF	9+[PB] yards	Cell, Punishing, Shock, Slow, Volatile	Energy	2	Major
Plasma pistol	Martial Ranged	1 AP	Pistol	9	SA	3+[PB] yards	Cell, Fast, Shock, Volatile	Energy	1	Major
Plasma rifle	Martial Ranged	3 AP	Rifle	18	SA	1+[PB] yards	Accurate, Cell, Shock, Slow, Volatile	Energy	3	Major

TESLA-PATTERN WEAPONS	SKILL	LOAD	WEAPON CLASS	MAG. SIZE	FIRING MODES	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Fey starthrower	Martial Ranged	2 AP	Carbine	120	SA/BF/FA	9+[PB] yards	Alien, Punishing, Vicious	Frag	2	Unique
Tesla carbine	Martial Ranged	2 AP	Carbine	24	SA/BF	9+[PB] yards	Punishing, Vicious	Frag	2	Major
Tesla pistol	Martial Ranged	1 AP	Pistol	9	SA/BF	3+[PB] yards	Fast, Vicious	Frag	1	Major
Heavy tesla	Martial Ranged	3 AP	Rifle	60	BF/FA	12+[PB] yards	Accurate, Brace, Vicious	Frag	3	Major
Magecannon	Martial Ranged	3 AP	Rifle	45	BF/FA	12+[PB] yards	Accurate, Anathema, Brace, Vicious	Frag	3	Major
Storm tesla	Martial Ranged	3 AP	Rifle	30	SA/BF	3+[PB] yards	Accurate, Brace, Punishing, Vicious	Frag	3	Major

GRENADES

Brenades are hand-held explosives, ones that can either explode on impact or be set on a timer. The most popular ones inflict a variety of different damage types, but there are a few utility grenades as well – such as the blinding flashbang or the wall-destroying breach. Grenades are useful and relatively easy to get ahold of, but they do not distinguish between friend and foe. For example, Orx carry disgusting pissbombs; basically, jars of urine that explode in a cloud of Orx Spore when they hit the ground. Unless otherwise noted, a grenade can be either thrown by hand or launched from a mortar.

BREACH: Breach grenades are not really grenades, but rather shaped charges of explosive. They are often used to blow open doors, damage vehicles or breach walls – they can be used in combat, but they are often set as booby traps instead.

FIREBALL: Fireballs are flammable grenades that contain napalm, which splashes over its radius upon detonating and setting things ablaze easily. Fireballs can also be jury-rigged as bottle bombs, though those gain the Volatile quality.

FLASHBANG: Flashbang grenades are filled with volatile magnesium and flash powder, which explodes in blinding light when set off. The explosion disorients both sight and hearing, though they do no harm aside from that.

FRAG: Frag grenades are the classic design of grenade – a simple pull-pin with a small explosive that can rend limb from bodies. Different models exist, such as the stick grenade or cluster bomb, but all explode viscera the same way.

GAS BOMB: Gas bombs explode like a small firecracker, but their payload is particularly dangerous. They contain an aerosol version of any Venom, which is dispersed when the grenade explodes.

MESHNET: Meshnet grenades explode in mid-air, releasing a polymer net that entangles any person it lands upon in a burst radius. The net is also lined with barbs, scraping and cutting at those who try to remove it. Perfect for capturing prey alive, but in pain.

MUSTARD: Mustard grenades release a cloud of sulfur mustard, which burns skin and blisters the lungs. They are extremely dangerous, painful and deadly.

PISS BOMB: Piss bombs are made solely by the Orx, and thank Sol Invictus they are. Little more than glass phials filled with Orx urine, they are lobbed and explode in a smelly and noxious cloud. That is not the only hazard: Orx urine contains Orx-Spore and anyone inhaling these particles can quickly begin mutating into one of the grey-skinned nightmares.

PLASMA: Plasma grenades contain unstable plasma suppressed by electrical fields – when the pin is released, the electrical fields disperse and allow the plasma to explode out in a slowly-unfolding violent force.

SMOKE BOMB: Smoke bombs do not explode, but rather expel a thick and cloying cloud that obscures vision. The smoke is not normal fire smoke, but a chemical smoke that lingers for up to 10 minutes after the grenade detonates. They are often used to either obscure an enemy's sight or to provide cover to hide behind.

WYTCHBANE: Like Wyrd magazines, Wytchbane grenades contain a payload of depleted Wytchstone and rock salt. Those of the arcane persuasion affected within its detonation radius find their Magickal abilities suppressed. They are a favored tool of uber-inquisitors.

GRENADES	SKILL	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Breach	Simple Ranged	1+[PB] yards or via Mortar	Incendiary, Throwing, Volatile, Weak	Frag	1	Major
Fireball	Simple Ranged	1+[PB] yards or via Mortar	Fiery, Incendiary, Powerful, Throwing	Energy	1	Middling
Flashbang	Simple Ranged	1+[PB] yards or via Mortar	Incendiary, Ineffective, Shock, Throwing	Energy	1	Major
Frag	Simple Ranged	1+[PB] yards or via Mortar	Incendiary, Throwing, Vicious, Volatile	Frag	1	Middling
Gas bomb	Simple Ranged	1+[PB] yards or via Mortar	Incendiary, Ineffective, Toxic, Throwing	Frag	1	Major
Meshnet	Simple Ranged	1+[PB] yards or via Mortar	Entangling, Incendiary, Ineffective, Throwing	Frag	1	Major
Mustard	Simple Ranged	1+[PB] yards or via Mortar	Entangling, Slow, Smoke, Throwing	Frag	1	Major
Piss bomb	Simple Ranged	1+[PB] yards or via Mortar	Alien, Ineffective, Toxic, Throwing, Volatile	Frag	1	Unique
Plasma	Simple Ranged	1+[PB] yards or via Mortar	Punishing, Slow, Throwing, Volatile	Energy	1	Major
Smoke bomb	Simple Ranged	1+[PB] yards or via Mortar	Ineffective, Smoke, Throwing	Frag	1	Middling
Wytchbane	Simple Ranged	1+[PB] yards or via Mortar	Anathema, Ineffective, Throwing	Frag	1	Major

As mentioned before, ammunition is interchangeable between all weapons; none possess its own unique style of ammunition. Ammunition impart a temporary Quality a weapon can take upon while firing that specific type of ammunition.

ARMOR-PIERCING MAGAZINE: These bullets have a fine tip, backed up by a solid core, and travel at high speeds, allowing them to punch through armor and barriers. Armor-piercing magazines are all but required to harm someone in powered armor, which can shrug off hits from even the most basic of bullets.

DUMDUM MAGAZINE: The tip of a dum dum bullet is hollow tipped or has a characteristic pentagram carved into its nose. When it hits the target, the bullet blossoms out into ravaging blades that cut through soft tissue. These weapons are meant to inflict agony and injury, and their distinctive ‘metal shredding’ sound causes anyone nearby to dive behind cover.

EMP MAGAZINE: A type of generally non-lethal shot, EMP bullets have pronged tips that deliver an electrostatic discharge upon striking an enemy, potentially stunning them. These are especially effective against large targets, giving someone a few spare moments to set up a mortar before a gigantic hell-beast gores them.

