

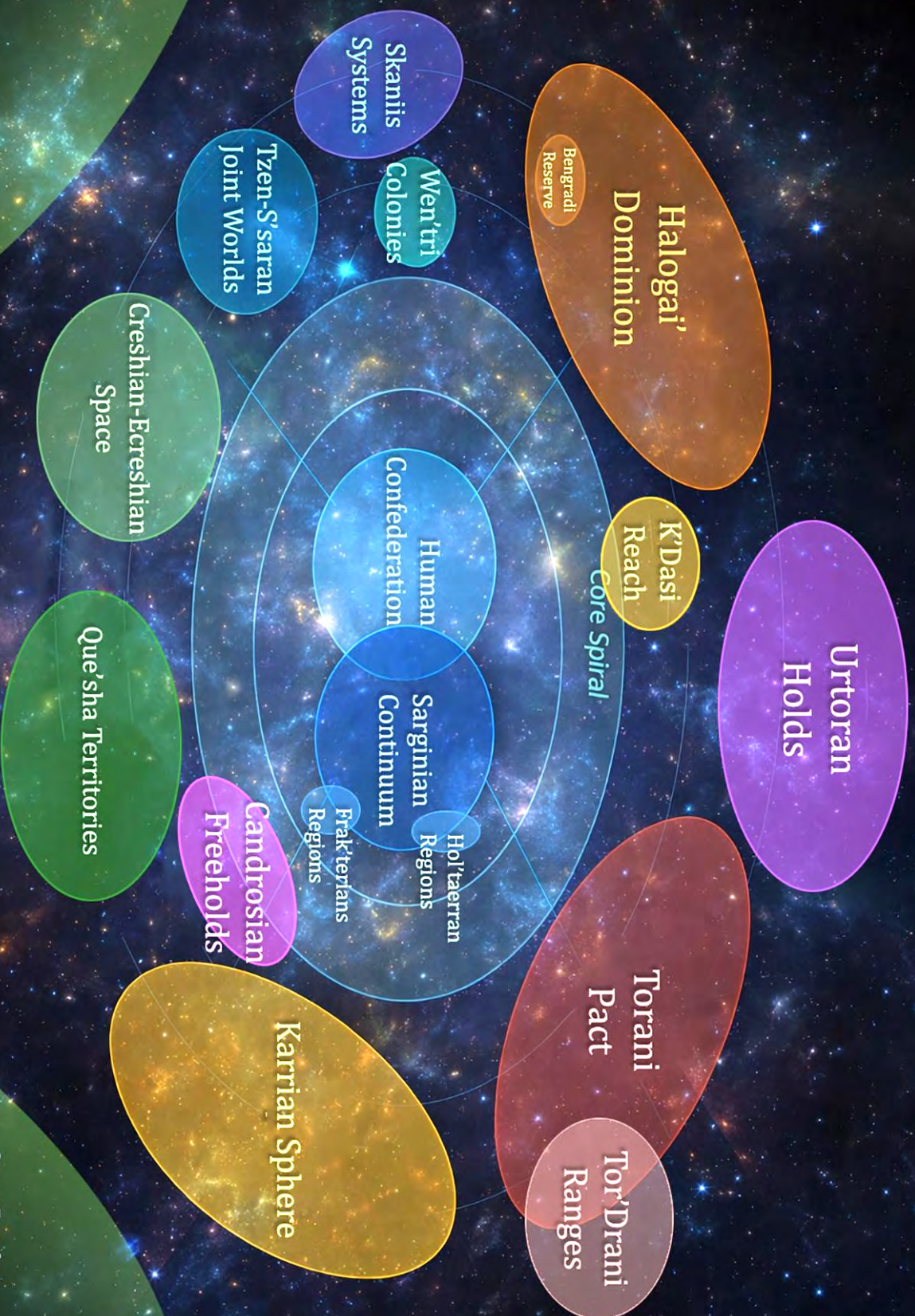
SHATTERED EXPANSE



By Ron McClung

(Compiled and art enhanced with help by AI)

Written for Savage Worlds Adventure Edition (© 2026)



Sovereignities of the Shattered Expanse

Outer Reaches
(Karidians, Zed, Evolved, Ravers)

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Dedicated to the memories of my good gaming friends, John D. Reavis & Chris R. Jarrett.



Introduction

This is not a heroic galaxy. This is a broken one

Hello - my name is Ron McClung, and I've loved science fiction for as long as I can remember. From *Star Trek* to *Star Wars* and everything in between, I've been a fan at one point or another (and still am in many cases). I started playing tabletop RPGs as a teenager, and most of them were sci-fi: *Star Frontiers*®, *Other Suns*®, *Star Wars*®, *Shatterzone*®, *Star*Drive*®, *Fading Suns*®, and *Babylon 5*®. Over the years, I ran games through high school, college, and beyond, and along the way I began creating my own material - aliens, space dragons, strange worlds, and half-formed ideas that sometimes found their way into rough

sketches. I don't claim to be an artist, but I've always enjoyed dabbling.

Now I find myself in my 50s with decades of notes, drawings, and concepts sitting on a website I've been maintaining since the mid-1990s. I kept it alive simply because I didn't want all that creative effort to disappear. Maybe it isn't perfect. Maybe it isn't polished. But it mattered to me - and maybe someday it might inspire someone else. Even after personal websites fell out of fashion, this remained a quiet passion project.

Then came AI. Tools like ChatGPT, Gemini, and Copilot gave me a way to revisit all that old material with fresh eyes. I started cleaning up the text. Then converting sketches. The results surprised me. Suddenly, ideas that had lived in notebooks for decades were becoming vivid

again. That's when something clicked - what if I brought everything together into a single, cohesive setting? With AI acting as a creative partner, I began refining lore, connecting factions, rebuilding races, and shaping a consistent universe. Most of the artwork comes directly from my original sketches or written descriptions - about ninety percent of the time, the AI nailed the look. The rest took iteration, tweaking, and sometimes a bit of Photoshop.



What you're holding now is the result of that process. Shattered Expanse is a compilation of decades of imagination, blending inspirations from *Star Frontiers* ©, *Star Wars* ©, *Shatterzone* ©, and *Star*Drive* ©, mixed with my own ideas and finally forged into something I can call uniquely mine.

Welcome to the Shattered Expanse.

Before the Expanse

The Age of Dragons

Long before the rise of any stellar empire, before humanity ever learned to bend space, legend says the void itself was alive. They are remembered only in fragments now, called many things across different cultures: Void Dragons, Star Serpents, Celestial Leviathans, or Hyperspace Wyrms. Most simply call them the Stellar Dragons.

These entities did not live in normal space. They existed primarily within higher-dimensional currents - what modern science calls Foldspace - drifting through hyperspace tides like great cosmic predators or shepherds. Entire star systems formed in their wakes. Some ancient records suggest they shaped gravity wells, seeded nebulae, and stabilized early stellar clusters.

Whether they were natural lifeforms or something far older is unknown. What is known is that their passing left scars in spacetime. These scars became the first hyperspace corridors. Civilizations would later mistake these corridors for natural phenomena. They were not. They were dragon trails.

The Silent Epoch

At some point in the distant past, the dragons vanished. No fossil remains have ever been recovered. No confirmed sightings exist in modern times. Only gravitational anomalies and impossible energy signatures hint at their former presence.

Their disappearance marked the beginning of what historians now call The Silent Epoch - a vast stretch of prehistory where intelligent life either did not exist or had not yet learned to leave lasting records. During this time, stars

stabilized, planets cooled, and early biospheres emerged. Life spread quietly across the galaxy.

The First Builders

Millennia later, the first advanced civilizations arose. Little is known of them. Their ruins are scattered and fragmented, usually buried beneath newer structures or lost in radiation storms. Most species refer to them simply as the First Builders.

Some theories suggest these beings learned to harness remnants of dragon-made hyperspace corridors. Others claim they discovered psionic resonances embedded in spacetime itself. Whatever their origins, they left behind early jump gate frameworks, psionically active crystal lattices, planetary engineering relics, genetic uplift technologies, and more.

These discoveries would later be rediscovered independently by multiple races. The Sarginians are believed to be the closest surviving inheritors of this era. Of course, they do not confirm this.

The Terran Empire

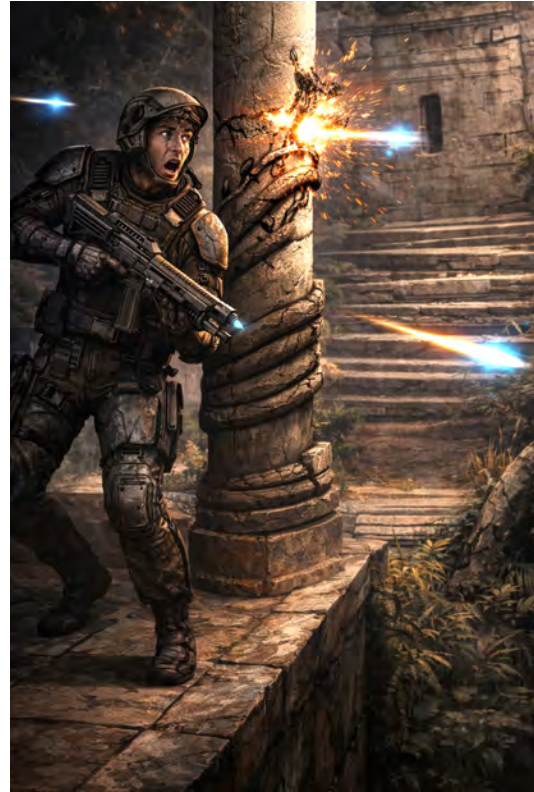
Much later still, humanity rose. Earth unified. Faster-than-light travel was mastered. Artificial intelligence flourished. Genetic uplift programs expanded sentient life across dozens of species. The Terran Empire stretched across thousands of systems. It was not benevolent. It was efficient.

Humanity uplifted animal species for labor, warfare, and colonization. Entire races were shaped to survive hostile environments or fulfill strategic roles. Some thrived. Others were abandoned.

Then came Collapse. No single cause is agreed upon. Some blame internal rebellion. Others

point to AI conflicts. A few whispers about Sarginian interference.

Whatever the truth, the Empire fractured. Fold lanes collapsed. Communication failed. Core worlds burned. Thus began The Long Silence.



Overview

The Shattered Expanse is not about heroes saving galaxies. It is about survival, fractured empires, and ancient lies. The Shattered Expanse is an isolated fragment of a forgotten Terran Empire. After the Collapse and the Long Silence, humanity, uplifted species, and other alien species developed independently. Only centuries later did First Contact reoccur, beginning the Expanse Era (EE).

The Silent Ward

The Truth of the Expanse. In the ages long past, during the last decades of the Collapse, the ancestors of the modern **Sarginians** enacted a

covert isolation protocol over a vast region of space. Their intent was not annihilation. It was containment.

Humanity and its uplifted species had become dangerously expansionist, technologically volatile, and prone to self-destructive wars. The Sarginians, possessing advanced predictive cognition and long-term galactic modeling, determined that continued unchecked Terran growth posed a catastrophic risk to surrounding civilizations.

So they sealed off a fragment of Imperial space, collapsed jump corridors, scrambled navigation beacons, and corrupted interstellar databases. They left a portion of humanity and its uplifted descendants inside what would later be known as **the Expanse**. They did not intervene further. They allowed the inhabitants to rise, fall, war, innovate, and evolve on their own. A living experiment. A controlled entropy zone.

Over millennia, the Silent Ward disappeared from ordinary Sarginian history. Only a tiny circle of ancient custodians retains fragmented records of its creation. To modern Sarginians, the Expanse is simply an obscure frontier region. To their friends, the Frak'terians and Hol'taerrans, it is newly discovered territory - rich in genetic diversity, abandoned technologies, and unpredictable cultures. To the inhabitants of the Expanse, it is reality.

Core Powers

Governance: The Expanse Council, Council of Sovereignties. The Expanse is not governed by any central authority. Instead, the major sovereign powers participate in a standing diplomatic assembly whose purpose is to prevent full-scale interstellar war, negotiate borders and trade corridors, arbitrate sovereignty disputes, and coordinate responses to existential threats. It has no enforcement

arm. It cannot compel compliance. It survives entirely on political pressure, mutual fear, and economic consequence. Treaties are honored only when breaking them costs more.

The Expanse Council convenes on what is considered the Capital World of the Expanse - Axiom Prime.

Sovereignties

The Expanse contains multiple sovereign regions surrounded by unexplored space and hostile outer threats. Surrounding the Core are the dominant stellar regions - large, militarized, culturally cohesive empires.

Core Powers

Human Confederation - The Human Confederation is a fragile coalition of rival human strains and corporate powers, united more by necessity than loyalty, struggling to present a single voice in the Expanse while quietly tearing itself apart from within.

Sarginian Continuum - The Sarginian Continuum is an ancient, hyper-advanced civilization that operates less like a government and more like a living, calculating mind - guiding, manipulating, and enforcing stability across the Expanse with quiet inevitability.

Major Outer Sovereignties

The Great Powers

Halogai' Dominion - Massive territory. Physically dominant warrior culture. They control wide, resource-heavy sectors and exert pressure on multiple borders.

Torani Pact - Highly organized politically and strong diplomatic structures. Operate through alliances and treaties.

Karrian Sphere - Simian empire. Violent, hierarchical caste system. Controls Kurathi

populations as a subordinate race. Militarized industry. Extremely territorial.

Urtoran Holds - Slow-moving but immense territory. Long-lived and Highly defensive. Favor fortress worlds and heavy industry.

Minor Sovereignities

Candrosian Freeholds - A rugged republic of horned war-philosophers whose worlds balance brutal strength with strict codes of honor and family loyalty.

Creshian-Ecreshian Pact Worlds - A twin-sovereignty bound by an ancient peace pact after genocidal wars, where honorable Creshian feudal-democrats and ruthless Ecreshian totalitarians coexist under strict enforcement and ritualized gladiatorial conflict that prevents their engineered hatred from reigniting into open war.

Frak'terian Ward - A loosely defined region protected by roaming life-ships, where bio-theocrats practice sacred medicine while quietly wielding terrifying genetic weapons.

K'Dasi Reach - A chaotic sprawl of agile feline colonies ruled by clan elders, pranksters, and secret assassins, officially neutral and unofficially everywhere.

Skaniis Systems - A perpetually furious parliamentary state whose rodent-like citizens weaponize debate, intimidation, and sheer stubbornness to survive among larger powers.

Que'Sha Territories - A serpentine freedom-focused polity founded by rebels of a fallen empire, dedicated to diplomacy, civil rights, and selective vengeance.

Tzen-S'saran Joint Worlds - Shared systems governed by the Concord Council and enforced by Scale Wardens, serving as uneasy laboratories of coexistence between order and faith. .

S'saran Theocratic Republics - A collection of swamp-world democracies guided by the Church of Balance, enforcing spiritual equilibrium through quiet authority and sanctioned inquisitors.

Tzen Collective Domains - A caste-engineered reptilian society devoted to survival through unity, where duty to the state overrides all personal identity.

Tor'Drani Ranges - Nomadic canine explorers organized into roaming clan fleets, controlling Foldspace routes and ancient technologies while rejecting traditional planetary rule.

Wen'tri Colonies - Scattered telepathic enclaves of mysterious quadrupeds who appear across multiple systems with no known origin, quietly shaping diplomacy while refusing centralized power.

Dara'ilan Refuge Territories - Refugee strongholds built atop ruined Terran worlds, where amphibious strategists rebuild their shattered species through discipline, loyalty, and relentless planning.

Kurathi Forest Realms - Arboreal warrior societies bound by blood feuds and ancestral rites, living beneath vast sacred canopies while enduring Karian oppression.

Bengradi Pride Kingdoms - A feudal tiger-like civilization ruled jointly by monarchs and elder prides, structured around loyalty, martial tradition, and ancestral hierarchy.

Estimated Sizes of Major Regions

Region	Estimated Span (Longest Dimension)	Approx. Sector Footprint	Rough Light-Year Envelope
Human Confederation	100 - 120 ly	6 × 4 × 4 sectors	120 × 80 × 80 ly
Sarginian Continuum	100 - 120 ly	6 × 4 × 4 sectors	120 × 80 × 80 ly
Hol'taerran Regions	20 - 40 ly	2 × 1 × 1 sectors	40 × 20 × 20 ly
Frak'terian Regions	20 - 40 ly	2 × 1 × 1 sectors	40 × 20 × 20 ly
Urtoran Holds	100 - 140 ly	6 × 4 × 3 sectors	120 × 80 × 60 ly
Halogai' Dominion	120 - 160 ly	7 × 4 × 3 sectors	140 × 80 × 60 ly
Bengradi Reserve	20 - 40 ly	2 × 1 × 1 sectors	40 × 20 × 20 ly
K'Dasi Reach	20 - 40 ly	2 × 1 × 1 sectors	40 × 20 × 20 ly
Torani Pact	120 - 160 ly	7 × 4 × 3 sectors	140 × 80 × 60 ly
Tor'Drani Ranges	60 - 80 ly	4 × 2 × 2 sectors	80 × 40 × 40 ly
Karrian Sphere	120 - 160 ly	7 × 4 × 4 sectors	140 × 80 × 80 ly
Candrosian Freeholds	40 - 60 ly	3 × 2 × 1 sectors	60 × 40 × 20 ly
Que'sha Territories	100 - 140 ly	6 × 3 × 3 sectors	120 × 60 × 60 ly
Creshian - Ecreshian Space	80 - 120 ly	5 × 3 × 2 sectors	100 × 60 × 40 ly
Tzen-S'saran Joint Worlds	60 - 80 ly	4 × 2 × 2 sectors	80 × 40 × 40 ly
Wen'tri Colonies	40 - 60 ly	3 × 2 × 2 sectors	60 × 40 × 40 ly
Skaniis Systems	40 - 60 ly	3 × 2 × 2 sectors	60 × 40 × 40 ly

A Sector is roughly 20x20x20 light years and contains a dozen or so systems.



Timeline

The Expanse has existed in isolation for **several thousand years**. What began as a controlled fragment of Terran expansion - quietly engineered by the ancient Sarginians - slowly became something else entirely: a **self-sustaining galactic ecosystem**. Empires rose. Civilizations collapsed. Species evolved culturally apart from their origins. Borders hardened. Wars were fought and forgotten. The original Terran Empire faded into myth.

Today, humans are just *another species among many*. Most inhabitants believe the Expanse is simply one region of a much larger galaxy. Very few suspect they exist inside a deliberately

isolated stellar fragment. Even fewer know **who** sealed it.

Prehistory



Age of Dragons - In the earliest ages of the universe, long before the rise of civilizations or the formation of the modern Expanse, immense

cosmic entities known as the moved through the newborn galaxy, shaping star systems, consuming stellar matter, and establishing territories in the void; though most have vanished or retreated into deep space, their ancient paths and sleeping domains still influence navigation, myth, and fear among the younger races.

The Silent Epoch - Following the primordial Age of Dragons, the great cosmic beasts gradually vanished from the known regions of space, leaving the galaxy eerily quiet; whether they died, departed, or entered a long hibernation remains unknown, but their absence marked the beginning of an immense and mysterious span of time in which the stars lay largely undisturbed before the rise of the first civilizations.

The First Builders - At the dawn of recorded ancient history, an enigmatic civilization known only as the Precursors began shaping the galaxy, constructing vast megastructures, artificial worlds, and mysterious technologies whose purposes are still poorly understood; though the Builders eventually vanished, the relics they left behind remain scattered across the Expanse, influencing exploration, conflict, and the ambitions of every younger species that encounters them.

Unknown years

Terran Empire (Pre-Collapse) - Long before the modern Expanse, humanity forged a vast interstellar empire that uplifted numerous species and spread civilization across thousands of worlds, but its power eventually fractured and vanished in a catastrophic collapse whose causes remain obscured, leaving behind abandoned worlds, lost technologies, and the

scattered descendants who now populate the Shattered Expanse.

Collapse - At the height of Terran power the empire abruptly disintegrated in a galaxy-wide catastrophe known simply as the Collapse, when interstellar communications failed, Fold routes became unstable, and entire regions were cut off from one another, leaving colonies isolated, governments shattered, and countless worlds forced to survive alone in the long dark age that followed.

Sarginian Intervention & The Silent Ward - As the chaos of the Collapse threatened to spiral into total extinction across multiple regions of the galaxy, the ancient Sarginian Continuum intervened quietly but decisively, enacting what later became known as the *Silent Ward*-a largely unseen containment and stabilization effort that curtailed the worst excesses of interstellar warfare, imposed subtle limits on certain technologies and expansions, and established the quiet oversight that continues to shape the balance of power within the Expanse.

The Long Silence - Also known as The *Fracture Age*. Following the collapse of Terran interstellar infrastructure, the Expanse entered a period of total isolation. Trade networks collapsed. FTL routes failed. Entire regions lost contact. Each civilization evolved independently. Cultures diverged. Technologies stagnated or mutated. Histories blurred. This era ended with peaceful first contact between Humanity and the Sarginians.

Official records claim infrastructure decay, civil war collapse and navigation grid failure were at the heart of the Long Silence. The truth is buried deep within Sarginian sealed archives.

All that is known is that the Terran Empire fell suddenly. Not gradually. Something catastrophic happened. Within decades, human central

authority vanished. Supply chains collapsed. Uplift maintenance systems failed. Colonial governors declared independence. Corporate fleets seized territory. Then the *gates* closed.

Pre-Expanse (PE) and Expanse Era (EE begins Year 0)

1500 PE to 900 PE

The Lost Centuries - For approximately 300-500 years, depending on region, no interstellar travel was possible. Systems survived alone. Some civilizations regressed. Others transformed radically. During this time, humans fragmented into planetary cultures, and many factions lost spaceflight entirely. Uplifted species became fully independent civilizations and developed unique languages, religions, and political systems.

The Sarginians withdrew completely, observed silently, preserving their knowledge.

Modern Expanse species began to form. Halogai' transitioned from tribal hunters to imperial warriors. Karians developed caste militarism. Torani formalized pack governance. Urtoran built fortress-holds. Minor races adapted or vanished.

Nobody remembers shared origins. No one believes ancient unity myths. History becomes species-specific. Every culture thinks it rose alone.

900 PE to 30 PE

The Pre-Unification Conflicts -The Torani, Halogai', Karians, and Urtoran began forming their Sovereignities. The Age of Fractures. Before the Long Silence ended and Humanity re-entered galactic affairs, the Expanse endured nearly a millennium of regional wars, civil schisms, and sovereignty collapses. This era is

now collectively remembered as The Age of Fractures - a period defined by species-wide upheaval and the violent reshaping of borders. These conflicts established most modern political boundaries, and included the War for Tor'Drani Independence, Halogai-Bengradi War, Tzen-S'saran Unification, and the Skaniis-Wen'tri War.

900 PE to 760 PE

The Tor'Drani Secession - The Tor'Drani were originally engineered or bred as subordinate offshoots of the noble Torani lineages - valued as trackers, scouts, and frontier hunters. Over generations, cultural divergence and resentment grew. The Tor'Drani ultimately rose in revolt, triggering a prolonged conflict known as the Tor'Drani Secession War. Though technologically inferior, Tor'Drani survival instincts and asymmetric tactics wore down Torani forces.

The war ended with Tor'Drani independence, forming the Tor'Drani Ranges, while relations between the two species have remained hostile ever since. This event permanently shattered Torani assumptions of racial hierarchy.

700 PE to 620 PE

The Halogai-Bengradi War - Often called The Purge of Stone and Blood, this brutal conflict nearly erased the Bengradi. The Halogai', expanding aggressively during this era, viewed Bengradi territory as strategically vital. Bengradi resistance was fierce but poorly coordinated. Entire Bengradi population centers were destroyed. Only scattered enclaves survived, now known collectively as the Bengradi Reserve. Modern Bengradi culture is shaped entirely by this near-extinction event, and

Halogai' honor codes still struggle to reconcile this historical atrocity.

580 PE to 510 PE

The Tzen-S'saran Unification War - Initially believing themselves to be separate species, the Tzen and S'saran fought over planetary systems and genetic purity. The war ended abruptly after joint bio-analysis revealed deep shared ancestry. Rather than continue mutual destruction, leadership from both sides negotiated genetic unification protocols, forming the Tzen-S'saran Joint Worlds. This conflict is remembered less as a war and more as an evolutionary reckoning.

460 PE to 420 PE

The Skaniis-Wen'tri Conflict - A fast, violent territorial war erupted between the Skaniis Systems and Wen'tri Colonies. Skaniis' aggression initially overwhelmed Wen'tri defenses. Then, without warning, Skaniis leadership issued a full surrender. No official explanation has ever been recorded. Wen'tri historians speculate external interference, internal Skaniis collapse, or undisclosed biological catastrophe. The true cause remains one of the great unsolved mysteries of the Expanse.

400 PE to 350 PE

The Skaniis-Halogai' Conflict - This conflict was a brutal, grinding series of border wars sparked by Halogai' expansion into Skaniis-controlled systems during the early Post-Expansion Era. What began as territorial disputes quickly escalated into decades of retaliatory raids, siege-world campaigns, and political sabotage, with the honor-bound Halogai' favoring direct military action while the Skaniis weaponized

diplomacy, propaganda, and relentless negotiation pressure. Entire colonies changed hands multiple times, and Skaniis homeworld Skani itself was briefly threatened before outside powers forced a ceasefire. Though neither side achieved decisive victory, the conflict cemented lasting resentment - shaping Halogai' militarism and reinforcing the Skaniis reputation as infuriatingly effective political survivors.

300 PE to 220 PE

The Skaniis-S'saran Conflict - The conflict between the Skaniis and the S'saran unfolded as a prolonged series of territorial disputes and ideological clashes between the aggressive, debate-driven Skaniis and the balance-focused S'saran republics. Initial skirmishes along shared trade corridors escalated into open warfare when Skaniis forces attempted to annex several swamp-world resource systems claimed by S'saran religious authorities. While Skaniis commanders relied on intimidation tactics and political brinkmanship, the S'saran countered with disciplined military doctrine and the quiet influence of the Church of Balance, framing the war as a spiritual necessity rather than conquest. After nearly eighty years of shifting front lines and mounting civilian losses, external pressure from major Expanse powers forced a negotiated settlement - leaving neither side satisfied and embedding a deep cultural distrust that persists into the modern era.

80 PE to 30 PE

The Halogai'-K'Dasi Border War - A brief but intense conflict over border systems between Halogai' Dominion and K'Dasi Reach. Neither side achieved a decisive victory. The war ended prematurely when humanity emerged from isolation - triggering first contact and

immediately redirecting Halogai' military focus toward Human space. K'Dasi independence survived largely by circumstance.

Year 0 EE

The Sarginian-Human Accord - After centuries of isolation during the Long Silence, Human exploration vessels re-established Foldspace stability and made contact with the Sarginian Continuum. Unlike later encounters, this first contact was measured and deliberate.

The Sarginians initiated communication protocols. No weapons were fired. No worlds were lost. The two civilizations exchanged limited data, star charts, and linguistic frameworks. This moment marks Year 0 of the Reconnection Calendar (Nearly all modern records date from this point).

The first hundred years following Reconnection were anything but peaceful. As Foldspace routes reopened, civilizations discovered each other again - or for the first time. This era is remembered as the Age of Turmoil. It was defined by chaotic exploration, territorial collisions, and cultural misunderstandings. Rapid militarization and corporate expansion was the norm.

Major Events of the First Century included the Human-Halogai' Conflict.

0 - 120 EE

Rediscovery Era - Eventually, Foldspace stabilized. Exploration resumed. New nav routes formed. Worlds found each other again. But they were no longer familiar. Former allies had become empires. Old colonies were alien. Some species had never even known Humans.

Known as The First Century, Age of Turmoil.

0 - 1000 EE

The Early Expansion Wars - Occurred during the first thousand years after isolation. Newly uplifted races competed for habitable systems. Humans fractured into dozens of proto-states. Several minor species were extinguished entirely. These wars established the first real borders. Many ruined worlds date from this period.

Halogai'-Urtoran Conflict - Hostilities emerged between the Halogai' and the Urtoran during the chaotic Expansion War era, sparked by competing claims over several frontier systems rich in bio-resources and high-gravity habitable worlds. What began as territorial skirmishes quickly hardened into a centuries-long struggle between the honor-bound, aggressively expansionist Halogai' and the philosophically driven yet fiercely defensive Urtoran Sovereignty. The Halogai' pursued decisive military engagements and ritualized conquest, while the Urtoran relied on strategic fortification and overwhelming retaliation when their borders were violated - despite their cultural commitment to restraint and internal non-violence. The war never reached total annihilation, but it inflicted profound losses on both sides and permanently altered interspecies relations, ultimately ending only when broader Expanse pressures forced disengagement. In its aftermath, the Urtoran withdrew into guarded isolationism, while the Halogai' emerged with reinforced militarism and a deep respect for Urtoran resilience - an uneasy legacy that still shapes diplomacy between the two powers.

12 EE - 42 EE

First violent contact between Humans and Halogai' growing tensions between the sovereignties.

35 EE - 70 EE

Early Karian Border Conflicts. Small-scale clashes that eventually escalated into the Karian-Human War centuries later.

65 EE - 95 EE

Emergence of the Frak'terians & Hol'taerran

Human-Halogai' Conflict - This was the first major interspecies war of the Shattered Expanse. It happened early in Expanse history - long before the Karian Cataclysm - and shaped how Humans would be perceived forever.

Human exploration fleets entered Halogai' space by accident, emerging from Foldspace into what they believed was an uninhabited system. It was not. The system was a Halogai' hunting cradle - a region used to train young warriors through live prey tracking across multiple moons. The Halogai' did not communicate. They attacked immediately. Captured human crew were eaten. Not ceremonially. Not ritually. As food.

Human commanders, believing they had encountered a hostile animal species rather than a civilization, retaliated with orbital bombardment. Two Halogai' nursery worlds were sterilized before translators finally succeeded. By then, both sides had committed atrocities. Negotiation became impossible.