EXPLOSIVE MAGAZINE: These bullets do not contain really any lead – instead, they are packed with low grade explosives. When they impact the target, these bullets detonate and shove back opponents with high force. It is said that hearing a burst of fire from these is like hearing the explosion of dozens of high grade M80 firecrackers.

FLAME MAGAZINE: Flame bullets contain small phials of jellied gasoline – also known as napalm – that ignites upon impact and spreads clinging fire over the target’s body. They are especially used by those who believe fire is a purging element or often just for a terrible display of pyromancy and melting flesh. They are also choice igniters of red fuel barrels.

FMJ MAGAZINE: The acronym ‘FMJ’ stands for full-metal jacket, as this bullet is completely enclosed in its casing. When it hits a target, it tends to tumble and turn, shredding their insides and causing terrible wounds. This ammunition allows for higher velocities, making it ideal for hitting targets at a longer range.

RIOT MAGAZINE: Riot bullets are hardened rubber shots, often used to quell uprisings or put down enemies with non-lethal shots. That is not to say they don’t hurt – some pellets will pierce the skin, cause severe bruises or break bones, even be lethal, but it is better than a bounty ending up dead.

TOXIC MAGAZINE: Toxic magazines are probably the most insidious and feared of all types of ammo. Their bullets possess a microglass tip filled with Poison, one that shatters upon impact and infects the target through countless micro cuts. Most are used offensively, but some are used to fire Deliriants from hypo-pistols to ‘buff’ a target at long range.

STANDARD MAGAZINE: This is the most common type of bullets, their casings spread across countless battlefields and cities.

They often have rounded tips and good aerodynamics, but there is nothing else special about them. There used to be hundreds of calibers in the old days, but thanks to standardization, any standard bullet can be fired from a Ballistic-Pattern or Tesla-Pattern weapon.

WYRD MAGAZINE: People are afraid of what they do not understand and the Wyrd magazine is the ultimate expression of this. Wyrd bullets are filled with depleted Wytchstone, which turns out is able to quell the use of Magicks. Many inquisitors hunting down rogue wizards pack plenty of magazines of these.

ENERGY CELLS & FUEL CANISTERS

Gear in the Dark Astral is powered by external sources, usually Energy Cells and Fuel Canisters. Interchangeable between weapons, armor, shields and other gear, they are acquired fairly easily. However, they both have a limited duration, as determined by the weapon they are inserted into and powering. The duration is expressed in days, weeks and months.

In the case of weapons, this is covered in the Qualities called Cell and Fuel. For armor, shields and gear however, their shelf life is dictated by the piece of gear being used. We have applied abstractions, taking into consideration moderate usage. For sake of simplicity, adhere to this model when it makes sense. When the Characters are experiencing downtime – perhaps traveling across the empire unencumbered by hardship or during cryosleep – do not account for the amount of time that is passed to determine when either Energy Cells or Fuel Canisters need to be replaced.

RECHARGING SPENT CELLS: Energy cells power most modern technology of the Dark Astral. Under the right circumstances, they can be recharged. However, overheating and leakage can occur. If exposed to an appropriate power source, a successful Tradecraft Test will recharge an Energy Cell completely. Upon failure, the Energy Cell cannot be recharged until 24 hours later. However, upon a Critical Failure, the Energy Cell dissolves, entirely unusable.

REFUELING EMPTY CANISTERS: Archaic Fuel Canisters are unfortunately dangerous to refuel, given that the gas or other liquid is very volatile. A level of precise ‘ceremony’ is involved to refuel them without causing either harm or accidents. If exposed to an appropriate power source, a successful Survival Test will recharge a Fuel Canister completely. Upon failure, the Fuel Canister cannot be recharged until the chemicals cool down 24 hours later. However, upon a Critical Failure, the Fuel Canister explodes, dealing 2D10+2 Damage from fire.

LEAKS: Once an Energy Cell or Fuel Canister is installed to a piece of gear, it cannot be removed without risk of it leaking.

When removing either from gear, roll a 1D6 Chaos Die. If it lands on face ‘6’, the Energy Cell or Fuel Canister is rendered unusable. Replacing an Energy Cell or Fuel Canister takes ten minutes.

GEAR**ENERGY CELL DURATION****REPUTATION THRESHOLD**

Energy cell

-

Minor

Fuel canister

-

Minor

AMMUNITION**QUALITIES****ENCUMBRANCE VALUE****REPUTATION THRESHOLD**

Armor-piercing magazine

Piercing, Projectile

1

Middling

Dumdum magazine

Projectile, Vicious

1

Middling

EMP magazine

Projectile, Shock

1

Middling

Explosive magazine

Powerful, Projectile

1

Middling

Flame magazine

Immolate, Projectile

1

Middling

FMJ magazine

Accurate Projectile

1

Middling

Riot magazine

Projectile, Pummeling

1

Middling

Toxic magazine

Projectile, Toxic

1

Major

Standard magazine

-

1

Minor

Wyrd magazine

Anathema, Projectile

1

Major

MELEE WEAPONS

Melee weapons are a throwback to what was considered to be the dark ages of technology, rooted in the God-Emperor's rise to power on ancient Eden. They echo even in the Dark Astral among both the military elite and scholarly alike. Most melee weapons require their own power sources, usually in the form of an Energy Cell or Fuel Canister. When out of gas or left with a dead battery, they are no better than an improvised hand weapon. While we will not go into depth for each type, use your imagination to draw parallels to other far-flung, science fiction role-playing games.

CHAIN: Chain weapons are brutal tools of death, their edges comprised of a rotating saw blade much like a chainsaw. A favorite of the violent, they come in a variety of types, with the chain-axe and chain-blade being self-explanatory. The decapitator is an intimidating polearm used mostly by guards, while the Orx ripper is a crude attempt by these Mutants to emulate this barbaric weapon.

FORCE: Force weapons are specifically designed for the rare users of Magick, as they are only ever useful when imbued with a mage's energies. They are wired with arcane circuitry that gives off a sickly glow when they are powered. The Defiler ankh is used by the rare undead necromancer and it not only uses arcane energies, but ignites those it touches with unholy flame.

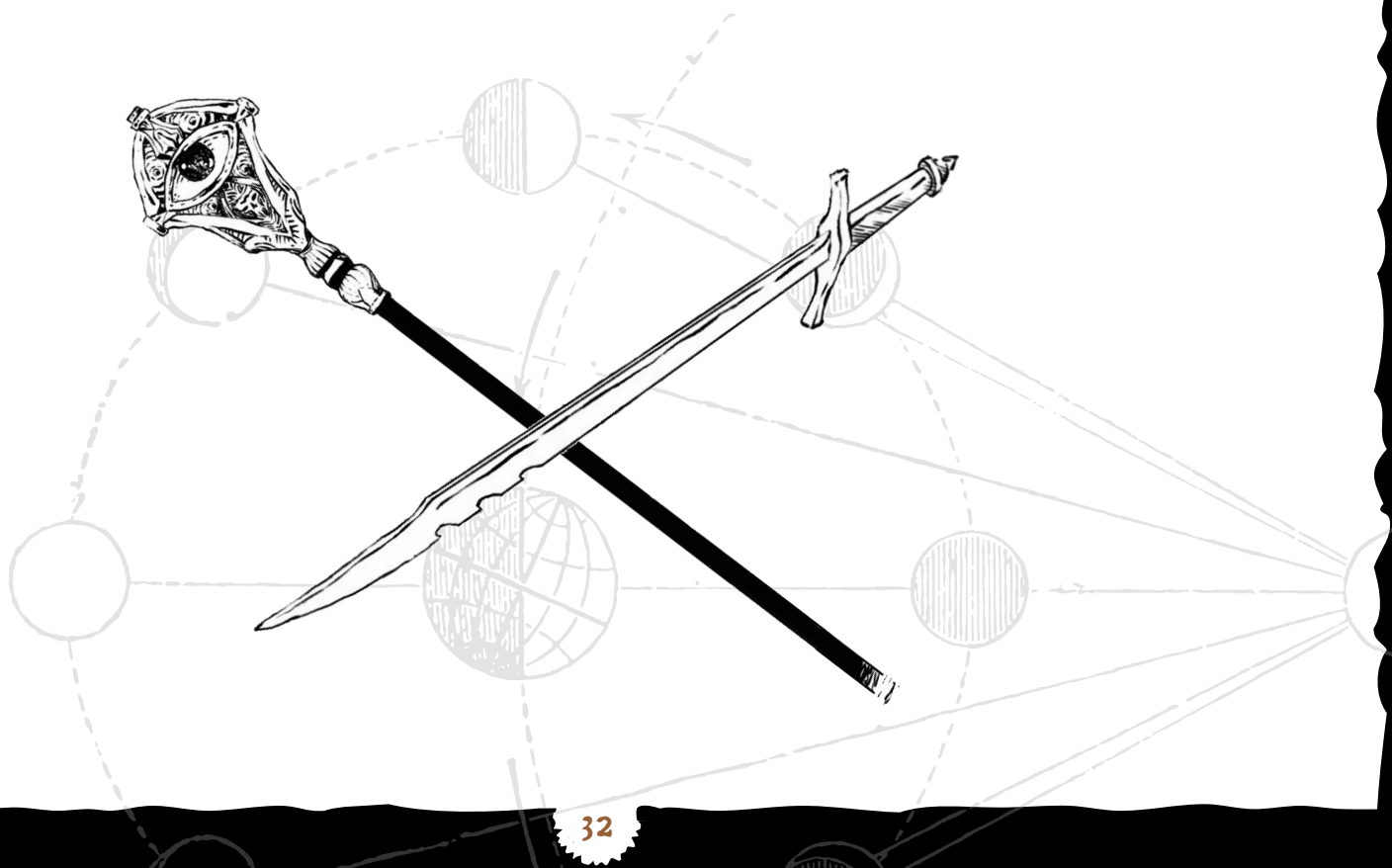
SHOCK: Shock weapons are featureless hilts that, when activated, manifest as crackling balls of energy. These weapons are non-lethal and used for policing purposes, but that does not mean they do not hurt. The exception to this non-lethality is the cruel Fey ninetails, a barbed and powered shock weapon that is used by Fey slavers to inflict monumental pain upon those they capture.

VIBRO: Vibro weapons throb and hum at nearly imperceptible speeds using odd dimensional technology, but these subtle variations prove great defensively when trying to ward off blows. Their design is often highly ornamental as much as it is brutally effective and they are often regarded as works of art as much as they are weapons. Thus they are used with pride. The technology to create these weapons was lost long ago, so they are often heirlooms. The exception to this is the Skrzzak claw, a dismembered limb whose adamantine strength is incalculable.

CHAIN WEAPONS	SKILL	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Chain-axe	Martial Melee	0	One or two-handed	Engaged	Adaptable, Fuel, Slow, Vicious	Bladed	2	Middling
Chain-blade	Martial Melee	0	One or two-handed	Engaged	Adaptable, Finesse, Fuel, Vicious	Bladed	2	Middling
Decapitator	Martial Melee	0	Two-handed	Engaged or 1 yard	Fuel, Punishing, Reach, Vicious, Slow	Bladed	3	Major
Orx Ripper	Simple Melee	0	One or two-handed	Engaged	Alien, Adaptable, Fuel, Slow, Vicious, Weak	Bladed	2	Unique
FORCE WEAPONS	SKILL	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Defiler ankh	Martial Melee	0	One or two-handed	Engaged or 1 yard	Adaptable, Alien, Immolate, Force, Reach	Crushing	2	Unique
Force staff	Simple Melee	0	One or two-handed	Engaged	Adaptable, Force, Pummeling	Crushing	2	Major
Force sword	Simple Melee	0	One or two-handed	Engaged	Adaptable, Finesse, Force, Weak	Bladed	2	Major

SHOCK WEAPONS	SKILL	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Fey ninetails	Martial Melee	0	One-handed	Engaged	Alien, Cell, Entangling, Ineffective, Reach, Shock	Crushing	1	Unique
Shock maul	Simple Melee	0	Two-handed	Engaged	Cell, Ineffective, Shock, Slow	Crushing	3	Middling
Shock whip	Simple Melee	0	One-handed	Engaged or 1 yard	Cell, Entangling, Ineffective, Reach, Shock	Crushing	1	Middling

VIBRO WEAPONS	SKILL	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	REP T.HOLD
Skrzzak claw	Simple Melee	0	One handed	Engaged	Alien, Fast, Finesse, Light, Powered, Weak	Bladed	1	Unique
Vibroaxe	Simple Melee	0	One or two-handed	Engaged	Adaptable, Cell, Slow, Powered, Weak	Bladed	2	Major
Vibrogauntlet	Simple Melee	0	One-handed	Engaged	Cell, Fast, Powered, Pummeling	Brawling	1	Major
Vibromaul	Martial Melee	0	Two-handed	Engaged	Cell, Powered, Powerful, Slow	Crushing	3	Major
Vibrosword	Martial Melee	0	Two-handed	Engaged or 1 yard	Cell, Powered, Punishing, Reach, Slow	Bladed	3	Major



ARMOR & SHIELDS

Armor exists in the Dark Astral in many different formats. Wrought from plastics and other synthetic materials, these armors fit closely to their wearers. Those comprised of adamantine and harder materials look akin to armor from the dark age of technology, with a cacophony of stirring and whispering coming from its many mechanisms which enable its wearers to move and fight. Similarly, the ancient shield has not been left by the wayside as time has marched on, but instead adapted. Classical shields still exist, though they are often made of plastics, ceramic and glass rather than wood or metal.

ARMOR DESCRIPTIONS

The following describes the most common armors found in the Dark Astral:

FLAK: Flak armor is made of layered materials, designed mostly for protecting against small arms fire and grenade blasts.

MESH: Mesh armor is the modern answer to brigandine, composed of thermal-plastic rings formed into a cloth designed to dissipate impact.

CARAPACE: Carapace armor is made from molded plastics or ceramic plates, making it a bulky form of protection against most weapons.

POWERED ARMOR: Powered armor is usually bulky and unwieldy, but is activated via servos and hydraulics to take the weight off the user's shoulders.