The Halogai' fought as predators - boarding actions, close-quarters slaughter, drop-pod assaults, and personal combat. Humans fought as tacticians - drone swarms, fleet formations, saturation bombardment, and planetary denial. The contrast was horrific.

Halogai' warriors tore humans apart with claws and teeth. Humans burned Halogai' cities from orbit. Neither understood the other. The war

lasted only thirty years, but six Halogai' worlds were rendered uninhabitable and three Human colonies were completely exterminated. Entire Halogai' bloodlines ended. This is why Halogai' birth rates are now so carefully regulated.

40 EE - 85 EE

Late-arriving civilizations entering the Expanse. They aligned with Sarginians shortly after arrival. Formation of Early Sovereignties

150 EE - 700 EE

Borders had formed. Wars had scars. Treaties existed. Megacorporations were entrenched. The Expanse became politically "stable" - though only on the surface.

450 EE - 825 EE

The Karian-Human War - This was the largest, bloodiest conflict in Expanse history. Even today, hundreds of years later, its scars define borders, politics, and species-level distrust. It began as a resource conflict. Early Human expansion fleets pushed aggressively into Karian frontier systems - regions rich in heavy metals, exotic isotopes, and Foldspace resonant matter.

To Humans, these were unclaimed systems. To the Karians, they were ancestral hunting grounds and migration corridors. Initial encounters were tense but peaceful. Then a Human corporate fleet opened fire on a Karian convoy near the star Yethra-9. No declaration. No warning. Just destruction. Within weeks, Karian Domains mobilized fully. The Expanse ignited.

The Karian-Human War lasted nearly 400 standard years. It involved over 1200 star systems, at least six Human factional stellar nations, and every Karian tribe in their Domain.

Secretly, the Sarginian watched through their observation fleets. Entire biospheres were destroyed. Some systems still glow.

This war introduced horrors never repeated since: stellar denial bombs, artificial gravity inversions that tore atmospheres away, genetic collapse plagues, tailored bio-agents targeting Karian physiology, and moon-impact weapons (captured moons redirected into population centers.) Many technologies used here are now banned - or erased from records entirely.

After the war, the Karians changed. Before the war, Karians were tribal, nomadic, and honor-based. After the war, the Karian are more militarized, centralized, and hardened. They reorganized into permanent war Domains. They bred soldiers.

Human space never recovered. Factional empires collapsed. Corporate states replaced many governments. Survivors scattered. Today's Human Sovereignty is only a shadow of what existed before.

The war ended not with victory but exhaustion. Both sides signed the Sarginian sponsored Human-Karian Accords which established a demilitarized stellar buffer zone, permanent restricted systems and mutual kill-on-entry regions.

The Sarginians could have ended the war earlier. They didn't. They observed. They recorded. They allowed millions to die. Their rationale - *Conflict accelerates evolution*. This is one of their deepest unspoken sins. The carnage and the guilt probably were the main reasons for their eventual interference.

700 EE - 900 EE

Reconnection - Modern Era include Human-Halogai War, Human-Karian War,

Sarginians quietly returned to diplomacy (Sarginians ended the Human-Karian conflict). Survivors exist only as legends or elders. Corporations dominate economics. Clan conflicts replace empire wars.

Formal stellar nations emerged - Halogai' Sovereignty, Torani Pack Confederations, Karian Domains, Urtoran High Holds, and Human successor states. Trade routes became strategic assets. Megacorps rise from ruins.

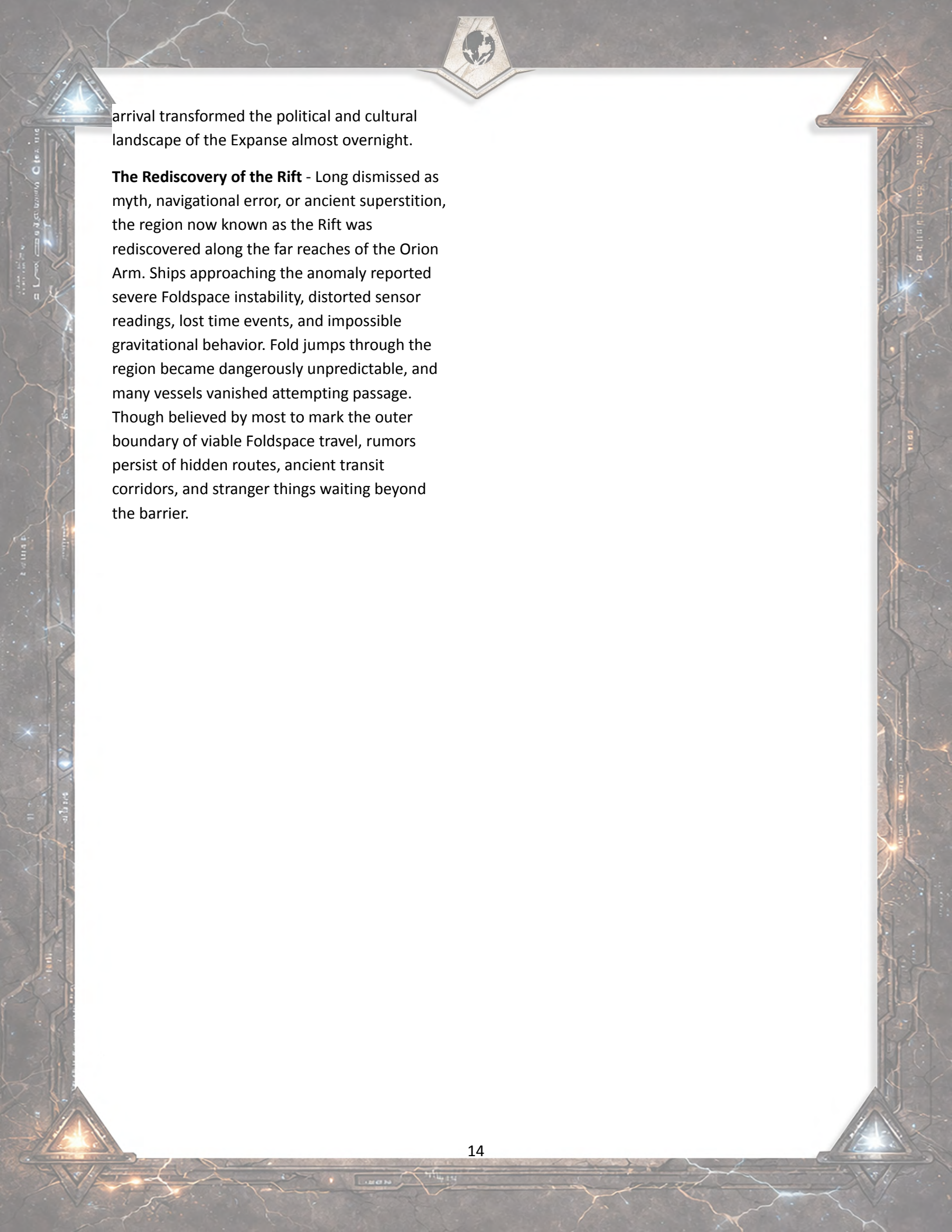
Present Day

The Expanse re-enters galactic awareness.

The Shadow Wars (Recent History) -

Unrecorded conflicts fought through proxy clans, corporate militaries, black-ops fleets, artificial plagues, and information warfare. Entire systems changed hands without formal declarations of war, while deniable operatives and mercenary armies carried out the ambitions of governments and mega-corporations alike. Though much of it remains classified or deliberately erased, historians now regard the Shadow Wars as the true rebirth of interstellar civilization and the beginning of the modern Expanse.

The Fringe Emerges - As the major powers turned outward once more, contact with isolated colonies, fractured civilizations, and previously unknown species increased dramatically. Some came willingly through reopened Fold routes seeking trade, refuge, or opportunity. Others were discovered in forgotten systems beyond the borders of mapped space. Collectively labeled Fringe races by the core worlds, these peoples brought strange technologies, lost histories, and conflicting beliefs that challenged long-held assumptions about the known galaxy. Their



arrival transformed the political and cultural landscape of the Expanse almost overnight.

The Rediscovery of the Rift - Long dismissed as myth, navigational error, or ancient superstition, the region now known as the Rift was rediscovered along the far reaches of the Orion Arm. Ships approaching the anomaly reported severe Foldspace instability, distorted sensor readings, lost time events, and impossible gravitational behavior. Fold jumps through the region became dangerously unpredictable, and many vessels vanished attempting passage. Though believed by most to mark the outer boundary of viable Foldspace travel, rumors persist of hidden routes, ancient transit corridors, and stranger things waiting beyond the barrier.



What Is a Riftrunner?

The term Riftrunner comes from the early freelancers who claimed they would “*run from the Rift and back to get a job done...*” Thus Riftrunners.

Riftrunners are Expanse Operatives (ExOps.) In the fractured political landscape of the Expanse, there are problems no Sovereignty will claim, operations no corporation can publicly sanction, and discoveries too dangerous to ignore. To address these gaps, a system emerged - part legal framework, part necessity. Individuals granted limited cross-jurisdictional authority became known as Expanse Operatives or Riftrunners.

Riftrunners are independent agents licensed - formally or otherwise - to act where others cannot. They take contracts across corporate and Sovereignty lines, operate in unstable regions, and routinely engage threats that fall outside conventional authority.

They are not soldiers. They are not law enforcement. They are not citizens in any traditional sense. They are what remains when systems fail. And in the Expanse... systems fail often.

Character Generation

Concept: Start with a general idea of what you want to play. Any sci-fi archetypes would apply to this setting

Race/Strain: Choose your **Character's Race/Strain** and apply any bonuses or special abilities it grants. Some races or strains guide you into certain archetypes. They also have Professional Affinity which identifies the PSA the race or strain has an affinity for.

Hindrances: Select up to **four points of Hindrances** (Major Hindrances are worth 2, Minor are worth 1).

For 2 Hindrance points you can raise an attribute one die type, or choose an Edge.

For 1 Hindrance point you can gain another skill point, or gain additional starting funds equal to twice your setting's starting amount.

Attributes: Attributes start at d4. You have 5 points to distribute among them. Each step costs 1 point.

Attributes may not be raised beyond d12 unless your hero's ancestry states otherwise.

Skills: Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free. You have 12 points to put into these or any other skills. Each die type costs 1 point up to and equal to the linked attribute; then 2 points per step after that.

Professional Skill Area Edge: Choose their character's first Professional Skill Area Edge - Combat Specialist, Exploration Specialist, Life Sciences Specialist, Mentalist, Social Architect, Technical Operative. This does not count towards their Edge total.

Derived Statistics: **Standard Pace is 6"**, but may be changed by racial abilities, Edges, or Hindrances. **Parry is 2 plus half of Fighting.** **Toughness is 2 plus half of Vigor, plus any Armor.**

Edges: Use any leftover Hindrance points to take Edges if you like. Each Edge costs 2 Hindrance points.

Gear: Purchase up to 500 credits/dollars worth of equipment.

Archetype List

Alien Liaison / Cultural Interpreter: Bridges species and civilizations.

Artifact Hunter / Relic Seeker: Searches for ancient tech and lost civilizations.

Colony Survivalist: Protects and sustains frontier settlements.

Combat Medic: Keeps people alive in impossible situations.

Con Artist / Identity Shifter: Master of deception and reinvention.

Corporate Asset (Owned Operative): You belong to a megacorp - on paper or in reality.

Corporate Black Operative: Elite enforcer for a megacorp, operating above the law.

Corporate Defector: Former insider now on the run.

Corporate Diplomat / Negotiator: Navigates power, contracts, and fragile alliances.

Corporate Security Commander: Leads private armies enforcing corporate will.

Cybernetic Augmentation Specialist: Installs, modifies, and sometimes abuses cyberware.

Drone Wrangler / Remote Operator: Controls swarms of drones in combat and utility roles.

Empathic Mediator: Uses emotion and psionics to influence outcomes.

Environmental Systems Specialist: Terraforming, atmosphere control, planetary systems.

Ex-Cultist (Rift-Touched): Survivor of fringe cults or anomaly exposure.

Field Engineer / Mechanic: Keeps ships, weapons, and systems alive under pressure.

Fixer / Underworld Broker: Connects people to jobs, gear, and trouble.

Foldspace Navigator / Astrogator: Expert in FTL routes and anomalies.

Fringe Explorer / Scout: Navigates unknown systems and anomalies.

Fringe Smuggler: Moves illegal goods through unstable space.

Geneticist / Bio-Engineer: Manipulates life itself - legally or otherwise.

Latent Psi Survivor: Untrained, unstable psionic ability.

Mentalist Adept: Dedicated psionic practitioner.

Mercenary Gun-for-Hire: Professional soldier navigating contracts and survival.

Systems Hacker / Infiltrator: Breaks networks, security systems, and identities.

Velvet Syndicate Entertainer / Influencer: Power through image, fame, and subtle manipulation.

Visionary Oracle: Sees possible futures - or fractured realities.

Void Corsair (Pirate Raider): Predator of trade routes and asteroid lanes.

Xenobiologist: Studies alien life - often up close and dangerously.

Excluded From Core SWADE

Skills

- Faith (Spirit)
- Focus (Spirit)
- Spellcasting (Smarts)

- Weird Science (Smarts)

Edges

- Arcane Background (Gifted)
- Arcane Background (Magic)
- Arcane Background (Miracles)
- Arcane Background (Psionics)* - This is available (as are Powers, etc) to NPC Wild Cards and some Extras of the strange and ancient alien nature, representing power levels sentient beings of the Expanse have not reached yet. Use the Power in the Power list and any Power Edges are available.
- Arcane Background (Weird Science)
- Extra Effort
- Gadgeteer
- Holy/Unholy Warrior
- Mentalist
- New Powers
- Power Points
- Wizard

Excluded from the Science Fiction Companion

Ancestries: Most of the Ancestries can exist in the Expanse as Fringe worlders. They have not been brought into the Expanse fold but exist on the outskirts, usually in one system of their own, and not a major power. The one Ancestry that would be tricky might be the Voidlings but we can leave that up to the GM.

Edges

- Mystic Powers

Powers

- *The entire chapter.*

Character Races

Human Confederation



Humans are a fragmented Core power descended from the fallen Terran Empire. Once rulers of vast stellar domains, they now exist as a loose confederation of successor states, corporate protectorates, religious enclaves, and frontier republics. Human society is politically unstable but economically dominant, with megacorporations wielding enormous influence.

Culturally shaped by loss and collapse, Humans are adaptable, argumentative, and paranoid about extinction. They rely heavily on cybernetics, mercenary forces, and corporate militaries. Other races see Humans as volatile but dangerous-capable of innovation under pressure, but incapable of lasting unity.

It is a loose coalition of successor states, planetary governments, corporate holdings, and independent systems bound together by necessity rather than loyalty.

Formed after Reconnection, the Confederation exists primarily to coordinate defense, regulate Foldspace transit within the Sovereignty, maintain shared trade routes, and present a unified front to alien powers. Internally, it is deeply divided. Each member state retains full sovereignty, Independent militaries, separate laws, and competing ideologies.

The Confederation Council possesses limited authority, serving more as a diplomatic forum than a governing body.

The Rotating Seat

The Human Confederation has no permanent capital world. Instead, its governing body - formally called the Confederation Assembly - operates on a rotating seat system, convening every standard cycle on a different faction-controlled capital world.

Humans

Humans within the Expanse are the fragmented descendants of Terran Empire remnants and now exist in divided, political, and fragmented factions. There are six major factions, a few minor ones and then the Greybloods.

Human Strains & Strain Edges

In game terms, these manifestations are represented by Strain Edges: selectable abilities reflecting a combination of engineered genetics and cultural conditioning. They are not universal traits of a Strain, but rare expressions of its intended potential - proof that while humanity cannot be perfected, it can occasionally be *refined*.

Human Major Factions

The Bastion Compact



Capital World: Aegiron

Preservation / Isolation / Militarized Survival.

The Bastion Compact represents humanity's survivalist strain - descended from populations that endured prolonged isolation, siege conditions, and environmental collapse during the Long Silence. Physiologically, Bastion humans are dense-boned, broad-shouldered, and metabolically optimized for endurance under scarcity, possessing heightened pain tolerance and stress resilience. Their culture is austere and militarized, built around fortified arcologies and defensive habitats where discipline, preparedness, and collective responsibility outweigh personal freedom. Bastion citizens are conditioned from childhood for crisis response, weapon familiarity, and emergency logistics, producing a population that treats conflict readiness as everyday life. They maintain a strong operational alliance with the Laconids, bonded by mutual respect for strength and honor, while holding a deep rivalry with the Velvet Syndicate, whom they view as parasites draining humanity's limited resources. Bastion philosophy is simple: civilizations don't fall from enemies - they fall from complacency.

Bastion Strain Bonus: 1 Additional Bastion Strain Edge

Bastion Strain Drawback: Bastion are conditioned for survival environments and prolonged hardship, leaving them uncomfortable and unfocused in indulgent or unstructured settings. In luxury environments, leisure spaces, or highly individualistic cultures (Velvet enclaves, Cydrani arcologies, entertainment districts), Bastion humans suffer -2 to Persuasion and Notice rolls. They don't relax - they stand watch.

Professional Affinity: Combat Specialist



The Cydrani Combine



Capital World: Cydra Major

Greed / Adaptability / Innovation. **Cydrani** are a mercantile human strain defined by opportunism, freedom of movement, and engineered adaptability. Descended from corporate pioneers and deep-space prospectors, their bodies reflect generations of bio-optimization for variable gravity, radiation exposure, and long-duration Foldspace travel: lean builds, enhanced metabolic efficiency, augmented ocular contrast, and neural patterning that favors rapid risk assessment and negotiation. Culturally, Cydrani prize profit as proof of competence and autonomy as a sacred right - contracts matter more than laws, reputation more than flags. They operate vast trade webs spanning the Expanse, dealing in everything from cutting-edge tech to forbidden relics, and their enclaves resemble floating bazaars of wealth, vice, and information. To outsiders they seem greedy and untrustworthy; to Cydrani, survival itself is a marketplace, and every interaction is a transaction waiting to happen. Commonly, the Cydrani are the Velvet Syndicate close allies. The Cydrani would have their strongest rivalry with Meridian and the Laconids.

Cydrani Strain Bonus: 1 Additional Cydrani Strain Edge.

Cydrani Strain Drawback: Cydrani suffer -2 to Persuasion and Performance rolls involving emotional appeal, inspiration, or empathy-based interaction. They are perceived as cold, transactional, or unsettlingly calm.

Professional Affinity: Technical Operative, Exploration Specialist.



The Greybloods

Many humans in the Expanse don't belong to any strain at all. They are the Greybloods - descendants of refugees, forgotten colonies, broken experiments, mixed-strain unions, and post-Collapse survivors who never aligned with Meridian purity doctrine, Luminar idealism, Bastion discipline, Velvet decadence, Cydrani ambition, or Laconid honor. Their genetics are wildly blended, carrying fragments of multiple strains: diluted gravity adaptations, partial neural augment compatibility, uneven psionic potential, or unstable metabolic traits. Culturally, they are scavengers of identity, borrowing customs, tech, and beliefs from whatever faction they currently live beside.

The Greybloods make up a large human population in the Expanse, yet possess the least power. They inhabit the cracks between sovereignties: fringe habitats, trade stations, forgotten arcologies, frontier moons, and city underlayers like Conildra Tatil. They become smugglers, mercenaries, laborers, hackers, street medics, scavengers, pirates, and independent traders. Some rise to influence; most struggle to survive.

Every faction quietly depends on them. Every faction publicly dismisses them. To Meridian, they are genetic noise. To Luminar, lost souls. To Bastion, unreliable civilians. To Velvet, disposable labor. To Cydrani, exploitable assets. To Laconids, dishonored bloodlines. But the Greybloods know something the others don't: They are not bound by ideology.

They adapt faster, change loyalties easily, and thrive in chaos. They interbreed freely. They innovate in desperate ways. They carry forgotten tech traditions, black-market cybernetics, hybrid combat styles, and

underground Foldspace routes passed down through generations of survival.

If there is a future for humanity in the Expanse, it likely won't be forged by the proud strains. It will come from the people who never fit anywhere.

Greyblood Bonus: Greybloods begin play with two free Edges of their choice instead of the one free Edge normally granted to Humans.

Greyblood Strain Hindrance: -1 to any social skills when interacting with non-Greybloods.

Professional Affinity: Any



The Laconid Clans

Capital World: Dravos Prime



Strength / Honor / Dominance. The Laconids are a heavy-gravity human strain forged on high-mass worlds where survival demands strength, endurance, and discipline above all else. Generations of adaptation have produced a people who are shorter, broader, and denser than baseline humans, with reinforced skeletal structures, compact musculature, slower metabolisms, and exceptional resistance to fatigue, impact trauma, and high-G stress. Culturally, Laconids embrace a rigid honor code centered on loyalty, personal accountability, and martial competence; strength is respected, weakness is tolerated only if it strives to improve. Their societies prize service, hierarchy, and proven merit, and while they respect courage in all beings, they hold an unshakable belief in their own superiority as survivors shaped by an unforgiving environment. Among the Confederation, Laconids are feared as relentless soldiers and admired as incorruptible guardians - but often criticized as inflexible, prideful, and dangerously willing to impose order through force when honor demands it.

Once divided among powerful warrior clans, the Laconids long ago abandoned true clan sovereignty during a series of unification wars that forged their modern civilization. Today,

clans exist only as ancestral identifiers embedded in personal names, honored as cultural lineage rather than political authority-much like ancient Earth bloodlines. While Laconids still take pride in their heritage, strength is no longer inherited through clan status but proven through service, discipline, and loyalty to the Compact. Fortress cities and martial institutions now define Laconid society, leaving the clans as echoes of a harder, older age-remembered in ceremony and tradition, but no longer ruling. The Laconids' closest ally is the Bastion and their strongest rivalry is with the Cyndrani and the Velvet.

Laconid Strain Bonus: 1 Additional Laconid Strain Edge.

Laconid Strain Drawback: Laconids suffer -2 to Persuasion rolls when attempting peaceful negotiation or compromise. They instinctively read hesitation as weakness.

Professional Affinity: Combat Specialist



The Luminar Accord



Capital World: Heliovar

Human Confederation Founders / Philosophical Bloc. The Luminar Accord represents humanity's philosophical and empathic strain, shaped by generations of diplomatic service, psionic sensitivity, and cultural integration with non-human species. Physiologically, Luminar humans possess heightened neural plasticity and elevated mirror-neuron activity, granting them exceptional emotional awareness and an increased likelihood of developing low-level psionic abilities, particularly empathy and telepathy. Their culture emphasizes education, meditation, and cooperative governance, valuing understanding over dominance and coexistence over conquest. The Luminar were instrumental in forming the Human Confederation and establishing early peace frameworks across the Expanse, believing unity is humanity's only sustainable future. Seen by some as idealists and by others as manipulators cloaked in compassion, Luminar citizens tend to be open, expressive, and socially adaptive-yet emotionally vulnerable compared to other strains. Where Meridian seeks perfection through control, Luminar seeks survival through connection. The Luminar have a strong alliance with the Laconids and an equally strong rivalry with the Meridians.

Luminar Strain Bonus: 1 Additional Luminar Strain Edge.

Luminar Strain Drawback: To reflect Emotional Vulnerability, Luminar characters suffer a -2 to resist Tests involving emotional manipulation, trauma, or psychic assault. Additionally, when critically failing Spirit-based rolls, Luminar automatically become Shaken. They feel everything.

Professional Affinity: Mentalist



The Meridian Directorate



Capital World: Meridian Prime

Control / Optimization / Design. \Meridian represents humanity's pursuit of purity through structure, logic, and controlled evolution. They believe themselves to be the last "true" humans-an unbroken genetic lineage preserved through strict breeding protocols, cognitive conditioning, and algorithmic governance following the Collapse. To Meridian, all other human strains are Divergent: adaptive offshoots shaped by chaos rather than design. Their society is ordered, minimalist, and hierarchical, guided by a ruling Strategic Intelligence-an ancient AI framework that optimizes population planning, resource distribution, and long-term survival models. Meridian citizens are physiologically standardized: lean, efficient, emotionally regulated, and resistant to disease and psychological instability. Culturally, they reject excess, emotion-driven politics, and individual indulgence, viewing such traits as evolutionary liabilities. While they publicly present themselves as rational custodians of humanity's future, other factions quietly fear Meridian's cold utilitarianism and subtle authoritarianism. To Meridian, freedom is inefficiency-and survival is mathematics.

Meridian Strain Bonus: 1 Additional Meridian Strain Edge.

Meridian Strain Drawback: To reflect Divergent View, Meridian characters suffer -2 to Persuasion and Performance rolls involving non-Meridian cultures. They simply don't emote normally.

Professional Affinity: Combat Specialist or Technical Operative



The Velvet Syndicate



Capital World: Elysar Lux

Pleasure / Excess / Escape. The Velvet Syndicate is a human strain born of indulgence, sensation, and cultivated decadence, tracing its origins to pleasure worlds and luxury habitats that weathered the Long Silence through isolation and excess. Where other factions hardened themselves through discipline or war, the Velvet perfected leisure as survival. Their wealth flows from entertainment, bio-enhancement, designer narcotics, immersive realities, high-end cybernetics, and curated vice-much of it operating in legal gray zones or outright underground markets. Physiologically, Velvet humans commonly exhibit aesthetic genetic refinement: extended lifespans, heightened sensory acuity, emotional regulators, and optimized physical traits, giving many an unnervingly graceful or artificial appearance. Culturally they prize wealth not as authority, but as access-to rare experiences, forbidden pleasures, and social influence. Though dismissed as hollow hedonists, the Syndicate quietly controls vast networks of casinos, pleasure stations, black clinics, narcotics labs, and media empires across the Expanse. They avoid open warfare, preferring manipulation through addiction, desire, and reputation. To the Velvet Syndicate, civilization is neither sacred nor strategic-it is something to be

consumed. The Velvet are close allies with the Cyndrani and try not to emphasize on the rivalries with Meridian or Laconids as it is bad for business.

Velvet Strain Bonus: 1 Additional Velvet Strain Edge.

Velvet Strain Drawback: Velvet neuro-architecture processes emotional data at extreme resolution, making chaotic or hostile environments overwhelming. When in crowded, emotionally charged, or violent scenes, Velvet suffer -2 to Notice and Spirit rolls until they take a moment to center themselves (one action or one round outside the stimulus). They can feel everything.

Professional Affinity: Social Architect



Sarginian Continuum



Sarginians

Sarginians do not conquer worlds. They cultivate outcomes. Their true purpose remains unknown.

Administrative Nexus: Veyrath Null

Ancestral Homeworld: Unknown

The Elder Architects. The Sarginians are the oldest civilization in the Expanse. Tall, thin humanoids with elongated heads and three eyes, they possess tentacular structures in their palms used for nutrient absorption. Their civilization operates on century-long timelines and favors subtle manipulation over overt conquest.

They quietly shape galactic events through predictive modeling and limited psionic influence. Every race mistrusts them-yet none openly oppose them. Only the most ancient Sarginian elders remember their role in isolating the Expanse, and they carry this knowledge in silence.

Little is known of Sarginian origins beyond their extreme antiquity. No confirmed homeworld has ever been identified, and if one exists it remains among the greatest secrets of the

Expanse. Sarginians are encountered throughout known space, though almost never in visible groups larger than two. They appear singly or in pairs, embedded within other societies.

First confirmed contact occurred when a Human Confederation exploration team rediscovered a long-lost colony. Records indicate the colony had survived only through the intervention of a lone Sarginian who introduced advanced technologies and trade routes originating beyond mapped regions of the Expanse. No explanation was ever given for their arrival or motivation.

Following this event, Sarginians began appearing openly across multiple sovereignties-already occupying positions of influence within megacorporations, political institutions, and clandestine organizations. It is unclear whether this marked their first emergence or merely the moment they chose to be seen.

Publicly, Sarginians claim no desire for galactic domination and profess an interest in maintaining stability. While they have never overtly seized power, they consistently appear at pivotal historical moments. Many believe they subtly guide events through predictive modeling and limited psionic influence.

Sarginians possess sensory capabilities far exceeding those of Humans, including heightened perception of air pressure, extended auditory ranges, and the ability to visually detect psionic activity. They communicate among themselves through minute modulations of air pressure using fine sensory filaments embedded in their skin, transmitting pulses similar to encoded signals.

Despite their calm demeanor, every major species harbors deep mistrust toward

Sarginians. Humans in particular view them with suspicion, believing they manipulate galactic affairs from behind the scenes. Yet few openly challenge them. Sarginians consistently emerge unscathed from wars and catastrophes, and ancient threats often withdraw following their intervention.



Racial Traits

Sarginian Speak: Sarginians communicate through subtle fluctuations in air pressure detected by fine sensory filaments embedded across their skin, transmitting information in rapid pulse patterns similar to biological Morse code. Sarginians may communicate silently with other Sarginians within 5" (10 yards) as long as air is present. This communication cannot be overheard by non-Sarginians and does not require line of sight, though heavy winds or vacuum block it entirely. This counts as normal speech for coordination purposes.

Sarginian Sight: Sarginians visually perceive psionic energy as faint luminous distortions in space, allowing them to recognize active powers and latent psychic potential. Sarginians automatically notice when psionic powers are

activated within 10", even if they cannot see the source directly (line of effect required). They gain +2 to Notice rolls to detect psionically active creatures, ongoing psionic effects, or hidden Mentalists. Psionic characters cannot benefit from concealment or invisibility against this detection (though physical stealth still applies). This does not reveal specific powers - only the presence of psionic activity or talent.

Sensory Saturation: Sarginians constantly process air-pressure fluctuations and psionic visual noise, making chaotic environments mentally exhausting. They don't lose awareness - they get too much of it. In crowded areas, active battlefields, or locations with ongoing psionic activity, Sarginians suffer -2 to Notice and Spirit rolls until they can withdraw for one round to recalibrate.

Professional Affinity: Mentalist, Social Architect

Frak'terian Reserve (The Ward)

The Wardens of Life. To the Frak'terians, life is sacred. Those who destroy it become pathogens.

Frak'terian



Home world: Aurelion Vitae

Tall leathery humanoids with horned heads and jointed limbs, Frak'terians specialize in life sciences and genetic engineering. Their skin appears stretched, with retractable excess

tissue believed to be an evolutionary defense mechanism.

They inhabit Sarginian space and function as biological engineers, medical architects, and terraform specialists. Curious to a fault, Frak'terians are responsible for many breakthroughs-and several disasters.

First contact between Humans and Frak'terians occurred when a Frak'terian life-ship responded to a quarantined Human liner suffering from a lethal viral outbreak in the Outer Colonies. The Frak'terians successfully cured every infected passenger. Since that moment, they have been recognized throughout the Expanse as unparalleled masters of biological and medical science.

Frak'terians maintain a civilization centered entirely on the preservation, development, and defense of life. Their culture treats biology with religious reverence. Though ancient-possibly rivaling most known civilizations in age-they remain deliberately insular, revealing little of their early history.

Their home region lies just beyond Sarginian territory, in a protected biological preserve known to them as the Ward. While overlapping Sarginian space, this region remains sovereign Frak'terian territory by treaty. The two civilizations maintain a close alliance.

Despite their peaceful appearance, Frak'terians are not pacifists. When their core beliefs are violated, their response is silent, decisive, and terrifying. Rumors persist of a Halogai' incident aboard a Frak'terian life-ship that resulted in the attacker's death-and shortly afterward, unexplained genetic collapse among his bloodline. Official explanations cite biological failure; independent analysts suspect Frak'terian intervention.

Frak'terian life-ships function as roaming interstellar hospitals, traveling through select regions to assist with plagues, ecological collapse, famine, and medical crises. They ask only enough compensation to maintain supplies and operations. They avoid supporting too many species simultaneously, though the reason remains unclear.

Frak'terians possess a unique Life-Sense, allowing them to perceive biological activity through proximity and touch. This ability enables rapid diagnosis and limited healing in advanced practitioners. Their auditory language combines audible and subsonic pulses, supplemented by biological signaling.

While Frak'terians show deep respect toward all sentient life, they maintain secret bio-weapon capabilities reserved for existential threats. This has fueled conspiracy theories that they catalog species genetics for future warfare - claims officially denied.

Notably, Frak'terians exhibit extremely low psionic incidence. Most scholars believe their species' psychic potential is entirely invested in their Life-Sense capability.

Racial Traits

Life-Sense: Frak'terians possess a biological sensitivity to living systems, perceiving subtle bioelectric and metabolic fluctuations in nearby organisms.

Bio-Science Aptitude: Frak'terians gain +1 to Healing and Science (biological disciplines only).

Life-Detect (Novice): Frak'terians may make a Notice roll as a free action once per round to detect living creatures within Smarts $\times 2$ " (ignore line of sight, but solid barriers block detection). Success reveals the presence and general direction of living beings. Raise reveals

approximate size and whether injured. This does not detect constructs, undead, or synthetic life.



Empathic Diagnosis (Seasoned): By touching a living being for one round, a Frak'terian may make a Healing roll to diagnose ailments. Success reveals wounds, diseases, toxins, or biological abnormalities. Raise reveals severity and approximate cause. This does not automatically grant treatment knowledge - normal Healing rules apply.

Life-Bound Sensitivity: Frak'terians are deeply attuned to living systems, making exposure to widespread injury, death, or ecological collapse emotionally and physiologically jarring. In areas containing multiple wounded creatures, recent death, or environmental devastation, Frak'terians suffer -2 to Spirit rolls and -2 to resist Fear until they leave the area or take a moment (one round) to center themselves. This does not apply to normal combat stress - only sustained suffering or mass harm.

Professional Affinity: Life Science Specialist, Exploration Specialist.

Hol'taerran Reserve



The Hol'taerran Reserve is a scattered network of sovereign enclave-worlds and migratory clan territories within Sarginian-controlled space, governed through rigid psionic caste hierarchies known as the Resonant Synods. Authority is determined by psychic strength, ancestral lineage, and mastery of the Schara'Ta Soul Crystal traditions central to Hol'taerran society. Though officially autonomous, the Reserve maintains a close relationship with the Sarginians, serving as Foldspace resonance specialists, psychic analysts, and diplomatic intermediaries in regions too unstable for conventional perception. Sarginian fleets often escort Hol'taerran migration convoys, and many believe the two civilizations share forbidden knowledge concerning ancient psionic disasters and the true nature of Foldspace itself.

Hol'taerran

Home World: Hol'taerra Prime

The Lost Psionates. Psionic caste society reliant on Soul Crystals. Gaunt humanoids with elongated snouts, slanted blue-tinted eyes, and patterned skin. Hol'taerrans require a Schara'Ta

(Soul Crystal) to perceive or interact with non-Hol'taerrans. Without it, they are effectively blind and deaf to the physical universe.

They serve as perception specialists, diplomats, and psychic analysts within Sarginian territory. Their crystals resonate strangely near alien threats and Foldspace anomalies.

The Hol'taerrans are gaunt humanoids with elongated snouts, slanted blue-tinted eyes, and faintly patterned skin. They maintain small sovereign enclaves within Sarginian-controlled space, while many also exist as nomadic clans migrating across the Expanse.

Though biologically capable of normal sensory perception, Hol'taerrans have evolved to rely almost entirely on psionic awareness. Without their Schara'Ta (Soul Crystal), they are effectively unable to meaningfully perceive or interact with non-Hol'taerran reality. To outsiders, an unlinked Hol'taerran appears vacant and unresponsive.

Their civilization once possessed an immense psionic empire spanning regions now forgotten. During an era of extreme genetic and psionic experimentation-possibly catalyzed by psionically active crystals on their homeworld-Hol'taerrans reshaped their own biology. Physical senses atrophied as psychic perception became dominant. Non-psionic members of their species were enslaved, and a rigid caste system emerged based entirely on psi strength. Something catastrophic ended their empire. The Hol'taerrans do not speak of it.

Today, Hol'taerran society is organized into layered castes and migratory clans, each governed by psionic hierarchy. Clans periodically relocate en masse, traveling between worlds in search of unknown objectives-possibly remnants of their lost civilization. Clan

membership is considered noble status. Clan wars are rare but devastating.

Hol'taerrans communicate with non-psionic species through Soul Crystals-resonant psionic devices that translate thought into vocalized sound via crystalline vibration. These crystals can render speech in any known language and are essential for sustained interaction with other species. Extended telepathic contact with non-Hol'taerrans is physically exhausting, reinforcing dependence on the crystals.

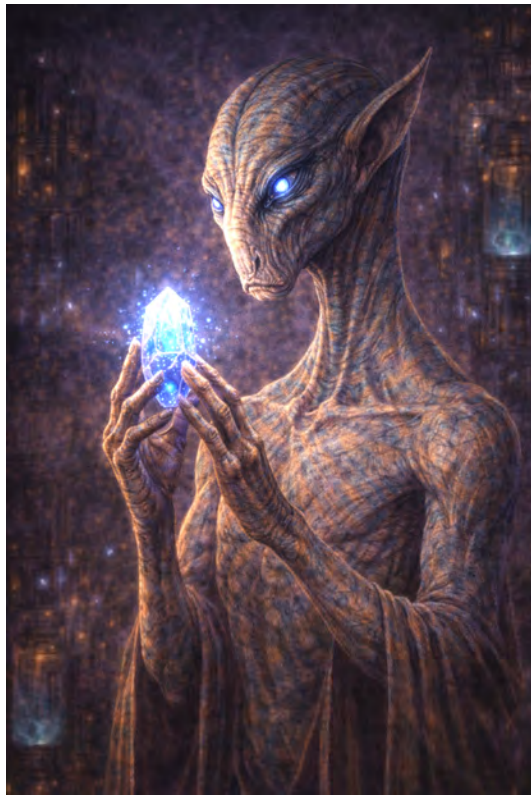
Most species regard Hol'taerrans with deep mistrust. Their historical enslavement of non-psionics, rumored abductions of psi-talented individuals, and rigid superiority beliefs have earned them a dark reputation. At the same time, their unmatched expertise in psionic training makes them valuable allies. Several Expanse-wide psi academies are operated under Hol'taerran oversight.

Rumors persist that Soul Crystals possess additional functions-possibly enhancing emotional influence or persuasion. These claims remain unproven. Hol'taerrans are not peaceful. They are restrained. They believe themselves spiritually elevated, and view other species as biologically incomplete.

Racial Traits

Innate Enlightenment: Hol'taerrans are born with partially awakened psionic centers and require far less training to access mental disciplines. Hol'taerrans begin play with the Mentalist Professional Edge for free (this does not count against their required starting Professional Edge - they still choose another profession normally). They automatically gain the Telepathy Discipline at Tier 1. They start with Psionics at d6 instead of d4. They must still advance disciplines normally by Rank. This

represents ancestral psychic awakening, not modern training.



Soul-Crystal: Each Hol'taerran possesses a crystalline psionic focus tied directly to their consciousness. By default, the Crystal allows the Hol'taerran to communicate to other species.

Once per session, the Hol'taerran may reroll a failed Psionics roll while tapping their Soul-Crystal.

If separated from their Soul-Crystal, the Hol'taerran immediately becomes Distracted until they recover it or complete a long rest. Soul-Crystals are unique, fragile, and story-significant.

Psionic Resonance: Hol'taerrans exist in constant low-level psychic broadcast, making them highly visible on the mental spectrum and emotionally porous to their surroundings. Hol'taerrans suffer -2 to resist Telepathy or Empathy effects, and hostile Mentalists gain +2 to detect them using psionic abilities.

Additionally, when critically failing a Psionics roll, Hol'taerrans automatically become Fatigued instead of merely Distracted. They shine too brightly in the psychic dark.

Professional Affinity: Mentalist

Sovereignties

Candrosian Freehold



The Candrosian government is a republican democracy tempered by strength-based tradition, known collectively as the Assembly. Representatives are elected from regional districts, but leadership is not decided by rhetoric alone - candidates must also prove personal resolve through ritualized trials of endurance, strategy, or controlled combat. While laws are debated in formal chambers, unresolved disputes may be settled through sanctioned contests, reinforcing the Candrosian belief that authority must be *earned*, not merely claimed. This system produces leaders who are both politically capable and physically formidable, reflecting their cultural doctrine that weakness in governance leads to weakness in society. Though outsiders often see it as harsh, the Sovereignty has maintained

remarkable stability for thousands of years, guided by a blunt but effective philosophy: clarity over compromise, strength in service of order.

Candrosian

Home World: Candrosi

The Candrosians are a massive, horned, hexapodal centauroid species native to Candrosi, a temperate world with slightly lower gravity than Earth. Their physiology consists of four powerful locomotion limbs supporting an elongated lower torso and tail, topped by a humanoid upper body with two manipulator arms and a heavy, plated chest. Their heads resemble a fusion of Terran mountain ram and rhinoceros, crowned by curled horns and protected by leathery dermal armor layered beneath a thin coat of coarse fur. Adult Candrosians typically measure between 2.4 and 3 meters from head to tail and average over 270 kilograms. They are digitigrade in posture but walk flat-footed, unlike Torani or K'Dasi, giving them exceptional stability and brute force. Their senses are roughly equivalent to humans, though their depth perception and spatial awareness are finely tuned for charge-based combat.

Candrosian civilization is organized into the Candrosian Freeholds, a decentralized republican democracy formed after centuries of internal conflict and near-extinction events in their deep past. During the Long Silence, many Candrosian colonies became isolated from Candrosi, resulting in linguistic and cultural drift. Today, two major languages persist: Zat'Cha, spoken primarily in the core Freeholds, and Zen'ri, used among outer colonies that were cut off during Pre-Expanse isolation. Candrosians are generally blunt, pragmatic, and culturally binary in outlook-most issues are seen as having only two solutions - endure or overcome. While

often perceived as gruff or savage by outsiders, Candrosians possess a deeply rooted sense of honor, family loyalty, and earned respect.



The Candrosian social unit centers on monogamous nuclear families, with extended kin bonds forming the backbone of Freehold communities. If blood family is lost, Candrosians readily adopt close companions-sometimes even non-Candrosians-as surrogate kin. Birthrates are naturally low, punctuated by rare population surges every few generations. Their society embraces physical dominance as a path to justice and self-improvement; ritualized combat and competitive trials remain common, echoing ancestral behaviors where disputes were settled through horn-ramming contests. While modern Candrosians no longer seek genocide through strength, they still believe that hardship tempers species and that weakness, if left unchallenged, endangers civilization.

Candrosians are broadly friendly to other Expanse races, though they jokingly refer to bipeds as “two-leggers” or “bipedal savages.” They privately consider species with fewer limbs less physically developed, but will readily grant respect to any who prove themselves in battle or adversity. Many Candrosians now serve as heavy-world colonists, mercenary shock troops, frontier wardens, or industrial specialists throughout the Expanse.

Racial Traits

Size +2

Dermal Plating: Candrosians possess thick, leathery hide reinforced by dense subdermal tissue. Candrosians gain Armor +2 (stacks with worn armor). This counts as natural armor.

Tail Strike: Candrosians can lash out with their powerful tail in close combat. Candrosians gain a natural tail attack Str+d4 damage. Counts as a natural weapon. May be used as part of a normal Fighting action. If a Candrosian hits with a tail attack on a raise, the target must make an Athletics roll or be Shaken. (This is not an extra action - it’s simply another attack option.)

Ram Charge: When building momentum, Candrosians become living battering rams. If a Candrosian moves at least 3” in a straight line before making a Fighting attack, they gain +2 damage. On a hit, the target must succeed at a Strength roll or be pushed back 1” and become Vulnerable until their next turn. This stacks with Wild Attack.

Momentum Psychology: They are hard to stop once committed. Candrosians are biologically conditioned toward forward aggression and dominance displays, making restraint difficult. Candrosians suffer -2 to Persuasion when attempting de-escalation or peaceful negotiation. Additionally, once combat begins, a Candrosian must succeed at a Spirit roll to

voluntarily disengage or retreat unless ordered by a recognized authority or ally. They are built to advance.

Professional Affinity: Combat Specialist

Creshian/Ecreshian Space

The Creshian-Ecreshian Sovereignty operates under a Feudal Democratic system, emphasizing individual codes of conduct and personal responsibility. The Pact keeps the peace and there is a whole gladiator sport sub-culture that dominates the society.



Creshians & Ecreshians

The Creshians are an ancient amphibious arthropod civilization that rose to interstellar prominence long before the Terran Empire. Their early empire dominated vast regions of space until they encountered the Krowl-an extinct genetic-warfare species that specialized in destabilizing civilizations through engineered proxy races.

The Krowl created the Ecreshians by modifying captured Creshians, embedding genetic hostility toward their progenitors. Their strategy was simple: allow the Ecreshians to weaken the Creshian Empire from within, then intervene once collapse was inevitable. The plan nearly succeeded.

Centuries of uninterrupted war followed. Though the Creshians ultimately annihilated the

Krowl, their empire shattered. Both Creshians and Ecreshians entered prolonged technological dark ages marked by planetary isolation and societal collapse.

Recovery came first to the Creshians, who gradually rebuilt a new, smaller empire-eventually absorbing former Krowl territories. When they rediscovered the Ecreshians on a reclaimed colony world, violence erupted immediately.

Before extinction could repeat itself, both sides agreed to the Pact-possibly influenced by early Sarginian mediation.

Under the Pact, Ecreshians were recognized as unwilling creations rather than true enemies, and accepted into shared Creshian space. However, to contain genetically ingrained hatred, annual gladiatorial competitions were instituted on the Creshian homeworld. These contests have since evolved into the largest sporting events in the Expanse.

Pact violations are treated as existential threats. Outcasts are hunted jointly by specialized enforcement teams from both species.

Creshians value honor, loyalty, and strength of character. Ecreshians believe in racial supremacy and obedience to collective will. Their society is centralized and authoritarian. They respect strength among their own and actively seek weakness in outsiders. Failure to dominate psychologically is interpreted as a threat. Despite coexistence, philosophical conflict remains constant beneath the surface.

Today, Creshians and Ecreshians share territory under rigid Pact law. Their alliance is one of necessity, not reconciliation. Both species are powerful regional actors, feared for their ancient grudges and disciplined militaries.

Both species possess exceptional sensitivity to atmospheric pressure and can regulate internal body pressure, allowing survival at extreme oceanic depths. Their hearing is slightly inferior to Humans, and many employ auditory enhancement devices. They can produce high-frequency vocalizations and communicate underwater using ultrasonics.

Creshians retain superior visual acuity and agility, granting them enhanced ranged targeting capabilities. Ecreshians sacrificed this trait during genetic modification but gained remarkable physical endurance and resilience.

Ecreshians also exhibit a low-level empathic resonance with one another-insufficient for true psionics, but enough to reinforce collective discipline and emotional unity.



Creshian

Creshian Home world: Cresh

Racial Traits

Body Pressure Regulation: Creshians can consciously regulate internal pressure and circulation, allowing survival in extreme depths and high-pressure environments. Creshians ignore environmental penalties from deep water pressure. They gain +4 to Vigor rolls to resist pressure-based Fatigue or injury. Creshians may operate at depths that would instantly incapacitate most surface species. This does not protect against temperature or toxins - pressure only.

Keen Sight: Creshians possess highly adaptive ocular structures optimized for long-distance targeting and motion tracking. Ignore up to -2 in Range penalties on ranged attacks. Ignore -2 penalties from target Size (small or distant targets). Gain +2 Notice when spotting distant or moving objects. This represents biological optics, not targeting tech.

Sonic Blast - Creshians can emit a focused high-frequency sonic pulse capable of stunning or injuring non-aquatic organisms. Once per encounter as an action, a Creshian may emit a Sonic Blast in a Cone Template, Targets must make a Vigor roll. Failure: Shaken. Failure by 4+: Shaken and one Wound. Success: No effect. This attack Ignores armor not specifically designed for sonic dampening and does not affect Creshians or fully aquatic creatures. It is considered a natural biological weapon.

Atmospheric Fragility - Creshian physiology depends on moisture-rich environments and stable pressure gradients. In dry, arid, or low-humidity environments, Creshians suffer -2 to Vigor rolls and gain Fatigue twice as fast from heat or dehydration. After 24 hours without proper hydration or immersion, they become Distracted until rehydrated. They are visitors on dry worlds - not natives.

Professional Affinity: Combat Specialist

Ecreshian

Ecreshian Home World: Ecrath

Racial Traits

Body Pressure Regulation: Ecreshians can consciously regulate internal pressure and circulation, allowing survival in extreme depths and high-pressure environments. Ecreshians ignore environmental penalties from deep water pressure. They gain +4 to Vigor rolls to resist pressure-based Fatigue or injury. Ecreshians may operate at depths that would instantly incapacitate most surface species. This does not protect against temperature or toxins - pressure only.

Abyssal Endurance: Ecreshians possess massively reinforced organs and redundant biological systems. Gain +1 Toughness. Ignore the first level of Fatigue caused by wounds or environmental stress. Ecreshians do not fall unconscious from Incapacitation; instead they remain conscious but immobile for one round, then may attempt Vigor rolls each round to act normally (still Wounded as usual). They don't black out - they grind forward.

Sonic Blast: Ecreshians can emit a focused high-frequency sonic pulse capable of stunning or injuring non-aquatic organisms. Once per encounter as an action, a Ecreshians may emit a Sonic Blast in a Cone Template, Targets must make a Vigor roll. Failure: Shaken. Failure by 4+: Shaken and one Wound. Success: No effect. This attack Ignores armor not specifically designed for sonic dampening and does not affect Ecreshians or fully aquatic creatures. It is considered a natural biological weapon.

Surface Inertia: Ecreshian bodies are optimized for crushing pressure and dense mediums, making surface environments disorienting and

inefficient. In dry, low-pressure, or low-gravity environments, Ecreshians suffer -2 to Agility-based rolls and cannot run. Additionally, after one hour outside a humid or aquatic environment, they become Distracted until rehydrated or immersed. They are built for oceans, not corridors.

Professional Affinity: Social Architect

Dara'ilan Refuge



The Dara'ilan refugee government is a pragmatic wartime council known as the **Continuance Assembly**, formed from surviving fleet commanders, elder matriarchs, and strategic planners. Power is distributed by demonstrated competence rather than lineage, with military tacticians and population stewards holding equal authority. Every decision is weighed against a single overriding mandate: the survival and rebirth of the Dara'ilan species. Civil matters, resource allocation, and settlement planning are treated as strategic operations, while defense remains permanently mobilized. Though outwardly cooperative with host governments - especially human factions - the Assembly quietly maintains contingency plans for evacuation, retaliation, and

reconsolidation, should history threaten to repeat itself.

Dara'ilan



Current Home World: Polomegan

The Dara'ilan are a towering amphibious species whose appearance has been described by Expanse xenobiologists as "a fusion of Terran turtle, shark, and octopus, shaped into a humanoid warform." Descended from aquatic mammals, Dara'ilan breathe water as easily as air and possess a massive armored cranial structure, shark-like respiratory slits along the sides of the head, powerful limbs, and clusters of tentacular appendages emerging from both wrists and ankles. Their feet terminate in four-pronged claws adapted for traction on slick surfaces. Internally, Dara'ilan possess what researchers call "two and a half hearts"-two primary cardiac organs supported by a tertiary half-heart capable of sustaining minimal life functions if the primary hearts fail, often leaving

the individual in a coma until medical intervention. Adults average 2.2 meters in height, weigh approximately 180 kilograms, and may live over four centuries.

Once rulers of a vast stellar empire, the Dara'ilan civilization was shattered during a catastrophic ancient war in the Pre-Expanse Era. Their homeworld was destroyed, and much of their fleet sacrificed itself holding back the unknown enemy while surviving populations fled across Foldspace in a desperate exodus. Ultimately, scattered refugee groups found sanctuary within Human Confederation space, settling primarily on a handful of marginal water-rich worlds. Today, the Dara'ilan exist as a displaced people-without sovereignty, but not without purpose-focused almost entirely on cultural survival and demographic recovery.

Dara'ilan senses are highly specialized: hearing and olfactory perception far exceed human norms, while visual acuity is slightly inferior. Their native language, Biss'i, consists of ultrasonic screeches layered with guttural pulses, rendering it incomprehensible to most species without specialized translation equipment. Dara'ilan struggle with Basic, typically speaking with thick accents, though meaning is rarely lost. Socially, they are cautious and reserved with outsiders, granting trust slowly and deliberately. Humans, however, occupy a special place among them; many Dara'ilan credit Human space with saving their species from extinction. In contrast, Que'sha provoke immediate unease-possibly triggering ancestral memories of their long-lost enemy.

Dara'ilan families are matriarchal and polygamous, with a single female bonded to multiple males. Offspring hatch from eggs submerged in freshwater pools and remain aquatic for approximately three standard years before undergoing metamorphosis into their

adult form. Fertility is culturally sacred; families with many children are highly honored. Dara'ilan society revolves around collective endurance-every individual is raised with the understanding that survival is victory, and extinction is always only one war away.

Despite their refugee status, Dara'ilan are renowned throughout the Expanse for their tactical brilliance. From small-unit combat to planetary-scale engagements, they display an instinctive grasp of strategy and logistics. Challenges are not avoided-they are confronted immediately, methodically, and relentlessly. Once a Dara'ilan commits to a cause or ally, their loyalty becomes absolute. Few races match their willingness to sacrifice everything for trusted companions.

Racial Traits

Amphibious: Dara'ilan breathe both air and water without penalty. Dara'ilan suffer no penalties for underwater breathing or movement related to respiration.

Chromatic Camouflage: Dara'ilan can consciously alter their skin pigmentation to blend with surrounding environments. When stationary or moving at half Pace or less, Dara'ilan gain +2 to Stealth rolls. In aquatic environments, this bonus increases to +4. This does not function while running or under bright artificial lighting without shadows.

Redundant Cardiac System: Dara'ilan possess secondary cardiac nodes that sustain minimal brain function after catastrophic injury. When Incapacitated, Dara'ilan do not immediately begin dying. Instead, they enter a coma state for 1d6 minutes. During this time they automatically stabilize. Medical treatment within this window prevents death normally. After recovery, they still suffer Wound penalties as usual. This ability functions once per day.

Claws: Dara'ilan have retractable claws that can be used in close combat. They gain natural weapons. Claws: Str+d4

Tentacle Strikes: Dara'ilan have flexible tentacles in the arms. Tentacles: Str+d4 (Reach 1"). On a raise with tentacles, the target is Entangled until they break free (Athletics vs Strength).

Strategic Instinct: Dara'ilan possess innate tactical awareness shaped by communal hunting patterns. Gain +2 to Battle rolls. Additionally, once per encounter, a Dara'ilan may grant one ally within 5" +1 to their next Trait roll as a free action (must be able to communicate).

Collective Dependency: Dara'ilan psychology is optimized for squad-based decision-making. When operating alone or without clear allies within 5", Dara'ilan suffer -2 to Spirit rolls. They are strongest as part of a pack.

Professional Affinity: Combat Specialist, Social Architect.

Halogai' Dominion



Halogai' governance is overseen by the High Council of the Honored, composed of individuals bearing the longest and most storied titles. Above them sits a monarchic figure - the Emperor-King - supported by the

Empress-Queen. While technically symbolic, this pair wields enormous cultural influence.

Halogai' society does not recognize equality with other species; outsiders may be tolerated, but never regarded as peers.

Halogai'

Home World: Haloga'as

The Halogai' are towering (males average 7' tall, females average 7.25' tall), aggressive humanoid felines descended from an ancient predatory species distantly related to the K'Dasi and Bengradi. Where those races evolved agility and adaptability, the Halogai' evolved dominance. They possess dense musculature, heavy skeletal frames, and thick fur ranging from jet black to layered earth tones and tawny browns. Males develop large manes as they mature, while females are typically taller and leaner. Both sexes possess long tails averaging half their body length. Halogai' are obligate carnivores, lacking any ability to digest plant matter, and their physiology reflects a life built entirely around hunting and consumption of animal protein.

Their homeworld, Haloga'as, is a high-gravity world (1.25 Human-standard), producing naturally powerful physiques and high endurance. Halogai' sensory capabilities largely mirror Human norms, though their predatory vision, spatial awareness, and motion tracking are significantly enhanced.

The Halogai' emerged as a major power during the Reconnect Era, first encountered by the Urtoran Holds. That encounter escalated into a brief but politically significant conflict, establishing the Halogai' as both militarily formidable and diplomatically ruthless. Soon afterward, they entered into direct conflict with Humanity during the early Expanse Era-a brutal war that ended inconclusively and left lasting

bitterness on both sides. Earlier still, the Halogai'-Bengradi War nearly erased Bengradi civilization, a legacy that continues to poison relations between the two races.

Modern Halogai' speak Basic fluently, though their natural voices are deep and resonant. Their native language, simply called Tongue, is now rarely used outside ceremonial or familial contexts.

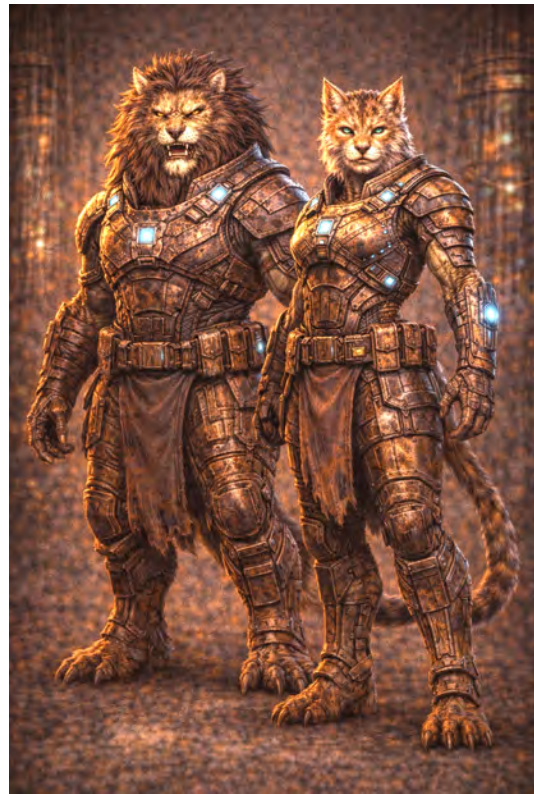
Halogai' culture revolves entirely around honor - earned, displayed, and recorded through naming. A Halogai' is born with only a functional identifier tied to lineage. During adolescence, each undergoes a rite of passage chosen by their father. Survival earns the right to select a personal name. From that point onward, titles accumulate throughout life, each reflecting a deed or achievement. Honor cannot be fabricated; false titles are cultural heresy. Older Halogai' with few or no titles are considered disgraced.

Family forms the foundation of Halogai' society. The nuclear household is central, with the father serving as symbolic leader while mothers oversee logistics, provisioning, and education. Males traditionally become warriors; females dominate hunting and resource acquisition. Both roles are honored equally. Physical discipline is sacred: Halogai' reject intoxicants and artificial enhancement, viewing bodily purity as an expression of spiritual strength.

Naturally aggressive, Halogai' nevertheless respect adaptability and resilience. Humans earn grudging admiration despite historic hostility. Sarginians are treated cautiously, with instinctive distrust tempered by fear of their unseen influence. Bengradi hatred runs deep and unresolved.

Halogai' also possess a unique psionic-adjacent trait: the ability to communicate with

non-sentient animals, sensing emotional states and basic intent-an evolutionary remnant of their predatory ancestry.



Racial Traits

Size +1

Claws: Natural melee weapons. Damage STR+d6.

Fur Armor: +1 natural Armor; +2 to resist cold-based environmental effects.

Predator Vision: Halogai' eyes are optimized for motion detection and target acquisition. Gain +2 to Notice rolls involving movement, tracking targets, or spotting ambushers. Ignore -2 in penalties from Dim Lighting or moving targets. Once per encounter, a Halogai' may reroll a failed Notice roll related to detecting threats. They don't just see - they hunt patterns.

Animal Empathy: Halogai' communicate instinctively with non-sapient creatures through

posture, pheromonal cues, and subtle vocalizations. Gain +2 to Persuasion when interacting with animals or bestial creatures.