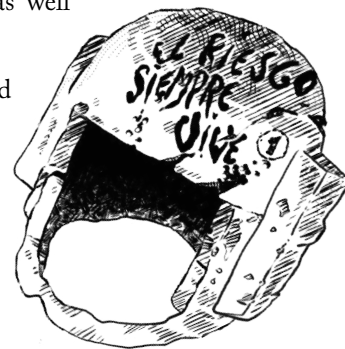
SHIELD DESCRIPTIONS

Although not commonly carried by citizens, the police forces and military organizations of the vast empire bear these protective devices into battle:

MANTLE: Mantles are relatively new, using atom agitation technology to create an invisible force shield around a target. They come in a myriad of designs, but they all serve a similar function. When any projectile strikes the mantle, the mantle briefly becomes visible as the force of the shot ripples across the invisible barrier. Mantles are, however, only designed to absorb ranged attacks – the inertia of melee weapons is too slow to deflect.

RIOT SHIELD: Riot shields are designed to bash and stun looters, but the bash works just as well against Mutants.

POWERED SHIELD: Powered shields are bulky but the pinnacle of defense technology – they are tower shields that vibrate with harmonic destruction.



ARMOR	DAMAGE THRESHOLD MODIFIER	QUALITIES	ENERGY CELL DURATION	ENCUMBRANCE VALUE	REPUTATION THRESHOLD
Flak	1	-	-	2	Minor
Mesh	3	-	-	4	Middling
Carapace	5	Heavy	-	6	Middling
Powered	6	Cell, Heavy, Powered	One month	7	Major

SHIELD	HANDLING	QUALITIES	ENERGY CELL DURATION	ENCUMBRANCE VALUE	REPUTATION THRESHOLD
Mantle	-	Cell, Curtain	1 week	1	Middling
Riot	One-handed	Cell, Defensive, Shock	1 week	1	Middling
Powered	One-handed	Cell, Defensive, Powered, Protective	1 week	2	Middling

Weapons and armor can be greatly modified and expanded, as many contain slots and rails that allow them to be customized. Weapons and armor are generally bought without Mods fitted to them. Weapons and armor can have a maximum of three Mods attached to them; however, a few restrictions apply. Weapons and armor can only have a single Scope Mod, while armor can only have one Coating Mod. Mortars may only ever possess one Mod, however.

Not all Mods can be applied to all weapons or armor. That being said, it is pretty simple to install and uninstall the Mods, requiring only one minute of assembly. Assembly requires at least one Skill Rank in Tradecraft.

RANGED WEAPON MOD DESCRIPTIONS

The following outlines general Mods which can be applied to ranged weapons:

AMMO SELECTOR: Your weapon can swap between different types of ammo without having to reload. The weapon can contain up to three types of ammunition, but the total number of rounds between the different types of ammo cannot exceed the standard magazine size.

AUTO SELECTOR: Your weapon can swap between different firing modes without having to spend 1 AP.

BACKPACK FEEDER: Your weapon is powered by a backpack or feeder belt. You may carry up to 12 magazines for only 1 Encumbrance Value. In addition, you reduce the amount of time it takes to reload the weapon by 1AP (to a minimum of 1).

COMPACT: Your weapon is designed for concealment and stealth, reducing the Encumbrance Value by 1 but reduces the magazine size by 3 and Distance by 3 yards.

EXPANDED MAGAZINE: Your weapon can have three magazines loaded at once, which triples the normal magazine size.

FOREARM WEAPON MOUNTING: A one-handed weapon is mounted to your arm by a metallic slide. You gain a +10 Base Chance to strike when wielding this weapon on your first Turn of combat.

LIGHTWEIGHT: Your weapon is lighter, more streamlined and has better handling. You can eliminate the Brace Quality from any weapon fitted with this modification.

MELEE ATTACHMENT: Your weapon has a bayonet, knife, axe and so on attached to the front of the barrel. This melee attachment has the same Qualities as an improvised hand weapon, and also possesses the Quality of Reach.

PISTOL GRIP: Your weapon was designed to be wielded easily in one hand. This changes any Carbine into a Pistol for purposes of handling.

QUICK RELEASE: Your weapon has a method for reloading faster than normal. This reduces the AP cost for a Load action by 1.

SILENCER: Your weapon's muzzle produces white noise and radio interference to baffle the sound of a shot, making its report harder to hear at a distance.

TRIPOD OR BIPOD: Your weapon has small metal bracers that make it easier to better aim with difficult weapons. This allows you to Take Aim for 1 less AP (to a minimum of 1 AP) once braced.

UNDERSLUNG GRENADE LAUNCHER: Your weapon has a single-use grenade launcher attached to the bottom of the barrel. It can fire one grenade of any type before having to be Loaded again for 1 AP.

VOICE COMMANDS: Your weapon can follow your voice commands with a simple word from you. You can command a weapon to fire, change magazine types (if modified with an ammo selector) and change modes upon its own accord without you holding it.

RANGED WEAPONS SCOPE DESCRIPTIONS

As mentioned before, ranged weapons can only ever have one type of Scope attached to it:

MOTION TRACKER: Your weapon can predict where an enemy will move before you fire. When shooting Characters who used Run on their last Turn, you may ignore the Damage Threshold Modifier they gained while Running.

NIGHT SCOPE: Your weapon detects minute traces of light through its sight. This eliminates any penalties for firing in darkness.

RED DOT LASER SIGHT: Your weapon is accurate at firing single shots by using a laser dot to track the target. The weapon gains the Finesse quality.

TELESCOPIC SIGHT: Your weapon has a sight on it which magnifies a target, making them easier to hit. Your weapon gains the Accurate Quality.

THERMAL SIGHT: Your weapon can see heat signatures of enemies, not requiring any visibility to hit them. This eliminates any penalties for firing through fog, mist or smoke.

ARMOR MOD DESCRIPTIONS

The following outlines general Mods which may be applied to armor:

ARCANE WARD: Your armor has been mystically enchanted, allowing your body to better Resist the perils of Magicks. When made the target of a Magick spell that causes Damage, roll a 1D6 Chaos Die. Upon face '6', increase your Damage Threshold by 6.

HUD HELMET: Your armor has its own display and output system, acting as a handheld scanner that does not require a power source.

MOUNT: Armor can integrate a lot of common gear in its manufactured design, such as a wrist-mounted grapnel or a shoulder-mounted grenade launcher. Any Tool or Weapon of Encumbrance Value 3 or less can be built into the armor, at the GM's discretion. The price for this mod is in addition to the normal price of the installed item.

PRESSURIZED: Your armor is sealed tightly and is able to filter in its own oxygen. Your armor can also act as an Environment Suit. Your armor's Encumbrance Value increases by 1.

ARMOR COATING DESCRIPTIONS

Only one coating may be applied to any suit of armor. However, unlike other Mods, coatings cannot be removed:

ABLATIVE COATING: Your armor is insulated and absorbs heat, so that some energy weapons are not as effective against you. Increase your Damage Threshold against Flame-Pattern, Maser-Pattern and Plasma-Pattern weapons by 3.

CERAMIC COATING: Your armor is covered in a ceramic coating, giving it a smaller outer case that breaks off easier. Increase your Damage Threshold against Ballistic-Pattern and Tesla-Pattern weapons by 3.