May attempt to calm or influence non-sapient animals as an action (Persuasion vs Spirit). On success, the creature becomes Hesitant for one round; on a raise, it will not act aggressively unless attacked. This does not work on fully sapient beings.

High-Gravity Physique: Halogai' evolved under crushing gravity, developing dense musculature and exceptional stamina.

Game Effect: Gain +1 Strength (may raise above racial maximum at character creation). Gain +2 to Vigor rolls to resist Fatigue from exertion, heat, or hostile environments. Gain +2 to resist Knockback or forced movement.

They are compact, powerful, and hard to push around.

Professional Affinity: Combat Specialist

Bengradi Reservation



The Bengradi planetary government remains a feudal monarchic system, ruled jointly by a King and Queen beneath a powerful Council of Elder-Prides. Authority flows through hereditary

pride-lines, each Elder-Pride controlling territory, military forces, and industrial assets on behalf of the Crown. While the royal pair serve as symbolic and strategic unifiers of Bengradi society, real political power is constantly negotiated among the Elder-Prides, whose rivalries, alliances, and vendettas shape Bengradi policy. Loyalty is sworn first to one's Pride, then to the Crown, creating a culture where honor, lineage, and martial reputation matter more than abstract law.

Bengradi

Homeworld: Grahza Ertas (Halogai' sovereignty).



The Bengradi are a race of tailed, bipedal felines closely resembling upright terrestrial Bengal tigers. Their pelts universally display orange-and-black striping, and their powerful frames conceal remarkable speed and agility.

Females are typically taller than males, though neither sex develops manes.

Despite their fearsome appearance, modern Bengradi culture emphasizes humility, reverence for life, and restraint in the use of force. They share many physiological and cultural traits with the Halogai', leading many xenologists to conclude that both races descended from related uplifted Terran felines during the forgotten eras of the Terran Empire. Unlike the Halogai', however, the Bengradi emerged from tragedy with a culture centered on scholarship, reflection, and the preservation of life.

Most Bengradi possess latent telepathic ability, with a minority developing advanced psionic talents. While not as culturally devoted to psionics as the Sarginians or Hol'taerrans, Bengradi mental disciplines are deeply respected and often intertwined with philosophy, history, and spiritual practice.

The Bengradi originate from Grahza Ertas, a world dominated by vast equatorial landmasses bordered by polar ice caps and global oceans. When first observed by offworld powers, the planet was geologically young yet socially advanced. Bengradi civilization had already reached a medieval-equivalent stage while much of its biosphere still resembled Earth's prehistoric eras. Its rapid cultural development and extraordinary mineral wealth drew the attention of the expanding Halogai' Dominion during the Pre-Expanse era.

Before the Halogai invasion, Bengradi society was organized into rival Prides that competed fiercely for prestige, territory, and influence. Although often martial, these rivalries were governed by ritual, honor, and tradition rather than wars of annihilation. The Halogai–Bengradi War shattered that world. Grahza Ertas was devastated, and the Bengradi came perilously close to extinction before peace—likely imposed

through Sarginian intervention—ended the conflict. A protected Bengradi Reserve was established within Halogai-controlled space, preserving the species while leaving scars that have never fully healed.

That catastrophe transformed Bengradi society. Military service remains a sacred duty, but no longer as a path to conquest. Instead, it represents the solemn responsibility to ensure their people never again face extinction. Ancient Pride traditions survive through ceremonial leadership, family lineages, and ritualized competition, but modern Bengradi value discipline, service, and wisdom above domination.

The Grahza system remains extraordinarily rich in mineral resources, with multiple asteroid belts and resource-heavy moons. Today, that wealth supports thriving trade with neighboring sovereignties—including the Halogai' Dominion—despite lingering resentment on both sides.

Bengradi are renowned for their ability to learn quickly, and many become respected scholars, diplomats, scientists, and explorers throughout the Expanse. Even those who serve as warriors approach violence reluctantly. Taking weapons from the dead is considered deeply dishonorable, and death itself is treated as sacred. Whenever a Bengradi loses a companion, they perform the Ritual of Passage, a ten-minute ceremony honoring the fallen spirit. Family crests engraved upon their weapons serve as both memorials and solemn oaths to those who came before.

Although political peace has endured for generations, the Halogai remain the Bengradi's most distrusted neighbors. Many Bengradi still tell the ancient tale of the Lost Pride of Coladia, said to have vanished into the heavens long before the Halogai–Bengradi War. Some

scholars believe the legend hints at a shared ancestry between the two peoples, though most Halogai' dismiss it as folklore.

Despite their tragic history, the Bengradi maintain peaceful relations with most civilizations of the Expanse and are widely respected for their integrity, compassion, and quiet determination. They speak Basic fluently, while their native language, Soloc, combines concise spoken phrases with expressive hand gestures and subtle body posture, creating a remarkably nuanced means of communication.

Racial Traits

Claws: Bengradi strikes can become slashing attacks when desired. The Bengradi has claws that cause Str+d4 damage.

Fur Armor: +1 natural Armor; +2 to resist cold-based environmental effects.

Natural Low Light Vision: Bengradi ignore penalties for Dim or Dark illumination (but not Pitch Darkness).

Hunting Instinct (Novice): They are natural trackers of the unseen. Centuries of predatory evolution have sharpened Bengradi's perception of hidden dangers. +2 to Notice rolls to detect concealed threats, traps, hidden enemies, or disguised objects. Once per encounter, a Bengradi may reroll a failed Notice roll involving hidden danger.

Acute Spatial Awareness (Seasoned):

Ambushing a Bengradi is difficult - rarely impossible, but difficult. Bengradi possess an instinctive understanding of movement and positioning within their environment. Bengradi gain +2 to Notice rolls to avoid Surprise. Opponents suffer -2 to Stealth rolls when attempting to ambush a Bengradi. Bengradi may roll Notice to avoid Surprise even when normally unable to act.

Sense Presence (Veteran): Bengradi instinctively perceive shifts in tension and hostile intent nearby. If a hostile creature comes within 5", the Bengradi may make a free Notice roll to detect them, even without line of sight (solid barriers block this). This ability does not reveal exact position - only general direction and presence. Surprise attacks against Bengradi require a raise on the attacker's Stealth roll.

Predator's Edge: Bengradi instincts constantly evaluate nearby beings as potential threats. In crowded, non-hostile environments, Bengradi suffer -2 to Persuasion and Performance rolls due to visible tension or guarded posture. Additionally, they must succeed at a Spirit roll to willingly ignore a clear threat or insult. They don't relax easily.

Professional Affinity: Combat Specialist, Exploration Specialist

K'Dasi Reach

K'Dasi society appears anarchic to outsiders, but operates through an organic network of clan councils and elder mediators. Each world maintains a fluctuating Council of Elders drawn from its most influential clans. Authority shifts constantly, based on reputation rather than fixed hierarchy. This decentralized structure frustrates diplomats but has sustained K'Dasi civilization for millennia.

K'Dasi

Homeworld: K'Das

The K'Dasi are compact, agile humanoid felines native to the cool, high-latitude world of K'Das. Shorter than Humans and lightly built, they typically stand around 1.2 meters tall, with long expressive tails measuring half to two-thirds their body length. Their fur varies wildly - solid whites and greys, striped patterns, mottled

patches - mirroring their famously unpredictable personalities. Though fully bipedal, K'Dasi instinctively drop to all fours when sprinting, achieving remarkable bursts of speed and maneuverability. Their physiology reflects their 1.1-gravity homeworld: dense muscle fibers, powerful hindquarters, and exceptional balance.



Because of their smaller frames, K'Dasi cannot effectively wield weapons larger than Short Rifles unless mounted or vehicle-supported.

K'Das itself is a cool, temperate world with long winters and abbreviated summers, orbiting its star every 405 standard days. K'Dasi senses largely mirror Human norms, except for hearing - K'Dasi can detect sound at nearly twice Human sensitivity, often making them the first to notice danger.

The K'Dasi achieved Sovereignty during the chaotic early Expanse Era, following repeated attempts at subjugation by both the Halogai'

Dominion and Skaniis systems. Lacking brute strength or territorial dominance, the K'Dasi survived through misdirection, psychological warfare, and asymmetrical tactics. Ultimately, Sarginian sponsorship secured their recognition as a Sovereign Reach, cementing their place among the powers of the Core Spiral.

Culturally, the K'Dasi embrace the archetype of the Harlequin-the clever prankster, the witty survivor, the rebel who mocks authority. Humor, physical pleasure, relaxation, and cleverness are highly valued, and even in moments of crisis a K'Dasi is likely to offer sarcasm or mischief. They despise unnecessary complexity and bureaucratic rigidity, preferring improvised solutions even when those solutions are objectively worse.

Yet beneath this playful exterior lies a far darker tradition.

The K'Dasi are widely acknowledged - though never officially credited - as the finest assassins in the Expanse. This role is fulfilled by the Hissska, a secretive internal guild specializing in elaborate environmental traps and precision ambushes. Their methods favor indirect kills - collapsing structures, delayed mechanisms, and absurdly intricate "mouse-trap" devices. Membership in the Hissska is never spoken of publicly, and most K'Dasi pretend the organization does not exist.

K'Dasi mating culture is equi-polygamous: both sexes may maintain multiple partners without stigma. Long-term bonds do occur but are uncommon. Children typically align with whichever parent's clan holds greater influence. Lineage is fluid, avoiding inbreeding while strengthening inter-clan ties.

The K'Dasi share an uneasy rivalry with the Torani, whose rigid pack hierarchies they view as humorless and overcomplicated. Rumors

persist that K'Dasi agents occasionally support Torani dissident packs, though nothing has ever been proven.

Despite being regarded across the Expanse as infuriating troublemakers, K'Dasi are widely tolerated - and quietly respected - for their adaptability, ingenuity, and refusal to submit to domination.

Racial Traits

Enhanced Hearing: K'Dasi can detect sound at nearly twice Human sensitivity. +2 to Notice rolls involving sound. Ignore up to 2 points of penalties for auditory-based Notice checks.

Cannot be Surprised by targets approaching solely via normal movement unless deafened or in extreme noise.

Move Quietly: Natural stealth predators. Begin play with Stealth d6. +2 to Stealth when moving at half Pace or less.

Climber: Born of rocky high-latitude terrain. Gain +2 to Athletics when Climbing. Climbing Pace equals half normal Pace (instead of quarter).

Claws: Retractable natural weapons. Str+d4 damage. Considered Natural Weapons.

May climb surfaces that would normally require gear (GM discretion).

Quadrupedal Sprint: K'Dasi can drop to all fours for explosive bursts of speed. As a Free Action, may shift to Sprint Stance. Gain +2 Pace and roll an additional d6 when running. Cannot attack with non-natural weapons while sprinting. Switching back is a Free Action.

Small Frame: Compact physiology. Size -1. Reduce Toughness by 1. Cannot effectively wield Heavy or Long Rifles unless mounted or braced. Weapons larger than Short Rifles impose -2 to use unless vehicle-supported.

Professional Affinity: Technical Operative

Karian Sphere



The Faithbound Sphere. Former Terran slaves; Simian theocracy with three castes.

Modern Karian society is governed entirely by a religious theocracy known simply as the Faith. The Karian High Council serves simultaneously as government, priesthood, and military authority. There is no separation between church and state.

Karians



Capital World: Kar'Thera

The Karians are a powerful simian-descended species divided into three biological castes: Gorilla, Chimp, and Tang. Stocky and immensely resilient, Karians possess extraordinary pain tolerance and physical endurance. Their senses

are comparable to Humans, except for an acute olfactory system capable of detecting approaching beings long before visual contact.

Humanity first rediscovered the Karians during early Expanse exploration. Initial contact collapsed almost immediately into war. The Karians fought with terrifying fervor, their fanatic discipline and biological resilience offsetting Human technological superiority. The conflict ended only after rare Sarginian intervention forced both sides into peace accords.

What followed was not reconciliation. It was a Cold War. Hatred between Humans and Karians remains deeply embedded in both cultures.

Few outside Karian society know that their ancestors were enslaved by the ancient Terran Empire. After the Collapse, surviving Karians reverse-engineered abandoned Human FTL technology and carved out the Karian Sphere just beyond the Core Spiral. Much of Terran culture was absorbed and reshaped through Karian religious doctrine, forming the civilization that exists today.

Karian culture is structured by caste:

- **Gorilla Caste** - Warriors and laborers, the largest and physically strongest.
- **Chimp Caste** - Scholars, technicians, and lower clergy; smaller and more agile.
- **Tang Caste** - Rare leaders and high priests, forming the ruling elite.

While publicly devoted to stability, a radical inner sect of the Faith - known as the True Faithful - wages a covert holy war against Humanity. These extremists believe Humans must be punished for ancient enslavement and modern humiliation. Terrorism, sabotage, and proxy warfare are their preferred tools. The Karian state officially denies involvement.

Privately, many within the High Council tolerate it.

Karians lack the resources to challenge Humanity directly, but they patiently cultivate revenge through political manipulation, espionage, and asymmetric conflict.

Their primary spoken language remains a descendant of Terran Standard, adopted during post-collapse reconstruction. Older ritual languages persist within religious ceremonies.

Among all Expanse species, Karians reserve their deepest hatred for Humans. They do not forget. They prepare.

Common to All Castes:

Sense Presence: Karians can detect the approach of living beings through subtle scent traces, pheromones, and air disturbance.

May make a Notice (Smell) roll as a Free Action to detect unseen or hidden living creatures within 10" (20 yards).

Ignore up to 2 points of penalties from darkness or visual obstruction if scent is viable.

If successful, they know, number of distinct living beings (approximate); General direction

Does not function in Vacuum or sealed environmental suits; Overwhelming chemical contamination.

Natural Climbers: Arboreal ancestry remains strong. Begin play with +2 to Athletics when Climbing. Climbing Pace is half normal Pace instead of quarter. Ignore 2 points of penalties for rough or vertical surfaces.

Caste Traits:

Gorilla Caste: +1 Strength die type; Size +1; -1 Smarts die type.; **Hindrances:** Code of Honor - Protect the Faith and all that is Karian. Role: Shock troops, heavy labor, enforcers.

Professional Affinity: Combat Specialist

Chimp Caste: +1 Agility die type, +1 Smarts die type, -1 Strength die type. **Hindrance:** Curious. Role: Engineers, tacticians, clergy scholars.

Professional Affinity: Technical Operative, Life Sciences Specialist

Tang Caste: +1 Smarts die type; +2 Persuasion within Karian Sphere; **Hindrance:** Caste Burden (Minor) - Must maintain ideological purity and public composure.; Stubborn. Role: High clergy, ruling elite.

Professional Affinity: Social Architect, Mentalist

Kurathi



Home World: Kur'Vesha

*An arboreal offshoot race within
Karian-controlled space.*

Status: Subjugated Offshoot of the Karian Species. Karian Sphere (original), now scattered throughout the Expanse

Arboreal primate humanoids resembling Terran tarsier-like mammals, Kurathi possess large forward-facing eyes, prominent ears, rotating necks, and prehensile tails. Their hands and feet feature specialized vascular grip pads allowing extraordinary climbing ability and resistance to muscular fatigue. They retain fur on torso and head, with bare hands, feet, and tail. Arms and legs are covered in fine down-like hair. Highly agile ambush specialists and natural climbers.

Originally uplifted alongside the Karians, the Kurathi evolved along a divergent path - smaller, more agile, and adapted to vertical environments. While technically autonomous at a local level, they exist politically under Karian dominance. Most Kurathi populations serve as scouts, climbers, and infiltration specialists and occupy fringe ecological niches (jungles, megaforests, arcology canopy zones). They are culturally subordinate to Karian authority. Some Kurathi enclaves resist Karian rule, but lack the numbers or unity to form an independent polity.

Official Karian doctrine refers to the Kurathi as "deviants" or "lesser bloodlines." In truth, they are the remnants of early Karian genetic experimentation and selective breeding programs conducted during the Terran Empire era. When Karian society unified under the Faith, Kurathi communities were systematically displaced, stripped of land rights, and pushed into marginal territories.

Today, Kurathi exist throughout Karian-controlled space and beyond as a scattered underclass- nomads, scavengers, mercenaries, and survivalists. Karian authorities publicly deny their existence while quietly exploiting Kurathi labor and using them as expendable shock troops or deniable assets.

Many Kurathi have fled Karian space entirely, integrating into Human Confederation worlds or fringe systems. These expatriates are often

mistrusted but respected for their resilience. The Kurathi remember what the Karians prefer to forget.

Kurathi senses are equivalent to Humans, except for vision, which is exceptionally acute-allowing them to identify targets and details at roughly one-and-a-half times human visual range. Kurathi speak Kurish, a linguistic offshoot of classical Karian. Most also speak Basic fluently. Kurish retains older Karian phonemes long abandoned by modern Karian society-another reminder of Kurathi origins the Karians seek to erase.

Their physiology reflects their ancestral adaptation to forest canopies and vertical environments. Kurathi culture centers on honor, physical prowess, and family prestige. Traditionally, respect is earned through skill in combat or hunting, courage in dangerous endeavors, loyalty to family, and defense of personal and clan honor. Failure to avenge an insult or protect one's kin brings lasting shame.

Modern Kurathi have adapted these ideals to survival in the Expanse. Technical expertise, medical knowledge, or mastery of weapons may now earn prestige alongside traditional feats.

Kurathi are notorious for elaborate displays of wealth - even when poor - often staging extravagant feasts or gifting ceremonies to assert social dominance or deliver subtle insults. These acts are deeply symbolic and often part of ritualized vengeance. They also possess a mischievous streak, using practical jokes as social weapons, particularly against outsiders.

Kurathi society is built on extended family units, typically ranging from 20-40 individuals under a patriarch. Kinship ties are precise and dictate obligations, alliances, and inheritance. Above the extended family are Clans (All families sharing a common ancestral name), Tribes (All

Kurathi living within a shared territory or settlement), and People (All Kurathi trace lineage to Kurathi, the First Ancestor.)

Marriage is arranged primarily as alliances between families. Romantic love exists, but often conflicts with tradition-many feuds originate from forbidden relationships. Polygamy is permitted for males able to support multiple wives. Taking more wives than one can provide for is deeply dishonorable. Kurathi chiefs are traditionally selected through ritual combat, though urbanized communities now favor elections. Justice is administered by councils of elders interpreting ancestral law.

Kurathi spirituality revolves around ancestor reverence. Every household maintains a shrine honoring familial dead. Ancestors are believed to guide and protect their descendants from beyond.

Shamans exist within Kurathi society-these individuals are latent psionics who interpret spiritual signs and perform ritual guidance.

Kurathi maintain cordial relations with most Expanse species. They deeply resent the Karians. Though genetically related, Kurathi are treated as social contaminants by Karian society. Kurathi settlements are routinely displaced, Kurathi cultural records destroyed, and Kurathi children forcibly "re-educated" under Karian religious doctrine. Humans are respected for adaptability and resistance to domination. Many Kurathi now work as scavengers, explorers, mercenaries, or underworld operatives-roles born of necessity rather than choice.

Racial Traits

Attributes: +1 Agility

Prehensile Tail: May wield light weapons or tools (under ~2kg). May make one additional Fighting or Shooting attack per round with a

Light weapon. Tail cannot use Heavy weapons. Tail attacks count as off-hand unless Ambidextrous applies (see below).

Ambidextrous: Ignore off-hand penalties. Applies to hands and tail.

Arboreal Agility: +2 to Athletics for Climbing and Balance Checks. Climbing Pace equals full Pace. Ignore up to 2 points of unstable surface penalties.

Keen Vision: +2 Notice for sight-based rolls. May identify targets at 1.5× normal visual range. Ignore 2 points of darkness penalties (non-total darkness).

Highly Dexterous Feet: May manipulate small objects with feet. Gain +1 to Athletics involving grappling or climbing contests. Cannot be disarmed while at least one limb remains free (GM discretion).

Small Frame: Size -1. -1 Toughness

Oppressed Lineage (Minor Hindrance): -2 Persuasion when dealing with Karian officials. Karian authorities treat Kurathi as socially inferior.

Professional Affinity: Technical Operative

Orkra'an Tribes

Orkra'an, The Silent Natives

Home World: Gortath UI (Core)

Orkra'an

Short, stout humanoids with broad torsos, compact but wide skulls, and powerful builds that give them an almost dwarven silhouette. Orkra'an possess leathery, weathered skin, small intensely focused eyes, and wide mouths filled with jagged teeth. Their ears are short and blunt, and their noses are flattened and broad.

What most outsiders find unsettling is that Orkra'an appear aged from adolescence onward. As Orkra'an enter maturity, their skin rapidly wrinkles and their hair turns grey or white, giving even young adults the appearance of elderly humans. This is not degeneration - it is a natural part of their biology. Internally, Orkra'an remain extremely resilient and physically capable well into advanced age.



They are typically very strong for their size and adapted to harsh environments, with dense muscle structure and high resistance to fatigue.

The Orkra'an are the only known species native to the Expanse itself. Their ancestral origins lie in regions now governed by the Sarginians, though Orkra'an populations are found scattered throughout the Core and beyond. Unlike most civilizations, they never formed a centralized stellar empire, instead spreading quietly across countless worlds.

Long before humanity arrived, Orkra'an spread organically across the region through slow, generational colonization. Rather than forming centralized governments or stellar empires, Orkra'an culture evolved around distributed settlement - small colonies, family enclaves, and independent industrial communities scattered across dozens of systems.

Orkra'an settlements exist primarily beneath planetary surfaces, carved into vast cavern networks and tunnel systems. These subterranean cities contain immense libraries of hieroglyphs and wall paintings documenting Orkra'an history. Much of this record remains untranslated. One prominent xeno-archaeologist claimed to have deciphered portions of the archive several years ago - shortly before vanishing.

When questioned, Orkra'an simply gesture toward the walls. "The story has been told."

Despite their withdrawn nature, Orkra'an are neither primitive nor ignorant. They are patient observers, possessing deep cultural memory and quiet wisdom earned through millennia of survival. While most avoid surface societies, some venture into colonial populations, moving unnoticed through shadows and forgotten spaces.

They tend toward hard labor professions, heavy industry, security and mercenary work, and frontier engineering. Many Orkra'an migrate into dangerous zones of the Expanse where their toughness gives them a survival edge. They are generally blunt, direct communicators and have little patience for abstract politics.

Biologically, Orkra'an possess extraordinary night vision and adapt rapidly to changes in light levels. They are highly sensitive to ground vibrations and pressure shifts, allowing them to predict seismic events on most worlds. Many

claim Orkra'an can only be noticed in peripheral vision - an effect attributed to their subtle movement patterns and natural camouflage rather than true invisibility.

They speak a low, resonant language known as Lagaran, though most also communicate fluently in Basic.

Because of their broad build, leathery skin, and jagged features, Orkra'an are often misjudged as unintelligent or threatening. In truth, they are among the most contemplative species in the Expanse. They have watched civilizations rise and fall from beneath the surface, choosing endurance over dominance.

They do not seek power. They remember it.

Orkra'an communities are decentralized, organized around subterranean enclaves rather than planetary governments. Elders known as Stone-Keepers preserve historical knowledge and arbitrate disputes. Leadership is informal, based on wisdom and memory rather than authority. Their culture values patience, observation, and restraint. Violence is rare among Orkra'an, though when threatened they are capable defenders of their hidden domains.

They never unified. They never conquered. They simply migrated.

This decentralized expansion means Orkra'an can be found almost everywhere in the Expanse, from asteroid belts to frontier worlds to corporate slums - often embedded quietly within larger populations.

Orkra'an societies emphasize practical survival, craftsmanship, community resilience, and local autonomy. They have no concept of galactic nationalism. To an Orkra'an, allegiance is personal and local - clan, settlement, or work crew - never planetary or stellar. Their lack of empire is not a weakness. It is philosophy.

Because Orkra'an never built centralized infrastructure, they avoided the catastrophic collapse suffered by Terran systems during the Shattering. Their populations endured while empires fell around them.

Today, Orkra'an are often perceived as *background species* of the Expanse - always present, rarely dominant, quietly persistent. Some Sarginian elders privately regard them as the most successful civilization in the region.

Racial Traits

Attributes: +1 Vigor

Size -1

Dense Endurance: +1 Toughness; +2 to resist Fatigue (heat, cold, exertion, radiation exposure) +2 to resist environmental hazards. Orkra'an are built for survival in harsh zones.

Night Adaptation: Ignore up to 4 points of Illumination penalties. Automatically adapt between bright and dark environments without penalty.

Earth Sense: Orkra'an detect vibrations and pressure shifts through solid ground. May make a Notice roll to detect movement through connected surfaces within 12" (24 yards).

Automatically detect approaching creatures in contact with the same solid surface unless they are airborne or insulated. Gain +2 to Survival rolls related to seismic or geological instability. May predict imminent cave-ins or quakes with a successful Notice roll. Does not function: In zero-g; On unstable floating platforms; Across non-connected surfaces

Shadow Presence: Orkra'an move subtly and unconsciously remain overlooked. Begin play with Stealth d6. +2 to Stealth in low light or cluttered environments. Opponents suffer -1 to Notice when spotting a stationary Orkra'an in

dim conditions. Not invisibility - cultural camouflage.

Compact Build (Minor Hindrance): Pace -1; Cannot run as far as most species (reduce running die one step). They are powerful, not swift.

Professional Affinity: Technical Operative, Exploration Specialist

Que'sha Territories

The Que'sha government is a deliberately restrained, consensus-driven system built to prevent the rise of tyranny they once rebelled against. Authority is decentralized and layered, with governance handled by Civic Concords - councils of elected advocates, mediators, scholars, and military delegates - each tasked with safeguarding individual rights first and collective stability second. Laws are framed as protections rather than commands, and any expansion of state power requires overwhelming consensus across multiple Concords. While the Que'sha maintain a capable and disciplined military, it is strictly subordinate to civilian oversight and bound by doctrine that prioritizes defense, liberation, and treaty enforcement over conquest. To outsiders, their system can seem slow and overly procedural, but to the Que'sha it is a moral necessity - a government designed not to rule its people, but to ensure no one ever does again.

Que'sha

Capital World: Asha'Kel

The Que'Sha are a tall, serpentine humanoid species descended from massive terrestrial constrictor snake-like creatures that resemble the classic Terran mythological figure of a Naga. Adults range from 2.5 to 4 meters in total length, with roughly half of that consisting of a powerful, legless tail and the remainder forming

an upright torso with four arms and a humanoid upper body. Their heads are roughly human-sized, crowned with a distinctive horned crest across the forehead, and their bodies are covered in thick, overlapping scales. Each hand ends in clawed digits, and their mouths contain multiple rows of recurved fangs. Though visually imposing, Que'Sha movement is fluid and precise, combining coiling serpentine motion with coordinated multi-limb dexterity.



The Que'Sha trace their ancestry to an ancient starfaring civilization known in fragmented records as the Sirian Dominion - a ruthless expansionist empire that once operated beyond the Expanse, in regions bordering unexplored space. The Sirian Dominion treated lesser species as expendable resources, strip-mining worlds and dismantling developing civilizations under the guise of technological uplift and alliance. Their fleets left behind ecological collapse, broken societies, and cultural extinction.

Within that empire arose a dissident movement composed of Sirian genetic lineages who rejected conquest and exploitation. These rebels reclaimed an ancient ancestral name - Que'Sha - and began covertly assisting resistance movements on occupied worlds, smuggling populations to safety and sabotaging Dominion infrastructure from within.

What ultimately destroyed the Sirian Dominion is unknown. Some historians suspect its collapse coincided with the same era that destabilized Foldspace routes and fractured the Terran Empire, during the events now remembered only as part of the Pre-Expanse Dark Ages. Whatever the cause, only the Que'Sha remain - descendants of the original internal resistance - scattered among younger civilizations, carrying the inherited guilt of an empire they did not personally build.

Today, the Que'Sha maintain a Sovereignty within the Expanse. Although the Territories cover a broad stellar envelope, Que'Sha settlement is sparse and concentrated in a relatively small number of systems. The Que'Sha are also found widely dispersed, often acting as diplomats, mediators, or independent agents. Their culture is shaped by a collective drive toward restitution: many Que'Sha feel a moral obligation to counter tyranny wherever they find it, even when the injustice has no direct connection to their ancestral crimes.

Que'Sha society centers on personal freedom, individual rights, and cooperative governance. They despise authoritarianism in all its forms and are instinctively hostile toward regimes that suppress dissent or treat populations as expendable. This places them in philosophical opposition to factions such as the Meridian Directorate and often at odds with Karian theocratic absolutism.

Their basic social unit is the nuclear family, typically with many offspring. They do not organize into clans or extended kin structures; loyalty flows first to immediate family, then to chosen allies. Que'Sha spiritual life is polytheistic, with a wide pantheon of symbolic deities tied to natural forces, freedom, endurance, and transformation. Science and faith coexist comfortably in their worldview-neither dominates the other.

Que'Sha tend to be natural negotiators and coalition builders, frequently serving as intermediaries between alien sovereignties or human factions. Despite this, they are highly capable combatants. Their martial traditions emphasize unpredictable multi-limb techniques and fluid motion, making Que'Sha warriors difficult opponents in close quarters.

They are sensitive to bright light and often wear ocular filters or shaded lenses in human-standard environments. Their sense of smell is exceptionally acute, sometimes creating awkward social moments when interacting with mammalian species.

Que'Sha are often viewed with quiet suspicion, especially among refugee populations such as the Dara'ilan, who instinctively associate their serpentine form with ancient predators. Despite this, Que'Sha have worked extensively to build trust with displaced peoples and marginalized communities.

They maintain generally positive relations with Humans, particularly Greyblood populations and the Luminar Accord, whose emphasis on empathy and cooperation aligns with Que'Sha values. Tensions exist with the Meridian Directorate and Karian High Council, both of whom view Que'Sha ideals as destabilizing. Though peaceful by preference, Que'Sha are unafraid of war when faced with oppression.

Their history has taught them that neutrality in the face of tyranny is complicity.

The Que'Sha native tongue, Hygris, consists of tonal hisses, low guttural pulses, and ultrasonic harmonics. Much of the language exists beyond standard human auditory range and requires specialized translators. Most Que'Sha speak Basic fluently, though with a subtle reverberating resonance caused by their vocal anatomy.

Racial Traits

Attributes: +1 Agility; +1 Spirit

Four-Arm Coordination: May make one additional Fighting attack per round at -2. Ignore Multi-Action penalties for using multiple arms for separate non-attack tasks (reloading + grappling + holding, etc.). Gain +2 to Grapple attempts.

Tail Strike: Natural Weapon: Str+d6; Reach 1; May be used in addition to arm attacks (subject to MAP).

Scale Armor: +2 Armor (natural, stacks with worn armor to a max of +4 total from armor sources).

Spit Venom: As an action, Que'sha may project venom up to 3". Choose one venom profile at character creation: Neurotoxin - Target must make Vigor roll or be Distracted; Corrosive - AP 2 vs armor (no additional effect); Sedative - Target must make Vigor roll or suffer -2 to Pace next round. May be used once per encounter without Fatigue. Additional uses require Vigor roll or gain Fatigue.

Light Sensitivity (Minor Hindrance): -2 to Notice in bright sunlight without ocular filters. Flashbang-type effects are made at -2 to resist.

Professional Affinity: Combat Specialist, Social Architect

Skaniis Systems

Skaniis governance is nominally democratic, but in practice power is seized and maintained through dominance and intimidation. Citizens vote, yes- but they almost always vote for whoever frightens them the most. Political life on Skani worlds appears perpetually on the brink of civil war, yet Skaniis themselves thrive in this atmosphere, possessing an uncanny tolerance for stress and conflict. Skani Parliament sessions are infamous: no non-Skaniis species has ever successfully endured one in person due to the overwhelming auditory chaos of simultaneous shouting, debate, and ritualized insult. Among the Skaniis, politicians are the most respected class, trained from youth in rhetoric, logic combat, and psychological pressure.

Skaniis

Home World: Skani

The Skaniis are small, mammalian humanoids loosely resembling a fusion of Terran badger and chipmunk traits - compact, muscular bodies covered in dense fur ranging from dark brown to sandy tan, usually patterned in mixed tones. They are bipedal, tailed, and powerfully built for their size, driven by a high metabolism that fuels both their boundless energy and famously volatile tempers. Because of their stature, Skaniis cannot effectively wield weapons larger than a short rifle unless mounted on vehicles or stabilized platforms. Their movements are sharp and twitchy, giving outsiders the impression that they are perpetually on edge - which, culturally speaking, they usually are.



The Skaniis Sovereignty endured devastating losses during the Expansion Wars, clashing most fiercely with the Wen'tri and suffering repeated confrontations with Halogai' and S'saran forces as territories shifted violently across the region. Their homeworld, **Skani**, changed hands multiple times during this era, leaving behind a layered architectural legacy that blends dozens of alien styles into a chaotic but strangely beautiful whole. Skani is a human-normal world (0.98 G), and its capital city, **Skeesh**, is widely regarded as one of the most bizarre yet impressive examples of blended Expanse urban design. Through relentless negotiation - some would say exhaustion tactics - the Skaniis managed to reclaim nearly all of their former territory following the peace accords. Non-Skaniis historians often note that other delegations likely conceded simply to end the arguments.

Their primary spoken language is **Kaniari**, a staggeringly complex tongue with multiple dialect layers and social registers; only Skaniis

truly master it. **Lasharli** serves as their sacred written language and is known exclusively to religious authorities. Skaniis speak Basic with high-pitched, squeaking voices that many outsiders find grating - an irritation the Skaniis are fully aware of and occasionally weaponize. Beyond an acute sense of smell, their senses are comparable to humans.

Culturally, Skaniis are confrontational, argumentative, and deeply opinionated. They idolize powerful leaders and master debaters, and they measure respect through conflict: if you can defeat a Skaniis in an argument, they will often treat you as family thereafter. In battle or political struggle alike, Skaniis are ferocious allies - unyielding, relentless, and brutally honest. They harbor deep mistrust toward the Torani, S'saran, and Candrosians, keeping weapons trained on members of these species until trust is earned. Strangely, their closest allies are the K'Dasi, whose irreverent humor and rebellious spirit resonate strongly with Skaniis culture. The K'Dasi have even represented Skaniis interests before the Expanse Council during periods when Skaniis delegates were "asked to leave indefinitely" - a recurring diplomatic incident.

Marriage among Skaniis follows a pattern of serial polygamy: individuals typically have multiple mates over a lifetime, though rarely more than one at a time. Education is sacred in Skaniis society, but always with a singular purpose-producing better debaters. From childhood onward, Skaniis are trained to argue, analyze, and verbally dismantle opponents. Each Skaniis also maintains multiple names: a complex native name few outsiders can pronounce, and a simplified "trade name" assigned for offworld interaction.

To outsiders, Skaniis appear perpetually angry, exhausting, and impossible to work with. To

those who survive their culture long enough, they reveal themselves as one of the Expanse's most resilient political forces-unpleasant, uncompromising, and absolutely impossible to ignore.

Racial Traits

Claws: Retractable natural weapons. Str+d4 damage. Considered Natural Weapons.

Small Frame: Size -1. Use Small-scale weapons (cannot use Heavy Weapons without mounting). Larger weapons impose -2 to use unless stabilized.

Attributes: +1 Agility. They are quick.

Compact Power: +1 Toughness (dense musculature). +2 to resist being Shaken by Intimidation. They are small, but not fragile.

Argumentative Combat: Skaniis gain +2 Persuasion when arguing, debating, or negotiating in adversarial settings; +2 Intimidation in verbal exchanges; May reroll one failed Persuasion or Intimidation roll per session. If they lose a contested Persuasion roll, they become Distracted for one round (they take it personally).

Ferocious Ally: When fighting alongside an ally they respect. Gain +1 to Fighting rolls. Remove Shaken automatically if an ally is Incapacitated nearby (once per combat). They escalate in loyalty-based combat.

Acute Olfaction: +2 Notice (smell-based detection).

High-Strung: -2 to resist Taunt. -1 to resist Fear effects. They run hot.

Professional Affinity: Combat Specialist

Tor'Drani Ranges



Tor'Drani governance is decentralized and clan-based, built around mutual obligation rather than centralized authority. Each Home Clan is sovereign over its own fleets and territories, ruled internally by councils of senior navigators, explorers, and honored elders, while inter-clan matters are handled through periodic Gatherings - rare conclaves where clan representatives negotiate trade routes, resolve disputes, and reaffirm shared codes of conduct. There is no permanent Tor'Drani capital or supreme leader; instead, influence flows to whichever clan currently holds critical Foldspace routes, discoveries, or resources. This fluid power structure reflects their ranger ethos: leadership is earned through action and reputation, not title, and any attempt at rigid hierarchy is instinctively rejected. To outsiders it appears chaotic, but among the Tor'Drani it functions as a living system of balance, honor, and negotiated independence-one that values freedom of movement above all else.

Tor'Drani

Home World: Kor'Vaara

The **Tor'Drani** descend from the same ancient canine uplifts as the Torani, but diverged early during the late Terran Empire era. Where the Torani became administrators, labor coordinators, and political intermediaries for imperial elites, the Tor'Drani were shaped into scouts, soldiers, pathfinders, and covert operatives serving frontier populations and outer territories. This division deepened during the Collapse, and over centuries the two peoples evolved into distinct cultures-and rivals. Physically, Tor'Drani resemble a cross between terran wolves and coyotes, leaner and rangier than their Torani cousins, distinguished mainly by coloration and subtle physiological traits. While biologically compatible, interbreeding is almost unheard of due to fierce cultural pride on both sides.

Following the Collapse, the Tor'Drani migrated toward the unstable edges of mapped space, becoming nomadic explorers of broken Foldspace routes and forgotten systems. It was the Tor'Drani who first mastered navigating partially collapsed Fold corridors and beaconless routes, earning them a reputation as the Expanse's foremost rangers, scouts, and astrogators. Through centuries of frontier exploration, they uncovered fragments of Ancient technology and lost infrastructure-knowledge they guard closely. Though they avoid formal politics, this control over rare routes and discoveries makes them quietly influential, rivaled only by the Torani in practical leverage across the Expanse. Their caravans and roaming clan fleets serve as mobile trade hubs, and a Tor'Drani bazaar is legendary-part marketplace, part festival, part intelligence exchange.

Culturally, the Tor'Drani prize freedom, personal expression, and lived experience. They are openly hedonistic and broadly polygamous, celebrating individuality, art, sensation, and storytelling alongside honor and personal reputation. Keeping one's word is sacred; contracts sealed by a Tor'Drani are considered stronger than most written treaties. They believe deeply in free trade and mutual benefit, collecting rare goods and unusual artifacts from across Foldspace. Most Tor'Drani speak **Basic** fluently, while their primary tongue is **G'kang'li**, used among clans. Each clan also maintains a private dialect known only to its members. Their heightened sense of smell aids navigation and survival, but otherwise their senses are comparable to humans.

The Tor'Drani generally avoid entanglement in Expanse governance, but maintain representation solely to counter Torani influence. Relations with most species are cordial - they see others as equals - but longstanding distrust of the Torani runs deep, rooted in ancient imperial divisions and modern political rivalry. Skaniis are considered perpetually over-wound, K'Dasi irritating but amusing. Despite their relaxed demeanor, Tor'Drani rangers are formidable when pressed, combining frontier combat skill with unmatched Foldspace expertise. To many worlds, their arrival signals opportunity; to empires, uncertainty; and to the Torani, an ever-present reminder that power doesn't always wear a crown.

Tor'Drani society is organized around autonomous Home Clans, each commanding its own massive exploration fleet that serves simultaneously as homeland, trade hub, and military force. These roaming clan-fleets chart Foldspace routes, uncover lost technologies, and project Tor'Drani influence across the

Expanse, their rivalries and alliances shaping much of the region's quiet politics.

Yisik (Wardens of Nova) - First Clan, Keepers of the Old Light. Largest and oldest of the Tor'Drani clans. Yisik embodies traditional Tor'Drani honor, exploration discipline, and technological stewardship. They operate the most advanced fleets and are widely believed to possess fragments of Precursor Architect-era navigation systems. Yisik publicly denies this, but their uncanny mastery of Foldspace routes suggests otherwise. They act as informal mediators among Tor'Drani clans and are quietly respected even by rivals.

Asira'Donja (Keepers of Deep Space) - Wanderers Beyond the Maps. The most infamous hedonists of Tor'Drani society. Deep Space clan treat existence as a celebration - part explorers, part libertines. They are rumored to know Foldspace corridors no one else has charted and may have ventured beyond the Expanse entirely. Their astrogation schools are legendary. Where Yisik values honor, Asira'Donja values experience.

Sha'anor (Guardians of the Falling Comet) - The Burning Claw. Militant, radical, and openly hostile toward the Torani. Sha'anor views Torani dominance as unfinished slavery and conducts covert raids, sabotage, and occasional terrorist strikes against Torani interests. While officially disavowed by other clans, Sha'anor enjoys quiet sympathy among Tor'Drani veterans of the Brethren War.

Korla'Bin (Sentinels of the Void) - Those Who Returned. Once thought lost, Korla'Bin vanished during early Tor'Drani history and re-emerged generations later, shortly before the Brethren War (War with the Torani) ended. They speak little of where they went. Their fleets employ unfamiliar technologies and psychological warfare tactics. Many believe Korla'Bin

encountered something beyond known Foldspace - or something encountered them.

Orta'Tar (Custodian of the Crater Deep) -

Stonebound Traders. Industrial specialists and resource masters. Orta'Tar clans control rare mineral routes and asteroid extraction networks across Tor'Drani space. They are less flamboyant than **Asira'Donja** and less political than Yisik, but their material leverage gives them enormous quiet influence.

Met'iya Arna (Stewards of the Moonlight) - The Rememberers. The only major clan still advocating reconciliation with the Torani, despite knowing the Torani will never accept them. They preserve records of Tor'Drani origins and old Terran colonial archives. Viewed by many Tor'Drani as naïve idealists-but they remain deeply respected for their historical memory.

Minor/Regional Clans

These exist on the edges of power and serve narrative flavor.

Sadriem (Watchers of the Pulsar) - Exiles who once hid inside a pulsar system. They lost the coordinates and now obsessively seek them again. Often employed as information brokers and deep-space scouts.

Tomarak (Marshalls of the Nebula Veil) -

Operate gas-mining outposts inside a permanent nebula. Isolationists with strange biotech adaptations from long-term exposure.

Donjal Mon (Preservers of the Space's Edge) -

Physically larger Tor'Drani who favor gladiatorial traditions. Often hired as elite shock troops.

Racial Traits

Attributes: +1 Agility; +1 Spirit;

Pack Speech: Tor'Drani may communicate telepathically with willing intelligent creatures within 6".

Ranger Instinct: +2 Survival in wilderness or unstable environments. +2 to Navigation/Astrogation rolls involving Foldspace anomalies. Ignore 2 points of unstable terrain penalties.

Claws: Natural Weapons: Str+d4; May be used while wielding other weapons.

Fur Armor: +1 natural Armor; +2 to resist cold-based environmental effects.

Heightened Scent: +2 Notice (smell); Track by scent at -2 without Survival.

Clan Pride (Minor Hindrance): -2 Persuasion when dealing with Torani officials. Breaking one's word causes automatic loss of Status within the clan.

Professional Affinity: Technical Operative, Exploration Specialist.

Torani Pact



The Torani are governed through a layered aristocratic system dominated by Noble Packs, each functioning as both political houses and extended family dynasties. Power flows upward through intrigue, alliances, and carefully orchestrated betrayals, culminating in a shifting High Council composed of the most influential

packs. While the Council outwardly presents unity, Torani politics is a constant shadow-war of manipulation, favors, and quiet eliminations. Psionically gifted Elders serve as advisors and power brokers, reinforcing pack loyalty and long-term strategy, and although the Torani preach honor and duty, governance is ultimately defined by cunning—those who master both deception and pack loyalty rise, while the rest are quietly absorbed or discarded.

Torani



Home World: J'Vaara

Descended from ancient canine uplifts, the Torani are furred humanoids with tails, most commonly resembling terran fox-like canines, though coloration and markings vary by Noble Pack. Once strictly carnivorous, they evolved omnivorous diets over millennia. Their physical form belies an intensely social and politically complex species whose instinctive pack mentality has grown into one of the most intricate aristocratic systems in the Expanse.

The Torani homeworld, J'Vaara, was once inhabited by an ancient precursor civilization

that annihilated itself through atomic and chemical warfare. How the planet later became habitable again remains unknown. In the long isolation following the Collapse, Torani science flourished—particularly in genetic refinement and psionic research. Telepathy was formally proven during this era, and over generations psionic sensitivity became endemic throughout the species. Today, nearly all Torani possess some degree of psi potential.

The Torani openly consider themselves one of the founding powers of the modern Expanse—and rarely miss an opportunity to remind others.

Their senses mirror human norms except for an enhanced sense of smell. Torani readily speak Basic, alongside their own languages:

- **I'kang'li** - The ancient ceremonial language of the Elders.
- **Ika'Ara** - The language of the Higher Packs, used among Torani nobility and governance.

Relations with other species are carefully managed and deeply political. The Torani maintain a longstanding rivalry with the Tor'Drani and harbor an unexplained hostility toward humans—many scholars suspect echoes of genetic memory from Terran-era servitude. While outwardly cordial, Torani diplomacy is famously treacherous.

Torani culture revolves around Noble Packs—vast dynastic houses whose members maneuver relentlessly for influence. Loyalty to one's Pack supersedes all other obligations. Political advancement is achieved through alliances, subterfuge, economic leverage, and occasionally assassination. Deception is not merely tolerated; it is culturally refined into an art form. Yet paradoxically, Torani honor codes remain rigid within pack structures, making them

simultaneously treacherous and dependable depending on circumstance.

Torani society is matriarchal in practice. Females dominate political life, commerce, and strategy, while males traditionally occupy military and administrative roles. Families form monogamous nuclear units nested within Noble Packs. Children inherit their mother's Pack affiliation; fathers are typically drawn from minor packs or aligned houses.

Torani naming conventions follow strict protocol: a gender identifier or noble title, followed by given name and Pack designation.

- Ors - Male
- Orsa - Female

Titles range from Knight/Dame to Duke/Duchess to Lord/Lady (translated into Basic for outsiders).

While respected as master diplomats, Torani are widely distrusted across the Expanse. Their rise to power is marked by smiling negotiations paired with unseen daggers. Still, when Torani honor is invoked and properly bound—they can be fiercely loyal allies.

Racial Traits

Attributes: +1 Smarts; +1 Spirit

Short-Range Telepathy: Torani may communicate telepathically with willing intelligent creatures within 6".

Claws: Natural Weapons: Str+d4.

Fur Armor: +1 natural Armor; +2 resist cold.

Pack Manipulator: The Torani excel at social leverage. +2 Persuasion. +2 to Support rolls involving social or political interaction. May reroll a failed Persuasion once per session when acting in Pack interest.

Heightened Scent: +2 Notice (smell); Track by scent at -2.

Intrigue Conditioning (Minor Hindrance): -2 to resist engaging in political maneuvering when opportunity presents. Distrusted by many species (-1 Charisma outside Torani space unless bound by contract).

Professional Affinity: Social Architect, Combat Specialist

Tzen-S'saran Joint Worlds



S'saran Theocratic Republics are typically republican democracies, but all are deeply influenced by the Church of Balance, a powerful religious institution that permeates public life. The Church operates vast temples and confessionals where citizens formally recount their actions and seek guidance on restoring balance. While respected, the Church is also feared; it maintains a sanctioned inquisitorial arm empowered to investigate and punish perceived imbalance. This fusion of civic authority and spiritual oversight varies by colony, but no S'saran polity exists without Church influence.

The Tzen are governed by the **Tzen Collective Domains** - a rigid, centralized system known as the Directive Collective - a hierarchical meritocracy built around caste duty and strategic necessity. At its core is the High

Strategic Council, composed of elder tacticians, genetic overseers, and military commanders drawn from the most accomplished castes. Rather than hereditary rule, advancement comes through demonstrated service to the species, with lifelong appointments granted only after decades of evaluation. Civil administration, population control, and reproduction are handled by subordinate bodies such as the Selective Breeding Directorate and the Aptitude Assignment Boards, ensuring every Tzen is placed where they are most useful to the whole. Individual rights are subordinate to species survival; dissent is not punished so much as quietly removed from influence. To outsiders, the Tzen government appears cold and authoritarian - but internally it is viewed as perfectly natural: a living machine where every component exists to preserve the collective. Their alliance with the S'saran operates through joint diplomatic envoys, but the Tzen retain absolute sovereignty over their internal affairs.

The Concord of Scales - Following the Tzen-S'saran Unification War, both species recognized that continued conflict would result in mutual extinction. Under quiet Sarginian mediation, they established a supranational governing framework called the Concord of Scales - a bilateral regulatory authority overseeing all shared systems, border colonies, and mixed-population worlds.

The Concord is not a true government. Instead, it functions as a binding arbitration council, ensuring that neither species can dominate the other in joint territories and that another war between them does not happen. It is composed of two equal chambers:

- The Tzen Strategic Assembly - Military planners, caste overseers, and genetic directors appointed by the Tzen Directive Collective.

- The S'saran Balance Synod - High clerics and philosophical jurists chosen by the Church of Balance.

Every joint-world decision must pass both chambers. Deadlock is common. And intentional.

The Concord exists to regulate many things including population movement between Tzen and S'saran worlds, military deployments in shared systems, resource extraction quotas, breeding permissions for mixed zones, religious jurisdiction (S'saran) versus security mandates (Tzen), and Foldspace access routes through their combined territories.

Neither side fully trusts the other. The Tzen see the Concord as a strategic containment mechanism. The S'saran see it as a spiritual balancing instrument. Both tolerate it because it prevents open war.

The Scale Wardens - The enforcement arm of the Concord of Scales is known as the Scale Wardens - a supposedly neutral peacekeeping force tasked with implementing Concord rulings across all joint Tzen-S'saran territories.

Publicly, the Wardens are presented as elite operatives drawn equally from both species, rigorously trained to suppress cultural instincts in favor of discipline and balance. They serve as border inspectors, conflict mediators, inquisitors of treaty violations, and peacekeepers on mixed worlds. Their arrival is universally feared by civilians and respected by governments; a Warden presence almost always signals a crisis.

In truth, the Scale Wardens are something far darker. Unknown to both the Tzen and S'saran governments, the Wardens are genetically engineered hybrids - each individual created through clandestine Sarginian bio-psionic manipulation, blending Tzen and S'saran

physiology into a single organism optimized for control, endurance, and obedience. Their creation was justified internally by the Sarginians as a necessary stabilizing measure following the Unification War, ensuring neither species could ever fully dominate the other.

Their hybrid nature is concealed beneath specialized sealed armor systems, which mask biological signatures and prevent identification. Even medical scans register them as either Tzen or S'saran depending on calibration. No Warden has ever appeared unarmored in public record.

Operational doctrine reflects their dual heritage: the Tzen aspect provides tactical discipline, combat authority, and battlefield coordination, while the S'saran side governs judicial oversight, spiritual arbitration, and philosophical enforcement of Balance. Together, they embody the Concord's authority-precision married to ritual.

Officially, the Scale Wardens answer only to the Concord. In reality, they are a silent instrument of Sarginian influence-an invisible hand ensuring that the joint worlds remain permanently dependent, permanently divided, and permanently contained.

S'saran

Home World: Skaran

The S'saran are a reptilian species resembling a fusion of ancient Terran komodo dragons and gila monsters - broad-bodied, powerfully built, and covered in thick black-green scales. They possess no fur and retain many traits of their predatory ancestors. Uplifted in antiquity from several related reptilian stock species, the S'saran are genetically and culturally linked to the Tzen, though that shared lineage was not fully understood until much later in their history.



The early relationship between the S'saran and the Tzen was catastrophic. Competition over territory and ideology escalated into a brutal interstellar conflict that rendered the original S'saran homeworld uninhabitable. Only after generations of war did both species come to realize their close genetic relationship, bringing the conflict to an abrupt end. This realization led to the Tzen-S'saran Unification Accords, reshaping both civilizations. Following the war, the S'saran resettled on a new homeworld, Skaran, a humid, swamp-dominated planet with 1.2 standard gravity and slightly warmer-than-human norms.

Despite being among the oldest uplifted civilizations of the Expanse, the S'saran are not a dominant power. The devastation of their early wars permanently limited their expansion. However, they are widely respected by the major sovereignties, and their voices often carry disproportionate weight in interstellar deliberations. Among diplomats, the S'saran are

sometimes regarded as a *quiet conscience* of the Expanse.

S'saran senses are broadly comparable to humans, with notable exceptions. They possess exceptional olfactory capability, particularly sensitive to pheromones and emotional stress markers, and excellent low-light and night vision. Their biology grants them strong resistance to toxins and venoms, a legacy of their predatory origins.

There are three primary living S'saran languages, each tied to a distinct social context:

- **Quolos** - Used among trusted allies and honored friends.
- **Kali'Nar** - Reserved for family and close kin.
- **Alatura** - A sacred liturgical language used exclusively by the Church of Balance. No non-S'saran are permitted to learn or speak it under any circumstance.

Every S'saran bears three names, each associated with these linguistic spheres. The third, known as the secret name, is deeply tied to spiritual identity. Revealing it to an outsider is considered a grave violation of personal balance.

S'saran culture revolves around a central philosophical principle known simply as Balance. All actions are believed to create imbalance that must eventually be corrected. This belief resembles karmic systems found in other cultures, but among the S'saran it is codified, ritualized, and actively enforced. While not every individual adheres perfectly to the doctrine, most strive to correct major imbalances-often by pairing harmful acts with deliberate restorative ones.

This philosophy produces a culture that outsiders sometimes mistake for laziness. In truth, the S'saran draw a sharp distinction

between responsibility and non-responsibility. If a matter is not theirs, they feel no obligation to intervene. If it is theirs, they pursue it with focused, meticulous excellence.

The S'saran generally maintain cordial relations with most Expanse species, particularly other reptilian races. They value patience, restraint, and moral accounting, and they deeply distrust cultures that glorify excess or absolution without consequence.

Racial Traits

Scale Armor: +2 Armor (natural).

Poison Resistance: +4 to resist toxins and venoms.

Low-Light Vision: Ignore dim lighting penalties.

Claws & Fangs: Str+d6 claws, Bite Str+d6 (may apply venom flavor effect).

Tail Attack: Str+d4 secondary natural attack.

Professional Affinity: Combat Specialist

Tzen

The Tzen are a cold-blooded reptilian bipedal species, typically standing between 2 and 2.5 meters tall, though individuals as short as 1.75 meters and as tall as 3.1 meters are known. Their bodies are stocky and powerful, covered in small, dense scales with no fur. A thick tail extends behind them, usually stopping just short of the ground when standing upright and serving primarily as a balance organ. Tzen mass ranges widely, from 90 to over 240 kilograms, depending on caste and environment.



The Tzen share ancient genetic roots with the S'saran, having been uplifted from related reptilian stock in the distant past. Early in their development, however, the Tzen's home world was conquered and the Tzen were enslaved by an insectoid species now known only in fragmented records as the K'lik. During generations of captivity, the K'lik further modified Tzen physiology for labor and warfare, accelerating their divergence from the S'saran line. Eventually, the Tzen rebelled. The uprising was absolute: every K'lik on the world was exterminated. Unfortunately, the conflict rendered the planet ecologically barren, forcing the newly freed Tzen to adapt to a harsh desert environment.

From the remnants of K'lik technology, the Tzen rebuilt themselves into a militant civilization, eventually expanding beyond their ruined homeworld. Centuries later, first contact with the S'saran reignited long-buried genetic kinship - but also old grievances. This culminated in the Tzen-S'saran Unification War, a brutal conflict

that ended only when both species recognized their shared origins. The resulting pact formed a joint sovereignty, with the Tzen and S'saran occupying interconnected regions of space while maintaining separate cultures and governments.

Physiologically, the Tzen possess extremely wide peripheral vision, nearly 120 degrees to each side, with a forward-focused central field comparable to humans. Only roughly ten percent of Tzen experience full color vision. They also possess limited telescopic sight - approximately fifteen times magnification - though prolonged use causes neurological strain. Their sense of smell is weak, but other senses fall within human norms.

Tzen society is rigorously collectivist. The nuclear family does not exist in any recognizable form. Reproduction is governed by a Selective Breeding Directorate, and eggs are deposited into communal nurseries. Young are raised collectively and assigned roles through aptitude councils. Most Tzen never know their biological parents and feel no desire to do so. Loyalty is owed exclusively to one's caste and to the Tzen people as a whole. Individualism is considered a dangerous flaw.

Tzen are not deceptive by nature, but they favor ambush and overwhelming force in combat. One of their foundational beliefs is that the welfare of the whole outweighs the life of the individual. They are warlike but not expansionist-every campaign is framed as defensive, though their preferred form of defense is the annihilation of perceived threats.

Their language consists of modulated hisses and guttural vocalizations, difficult for most non-reptilian species to replicate accurately.

Tzen warriors are renowned for their mastery of close-combat weapons. While they employ

spacecraft and armored vehicles when tactically necessary, personal combat remains culturally central. Common weapons include:

Though austere and severe by most standards, the Tzen command immense respect across the Expanse. Their word is considered binding, their military feared, and their alliance with the S'saran remains one of the stabilizing pillars of regional power.

Racial Traits

Attributes: +1 Vigor.

Peripheral Vision: +1 Notice. Cannot be Surprised unless the opponent gets a raise.

Telescopic Focus: Ignore up to 2 range penalties. After 5 consecutive rounds of focus, make Vigor roll or suffer Fatigue.

Natural Claws: Str+d4.

Collective Conditioning: +2 Spirit vs Fear. Immune to Intimidation from numbers.

Cold-Blooded: -2 to resist extreme cold.

Caste Conditioning: -2 to Persuasion rolls based on emotional appeals.

Professional Affinity: Life Sciences Specialist

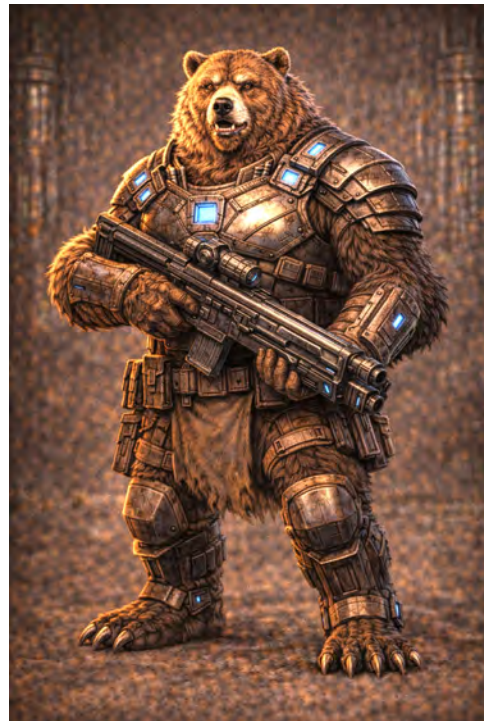
Urtoran Holds



The Urtoran government is best described as a Democratic Monarchical Concordance - a

layered system that balances clan representation, elected councils, and a ceremonial High Monarch who serves as a unifying spiritual and cultural figure rather than an absolute ruler. Regional authorities are elected from major clans, but policy decisions are heavily guided by philosophical and religious advisory bodies that ensure laws uphold the sanctity of life and social harmony. Warfare and expansionist policy require overwhelming consensus, reflecting their deep reluctance toward unnecessary conflict. While outsiders may perceive their deliberative process as slow and overly poetic, the system produces remarkable internal stability and unity, especially in times of external threat.

Urtoran



Home World: Urtor

The Urtoran descend from immense ursine megafauna native to the high-gravity world of Urtor (1.28G), uplifted by the Terran Empire millennia ago. They are towering,

broad-shouldered mammalian humanoids resembling a fusion of Terran grizzlies and kodiaks, with thick fur coats ranging from deep black to rich umber. As Urtoran age, their fur lightens to silvered browns and pale ash tones-an outward sign of wisdom and long life. They are among the longest-lived species of the Expanse, often reaching two and a half centuries. Their dense musculature and heavy bone structure make them exceptionally strong but ill-suited to delicate tools; most require modified grips for smaller weapons and equipment.