REFLECTIVE COATING: Your armor is lined with crystals, allowing light to reflect off you better. Increase your Damage Threshold against Laser weapons by 3.

MELEE WEAPON MOD DESCRIPTIONS

These Mods can be applied only to melee weapons:

HYP0-UNIT: Your weapon can automatically dispense a single dose of Venom, coating the weapon with a push of a button. A dose of Venom is then injected into the target on a successful attack.

VORPAL: Your weapon has a mononuclear edge, making it sharper than a razor. Your weapon gains the Vicious Quality.

UNIVERSAL MOD DESCRIPTIONS

These Mods can be applied to armor and weapons of all types:

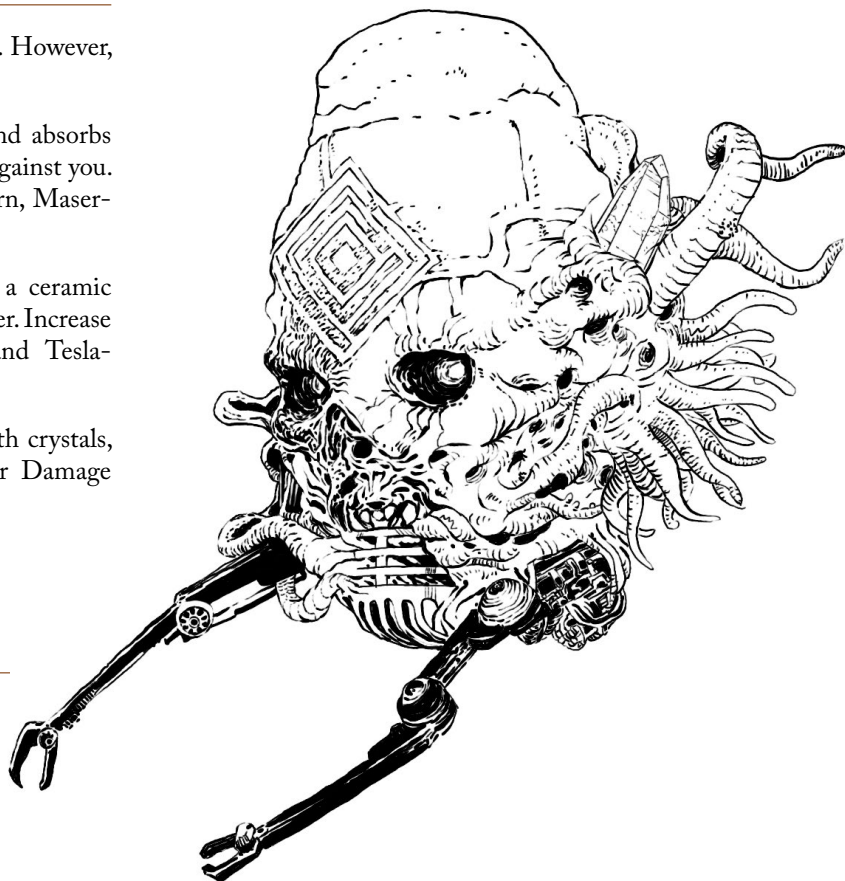
CARVED BENEDICTIONS: Your weapon is etched with inscriptions from your dead god-king, reminding you of your mission. You gain a +10 Base Chance to Intimidate and Leadership Tests when brandishing your weapon.

CUSTOM GRIP: Your weapon was designed specifically for you to use, feeling unnatural and awkward in someone else's hands. Anyone wielding this weapon besides you cannot use it without having to ignore their Journeyman Skill Rank.

FLARE ATTACHMENT: Your weapon has a single use flare attached to the bottom of the barrel. A flare causes no Damage, but can signal others of your location in the sky. It provides enough light, akin to a campfire, for one hour.

MODIFIED STOCK: Your weapon fits well against your shoulder, acting almost like an extension of your arm. Your weapon gains the Adaptable Quality.

REINFORCED: Your weapon is constructed of sturdy metals and plastics. It cannot be destroyed by normal means nor acquire the Ruined Quality.



MODS	RESTRICTIONS	ENCUMBRANCE VALUE	REPUTATION THRESHOLD
Ablative coating	Carapace, Flack, Mesh, Powered	1	Middling
Ammo selector	Carbine, Mortar, Pistol, Rifle	1	Middling
Auto selector	Pistol, Carbine, Rifle	1	Minor
Arcane ward	Carapace, Flack, Mesh, Powered	1	Middling
Backpack feeder	Rifle	1	Middling
Carved benedictions	Any Armor or Weapon	1	Middling
Ceramic coating	Carapace, Powered	1	Middling
Compact	Carbine, Mortar, Pistol, Rifle	1	Middling
Custom grip	Any Weapon	1	Middling
Expanded magazine	Carbine, Pistol, Rifle	1	Middling
Flare attachment	Any Weapon	1	Minor
Forearm weapon mounting	Pistol	1	Middling
HUD helmet	Carapace, Mesh, Powered	1	Middling
Hypo-unit	Bladed, Crushing	1	Middling
Lightweight	Mortar, Rifle	1	Major
Melee attachment	Carbine, Rifle	1	Minor
Modified stock	Carbine, Pistol, Rifle	1	Middling
Motion tracker	Carbine, Mortar, Pistol, Rifle	1	Middling
Mount	Carapace, Powered	1	Minor
Night scope	Mortar, Rifle	1	Middling
Pistol grip	Carbine	1	Major
Pressurized	Power	1	Middling
Quick-Release	Carbine, Pistol, Rifle	1	Middling
Red dot laser sight	Carbine, Pistol, Rifle	1	Middling
Reflective coating	Power	1	Middling
Reinforced	Any Weapon, Armor, Shield	1	Middling
Silencer	Carbine, Pistol, Rifle	1	Minor
Telescopic sight	Carbine, Mortar, Rifle	1	Middling
Thermal scope	Carbine, Mortar, Rifle	1	Middling
Tripod/Bipod	Rifle	1	Minor
Underslung grenade launcher	Carbine, Rifle	1	Middling
Voice commands	Carbine, Mortar, Pistol, Rifle	1	Middling
Vorpal	Bladed	1	Middling

IMPLANTS

Advan­ces in the arcane sci­ences have led to a trans­for­ma­tion among hu­man­ity to be­come post-hu­man – some­thing else en­ti­rely. Im­plants are so­phis­ti­cated tech­nolo­gies that re­sulted from the Transhu­man­ism move­ment, which greatly en­hanced both phys­i­cal and in­tel­lec­tual ca­pa­bil­i­ties of its be­liev­ers. How­ever, the dan­ger of emerg­ing tech­nolo­gies, com­bined with the cor­rupt­ing in­flu­ence of the Dark As­tral, has led to deep di­vi­sions among hu­man­kind as to whether the ben­e­fits are out­weighed by the risk of dehu­man­iza­tion. Some ques­tion whether both Transhu­man­ism and the im­plants are anathema to the gods them­selves.

Im­plants are bionic aug­men­ta­tions, of which a Charac­ter can have any num­ber of Im­plants in­stalled in their body. They cannot have more than one of the same Im­plant in­stalled. This means that a Charac­ter could not have two Blister Eye Im­plants.