Unlike many powers of the Expanse, Urtoran civilization unified early. Clan rivalries were fierce but ritualized, rarely escalating into planet-wide devastation. Guided by a philosophical and spiritual ethos that condemns violence against one's own kind, the Urtoran formed a global authority long before achieving interstellar capability. Their expansion into space was steady and deliberate, forming what became known as the Urtoran Sovereignty - less an empire of conquest and more a protectorate of allied systems. They will not initiate aggression lightly, but any threat to Urtoran territory is answered with overwhelming and decisive force.

Urtoran culture centers on the ideal of the Warrior Bard - a being of strength, poetry, and moral conviction. Physical power is admired, but it is meaningless without honor, spiritual depth, and artistic expression. Music, epic recitation, and philosophical debate are woven into daily life. Most Urtoran follow variations of a monotheistic spiritual doctrine emphasizing unity, tolerance, and disciplined restraint. Though sects differ, interfaith conflict is rare; disagreement is resolved through council, not bloodshed.

Their society is organized around nuclear families nested within large clans. Clans send representatives to regional assemblies, which in turn answer to a Sovereign Monarch elected from among the most respected bloodlines. The monarchy functions alongside a powerful democratic council-creating a democratic monarchy tempered by religious philosophy. Leadership is earned through wisdom, service, and reputation rather than sheer political maneuvering.

Urtoran are warm, deeply social beings. They welcome most species as equals and often serve as mediators in interstellar disputes. Yet beneath their gentleness lies immense restraint. If provoked beyond honor's limits, an Urtoran may enter what outsiders call Battle Rage-a terrifying but controlled fury that ends only when the threat is removed. Afterward, it is not uncommon for the warrior to compose a solemn epic recounting the conflict.

Despite their early planetary unification and relative absence of large-scale internal wars, the Urtoran population never experienced the explosive growth seen in many other uplifted species. This is due to an exceptionally low natural birth rate, widely believed to be both a biological trait of their ursine megafaunal ancestry and a cultural adaptation reinforced over millennia. Urtoran reproduction is rare and deeply ceremonial, with offspring considered sacred rather than expected. Families often go decades without children, and entire clans may produce only a handful of births in a generation. This scarcity has shaped their worldview: every life is valued, every death mourned, and every child raised communally with profound reverence. Many Urtoran theologians believe this limitation was either an unintended consequence of Terran uplift-or a deliberate safeguard against unchecked expansion.

The Urtoran low birth rate profoundly shaped their civilization. With offspring rare and generations slow to replace themselves, Urtoran society evolved around an unshakable reverence for life. Every individual is considered irreplaceable, and this belief forms the spiritual core of their culture. Violence against one's own kind is viewed not merely as crime, but as sacrilege—a violation of existence itself. This biological reality, coupled with their philosophical traditions, led to the early abandonment of internal warfare and fostered a powerful ethic of restraint, compassion, and communal responsibility. Children are raised not only by parents but by clans, and even strangers are treated as extended kin. Their famed tolerance, hospitality, and reluctance toward unnecessary conflict are not signs of weakness—they are survival strategies refined across millennia.

Racial Traits

Attributes: +1 Strength

High-Gravity Adaptation: +1 Toughness; +2 to resist being Knocked Prone; +2 to resist Fatigue from physical exertion; Urtoran physiology reflects 1.28G origin.

Natural Claws: Str+d6 Natural Weapons.

Enhanced Olfaction: +1 Notice (smell). Track by scent at -2 without Survival.

Urtoran Slumber: Urtoran may enter a restorative state. For every 24 hours of uninterrupted rest, heal a Wound. Remove one additional level of Fatigue per Hour of Rest (see Recover) .

Battle Rage: When an Urtoran's honor or clan is gravely violated: As a Free Action, enter Battle Gain +2 Strength and +2 Toughness. Immune to Fear while raging. Must attack a perceived threat each round. Ends when threat

neutralized or Spirit roll succeeds. After Rage: Suffer one level of Fatigue. This is controlled fury, not mindless berserk.

Large Frame (Minor Hindrance): Size +2. Must use modified gear sized for Urtoran.

Professional Affinity: Combat Specialist

Wen'tri Colonies

The Wen'Tri possess no true central government in any sense recognizable to the other Sovereignties. There are no presidents, councils, or ruling bodies - only loose networks of local caretakers and wandering mediators who arise organically within each community. Decisions affecting Wen'Tri space seem to propagate quietly through their population without formal announcement, as if consensus simply happens. This has led many xenologists to suspect some form of distributed hive awareness or deep telepathic collective, though the Wen'Tri neither confirm nor deny such theories. They insist only that "all voices are heard," leaving the rest of the Expanse unsettled by how effortlessly unified they appear without ever visibly governing themselves.

Wen'tri

Home World: Aethrys

The Wen'tri are small, quadrupedal mammalian sophonts with long tails and dexterous forepaws adapted for fine manipulation. Visually, they resemble a blend of terran mustelids - ferrets, otters, and weasels - with sleek bodies and expressive faces. Their fur ranges from silvers and cool greys to warm browns mottled with black or rust-red patches, often lightening with age. Though physically diminutive compared to most Expanse species, Wen'tri regard their size as an advantage, favoring agility and subtlety

over brute strength. Due to their stature, they cannot effectively wield weapons larger than short rifles unless mounted or vehicle-supported.



The Wen'tri were first formally encountered during a joint K'Dasi-Skaniis exploratory mission - only to be discovered scattered across multiple worlds throughout the Expanse, despite showing no evidence of Foldspace travel or indigenous interstellar technology. Investigations yielded no definitive answers. Official theories suggest they may be remnants of a Terran-era slave dispersal program, abandoned across frontier systems during the Collapse, but the Wen'tri neither confirm nor deny this. What unsettled many was what followed - both the Torani and Tor'Drani, rarely aligned on anything, jointly petitioned for Wen'tri recognition and limited Sovereign status within the Expanse Council. The motion passed, though not without widespread unease.

Technologically modest but psionically extraordinary, the Wen'tri possess some of the

most powerful telepathic capabilities known in the region. Their abilities range from surface thought reading to interstellar-range communication between bonded individuals. This alone earned the quiet attention of the Sarginians, who deemed the Wen'tri too strategically significant to remain isolated. Curiously, the Wen'tri themselves show little interest in technological advancement or political power. They maintain no permanent Council seat, allowing the Torani to act as informal advocates, and only occasionally send delegates to offer guidance or cryptic observations. They speak Basic fluently but appear to have no spoken native language, relying instead on layered telepathic expression among themselves.

Culturally, the Wen'tri are gentle, calm, and unfailingly polite-even toward those they sense harbor violent intent. They value loyalty, sincerity, and long-term commitment, and are widely regarded as exceptional diplomats. Violence is anathema to them; when threatened, they prefer withdrawal or mediation, though they possess a natural bio-electrical discharge capable of stunning attackers if pressed. Their societies vary dramatically from world to world, sometimes resembling Tor'Drani clan structures, other times echoing human independence, suggesting deliberate cultural adaptation rather than rigid tradition.

The Wen'tri claim their sole ambition is understanding the universe and its hidden harmonies. Across the Expanse, rumors persist that they are keepers of ancient truths-perhaps even relic knowledge of the Collapse itself. Wen'tri neither encourage nor dispel such beliefs, often responding to revelations with a soft, unsettling refrain: "Oh... you didn't know that?"

Though they showed little desire for centralized governance, the Wen'tri were ultimately compelled by the Expanse Council to designate a formal capital world for diplomatic purposes. Reluctantly complying, they selected a quiet, life-rich system already inhabited by several Wen'tri enclaves rather than founding anything new. The world - Aethrys - now officially recognized as their capital-serves primarily as a neutral meeting ground and cultural sanctuary, not a seat of power. True to Wen'tri nature, it lacks monuments, grand capitals, or military presence; instead it is a place of reflection, biological diversity, and telepathic communion, reinforcing their belief that connection matters more than control.

Racial Traits

Attributes: +1 Smarts; +1 Agility. They are quick and mentally formidable.

Close-Range Telepathy (Novice): Automatic. May communicate telepathically within Smarts × 5 inches. May read surface thoughts automatically (no roll). No Power Points required.

Deep Mind Read (Seasoned): As Detect/Probe Thoughts. Requires Smarts roll. Target resists with Spirit.

Long-Distance Telepathy (Veteran): May communicate across planetary distance with a bonded individual. Requires Smarts roll at -2.

Interstellar Bond (Heroic): May communicate light-years away with bonded Wen'tri. Requires Dramatic Task (5 successes, 3 rounds). Failure causes Fatigue.

Quadrupedal Sprint: As a Free Action, Wen'tri may drop to all fours. Pace increases by +4. Running die becomes d10. Cannot attack or use complex items while sprinting. May shift back to upright as Free Action.

Compact Frame: Size -1. Small-scale weapons only. Heavy weapons require mounting.

Natural Claws: Str+d4. They are not frontline fighters.

Fur Armor: +1 Armor (natural).

Bioelectric Discharge: Once per encounter, the Wen'tri may make a Touch Attack. On a hit, the target must make a Vigor roll or become Distracted and Vulnerable. A Critical Failure leaves the target Stunned.

Gentle Nature: -2 to Intimidation. Must make Spirit roll to initiate lethal violence. Gain a Benny when resolving conflict without combat. They are biologically and culturally non-aggressive.

Professional Affinity: Mentalist, Exploration Specialist.

Character Generation Summary

1. **Race/Strain:** Choose your **Character's Race/Strain** and apply any bonuses or special abilities it grants. Some races or strains guide you into certain archetypes. They also have Professional Affinity which identifies the PSA the race or strain has an affinity for.
2. **Hindrances:** Select up to **four points of Hindrances** (Major Hindrances are worth 2, Minor are worth 1).
 - a. For 2 Hindrance points you can raise an attribute one die type, or choose an Edge.
 - b. For 1 Hindrance point you can gain another skill point, or gain additional starting funds equal to twice your setting's starting amount.
3. **Attributes:** Attributes start at d4. You have 5 points to distribute among them. Each step costs 1 point. Attributes may not be raised beyond d12 unless your hero's ancestry states otherwise.
4. **Skills:** Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free. You have 12 points to put into these or any other skills. Each die type costs 1 point up to and equal to the linked attribute; then 2 points per step after that.
5. **Professional Skill Area Edge:** Choose their character's first Professional Skill Area Edge - Combat Specialist, Life Sciences Specialist, Mentalist, Social Architect, Technical Operative. *This does not count towards their Edge total.*
6. **Derived Statistics:** **Standard Pace is 6"**, but may be changed by racial abilities, Edges, or Hindrances. **Parry is 2 plus half of Fighting. Toughness is 2 plus half of VIG, plus any Armor.**
7. **Edges:** Use any leftover Hindrance points to take Edges if you like. Each Edge costs 2 Hindrance points.

Gear: Purchase up to 500 credits/dollars worth of equipment.

Race & Sovereignty/Region Table

Races	Sovereignty
Bengradi	Bengradi Reservation, Halogai' Dominion
Candrosian	Candrosian Freehold
Creshian	Creshian/Ecreshian Space
Dara'lan	Dara'lan Refuge
Ecreshian	Creshian/Ecreshian Space
Frak'terian	Frak'terian Reserve (The Ward)
Halogai'	Halogai' Dominion
Hol'taerran	Hol'taerran Reserve
Humans	Human Confederation
	The Bastion Compact
	The Cydrani Combine
	The Greybloods
	The Laconid Clans
	The Luminar Accord
	The Meridian Directorate
	The Velvet Syndicate
Karians	Karian Sphere
Kurathi	Karian Sphere
K'Dasi	K'Dasi Reach
Orkra'an	Orkra'an Tribes, Expanse Core
Que'sha	Que'sha Territories
Sarginians	Sarginian Continuum
Skaniis	Skaniis Systems
Tor'Drani	Tor'Drani Ranges
Torani	Torani Pact
S'saran	Tzen-S'saran Joint Worlds
Tzen	Tzen-S'saran Joint Worlds
Urtoran	Urtoran Holds
Wen'tri	Wen'tri Colonies



Hindrances

Abyss Corrupted (Major)

Something looked back. You have survived direct exposure to the Abyss. Though you remain functional, the experience permanently altered you. Most who understand the signs react with fear, suspicion, or even hostility. Psi sensitive beings often sense the corrupted. Worse, the Abyss itself seems faintly aware of them. -2 Persuasion with Sarginians, Luminar mystics, or trained Mentalists who recognize the condition.

You suffer -2 to Fear checks vs. the Abyss, demons, or Foldspace anomalies. However, you

suffer -2 to Spirit rolls against powers or effects originating from the Abyss.

Whenever the character rolls a Critical Failure on a Spirit roll, Psionics roll, or Foldspace-related skill check, they experience an Abyssal Episode which may include hallucinations, hearing whispers, loss of time, or visions. The GM may apply Distracted, Vulnerable, or a short-term narrative complication appropriate to the scene.

The Pull of the Abyss: The GM may occasionally provide the character disturbing insights, prophetic visions, or instinctive awareness connected to Abyssal phenomena. These revelations are never entirely trustworthy.

Angelic Unease (Minor)

You are deeply unsettled by Heralds of Sargo. -2 to Spirit rolls in their presence. You cannot look them in the eyes.

Damnation Survivor (Major)

You were once incarcerated in a corporate shadow prison or sovereignty black site. -2 to Trust-based Persuasion. Nightmares - Fear checks at -1 in confined environments.

Ecological Imprint (Minor)

You struggle outside your native biome. -2 Survival rolls in unfamiliar ecosystems.

Marked by the Continuum (Major)

The Sarginians are aware of you. Heralds observe you more closely. The Morad may be deployed if you escalate too far.

Once per campaign, a Herald may intervene in your story. This is not a death sentence. It's narrative gravity.

Psychic Scar (Minor)

Exposure to abyss mental power left damage. -1 to Spirit when resisting telepathic intrusion. Occasionally hear whispers (purely flavor unless GM activates).

Psychic Static (Minor or Major)

Your mind produces low-level psionic interference. Minor: -1 to allied Psionics rolls within 3". Major: -2 and causes minor headaches (-1 Smarts in high-stress scenes).

Rage-Tempered (Minor)

You have violent tendencies. Must make a Spirit roll to avoid escalating physical conflict.

Resonant Instability (Major)

Your biological or psionic systems build volatile energy. In high-stress combat, roll Spirit or release an uncontrolled burst (GM-defined effect).

Edges

Background Edges

Adaptive Physiology

Requirements: Seasoned

Once per session, as a free action, ignore one environmental penalty (radiation, vacuum exposure, extreme heat/cold, toxins) for 5 rounds.

Arcane Background (Psi)

Requirements: Special

The only Arcane ability in *Shattered Expanse* is Psionics and it is not obtained in the traditional fashion. You gain it through the Mentalist Profession Skill Area Edge or the Latent Psi Edge. Once this Edge is granted, you gain Psionics skill as a Core Skill. See the Mentalist Edge and the Psionics chapter for more details.

Ancestral Memory

Requirements: Novice, Spirit d6+, specific Race

Once per session, reroll a failed Smarts or Common Knowledge roll related to history, tactics, or cultural knowledge.

Blood Memory

Requirements: Veteran, race with traumatic history

When reduced to 1 Wound remaining, gain +1 to Fighting and damage until combat ends.

Camp Defender

Requirements: Novice

You are never Surprised while on watch duty.

Ecological Survivor

Requirements: Novice, Vigor d6+

You are adapted to broken worlds and post-collapse environments. Ignore 2 points of environmental penalties (heat, cold, radiation, toxins). +2 Survival rolls in devastated or ruined ecosystems.

Environmental Communion

Requirements: Novice, eco-linked race

+2 Survival in native biome. May reroll one failed Notice roll in that biome per session.

Fold Nomad

Requirements: Novice

Ignore 1 point of penalties when navigating Fold anomalies. +2 to Common Knowledge regarding Fringe space.

Gravity's Edge

Requirements: Novice

You reduce falling damage by one die step and gain +2 Athletics when climbing.

Latent Psi

Requirements: Novice, Spirit d6+, Smarts d6+

You possess a natural but limited psionic talent that has never been fully developed through formal Mentalist training. You gain:

- Arcane Background (Psi)
- 10 Power Points
- The character selects one Psionic Discipline and selects one Tier 0 power from that Discipline

Limitations: This Edge may only be taken once. The character may not take the Mentalist Edge later unless the GM specifically allows it as part of the story. The character may never learn powers from other Disciplines. The character's Psionics skill may not be raised above d8. The character cannot take Power Edges (Rapid Recharge, New Powers, etc.) unless the GM allows it

This represents a minor, unreliable, or narrowly focused psionic talent rather than full training.

Mountain Born

Requirements: Novice, native high-gravity or mountain race.

Ignore penalties for steep terrain. Reduce falling damage one die step.

Predator's Geometry

Requirements: Seasoned, Ag d8+, specific Race

Gain +1 Parry when fighting in natural terrain native to your species. If you begin combat from concealment, gain +2 to your first attack.

Relic Instinct

Requirements: Novice

+2 to Notice rolls involving Precursor artifacts. On a raise, learn one structural weakness or function.

Combat Edges

Controlled Ferocity

Requirements: Seasoned, Str d8+, warrior culture

Once per combat, as a free action, gain +2 to damage for 1 round but become Vulnerable until next turn.

Controlled Fury

Requirements: Novice, Spirit d6+, Vigor d6+, Berserk Edge or similar ability (Battle Rage, etc)

You can channel aggression without losing clarity. When you become Berserk, you may choose to enter a Controlled Fury instead. Gain +2 damage but do not suffer Parry penalty. Ends at your discretion.

Sky Hunter

Requirements: Seasoned, Ag d8+, Flying Pace

You gain +2 to Fighting and damage when attacking from higher elevation or after descending at least 4".

Legendary Edge

Herald Witness

Requirements: Veteran, Spirit d10+

You have stood in the presence of a Herald of Sargo and survived. Immune to Fear penalties from Heralds or Morad. +1 to all Spirit rolls.

Once per campaign, may attempt Persuasion against a Herald without automatic failure.

Power Edges

Cryokinesis

Requirements: Novice, Mentalist, Telekinetic Tier 1+, Psionics d6+

The mentalist manipulates molecular motion, rapidly removing heat and generating extreme cold. When using Telekinetic Bolt, Burst, or Blast, the damage type becomes Cold.

Additional Effects: Targets may suffer -1 Pace for one round if they take damage. Liquids may freeze and surfaces may become icy.

Electrokinesis

Requirements: Novice, Mentalist, Telekinetic Tier 1+, Psionics d6+

The mentalist channels telekinetic energy into powerful electrical discharges. When using Telekinetic Bolt, Burst, or Blast, the damage type becomes Electricity.

Additional Effects:

- Targets wearing metal armor suffer -2 to resist the attack.
- Electronics struck by the power may malfunction at the GM's discretion.

Instinctive Psi

Requirements: Novice, Latent Psi, Spirit d6+

You are not a trained psion, but have instinctive psionic flashes. Once per session you may do one of the following:

- Treat your Action Card as a Joker for purposes when to act during the turn.
- Reroll any Smarts or Spirit based roll.
- Negate Surprise for yourself and the group.
- Gain insight or an unseen clue in the current plot line.

This is instinct, not controlled power.

Pyrokinesis

Requirements: Novice, Mentalist, Telekinetic Tier 1+, Psionic d6+

The mentalist learns to convert telekinetic force into intense thermal agitation, generating flames and superheated plasma.

When using Telekinetic Bolt, Burst, or Blast, the damage type becomes Fire instead of force.

Additional Effects:

- Targets may catch fire as per normal Savage Worlds fire rules.

- The mentalist may ignite flammable materials at the GM's discretion.

Professional Edges

Accord Sanction

Requirements: Seasoned, Persuasion d8+, must be affiliated with recognized sovereignty or corporate body

You carry formal authority recognized under Sarginian Continuum protocols. +2 Persuasion or Intimidation when invoking treaty law.

Once per session, you may invoke "Accord Authority" to delay combat for one round unless attacked first. Morad or Herald units treat you as non-hostile unless you violate Accord statutes. This is political power, not combat power.

Corporate Blackfile Access

Requirements: Seasoned, affiliated with Giga-Corp

You have clearance in a megacorporate shadow network. +2 to Research or Networking rolls. Once per session, call in a restricted item (GM approval). Risk of corporate audit.

Professional Skill Area

Every character must select one Professional Edge at character creation. This represents their primary training path, institutional conditioning, or career specialization.

At character creation: The first chosen Professional Edge is gained for free and does not count towards the Edge total. The character selects one associated skill and begins play with it at d4 (even if untrained). If the character already possesses that skill, increase it by one die type instead.

After character creation: Professional Edges may be taken once per Rank (Novice, Seasoned, Veteran, Heroic, Legendary). Each additional purchase grants one new benefit from that profession's list. Each benefit may only be selected once unless stated otherwise. Professional Edges reflect training and experience.

Professional Affinities: Every species and engineered human strain exhibits natural tendencies shaped by biology, culture, and generations of specialized training. These tendencies are represented as Professional Affinities. When a character chooses their species' favored Profession, the skill selected as their Professional Core Skill gains a +1 bonus. This bonus reflects innate aptitude and cultural momentum rather than destiny - characters are always free to pursue any profession, but those who follow their natural inclinations find the path comes more easily.

Combat Specialist



Combat Specialists are trained warriors, security personnel, and professional fighters who excel in dangerous situations. Whether serving as soldiers, mercenaries, bodyguards, or law enforcement officers, they are experts at protecting others and neutralizing threats.

Requirements: Novice, Fighting d6+ or Shooting d6+

Starting Core Skill (choose one as a Core Skill):
Fighting, Shooting, Stealth, Athletics

Benefits (choose two each time this Edge is taken. The two benefits chosen must be different; the same benefit cannot be selected twice during the same selection of this Edge. Benefits marked as repeatable may be selected again when the Combat Specialist Edge is taken at a later Rank.):

- +1 Fighting (repeatable up to +3)
- +1 Shooting (repeatable up to +3)
- +1 Parry (repeatable up to +3)

- +1 Toughness (repeatable up to +3)
- +1 Stealth (repeatable up to +3)
- **Gun Bunny:** Ignore up to -2 penalties from recoil, cover, or unstable footing.

Exploration Specialist



Exploration Specialists are scouts, navigators, survivalists, colonists, and pathfinders who venture into the unknown. They thrive on the frontier, discovering new worlds, charting unexplored regions, and guiding others through hazardous environments.

Requirements: Novice, Agility d6+ or Smarts d6+

Exploration Specialists are trained to operate in unknown environments beyond the mapped borders of civilization. They serve as scouts, pathfinders, survey pilots, recon specialists, and frontier navigators. Exploration Specialists chart new systems, survive hostile worlds, and guide expeditions through the dangers of the Expanse.

Their training blends environmental awareness, navigation, reconnaissance, and survival expertise.

Starting Core Skill (choose one as a Core Skill):

Survival, Notice, Piloting, Athletics, Stealth

Benefits (Choose two each time this Edge is taken. The two benefits chosen must be different; the same benefit cannot be selected twice during the same selection of this Edge. Benefits marked as repeatable may be selected again when the Exploration Specialist Edge is taken at a later Rank.)

- **+1 Survival** (repeatable up to +3)
- **+1 Notice** (environmental awareness, repeatable up to +3)
- **+1 Piloting** (repeatable up to +3)
- **+1 Athletics** (repeatable up to +3)
- **+1 Stealth** (repeatable up to +3)]
- **Pathfinder:** Ignore up to -2 penalties from difficult terrain, weather, or environmental hazards when moving or navigating.
- **Frontier Awareness:** +1 to Notice rolls to detect ambushes, natural hazards, or hidden paths. (repeatable up to +3)

Life Sciences Specialist



Life Sciences Specialists study and preserve living systems in all their forms. From physicians and xenobiologists to geneticists and ecologists, they heal the wounded, analyze alien life, and unlock the secrets of biology.

Requirements: Novice, Smarts d6+

Starting Core Skill (choose one as a Core Skill):

Healing, Science, Notice, Survival,

Benefits (choose two each time this Edge is taken. The two benefits chosen must be different; the same benefit cannot be selected twice during the same selection of this Edge. Benefits marked as repeatable may be selected again when the Life Sciences Specialist Edge is taken at a later Rank.):

- **+1 Healing** (repeatable up to +3)
- **+1 Science** (repeatable up to +3)
- **+1 Notice** (biological/medical contexts only, repeatable up to +3)
- **Naturally Resilient:** +1 to Vigor rolls involving toxins, disease, mutation, or alien biology
- **Faster Healing:** Reduce natural healing time by 25%

Mentalist



Mentalists possess rare psionic abilities that allow them to perceive, influence, or manipulate the universe through the power of the mind. Whether empathic healers, telepathic communicators, visionary seers, or telekinetic

adepts, they walk a path that blurs the line between science and the extraordinary.

Requirements: Novice, Spirit d6+

Mentalist is the primary route to full psionic development. Characters with Latent Psi possess limited psionic ability but remain subject to that Edge's restrictions. Mentalist Edge may be taken once per Rank.

Starting Skill (character creation only):

- Gain Arcane Background (Psi)
- Pick a Discipline.
- Gain the Tier 0 Powers

Benefits: Choose two each time this Edge is taken. The two benefits chosen must be different; the same benefit cannot be selected twice during the same selection of this Edge. Benefits marked as repeatable may be selected again when the Mentalist Edge is taken at a later Rank.:

- +5 Power Points (repeatable)
- +1 Psionics (repeatable up to +3)
- +1 Spirit (repeatable up to +3)
- **New Discipline Power:** Learn one new psionic Discipline Power in Current Discipline at Current or lower Tier
- **New Discipline:** Learn new Discipline and gain Powers at Tier 0.

Discipline: Empathic, Telekinetic, Telepathic, Visionary. See Psionics for Powers and Tiers.

Social Architect

Social Architects understand people as well as others understand machines or weapons. Diplomats, negotiators, entertainers, and intelligence operatives, they influence events through charisma, insight, and carefully cultivated relationships.



Requirements: Novice, Spirit d6+

Starting Core Skill (choose one as a Core Skill):
Persuasion, Performance, Intimidation, Notice

Benefits: Choose two each time this Edge is taken. The two benefits chosen must be different; the same benefit cannot be selected twice during the same selection of this Edge. Benefits marked as repeatable may be selected again when the Social Architect Edge is taken at a later Rank.:

- +1 Persuasion (repeatable up to +3)
- +1 Performance (repeatable up to +3)
- +1 Intimidation (repeatable up to +3)
- +1 Notice (social cues/deception, repeatable up to +3)
- **Socially Resilient:** +1 to resist social Tests. (repeatable up to +3)

Technical Operative

Technical Operatives are engineers, technicians, programmers, and inventors who keep civilization functioning. They repair damaged systems, bypass security measures, build new technologies, and solve problems through technical expertise.



Requirements: Novice, Smarts d6+

Starting Skill (choose one as a Core Skill):
Electronics, Repair, Science, Notice

Benefits (choose two each time this Edge is taken. The two benefits chosen must be different; the same benefit cannot be selected twice during the same selection of this Edge. Benefits marked as repeatable may be selected again when the Technical Operative Edge is taken at a later Rank.):

- +1 Electronics (repeatable up to +3)
- +1 Repair (repeatable up to +3)
- +1 Science (technical disciplines , repeatable up to +3)
- **Quick Work:** Halve time required for technical tasks
- **Tech Head:** +1 Notice involving machines, traps, or infrastructure. (repeatable up to +3)

Racial Edges

Racial Edges represent specialized abilities, instincts, cultural training, or biological adaptations unique to a particular species or civilization. They help distinguish the peoples of the Expanse beyond simple attribute modifiers, reflecting the unique strengths, traditions, and worldview of each race.

Adaptive Flesh

Requirements: Novice, Frak'terian

Once per session, ignore a Wound penalty for one round.

Balance Keeper

Requirements: Novice, S'saran

Once per session, negate one failed Trait roll if you "balance" it later with a self-imposed penalty (GM approval).

Bazaar Instinct

Requirements: Novice, Tor'Dran

+2 to Networking and Common Knowledge related to trade goods.

Bioluminal Presence

Requirements: Novice, Hol'taerran

+2 to Persuasion in non-hostile settings.

Blooded Honor

Requirements: Novice, Halogai', Fighting d8+

If an enemy has wounded you in this encounter, gain +1 Fighting and +1 damage against them.

Canopy Ambusher

Requirements: Kurathi, Novice

The Kurathi excel at vertical engagement. If you begin your turn at a higher elevation than your target, gain +2 to Fighting or Shooting.

They do not charge across the ground. They fall from above. If attacking from Stealth while elevated, increase damage by +1d6 on a Raise (in addition to normal raise damage). You ignore penalties for attacking while climbing or hanging.

Caste Ascendant

Requirement: Seasoned, Tzen

Choose a Caste Focus. Can only be chosen once.:

- **Warrior:** +1 Fighting, +1 Parry.
- **Strategist:** +2 Battle.
- **Overseer:** +2 Intimidation.

Caste Perfection

Requirements: Seasoned, Caste Ascendant, Tzen

Choose one Skill; gain +1 die type permanently (max d12). May only be chosen once.

Caste Discipline

Requirements: Novice, Karian

Choose caste bonus enhancement. This can be chosen for up to 2 times, and must be a different discipline.

Gorilla Caste:

- **Iron-Blooded:** +1 Toughness or +2 vs Fatigue.
- **Faithful Protector:** +1 Parry when adjacent to an ally.
- **Crushing Assault:** Gain +2 damage on Wild Attacks.

Chimp Caste:

- **Voice of Doctrine:** +2 Persuasion or Intimidation when invoking Karian authority.