Im­plants are in­stalled using psy­chosurgery, re­quir­ing a shard of Wytchstone as an ad­di­tional ex­pended in­gredient. For each Im­plant that a Charac­ter has suc­cess­fully in­stalled, they gain a per­ma­nent Chaos Rank.

IMPLANT DESCRIPTIONS

These Im­plants can be ap­plied to any creature:

ANTIGRAV COILS: You have power­ful elec­tro­mag­nets im­planted un­der your skin, al­low­ing you to hover roughly a yard off the ground for a num­ber of min­utes equal to your [BB]. This can also slow any fall­ing you may suffer, treat it as if you had fallen into water for pur­poses of re­duc­ing Damage.

BLISTER EYE: You have im­planted a miniaturized laser in your eye, which acts like a laser pistol with a range of 1+[PB] in yards. How­ever, you gain the Black Cataract Drawback upon in­stallation of the im­plant.

CRANIAL ARMOR: Your head is covered with a patch-work of metal and ceramic plates, adding 3 to your Damage Threshold when struck with Called Shots to the head.

DE-SANGUINATOR: You have nanobots in your blood that ex­pedite heal­ing from in­juries. You may re­duce the time it takes to re­cu­perate from In­juries by three days.

GEOMATRIX: You have a geo­graphical map­ping soft­ware in your brain, al­low­ing you to in­stantly know any in­for­ma­tion on a do­minion that could be gained from a do­minion database. This al­lows you to au­to­mat­i­cally suc­ceed at Folklore Tests in these cases.

HEKATONCHEIR: These are power­ful me­chanical arms mounted onto your torso, each with a spe­cific use. There are dozens of de­signs, but usu­ally only two can ever be in­stalled. Having this im­plant grants you one Focus in­stantly and po­ten­tial use of another ap­pen­dage to grapple ob­jects with. A hekatoncheir is al­ways treated as an off-hand when wield­ing weapons.

HYPERLUNG: You have a com­plicated fil­tra­tion sys­tem im­planted in your lungs, au­to­mat­i­cally giving you a per­ma­nent Rebreather.

INFOBAHN PORT: You have a me­chanical port in your body that al­lows you to in­ter­face di­rectly with ma­chines and com­puters. While in­ter­fac­ing with one of these ma­chines, you flip the re­sults to suc­ceed at In­tel­ligence Tests.

LOGIC PARTITION: Your mind runs as fast as a com­puter, al­low­ing you to sift through mas­sive amounts of data in seconds. You re­duce any ex­ten­ded men­tal tasks by one third the time needed. This in­cludes Ex­ten­ded Tests, which now takes you only two times the normal du­ra­tion in­stead of the normal three times re­quired.

MAGNETIC ARRAY: You have em­bedded power­ful mag­nets un­der your skin, al­low­ing you to at­tract any hand-held metal ob­ject to your hand within a num­ber of yards equal to 3+your [PB].

MEMORY LOGGER: You have an ad­vanced re­cord­ing suite im­planted in your cranium, al­low­ing you to in­stantly re­cord any audio or vi­sual stim­ulus you ex­pe­rience and al­low­ing for in­stant play­back. You can re­cord up to seven days of foot­age and re­play it at any time.

NERVE CAPACITOR: You can use your in­ter­nal en­ergy stores to at­tempt to charge any me­chanical de­vice that uses bat­teries or a power source. You may au­to­mat­i­cally suffer 3D10+3 men­tal Peril in ex­change for in­stantly power­ing an En­ergy Cell held in-hand.

ORDER IMPLANT: You have im­planted cir­cuitry in your head that pre­vents you from re­veal­ing a cer­tain piece of in­for­ma­tion, leav­ing a cer­tain area or per­form­ing a cer­tain task. If you are forced to go against the or­der given to you, your brain shuts down as you are ren­dered In­capacitated! and un­con­scious.

PRETERNATURAL AUGMENT: This Im­plant in­creases any one Primary At­tribute Bonus by +1, its form taking on a dif­ferent ap­pear­ance by At­tribute. For in­stance, a Brawn Im­plant could be in­ter­weaved syn­thetic mus­cles, an In­tel­ligence Im­plant could re­present men­tal cir­cuitry and so on.

REPLACEMENT: You can re­place a broken piece of your body with a new, me­chanical ver­sion. This could be a new ro­botic leg, syn­thetic lungs and so on. This Im­plant can ef­fec­tively re­move a Drawback caused by a birth de­fect or from an In­jury, such as Black Cataract, Crop Ear, Weak Lungs or a Veter­an's Boot, Hand or Leg.

SCAN-SIGHT: This im­plant in­stalls a Handheld Scan­ner into your brain, al­low­ing you to use all the abili­ties of one overlaid over your normal senses.

SCHOLAR LIMB: One of your lower arms is re­placed with a variety of re­cord­ing and scrib­ing in­stru­ments, al­low­ing you to rapidly re­cord in­for­ma­tion and be a better re­searcher in gen­eral. You may treat Education as a Com­mon Skill with this Im­plant.

STEELHIDE: You have armor sub­cu­tane­ously in­stalled all over your body, grant­ing you a per­ma­nent +1 Damage Threshold Mod­ifier.

VOCAL IMPLANT: You have re­placed your vocal cords with syn­thetic ones, grant­ing you a per­ma­nent vocal am­plifier.

IMPLANTS

REPUTATION THRESHOLD

Antigrav coils

Major

Blister eye

Major

Cranial armor

Minor

De-Sanguinator

Major

Geomatrix

Middling

Hekatoncheir

Major

Hyperlung

Middling

Infobahn port

Middling

Logic partition

Major

Magnetic array

Major

Memory logger

Middling

Nerve capacitor

Major

Order implant

Middling

Preternatural augment

Major

Replacement

Minor

Scan-sight

Middling

Scholar limb

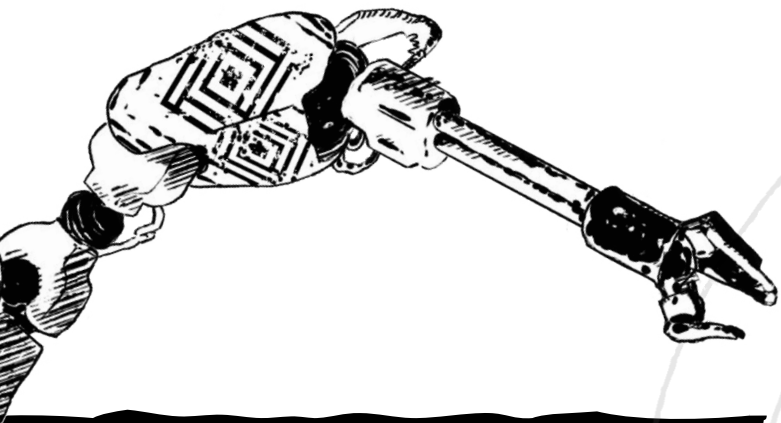
Middling

Steelhide

Major

Vocal implant

Minor



A large array of powered, high-tech tools and devices are available in the Dark Astral. Most gear requires an Energy Cell to power it. The table below outlines the shelf life of an Energy Cell before it must be replaced or recharged.

GEAR DESCRIPTIONS

This gear is found throughout the Vault of Night, although certain dominions and outposts may not have all of them in storage or available to be requisitioned:

ATMO-CHUTE: A parachute that adjusts to the atmosphere you are diving in and allows for safe landing, but only good for one use. You can fall without suffering Damage, but the atmo-chute is then expended.

BLIZZARD GENERATOR: This is another type of jamming device, but it instead produces white noise that can disrupt radio communications within a radius of up to 9 miles from the device.

COMBAT VEST: This vest offers no protection, but has dozens of pockets, latches and so on to carry multiple items of gear. Add +3 to your Encumbrance Limit.

CONCEALED HOLSTER: A discrete weapon holster which is only readily available for Pistols. You gain the benefits of the Holdout Talent.

DAMPENER: This is a small device that absorbs sound waves and dampens them, making you produce basically zero noise. With a Dampener, you may flip the results to succeed at Stealth Tests in urban environments.

DEMOLITION KIT: This contains all the tools necessary to perform small, controlled demolitions.

DIGINOCs: These are advanced binoculars that not only magnify great distances, but can provide readouts, topographical information and even thermal or night vision.

DROP HARNESS: These harnesses allow for easy repelling up and down vertical surfaces. With a Drop Harness, you may flip the results to succeed at Athletics Tests to climb.

ENVIRONMENTAL SUIT: This suit allows survival in harsh environments, such as the frigid cold, blistering heat or even the void of the Dark Astral.

FIELDDOC: A hand-held device, the Fielddoc can detect any Diseases, Injuries or Venoms a victim has been exposed to – as well as give common cures and methods. Even a dense barbarian could understand the information it provides.

FREQUENCYMANACLES: Self-explanatory police manacles, though they are often quite sturdy and are opened with a radio frequency rather than a key.

GHILLIE CLOAK: A cloak that adapts and camouflages to the natural environment. With a Ghillie Cloak, you may flip the results to succeed at Stealth Tests to hide in rural environments.

GLOW-GLOBE: An advanced replacement for the ancient lamps, glow-globes float at head height and follow their users around. It casts as much light as a lamp. Alternatively, they can be stuck to a flat surface using in-built adhesive to serve as temporary lamps.

GRAPNEL & LINE: A small, air-powered grappling gun that can fire roughly 66 yards of line, allowing for vertical navigation.

HANDHELD SCANNER: This scanner can detect a myriad of things, including energy emissions, motion and life signs, within a radius of 33 yards.

JAMMER: This small device suppresses transmissions, both vocal or data, out to a diameter of one mile – letting nothing get in or out. The people operating the transmissions will know they are being jammed.

JUMP-PACK: The jump-pack is a low powered jetpack, one that gives a temporary rocket boost to increase leaping distance. When used, it triples how far you can normally jump after a Run Action.

KEYCARD: The keycard comes in multiple colors and designs, but they can generally open any standard, non-private door in the Vault of Night. Private doors may have specialized keycards.

LASER CUTTER: A high-intensity but non-damaging laser knife, this can be used to cut through metal, stone or plastics – clearing holes for breeches, opening safes and so on.

MAGNETO BOOTS: These rugged boots contain powerful magnets that allow you to scale any metal surface as if it were flat ground.

MEDKIT: This contains all the materials necessary to create and synthesize any medicine. It acts as a permanent laboratory, a set of surgical tools and honey pot, all in one.

MEMETIC RECORDER: This hand-held device can record audio and visual input, recording up to 99 hours that can be played back on a Slab-comp.

MICRORADIO: Easily concealed behind the ear, this allows private channel communication with other microradios up to a distance of 3 miles.

MOTION ALARM: This small alarm can be placed anywhere in a room, emitting a loud screech if a designated object is touched or a certain threshold is passed.

MULTITOOL: This hand-held tool can turn into a multitude of common tools, including hammers, crowbars and even eating utensils.

NIGHT VISION GOGGLES: These allow you to see images at night, eliminating any penalties for darkness.

REBREATHER: This mask provides oxygen to allow you to function underwater, in hostile atmospheres and in the void of the Dark Astral.

RESPIRATOR: This mask allows you to avoid breathing in any toxic chemicals or clouds.

SCHADEL: Schadel's are mechanized skulls, modified with servos and minor computer programming to serve as assistants. They float near their owners, and can perform countless functions – though each model of Schadel can only perform one function. A Schadel can follow simple instructions, otherwise defaulting to following their master mindlessly. The most common designs emulate the multitool, handheld scanner, glow-globe, voice amplifier or fielddoc.

SIGNAL BUG: This is a microscopic wavelength interceptor that contains a small memory chip. It functions for up to 9 miles and the bug can intercept vocal communication or data transmission. The chip can be read on a slab-comp and it can store up to one day of recordings.

SIGNAL CASTER: This radio wave device allows for the broadcasting of vocal transmissions, as far away as even the upper atmosphere around dominions where arks usually dock.

SLAB-COMP: A universal and portable tablet computer, it acts much like an archaic 21st century tablet computer. Many are ancient and prone to breakdown, however.

S-WATCH: An advanced watch, it adjusts itself to the local dominion time and never moves fast or slow. It also automatically winds itself and comes in a multitude of candy-colored or metal flake enameled faces and bands.

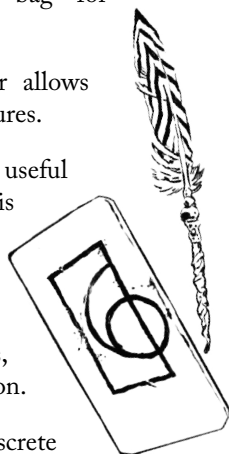
THERMAL BACKPACK: Self-explanatory, but it also comes with a temperature-adjusting sleeping bag for camping purposes.

THERMAL GOGGLES: This eyewear allows you to see the heat signature of living creatures.

TRANSCRIBING PEN: A deceptively useful pen, it will write down anything that is dictated to it.

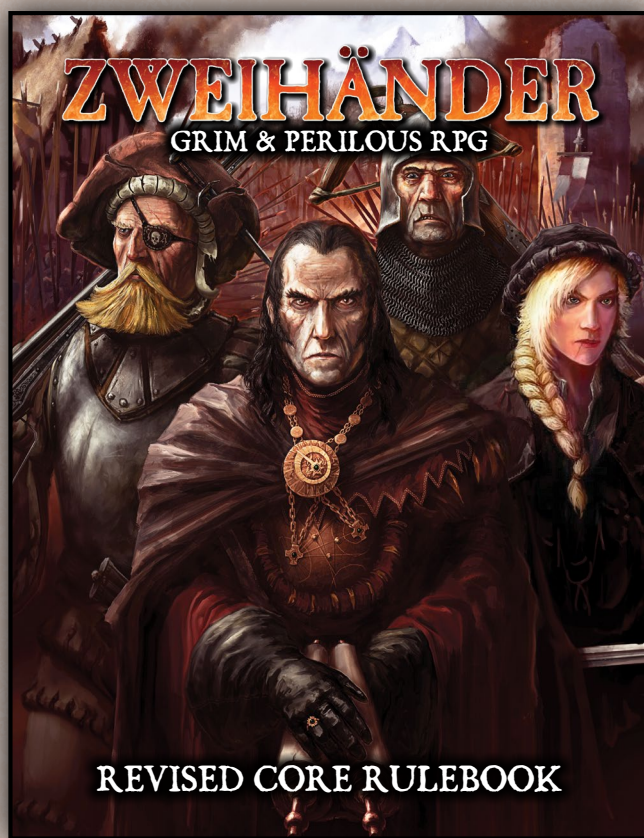
UBERCOMPASS: This is an advanced compass that automatically displays cardinal directions, topographical maps, latitude and so on of any dominion you are on.