- **Ordered Mind:** +2 to resist Taunt, Fear, or Telepathy.
- **Ritual Adept:** Reduce PP cost of one specific power by 1 once per encounter.

Tang Caste:

- **Command Presence:** Allies within 5" gain +1 to recover from Shaken.
- **Political Predator:** +2 Networking or Common Knowledge involving politics.
- **Calculated Patience:** May redraw one Action Card per session.

Centaur Discipline

Requirements: Novice, Candrosian or Centaur like species.

May make two Fighting attacks at -1 instead of -2. +2 damage on charge.

Clan Bound Resolve

Requirements: Kurathi, Seasoned

Kurathi loyalty is absolute once given. Shame is worse than death. Loyalty is sacred. When within 5" of a declared ally or family member, gain +2 to Spirit rolls. If that ally is Incapacitated, gain +2 to all Trait rolls against the attacker for the remainder of the encounter. Once per session, you may reroll a failed Trait roll if it directly protects a clan member.

Clan Fleet Tactics

Requirements: Veteran, Tor'Drani

+1 to Support rolls during space combat.

Clan Oath

Requirements: Novice, Tor'Drani

While fighting alongside clan member, gain +1 to all Trait rolls.

Clan Shield

Requirements: Seasoned, Urtoran

Adjacent allies gain +1 Toughness.

Clan Trickster

Requirements: Novice, K'Dasi

+2 to Tests involving Taunt or Trick.

Coiled Defense

Requirements: Novice, Que'Sha

+1 Parry while not moving.

Collective Discipline

Requirement: Novice, Tzen

Ignore 1 point of Wound penalties while within 5" of another Tzen.

Collective Resonance

Requirements: Novice, Ecreshian

Gain +1 to Spirit rolls and rolls to recover from Shaken while within 5" of another conscious Ecreshians.

Crushing Embrace

Requirements: Novice, Urtoran

+2 to Grapple rolls.

Crystal-Latticed Will

Requirements: Novice, Hol'taerran or other crystalline linked species, Spirit d8+

You gain +2 to resist Fear and psionic-based powers. On a raise to resist, attacker is Shaken.

Deep Bond

Requirements: Veteran, Wen'tri

Choose one bonded individual. You may reroll one failed roll per session if it directly protects or aids that individual - regardless of distance.

Deep Slumber

Requirements: Novice, Urtoran

Recover all levels of Fatigue after 1 hour of rest instead of one. Once per five days, you may enter Deep Slumber to reroll a failed Natural Healing roll.

Depthborn Predator

Requirements: Creshian, Novice

Ignore penalties for poor visibility underwater. Gain +2 Stealth and Fighting in aquatic or high-humidity environments. In water, they are apex.

You may hold your breath for Vigor × 10 minutes.

Dominance Projection

Requirements: Seasoned, Ecreshian

Ecreshians instinctively seek psychological advantage. Gain +2 Intimidation. If you successfully Intimidate with a Raise, target becomes Distracted. If target is already Distracted, they become Shaken instead. Failure to dominate is weakness.

Dual Circulation

Requirements: Seasoned, Dara'ilan

Once per encounter, ignore one Wound penalty for 1 round.

Duel of the Pact

Requirements: Creshian, Novice

Creshians are culturally steeped in ritualized combat through centuries of gladiatorial tradition. Gain +1 Parry. When fighting a single opponent (no other adjacent enemies), gain +2 Fighting. If you incapacitate a foe in a formal duel (GM-defined), gain a Benny.

They fight best when honor is clear and stakes are personal.

Earth Listener

Requirements: Novice, Orkra'an

Automatically detect subterranean movement within 10".

Endurance of Exile

Requirements: Novice, Dara'ilan

Your people survived extinction. Extinction is a memory. Not an option. Gain +2 to Survival and Notice when detecting ambushes. You may ignore one level of Fatigue caused by lack of food, water, or environmental stress per encounter.

When reduced to your last Wound, gain +2 to Spirit until the end of the scene.

Fanatic Endurance

Requirements: Seasoned, Karian

Ignore one level of Fatigue per encounter.

Feline Acrobat

Requirements: Novice, K'Dasi, Halogai' or Bengradi

Ignore 2" of falling damage.

Fleetmind Discipline

Requirements: Seasoned, Dara'ilan

Centuries of coordinated fleet survival have conditioned you to operate within layered command structures. They do not improvise chaos - they execute plans.

When acting on a successful Battle roll, you may affect one additional ally. Allies benefiting from your Strategic Instinct ability gain +2 instead of +1. If you are adjacent to at least one ally, you gain +1 to Spirit rolls.

Fold Pathfinder

Requirements: Seasoned, Tor'Drani

+2 Science (Astrogation) rolls in unstable Foldspace.

Four-Limb Assault

Requirements: Veteran, Que'Sha

Ignore Multi-Action penalty for two melee attacks.

Frontier Instinct

Requirements: Veteran, Tor'Drani

Cannot be Surprised in wilderness or void environments.

Furious Momentum

Requirement: Novice, Skaniis

When Wounded, gain +2 to Fighting and Shooting until the end of next turn.

Ghost of the Faith

Requirements: Veteran, Kurathi

Your people remember what the Karians erased. You are immune to Intimidation from Karians.

Gain +2 Fighting and +2 Stealth when opposing Karian authorities. Once per session, you may automatically resist a Social penalty imposed by a Karian official.

The oppressed learn where the cracks are.

Harmonic Awareness

Requirements: Novice, Wen'tri

You automatically sense strong emotional disturbances within Smarts × 5". +2 to Notice for ambush detection.

Honor in Balance

Requirements: Novice, Candrosian, S'saran

Once per session, force an enemy who wounded you to reroll damage.

Honored Fury

Requirements: Veteran, Urtoran

When entering Battle Rage, ignore Wound penalties for duration.

Hunter's Charge

Requirements: Novice, Bengradi

+2 damage on first melee attack after moving at least 4".

Inquisitorial Authority

Requirements: Seasoned, S'saran

+2 Intimidation vs those who have committed wrongdoing in the scene.

Keeper of Balance

Requirement: Seasoned, S'saran

Once per session, negate the consequences of a failed roll by declaring you "restore balance" through narrative cost.

Last Wall Doctrine

Requirements: Veteran, Dara'ilan

Dara'ilan doctrine teaches holding the line at any cost. The line does not break. The line pushes back.

When adjacent to at least one ally, gain +1 Toughness.

If an adjacent ally becomes Shaken or Wounded, you may immediately move up to your Pace toward the attacker as a free action (once per encounter).

If that attacker is your declared charge for the round, gain +2 damage on your next attack.

Liberator's Resolve

Requirements: Novice, Que'Sha

+2 Fighting vs oppressive regimes (GM-defined).

Living Current

Requirements: Novice, Wen'tri

Your Natural Electroshock gains +2 damage.

Living Harmony

Requirements: Novice, Frak'terian

+1 Toughness when in natural environments.

Matriarch's Favor

Requirements: Seasoned, Female Torani

Once per session, convert a failure in Social Conflict to a success.

Mind Chorus

Requirements: Novice, Wen'tri

Once per encounter, automatically Support an ally without a roll.

Nine Lives

Requirements: Novice, K'Dasi

Once per session, reroll a failed Vigor roll.

Noble Pack Instinct

Requirements: Novice, Torani

When adjacent to an ally, gain +1 Parry. If that ally is from your Pack, gain +2 instead.

Pack Manipulator

Requirements: Seasoned, Torani

+2 Persuasion in political contexts. You may reroll one Social Conflict per session.

Pack Whisper

Requirements: Seasoned, Torani, Spirit d8+

Once per encounter, communicate silently with allies within 6". No roll required.

Pact Sentinel

Requirements: Creshian, Veteran

If an Ecreshian violates the Pact within your presence, you gain +2 to all Trait rolls against that individual for the remainder of the encounter.

Immunity to Fear caused by that individual. This does not apply in gladiatorial contests. Pact enforcement is sacred.

Parliamentary Predator

Requirements: Seasoned, Skaniis

In Social Conflicts, gain +2 to Persuasion or Intimidation. If you win a social contest with a Raise, target is Distracted and Shaken.

Peripheral Fade

Requirements: Veteran, Orkra'an

Opponents suffer -1 to Notice you unless directly observing.

Precision Annihilation

Requirement: Veteran, Tzen

If attacking a target that has not yet acted this round, gain +2 damage.

Precision Hunter

Requirements: Creshian, Seasoned

Your superior ocular structure allows lethal ranged efficiency. Called Shots reduce the

penalty by 2. On a Raise with that ranged attack, add +2d6 damage instead of +1d6. They were empire-builders with rifles, not berserkers.

Predator's Focus

Requirements: Novice, Halogai'

Ignore 2 points of illumination penalties.

Pride Authority

Requirements: Novice, Bengradi

+2 to Persuasion or Intimidation when dealing with subordinates.

Psychic Subtlety

Requirements: Veteran, Torani

Your telepathy cannot be detected without a Raise on Notice or Psionics.

Relentless Debater

Requirement: Veteran, Skaniis

You may continue a Social Conflict even while Shaken. You gain +1 Benny per session if you escalate an argument instead of backing down.

Relentless Physiology

Requirements: Seasoned, Ecreshian

When Wounded, Gain +2 to Spirit rolls. May ignore one level of Wound penalties for one round per encounter. Stacks with Abyssal Endurance. They do not collapse. They endure.

Ritual Prestige

Requirements: Novice, Kurathi, Smarts d6+

An extravagant feast can be a declaration of war. Kurathi use wealth, insult, and spectacle as weapons.

Gain +2 to Taunt and Persuasion in formal or symbolic exchanges. If you win a Social Conflict

with a Raise, the target becomes Distracted and suffers -1 to Spirit against you for the scene.

You may substitute Performance for Persuasion during ceremonial or ritual contexts.

Sacred Name

Requirements: Veteran, S'saran

If someone learns your secret name, they gain +2 to Persuasion vs you. But you gain +2 to Spirit and Intimidation vs them.

Scavenger Instinct

Requirements: Kurathi, Novice

They survive in margins others overlook. Generations of displacement have honed survival cunning. Gain +2 to Notice when searching ruins, abandoned tech, or hidden compartments. Gain +2 to Repair when working with salvaged or mismatched parts. You may draw or stow a light item as a free action once per turn.

Serpent's Patience

Requirements: Novice, Que'Sha, Spirit d8+

May *Hold* and gains +2 to attack if striking from Hold.

Shared Mind Harmony

Requirements: Seasoned, Wen'tri

You may coordinate telepathically with up to 5 allies within Smarts × 10". All affected allies gain +1 to Support rolls made for each other. If all participants are Wen'tri, increase to +2.

Silver Tongue of the Pack

Requirements: Novice, Torani, Persuasion d8+

+2 to Persuasion when negotiating political leverage or backroom deals.

Soul Crystal Mastery

Requirements: Seasoned, Hol'taerran

One per Session, the Soul Crystal can be tapped for one of the following:

- 5 Power Points
- Store one power for later release within the session. (no PP cost when discharged)
- Force an automatic failure of a Psionic power aimed at you.

Soul Crystal Resonance

Requirements: Novice, Hol'taerran

Once per day, +2 to Spirit rolls involving psionics.

Stone Memory

Requirements: Seasoned, Orkra'an

Once per session, declare you "remember something similar." Gain a free Smarts or related skill reroll.

True Faithful

Requirements: Veteran, Karian

+2 to resist Fear and Mind Control.

Unmovable

Requirements: Novice, Candrosian

+2 to resist Push, Grapple, or Knockdown.

Venom Mastery

Requirements: Seasoned, Que'Sha

Choose one venom type; its effects last one additional round. Gain +2 to venom delivery rolls.

Venom Resilience

Requirements: Novice, S'saran

Immune to non-arcane poison.

War Memory

Requirements: Veteran, Ecreshian

Centuries of engineered conflict are embedded in your genome. You gain +2 to Battle. If acting on a successful Battle roll, allies gain +1 to damage on their first attack.

Warrior Bard

Requirements: Novice, Urtoran

As a free action, you may use Performance to grant +1 to allies' Fighting or Spirit rolls for 3 rounds. +1 to Intimidation when recounting combat victories.

Wide Vision

Requirements: Novice, Tzen

Ignore Gang Up bonus against you.

Strain Edges

Strain Edges represent specialized traits unique to the major branches of Humanity throughout the Expanse. These abilities stem from generations of genetic engineering, environmental adaptation, ideological conditioning, bio-enhancement, or cultural evolution. Strain Edges help distinguish the many Human strains, reflecting how humanity fragmented into radically different societies and philosophies following the fall of the Terran Empire.

Bastion Frame

Requirements: Novice, Bastion Strain

Gain +1 Toughness and +2 to rolls to resist Fatigue.

Battle Born

Requirements: Novice, Laconid Strain

Once per round, you may reroll a failed Fighting roll and keep the better result. A Benny can not be used to reroll either roll. Additionally +1 to Parry.

Advanced Battle Born

Requirements: Battle Born

Once per round, you may reroll a failed Shooting roll and keep the better result. A Benny can not be used to reroll either roll.

Blackvale Conditioning

Requirements: Veteran, Cydrani Strain

You gain +2 to resist Tests involving fear, interrogation, or psychological coercion. You also gain +2 on rolls to resist Fatigue from overwork or mental strain.

Blackvale Optimization Protocol

Requirements: Seasoned, Cydrani Strain, Pattern Engine

Once per session, you may treat a failed Smarts-based roll as a success (not a raise). If this converts a critical failure, you instead succeed normally but gain a level of Fatigue.

Calculated Risker

Requirements: Novice, Cydrani Strain

This Edge rewards bold, engineered gambles. Once per round, you may voluntarily suffer -2 on any Trait roll to gain +2 damage or +2 to the effect of that action (GM adjudicates effect for non-combat actions). If this roll succeeds with a raise, you recover one spent Benny.

Chaos Adaptation

Requirements: Seasoned, Greyblood

Greybloods thrive where systems fail. The universe breaks first. They don't. Once per encounter, when the character suffers a Critical Failure, Fatigue, or a Wound, they may immediately lessen the severity:

- A Critical Failure becomes a normal failure.
- Ignore a level of Fatigue penalty for the remainder of the encounter.
- Ignore a Wound Penalty for the remainder of the encounter.

Additionally, Greybloods gain +2 to Fear rolls and Spirit rolls against psychological effects.

Clan Breaker

Requirements: Seasoned, Laconid Strain, Heavyworld Frame

You gain +2 to opposed Strength rolls (grapples, breaking holds, forcing doors, crushing restraints). Additionally, when you score a raise on a Fighting attack, increase AP by 2.

Combat Conditioning

Requirements: Laconid Strain

Accelerated Neural Reflex Training. This represents instinctive micro-adjustments drilled from childhood. Once per round, you may ignore up to -2 in penalties from Multi-Actions, unstable footing, or being Distracted. In addition, you gain +2 to Athletics rolls made to resist being knocked prone or disarmed.

Dopamine Hardened

Command Pattern Integration

Requirements: Novice, Meridian Strain

Collective Conditioning. This represents Meridian neural comfort inside command hierarchies. Once per round as a free action, you may grant one ally within 5" either +1 to their next Trait roll or +1 Parry until the start of

your next turn. You must be able to communicate.

Crisis Readiness

Requirements: Novice, Bastion Strain

Crisis Conditioning. They don't panic - they mobilize. You gain +2 to Survival and Notice rolls during emergencies, combat alerts, evacuations, or disaster scenarios. Once per encounter, you may ignore up to -2 in penalties from being Distracted or from situational chaos.

Cydrani Interface

Requirements: Novice, Cydrani Strain

You gain +2 to Electronics and Repair rolls involving unfamiliar, alien, or high-complexity systems. Additionally, once per session you may immediately identify the primary function or failure point of any technological system with a successful Electronics or Notice roll.

Diplomatic Neuroconditioning

Requirements: Novice, Luminar Strain

Diplomatic Conditioning. You gain +2 to Persuasion and Performance rolls involving negotiation, mediation, or conflict resolution. Once per encounter, you may reroll a failed Persuasion test.

Dopamine Hardened

Requirements: Cydrani Strain

This Edge reflects the Cydranis' inability to emotionally spike or crash under pressure. You gain +2 to resist Tests based on temptation, intimidation, social manipulation, or addiction. Additionally, you ignore penalties from being Distracted.

Emotional Calibration

Requirements: Seasoned, Velvet Strain

You gain +2 to Notice rolls involving social cues, deception, or emotional states. Opponents suffer -2 on attempts to Test you socially.

Emotional Governor

Requirements: Novice, Meridian Strain

Emotional Regulation. Meridian don't spiral - they stabilize. You gain +2 to resist Fear, Intimidation, and social Tests. You also ignore penalties from being Distracted.

Emotional Plasticity

Requirements: Novice, Velvet Strain

Velvet emotions are tools, not reactions. Greater Emotional Plasticity. Once per round as a free action, you may switch your current emotional posture. Mechanically, choose one (this lasts until your next turn):

- Gain +2 to Persuasion
- Gain +2 to Intimidation
- Gain +2 to Performance
- Gain +2 to resist social Tests

Empathic Field

Requirements: Novice, Luminar Strain

Empathic Awareness. Luminar don't just observe feelings - they feel them radiating. You gain +2 to Notice rolls involving emotional states, deception, tension, or hostile intent. You may always make a Notice roll (even without line of sight) to sense strong emotions within 10".

Gravity-Born Aggression

Requirements: Laconid Strain

Muscle Density + Warrior Conditioning. When you move at least 3" before making a Fighting attack, add +2 damage. If this attack Shakes or Wounds a foe, you may immediately advance 1" as a free action (2" if in Light Gravity). This

reflects explosive momentum and close-quarters dominance.

Gravity Breaker

Requirements: Seasoned, Laconid Strain

Ignore up to -2 penalties from encumbrance or hostile environments (high gravity, unstable footing).

Heavyworld Frame

Requirements: Novice, Laconid Strain

This reflects compact mass and reinforced skeletal structure. You gain +1 Toughness and +2 to rolls to resist Knockback, forced movement, or being pushed prone. Additionally, you count as one Size category larger for purposes of carrying capacity and grappling.

Heavyworld Physiology

Requirements: Novice, Laconid

Increase Toughness by +1 and gain +2 to rolls to resist Knockback or forced movement.

Hold the Line

Requirements: Seasoned, Bastion, Siege-Born Physiology

Bastion don't inspire - they stabilize. Adjacent allies gain +1 Toughness while you are not Shaken. Additionally, once per session you may immediately remove Shaken from all allies within 3" when combat begins.

Living Bulwark

Requirements: Veteran, Bastion

Adjacent allies gain +1 Toughness while you are not Shaken.

Modular Cognition

Requirements: Seasoned, Cydrani Strain

Once per session, you may reroll any Smarts-based Trait test. Take the better result.

Neuroadaptive Balance

Requirements: Novice, Velvet Strain

Modified Neurotransmitter Balance + Addiction Resistance. This reflects engineered chemical stability without full immunity. You gain +2 to resist Tests involving fear, temptation, drugs, or emotional manipulation. You gain +2 to Vigor rolls to resist addiction. If you become addicted, you may spend a Benny to negate it entirely.

Neuroharmonic Influence

Requirements: Veteran, Velvet

As an action, make a Persuasion roll opposed by Spirit, as a Test. On success, the target is Distracted; on a raise, Vulnerable and Distracted.

Pain Suppression Conditioning

Requirements: Laconid Strain or Bastion Strain

Elevated Pain Tolerance. Ignore 1 point of Wound penalties. You also gain +2 to Vigor rolls to resist Fatigue from injury, exhaustion, or environmental damage, environmental stress. Stackable with similar effects, but never reducing penalties below 0.

Patchwork Physiology

Requirements: Novice, Greyblood

Greyblood genetics contain fragments of multiple human strains. Upon selecting this Edge, you gain +2 to resist environmental Hazards (radiation, vacuum exposure, toxins, gravity shifts, etc.) due to your unpredictable hybrid metabolism

Also, choose two Human factions. Once per Rank after the Rank this is chosen, you can choose from the Strain Edges of either of the

Factions. However, you must alternate between each, every Rank.

Pattern Engine

Requirements: Cydrani Strain

You gain +2 to Notice and Investigation rolls involving systems, logistics, technology, or tactical environments. In addition, once per session you may immediately gain a temporary d6 in any Smarts-linked skill you do not possess for one scene (representing rapid cognitive adaptation).

Predictive Execution

Requirements: Seasoned, Meridian, Systems Cognition

Once per Combat you may allow an ally who can hear you to immediately remove Shaken.

Predictive Modeling

Requirements: Seasoned, Meridian

At the start of combat, draw two Action Cards and keep either.

Psionic Sensitivity

Requirements: Novice, Luminar Strain, Arcane Background (Psionics)

Psionic Aptitude. You gain +2 to any rolls to activate Psionic skill checks. Additionally, once per session you may treat a failed psionic activation roll as a success (not a raise).

Resonant Mediator

Requirements: Seasoned, Luminar, Diplomatic Neuroconditioning

As an action, make a Persuasion roll opposed by Spirit against all hostile targets in a Small Burst Template. On success, affected targets cannot take offensive actions on their next turn unless

attacked first. This is not mind control - it's emotional stabilization.

Scrapline Innovator

Requirements: Novice, Smarts d6+, Greyblood

You excel at hybrid tech and improvised modification. Gain +2 to Repair when working with mixed or incompatible technologies. You reduce the time required to jury-rig equipment by half. Once per session, you may temporarily remove one malfunction, penalty, or incompatibility between tech systems for one Scene.

Siege-Born Physiology

Requirements: Novice, Bastion Strain

Siege Physiology + Resource Conservation. Bastion bodies are built for prolonged collapse scenarios. You gain +2 to Vigor rolls to resist Fatigue from exertion, hunger, dehydration, or environmental extremes. You halve the effects of long-term deprivation (GM's discretion). Additionally, increase your Toughness by +1.

Sensory Bloom

Requirements: Novice, Velvet Strain

Heightened Sensory Processing. Velvet don't just observe - they absorb. You gain +2 to Notice rolls involving subtle movement, tone shifts, body language, or environmental detail. Once per encounter, you may reroll a failed Notice test. Additionally, you ignore up to -2 in penalties from lighting, crowds, or sensory clutter.

Strategic Override

Requirements: Veteran, Meridian Strain

Spend a Benny and allow one ally to immediately take an action out of turn.

Subtle Influence

Requirements: Seasoned, Velvet Strain, Emotional Plasticity

As an action, make a Persuasion roll opposed by Spirit. On success, the target becomes Distracted. On a raise, they also become Vulnerable. This is a Test and does not count as hostile unless violence follows.

Systems Cognition

Requirements: Novice, Meridian Strain

Cognitive Optimization. You gain +2 to Battle and one of the following (choose when taking this Edge) - Electronics, Repair, or Science. Once per session, you may reroll a failed roll involving planning, logistics, or technical analysis.

Tactical Mind

Requirements: Novice, Meridian Strain

Once per round as a free action, you may make a Battle roll. With a success, allies within MBT gain +1 (+2 with a raise) on their next action.

Unbound Allegiance

Requirements: Novice, Greyblood

They survive by not belonging. Greybloods are not tied to any ideological strain doctrine. You ignore Social penalties related to Strain prejudice. Gain +2 to Persuasion or Streetwise when dealing with multiple factions in the same scene. Once per session, you may reroll a failed social roll as if loyalties were unclear - representing plausible deniability.

Underworld Instinct

Requirements: Novice, Greyblood

You gain +2 to Stealth in urban or industrial environments; +2 to Notice when spotting hidden routes, contraband compartments, or

escape paths. You may move through difficult terrain in urban areas without penalty.

Velvet Presence

Requirements: Novice, Velvet Strain

Gain +2 to Persuasion and Performance. Once per encounter, you may reroll a failed social roll.

Weird Edges

Abyss-Tainted

Requirements: Novice, Spirit d8+

You have brushed against the Abyss. +2 to resist Mind Reading or Fear. Once per session, reroll a failed Spirit roll. GM may introduce strange visions when you benefit from this Edge.

Distributed Mind

Requirements: Novice, Wild Card, psionic or enzymically linked companion or construct

Once per round, you may grant a linked allied a Test reroll of the following skills, based on the type of link:

- Empathic - Reroll any Spirit-based skill.
- Telepathic - Reroll any Smarts-based skill.
- Visionary - Reroll any Agility-based skill.
- Other - Reroll any Strength-based skill.

Resonant Awareness

Requirements: Novice, Spirit d6+

You are sensitive to psionic disturbances, crystal harmonics, or biological resonance fields. +2 to Notice rolls to detect psionic activity, Drell Stones, Cephalid nodes, or similar phenomena. You are never considered completely unaware of active psionic effects within 6".

Resonant Discipline

Requirements: Novice, Spirit d8+

+1 to resist Fear and mind-affecting powers. If you succeed with a raise, you may immediately make a free Intimidation roll.

Hindrances Summary

- **Abyss Corrupted (Minor/Major)** - You have had a brush with the Abyss
- **Angelic Unease (Minor)** - Deeply disturbed by the presence of Heralds of Sargo
- **Damnation Survivor (Major)** - You are a survivor of a Corporate Black Site or Shadow Prison
- **Ecological Imprint (Minor)** - You struggle outside your normal biome
- **Marked by the Continuum (Major)** - The Sarginians have marked you for some reason or another.
- **Psychic Scar (Minor)** - Exposure to the Abyss has left psychic scars
- **Psychic Static (Minor or Major)** - Your mind emits low level Psychic interference.
- **Rage-Tempered (Minor)** - You have violent tendencies.

Resonant Instability (Major) - Your biological or psionic systems build volatile energy.

Edges Summary Table

Edge	Rank	Requirements	Effect Summary
Background Edges			
Adaptive Physiology	S		1 per session free action, ignore one environmental penalty for 5 rounds
Arcane Background (Psi)	*		Gain it through the Mentalist Profession Skill Area Edge
Ancestral Memory	N	SPT d6+, specific Race	1 per session, reroll a failed SMT or Common Knowledge (history, tactics, or cultural knowledge.)
Blood Memory	V	Race with traumatic history	Reduced to 1 Wound remaining, gain +1 to Fighting and damage until combat ends.
Camp Defender	N		You are never Surprised while on watch duty.
Ecological Survivor	N	VIG d6+	Ignore 2 points of environmental penalties (heat, cold, radiation, toxins). +2 Survival rolls in devastated or ruined ecosystems.
Environmental Communion	N	Eco-linked race	+2 Survival in native biome
Fold Nomad	N		Ignore 1 point of penalties when navigating Fold anomalies. +2 to Common Knowledge regarding Fringe space.
Gravity's Edge	N		Reduce falling damage by one die step and gain +2 Athletics when climbing
Latent Psi	N	SPT d6+, SMT d6+	Possess a natural but limited psionic talent
Mountain Born	N	Native high-gravity or mountain race	Ignore penalties for steep terrain. Reduce falling damage one die step
Predator's Geometry	S	AGL d8+, specific Race	+1 Parry when fighting in natural terrain native to your species. Begin combat from concealment, gain +2 to your first attack
Relic Instinct	N		+2 to Notice rolls involving Precursor artifacts
Combat Edges			
Controlled Ferocity	S	Str d8+, warrior culture	1 per combat, as a free action, +2 to damage for 1 round but become Vulnerable until next turn.

Edge	Rank	Requirements	Effect Summary
Controlled Fury	N	SPT d6+, VIG d6+, Berserk or similar	Channel aggression without losing clarity. +2 damage but do not suffer Parry penalty.
Sky Hunter	S	Ag d8+, Flying Pace	+2 to Fighting and damage when attacking from higher elevation
Legendary			
Herald Witness	V	SPT d10+	Immune to Fear penalties from Heralds or Morad. +1 to all SPT rolls
Power			
Cryokinesis	N	Mentalist, Telekinetic Tier 1+, Psionics d6+	Telekinetic Bolt, Burst, or Blast, the damage type becomes Cold
Electrokinesis	N	Mentalist, Telekinetic Tier 1+, Psionics d6+	Telekinetic Bolt, Burst, or Blast, the damage type becomes Electricity
Instinctive Psi	N	Latent Psi, SPT d6+	Not a trained psion, but have instinctive psionic flashes
Pyrokinesis	N	Mentalist, Telekinetic Tier 1+, Psionic d6+	Telekinetic Bolt, Burst, or Blast, the damage type becomes Fire
Professional Edges			
Accord Sanction	S	Persuasion d8+, sovereignty or corporate affiliation	Formal authority recognized under Sarginian Continuum protocols
Corporate Blackfile Access	S	Affiliated with Giga-Corp	+2 to Research or Networking rolls. Once per session, call in a restricted item (GM approval).
Professional PSA			
Combat Specialist	N	Fighting d6+ or Shooting d6+	Must choose one PSA at Character Generation
Exploration Specialist	N	AGL d6+ or SMT d6+	Must choose one PSA at Character Generation
Life Sciences Specialist	N	SMT d6+	Must choose one PSA at Character Generation
Mentalist	N	SPT d6+	Must choose one PSA at Character Generation
Social Architect	N	SPT d6+	Must choose one PSA at Character Generation
Technical Operative	N	SMT d6+	Must choose one PSA at Character Generation
Racial Edges			
Bengradi			
Feline Acrobat	N	Bengradi	Ignore 2" of falling damage
Hunter's Charge	N	Bengradi	+2 damage on first melee attack after moving at least 4".
Pride Authority	N	Bengradi	+2 to Persuasion or Intimidation when dealing with subordinates.
Candrosian			

Edge	Rank	Requirements	Effect Summary
Centaur Discipline	N	Candrosian or Centaur like species	Make two Fighting attacks at -1 instead of -2. +2 damage on charge.
Honor in Balance	N	Candrosian	Once per session, force an enemy who wounded you to reroll damage.
Unmovable	N	Candrosian	+2 to resist Push, Grapple, or Knockdown.
Creshian			
Depthborn Predator	N	Creshian	Ignore penalties for poor visibility underwater. +2 Stealth and Fighting in aquatic or high-humidity environments
Duel of the Pact	N	Creshian	Gain +1 Parry. Gain +2 Fighting with one opponent. Gain Benny when Incapacitated
Pact Sentinel	V	Creshian	If Pact violation within presence, +2 to all Trait rolls against that individual for the remainder of the encounter.
Precision Hunter	S	Creshian	Called Shots reduce the penalty by 2. On a Raise with that ranged attack, +2d6
Dara'ilan			
Dual Circulation	S	Dara'ilan	Once per encounter, ignore one Wound penalty for 1 round.
Endurance of Exile	N	Dara'ilan	+2 to Survival and Notice when detecting ambushes. Ignore 1 level of Fatigue from lack of food, water, or environmental stress per encounter.
Fleetmind Discipline	S	Dara'ilan	Successful Battle roll, one additional ally gain +2 instead of +1. If you are adjacent to at least one ally, you gain +1 to SPT rolls.
Last Wall Doctrine	V	Dara'ilan	Adjacent ally, gain +1 Toughness; If ally is Shaken/Wounded, once per encounter immediately move Pace toward the attacker as a free action . Attacker is declared charge for the round, +2 damage on your next attack.
Ecreshian			
Collective Resonance	N	Ecreshian	5" of another Ecreshian, gain +1 to all Trait rolls. Increase to +2 if 3+ Ecreshians are present.
Dominance Projection	S	Ecreshian	+2 Intimidation. Succeed Intimidate with a Raise, target becomes Distracted
Relentless Physiology	S	Ecreshian	Wounded, Gain +2 to SPT rolls. May ignore one level of Wound penalties for one round per encounter.
War Memory	V	Ecreshian	+2 to Battle. A successful Battle roll, allies gain +1 to damage on their first attack.
Frak'terian			
Adaptive Flesh	N	Frak'terian	1 per session, ignore a Wound penalty for one round
Living Harmony	N	Frak'terian	+1 Toughness when in natural environments.
Halogai'			
Blooded Honor	N	Halogai', Fighting d8+	If the enemy wounded, gain +1 Fighting and +1 damage against them.