VOICE AMPLIFIER: Basically a discrete bullhorn, this amplifies the voice to be heard from 1 mile away.



GEAR	ENERGY CELL DURATION	REPUTATION THRESHOLD
Atmo-chute	-	Middling
Blizzard generator	1 day	Middling
Combat vest	-	Middling
Concealed holster	-	Middling
Dampener	1 day	Middling
Demolition kit	-	Major
Diginocs	1 month	Middling
Drop harness	-	Minor
Environment suit	1 day	Middling
Fielddoc	1 month	Middling
Frequency manacles	-	Minor
Ghillie cloak	-	Middling
Glow-Globe	1 day	Minor
Grapnel and line	-	Middling
Handheld scanner	1 month	Middling
Jammer	1 day	Middling
Jump-Pack	1 week	Middling
Keycard	-	Middling
Laser cutter	1 day	Middling
Magneto boots	1 day	Middling
Medkit	-	Minor
Memetic recorder	1 week	Middling
Microradio	1 month	Middling
Motion alarm	1 day	Middling
Multitool	-	Middling
Night vision goggles	1 week	Middling
Rebreather	1 day	Middling
Respirator	1 day	Middling
Schadel	1 month	Middling
Signal bug	1 day	Major
Signal caster	1 day	Middling
Slab-comp	1 month	Middling
S-Watch	1 year	Minor
Thermal backpack	-	Minor
Thermal goggles	1 week	Middling
Transcribing pen	-	Middling
Ubercompass	1 month	Major
Voice amplifier	1 week	Middling

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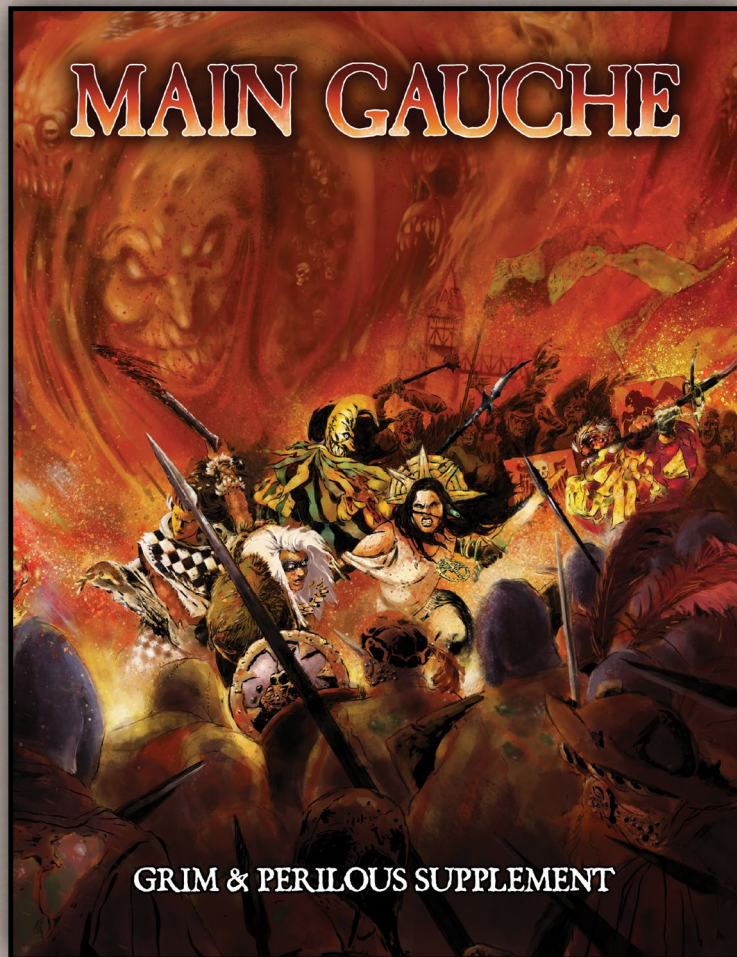


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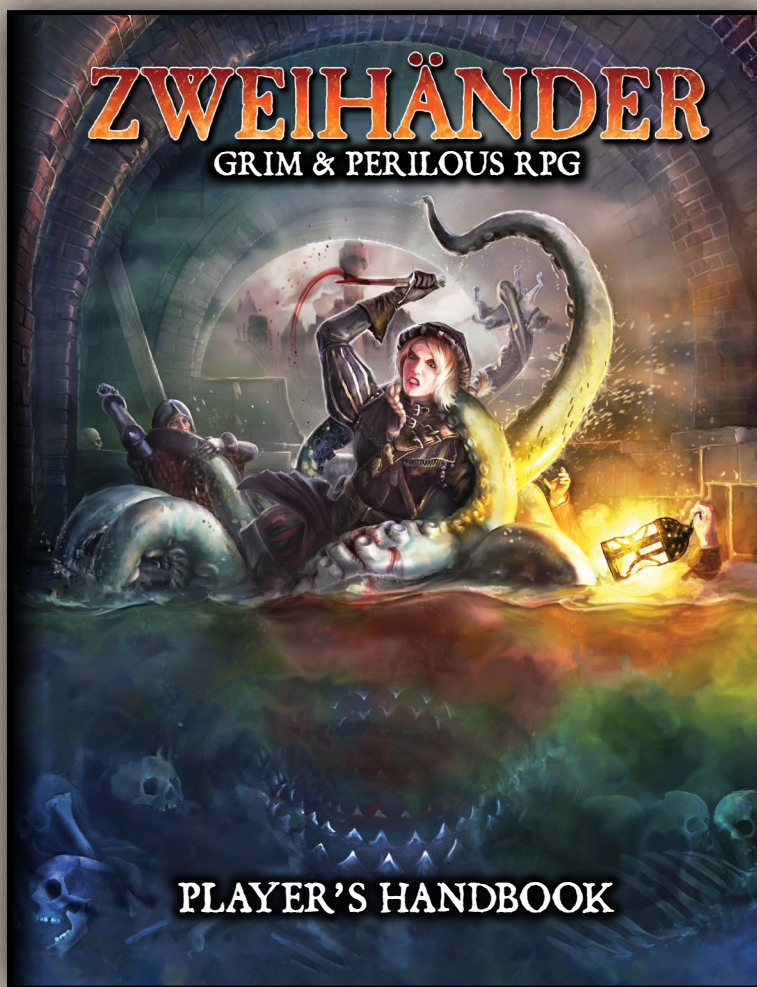


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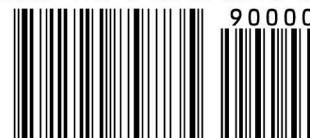


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