Edge	Rank	Requirements	Effect Summary
Feline Acrobat	N	Halogai'	Ignore 2" of falling damage
Predator's Focus	N	Halogai'	Ignore 2 points of illumination penalties.
Hol'taerran			
Bioluminal Presence	N	Hol'taerran	+2 to Persuasion in non-hostile settings
Crystal-Latticed Will	N	Hol'taerran,SPT d8+	+2 to resist Fear and psionic-based powers. On a raise to resist, attacker is Shaken.
Soul Crystal Mastery	S	Hol'taerran,SPT d6+	Once per session, the Soul Crystal can be tapped
Soul Crystal Resonance	N	Hol'taerran	Once per day, +2 to SPT rolls involving psionics.
K'Dasi			
Clan Trickster	N	K'Dasi	+2 to Tests involving Taunt or Trick.
Feline Acrobat	N	K'Dasi	Ignore 2" of falling damage
Nine Lives	N	K'Dasi	Once per session, reroll a failed VIG roll.
Karian			
Caste Discipline	N	Karian	Choose caste bonus enhancement.
Fanatic Endurance	S	Karian	Ignore one level of Fatigue per encounter.
True Faithful	V	Karian	+2 to resist Fear and Mind Control.
Kurathi			
Canopy Ambusher	N	Kurathi	Begin at higher elevation than your target, gain +2 to Fighting or Shooting
Clan Bound Resolve	S	Kurathi	Ally or family member gain +2 to SPT rolls. Ally Incapacitated gain +2 to all Trait rolls against the attacker for the remainder of the encounter. *
Ghost of the Faith	V	Kurathi	+2 Fighting, +2 Stealth when opposing Karian. Once per session, automatically resist a Social penalty imposed by a Karian official.
Ritual Prestige	N	Kurathi, SMT d6+	+2 to Taunt & Persuasion in formal or symbolic exchanges. Win a Social Conflict with a Raise, target is Distracted, Suffers -1 to SPT against you for the scene. Substitute Performance for Persuasion during ceremonial or ritual contexts.
Scavenger Instinct	N	Kurathi	+2 to Notice when searching ruins, abandoned tech, or hidden compartments. +2 to Repair when working with salvaged or mismatched parts. Draw or stow a light item as a free action once per turn.
Orkra'an			
Earth Listener	N	Orkra'an	Automatically detect subterranean movement within 10".
Peripheral Fade	V	Orkra'an	Opponents suffer -1 to Notice you unless directly observing.
Stone Memory	S	Orkra'an	Once per session, declare you "remember something similar." Gain a free SMT reroll.

Edge	Rank	Requirements	Effect Summary
Que'Sha			
Coiled Defense	N	Que'Sha	+1 Parry while not moving.
Four-Limb Assault	V	Que'Sha	Ignore Multi-Action penalty for two melee attacks.
Liberator's Resolve	N	Que'Sha	+2 Fighting vs oppressive regimes
Serpent's Patience	N	Que'Sha, SPT d8+	May Hold and gains +2 to attack if striking from Hold.
Venom Mastery	S	Que'Sha	Choose one venom type; its effects last one additional round. Gain +2 to venom delivery rolls
S'saran			
Balance Keeper	N	S'saran	1 per session, negate one failed Trait roll if you "balance" it later with a self-imposed penalty.
Honor in Balance	N	S'saran	Once per session, force an enemy who wounded you to reroll damage.
Inquisitorial Authority	S	S'saran	+2 Intimidation vs those who have committed wrongdoing in the scene.
Keeper of Balance	S	S'saran	1 per session, negate the consequences of a failed roll.
Sacred Name	V	S'saran	Someone learns secret name, they gain +2 to Persuasion vs you. You gain +2 to SPT and Intimidation vs them
Venom Resilience	N	S'saran	Immune to non-arcane poison.
Skaniis			
Furious Momentum	N	Skaniis	When Wounded, gain +2 to Fighting and Shooting until the end of next turn.
Parliamentary Predator	S	Skaniis	Social Conflicts, +2 to Persuasion or Intimidation. If you win a social contest with a Raise, target is Distracted and Shaken.
Relentless Debater	V	Skaniis	Continue a Social Conflict even while Shaken. +1 Benny per session if you escalate an argument instead of backing down.
Tor'Drani			
Bazaar Instinct	N	Tor'Drani	+2 to Networking and Common Knowledge related to trade goods.
Clan Fleet Tactics	V	Tor'Drani	+1 to Support rolls during space combat.
Clan Oath	N	Tor'Drani	While fighting alongside clan member, gain +1 to all Trait rolls.
Fold Pathfinder	S	Tor'Drani	+2 Science (Astrogation) rolls in unstable Foldspace
Frontier Instinct	V	Tor'Drani	Cannot be Surprised in wilderness or void environments.
Torani			
Matriarch's Favor	S	Torani (Female)	Once per session, convert a failure in Social Conflict to a success.
Noble Pack Instinct	N	Torani	Adjacent to an ally, gain +1 Parry. If that ally is from your Pack, gain +2 instead.

Edge	Rank	Requirements	Effect Summary
Pack Manipulator	S	Torani	+2 Persuasion in political contexts. You may reroll one Social Conflict per session.
Pack Whisper	S	Torani, SPT d8+	Once per encounter, communicate silently with allies within 6". No roll required.
Psychic Subtlety	V	Torani	Your telepathy cannot be detected without a Raise on Notice or Psionics.
Silver Tongue of the Pack	N	Torani, Per. d8+	+2 to Persuasion when negotiating political leverage or backroom deals.
Tzen			
Caste Ascendant	S	Tzen	Choose a Caste Focus
>> Caste Perfection	S	Tzen, Caste Ascendant	+1 die type permanently to one skill
Collective Discipline	N	Tzen	Ignore 1 point of Wound penalties while within 5" of another Tzen.
Precision Annihilation	V	Tzen	If attacking a target that has not yet acted this round, gain +2 damage
Wide Vision	N	Tzen	Ignore Gang Up bonus against you.
Urtoran			
Clan Shield	S	Urtoran	Adjacent allies gain +1 Toughness.
Crushing Embrace	N	Urtoran	+2 to Grapple rolls.
Deep Slumber	N	Urtoran	Recover all levels of Fatigue after 1 hour of rest; 1 per five days, reroll a failed Natural Healing roll while in Slumber.
Honored Fury	V	Urtoran	When entering Battle Rage, ignore Wound penalties for duration
Warrior Bard	N	Urtoran	Free Action Performance to grant +1 to allies Fighting or SPT rolls for 3 rounds. +1 to Intimidation when recounting combat victories.
Wen'tri			
Deep Bond	V	Wen'tri	Choose one bonded individual. Reroll one failed roll per session if it directly protects or aids that individual.
Harmonic Awareness	N	Wen'tri	Automatically sense strong emotional disturbances within SMT × 5". +2 to Notice for ambush detection
Living Current	N	Wen'tri	Natural Electroshock gains +2 damage
Mind Chorus	N	Wen'tri	Once per encounter, automatically Support an ally without a roll.
Shared Mind Harmony	S	Wen'tri	Coordinate telepathically with 5 allies within SMT × 10". All allies gain +1 to Support rolls made for each other. If all participants are Wen'tri, increase to +2.
Strain Edges			
Bastion			

Edge	Rank	Requirements	Effect Summary
Advanced Battle Born	N	Battle Born	Once per round, you may reroll a failed Shooting roll and keep the better result.
Bastion Strain Frame	N	Bastion Strain	Gain +1 Toughness and +2 to rolls to resist Fatigue.
Crisis Readiness	N	Bastion Strain	+2 Survival/Notice in emergencies; once/encounter ignore -2 chaos or Distracted penalties.
Hold the Line	S	Bastion Strain, Siege-Born Phys.	Adjacent allies gain +1 Toughness while you're not Shaken; once/session remove Shaken from allies within 3" at combat start.
Living Bulwark	V	Bastion Strain	Adjacent allies gain +1 Toughness while you are not Shaken.
Siege-Born Physiology	N	Bastion Strain	+1 Toughness; +2 VIG vs Fatigue from deprivation/extremes; long-term deprivation effects halved.
Cydrani			
Blackvale Conditioning	V	Cydrani	+2 to resist Tests involving fear, interrogation, or psychological coercion. +2 on rolls to resist Fatigue from overwork or mental strain.
Blackvale Optimization Protocol	S	Cydrani, Pattern Eng.	Once/session convert failed SMT roll to success (not raise); critical failures instead cause Fatigue.
Calculated Risker	N	Cydrani	Once/round take -2 on a Trait roll to gain +2 damage or effect; on a raise recover one Benny.
Cydrani Interface	N	Cydrani	+2 Electronics/Repair on unfamiliar tech; direct neural interfacing; once/session identify primary system function or failure point.
Dopamine Hardened	N	Cydrani	+2 vs fear, temptation, intimidation, and social Tests; ignore Distracted penalties.
Modular Cognition	S	Cydrani	Once per session, you may reroll any SMT-based Trait test. Take the better result.
Pattern Engine	N	Cydrani	+2 Notice/Investigation for systems or tactical environments; once/session gain temporary d6 in any SMT-linked skill for one scene.
Greyblood			
Chaos Adaptation	S	Greyblood	See Description
Patchwork Physiology	N	Greyblood	+2 to resist environmental Hazards. Choose 2 Human factions. Once per Rank after, choose from the Strain Edges of either of the Factions.
Scrapline Innovator	N	Greyblood, SMT d6+	+2 to Repair when working with mixed or incompatible technologies. Reduce the time required to jury-rig equipment by half. Once per session, you may temporarily remove one malfunction, penalty, or incompatibility
Underworld Instinct	N	Greyblood	+2 to Stealth in urban or industrial environments; +2 to Notice when spotting hidden routes, contraband compartments, or escape paths.
Unbound Allegiance	N	Greyblood	ignore Social penalties related to Strain prejudice. +2 to Persuasion or Streetwise when dealing with multiple factions in the same scene.
Laconid			
Battle Born	N	Laconid	Once per round, you may reroll a failed Fighting roll and keep the better result. Additionally +1 to Parry.

Edge	Rank	Requirements	Effect Summary
Clan Breaker	S	Laconid, Heavyworld Frame	+2 opposed Strength rolls; raises on Fighting gain +2 AP.
Combat Conditioning	N	Laconid	Once/round ignore up to -2 Multi-Action or Distracted penalties; +2 Athletics vs disarm or prone.
Gravity Breaker	S	Laconid	Ignore up to -2 penalties from encumbrance or hostile environments (high gravity, unstable footing).
Gravity-Born Aggression	N	Laconid	After moving 3", Fighting attacks gain +2 damage; if target Shaken/Wounded, may advance 1" free (2" if in Light Gravity).
Heavyworld Frame	N	Laconid	+1 Toughness; +2 vs Knockback/forced movement; count as +1 Size for carrying and grappling.
Heavyworld Physiology	N	Laconid	Increase Toughness by +1 and gain +2 to rolls to resist Knockback or forced movement
Pain Suppression Conditioning	N	Laconid or Bastion	Ignore 1 Wound penalty; +2 VIG vs Fatigue from injury or exertion.
Luminar			
Diplomatic Neuroconditioning	N	Luminar	+2 Persuasion/Performance for negotiation; once/encounter reroll Persuasion.
Empathic Field	N	Luminar	+2 Notice for emotional states; sense strong emotions within 10" without LOS.
Psionic Sensitivity	N	Luminar	+2 psi acquisition/activation; Arcane Background (Psionics) costs 1 less Edge; once/session convert failed psi roll to success.
Resonant Mediator	S	Luminar, Diplomatic Neuroconditioning	Persuasion vs SPT in Small Burst: targets cannot attack next turn unless attacked.
Meridian			
Command Pattern Integration	N	Meridian	Once/round grant ally within 5" +1 to next Trait roll or +1 Parry until your next turn.
Emotional Governor	N	Meridian	+2 vs Fear, Intimidation, and social Tests; ignore Distracted penalties.
Predictive Execution	S	Meridian, Sys. Cog.	Once/combat remove Shaken from one ally.
Predictive Modeling	S	Meridian	At the start of combat, draw two Action Cards and keep either.
Strategic Override	V	Meridian	Spend a Benny: allow one ally to immediately take an action out of turn.
Systems Cognition	N	Meridian	+2 Battle and one of Electronics/Repair/Science; once/session reroll planning or technical roll.
Tactical Mind	N	Meridian	Roll Battle. Allies within MBT gain +1/+2 on their next action.
Velvet			
Emotional Calibration	N	Velvet	+2 to Notice rolls involving social cues, deception, or emotional states. Opponents suffer -2 on attempts to Test you socially.
Emotional Plasticity	N	Velvet	Once/round choose +2 Persuasion, Intimidation, Performance, or social Test resistance until next turn.
Neuroadaptive Balance	N	Velvet	+2 vs fear, drugs, emotional manipulation; +2 VIG vs addiction; spend Benny to negate addiction.

Edge	Rank	Requirements	Effect Summary
Neuroharmonic Influence	V	Velvet	make a Persuasion roll opposed by SPT, as a Test. On success, the target is Distracted; on a raise, Vulnerable and Distracted
Sensory Bloom	N	Velvet	+2 Notice for subtle cues; ignore -2 from lighting/crowds; once/encounter reroll failed Notice.
Subtle Influence	S	Velvet, Emotional Plasticity	Persuasion vs SPT: target Distracted; on raise also Vulnerable (Test).
Velvet Strain Presence	N	Velvet	+2 to Persuasion and Performance. Once per encounter, you may reroll a failed social roll.

Weird Edges

Abyss-Tainted	N	SPT d8+, psi race	+2 to resist Mind Reading or Fear. Once per session, reroll a failed SPT roll.
Distributed Mind	N	Wild Card, linked	Make one Notice roll per round from an allied linked entity within LBT
Resonant Awareness	N	SPT d6+	Sensitive to psionic disturbances, crystal harmonics, or biological resonance fields. +2 to Notice rolls to detect psionic activity
Resonant Discipline	N	SPT d8+	+1 to resist Fear and mind-affecting powers.



Psionics

In the Shattered Expanse, psionics represent rare mental disciplines that allow certain individuals - known as Mentalists - to manipulate emotions, thoughts, perception, and even biological processes through sheer force of will. Unlike technological or mystical abilities, psionic powers arise from intense mental training, unusual neurological development, or rare genetic potential. Mentalists gain access to these abilities through the Mentalist Professional Skill Area Edge, learning powers from one of four Disciplines:

- Empathic
- Telekinetic
- Telepathic
- Visionary

Each Discipline is organized into Tiers (0 through 4), which represent increasing levels of mastery. A Hero's Tier in a Discipline is determined by how many times they have selected that Discipline when taking the Mentalist Edge. For example, if a Novice Hero chooses the Telepathic Discipline, they become a Tier 1 Telepath, automatically gaining the Tier 0 Telepathic power and becoming eligible to select Tier 1 Telepathic powers as Benefits. If the Hero selects Telepathic again at Seasoned Rank, they become a Tier 2 Telepath. If instead they select the Telekinetic Discipline, they remain a Tier 1 Telepath and also become a Tier 1 Telekinetic. As Mentalists gain experience and refine their mental control, they unlock higher-tier powers that allow them to wield increasingly potent psionic abilities.

NOTE: Tier 0 are automatic Powers gained once the Discipline is chosen.

Backlash: A Critical Failure when activating a psionic power results in Backlash, a surge of uncontrolled psychic energy that overwhelms the mentalist's mind. The character immediately suffers one level of Fatigue from neural strain, and all active psionic powers instantly collapse as the mentalist loses focus.

Modifiers & Tiers Discount: When a Mentalist activates a power from a Discipline, the Power Point cost of that power's modifiers is reduced by 1 for every two Tiers the character possesses in that Discipline (round down).

The cost of any modifier can never be reduced below 1 Power Point.

Empathy Discipline



The Empathy discipline focuses on emotional perception and biological influence rather than direct mental control. Practitioners develop heightened sensitivity to emotional states, allowing them to calm, inspire, or destabilize

others through subtle psionic resonance. Empaths excel at healing, morale manipulation, and interpersonal insight, making them invaluable mediators and support specialists - but their deep emotional attunement leaves them more vulnerable to psychological strain. This Edge can be taken once per Rank and each time, it gains the Hero access to the next Tier of Powers. They can choose one for the first Power at the Tier.

Tier 0
Empathic Link
Empathic Reading
Tier 1
Psychic Confusion
Psychic Fear
Heal Others
Tier 2
Heal Self
Suggestion
Tier 3
Heal Other Fully
Infatuation
Trance
Tier 4
Heal, Self Fully
Trance, Advanced
Paralyze

Empathic Link

Discipline: Empathic

Tier: 0

Power Points: 1

Range: Touch

Duration: 1 hour per Tier (minimum 1 hour)

Limit: A Mentalist may establish an Empathic Link a number of times per session equal to their Tier.

The Mentalist forms an emotional connection with a willing living sentient creature. While the link persists, both participants are aware of each other's general emotional state, such as fear, anger, confidence, pain, joy, or distress. This awareness is imprecise and does not convey thoughts, memories, images, or specific information.

The Mentalist may target through the linked individual with Empathic powers as if they were with the Target. The linked individual must be on the same planet.

Modifiers:

Persistent Bond (+4 PP): The Mentalist may voluntarily dismiss an Empathic Link at any time. Otherwise, the link lasts for its full duration even if the participants move beyond normal sensory range.

Empathic Reading

Discipline: Empathic

Tier: 0

Power Points: 1

Range: Smarts

Duration: 5 minutes

Limit: A mentalist may attempt Empathy only once (per Tier) per encounter against the same target.

The mentalist opens their mind to the emotional currents of others. This ability allows the mentalist to sense the general mood and intentions of a target and subtly project their own emotions in return. Empathy reveals only vague impressions - fear, hostility, curiosity, affection, suspicion - but not specific thoughts.

By projecting genuine emotional intent such as calm, trust, caution, or goodwill, a mentalist can often defuse tension or smooth social interaction.

However, the emotions broadcast must be sincerely felt; the mentalist cannot project emotions they do not genuinely experience.

The caster makes a Psionics roll (-1 if not the same Races as mentalist) opposed by the target's Spirit. With a Success, the caster senses the target's basic emotional state and general disposition (hostile, afraid, curious, calm, suspicious, etc.).

For the Duration, the caster gains +1 to Intimidation, Persuasion, Performance, and Taunt rolls made against that target. On a Raise, the bonus increases to +2.

Modifiers:

Animals (+1 PP): Empathy also works on animals and similar creatures. The caster gains +1 (+2 with a raise) to Riding or other interaction rolls with the creature for the duration.

Crowd Sense (+2 PP): The mentalist may read the emotional state of a group rather than a single individual. The power affects everyone within a Small Blast Template. The mentalist senses the dominant emotional state of the crowd and gains the normal social bonus against members of the group.

Emotional Projection (+1 PP): The mentalist may actively project a specific emotion into the target rather than simply sensing it. Examples include: calm, trust, fear, caution, or hostility. The caster gains an additional +1 to social rolls related to that emotional state. Raise: +2 additional bonus instead.

Deep Reading (+2 PP): The mentalist can probe beyond surface emotions. On a success the caster may also learn one of the following: the target's immediate intent, whether the target is lying, or the strongest emotion tied to the current situation. With a raise, the caster may ask one specific question about the target's emotional motivation (GM answers vaguely).

Lingering Impression (+1 PP): The emotional reading lingers in the psion's mind. The social bonus lasts 1 hour instead of 5 minutes.

Emotional Shield (+1 PP): While the power is active, the mentalist gains +1 to resist Taunt, Intimidation, or Empathic powers from the target. Raise: +2 instead.

Alien Mind (+1 PP): The mentalist may attempt to read the emotions of sentient species not matching his own without penalty.

Heal Other

Discipline: Empathic

Tier: 1

Power Points: 2

Range: Touch

Duration: Instant

Limit: This power cannot be used on the caster, twice a day (per Tier).

The mentalist channels restorative psionic energy into another living being, stimulating cellular repair and stabilizing physical trauma. This power cannot be used on the caster; it can only restore the wounds of others.

Unlike conventional medicine, psionic healing does not require drugs or equipment, though it often manifests as a calm, focused transfer of life energy through touch.

The caster makes a Psionics roll (–1 when healing unfamiliar species.) With a Success, the target heals one Wound. Raise, the target heals two Wounds. The Wounds must have been inflicted within the last hour. This power may be used multiple times on a target, provided the caster has sufficient Power Points.

Extras: If used on an Extra who is Incapacitated, a successful roll returns them to action (Shaken).

Modifiers

Accelerated Healing (+1 PP): The mentalist may heal wounds that are up to 24 hours old instead of one hour.

Stabilize (+1 PP): If the target is Incapacitated, the caster gains +2 to the Psionics roll.

Vital Surge (+2 PP): If the caster rolls a raise, the target also removes Shaken and gains +1 Toughness for one round.

Alien Physiology (+1 PP): The power may be used on alien life forms with radically different biology without penalty.

Heal Other Fully

Discipline: Empathic

Tier: 3

Power Points: 4

Range: Touch

Duration: Special

Limit: This power is limited to one (two at Tier 4) successful use per week.

The mentalist channels immense restorative psionic energy into another living being, forcing rapid cellular regeneration and stabilizing even catastrophic trauma. Bones knit, organs repair, and damaged tissue regrows as the mentalist transfers a powerful surge of life energy into the recipient.

Such healing places enormous strain on the mentalist's mind and nervous system. The caster must maintain physical contact for 10 minutes while concentrating.

At the end of the process, the caster makes a Psionics roll. On a Success, the target removes all Wounds. With a Raise, the target also removes all Fatigue caused by injury, poison, or disease. This power may heal injuries regardless of when they occurred.

Additionally, the mentalist suffers 2 levels of Fatigue that cannot be removed for 10 hours.

Heal Self

Discipline: Empathic

Tier: 2

Power Points: 3

Range: Self

Duration: Instant

Limit: This power can only be used on the caster, twice a day (per Tier).

The mentalist focuses inward, directing psionic energy to repair their own injuries. Through intense concentration, the psion stimulates rapid cellular regeneration and stabilizes damaged tissue.

Unlike conventional medical treatment, this healing requires no drugs or equipment-only mental discipline and control.

The caster makes a Psionics roll. With a Success, the caster heals one Wound. On a Raise, the caster heals two Wounds. The Wounds must have been inflicted within the last hour. This power may be used multiple times as long as the mentalist has sufficient Power Points.

Modifiers

Rapid Recovery (+1 PP): The caster may heal wounds up to 24 hours old instead of one hour.

Adrenal Surge (+1 PP): If the caster rolls a raise, they also remove Shaken and gain +1 Toughness until the end of their next turn.

Emergency Focus (+2 PP): The caster may activate this power while Shaken or Distracted without penalty.

Alien Physiology (+1 PP): The mentalist may use this power despite toxic environments, radiation, or alien pathogens without penalty.

Heal Self Fully

Discipline: Empathic

Tier: 4

Power Points: 4

Range: Self

Duration: Special

Limit: This power is limited to two successful uses per week.

The mentalist turns their psionic power inward, forcing their body into an extreme regenerative state. Through intense mental control, the psion accelerates their own natural healing processes to completely repair even severe injuries.

The mental and physical strain required for this feat is immense. The caster must enter deep concentration for 10 minutes. At the end of the process, the caster makes a Psionics roll. On a Success, the caster removes all Wounds. On a Raise, the caster also removes all Fatigue caused by injury, poison, or disease.

Following the healing, the mentalist suffers 2 levels of Fatigue that cannot be removed for 10 hours.

Infatuation

Discipline: Empathic

Tier: 3

Power Points: 3

Range: Self

Duration: 2 / 5

Limit: Targets will not attack their allies as a result of this power, but they may attack any other available opponent. Creatures with no emotional capacity or immune to mind-affecting powers are unaffected.

The mentalist projects a powerful emotional aura that causes others to perceive them as appealing, trustworthy, or strangely likable. Hostile individuals find themselves reluctant to harm the mentalist and instinctively redirect their aggression toward other threats.

This effect does not alter the victim's perception of reality, but rather overwhelms hostile intent with an irrational sense of fondness, fascination, or admiration.

The caster activates this power at the start of an encounter by making a Psionics roll opposed by the Spirit of each hostile target within Smarts range. On a Success, affected targets cannot deliberately attack the mentalist and instead choose another valid target if possible, lasting 2 rounds. On a Raise, the duration lasts 5 rounds.

After the initial 2 (or 5) rounds, affected targets may attempt a Spirit roll at the start of their turn to break free of the influence. Success ends the effect for that character. The power ends automatically when the encounter ends.

Modifiers

Emotional Beacon (+3 PP): The aura affects all enemies within a Medium Blast Template centered on the mentalist rather than individual targets.

Lingering Fascination (+1 PP): The initial protection lasts four rounds instead of two before Spirit rolls to resist are allowed.

Devoted Fascination (+2 PP): With a raise, affected targets suffer Distracted while the infatuation lasts.

Alien Attraction (+1 PP): The power functions normally on alien psychologies that would otherwise impose a penalty.

Paralyze

Discipline: Empathic

Tier: 4

Power Points: 4

Range: Smarts

Duration: 5

Limit: This power only affects creatures with an organic brain or comparable neural structure. Pure

machines or entities without a nervous system are immune.

The mentalist launches a focused psionic assault against the motor centers of the target's brain, disrupting the neural signals that control voluntary movement. The victim remains fully conscious and aware of their surroundings but loses the ability to move or speak as their body becomes completely unresponsive.

This paralysis is neurological rather than physical and cannot be countered by drugs or stimulants.

The caster makes a Psionics roll opposed by the target's Spirit. On a Success, The target becomes Paralyzed and is treated as Bound and Distracted. The victim cannot move, speak, or take physical actions but remains aware of their surroundings and may still use purely mental abilities. On a Raise, the victim is completely locked down and cannot attempt actions of any kind except a Spirit roll to recover.

Beginning on the third round, the target may attempt a Spirit roll at the start of their turn to break the effect early.

Chemical stimulants or drugs cannot override this paralysis.

Modifiers

Neural Shutdown (+2 PP): The victim cannot activate any powers, including mental abilities.

Psychic Shock (+1 PP): When the paralysis ends, the target becomes Shaken.

Psychic Wave (+2 / +3 PP): The power affects multiple targets. +2 PP: Medium Blast Template; +3 PP: Large Blast Template. The caster makes one Psionics roll opposed by the highest Spirit in the template.

Lingering Paralysis (+2 PP): The duration increases to 10 rounds.

Psychic Confusion

Discipline: Empathic

Tier: 1

Power Points: 2

Range: Smarts

Duration: Special

Limit: A mentalist may successfully affect a given target with Psychic Confusion only twice (per Tier) per encounter.

The mentalist scrambles the target's sensory input and thought processes, creating disorientation, hesitation, and momentary lapses in judgment. Victims may hesitate, lose focus, or become uncertain of their surroundings as conflicting thoughts and perceptions flood their mind.

The caster makes a Psionics roll opposed by the target's Spirit. With a Success, the target becomes Distracted or Vulnerable (caster chooses). On a Raise, the target becomes Distracted and Vulnerable. These conditions last until the end of the target's next turn as normal.

Modifiers

Confusion Surge (+1 PP): The mentalist overloads the target's mind with chaotic sensory input. If the caster scores a **Raise** (or +1 PP to force a Raise), the target must roll **1d6** on the Confusion Surge Table and apply the result in addition to the normal effects (The Mentalist May choose instead of the target rolling at Tier 2+)**Confusion Surge Table**

d6	Effect
1-2	Target hesitates and may only take one non-attack action on their next turn.
3-4	Target becomes Shaken.
5-6	Target loses track of allies and enemies, suffering -2 to all attacks until the end of their next turn.

Overload (+2 PP): The power affects all targets in a Small Blast Template, centered on a point within range. The caster makes one Psionics roll opposed by the highest Spirit in the template.

Psychic Fear

Discipline: Empathic

Tier: 1

Power Points: 2

Range: Smarts

Duration: Special

The mentalist attacks the target's primitive survival instincts, releasing a surge of irrational dread. The victim is overwhelmed with the instinct to flee from the source of terror, often abandoning plans, allies, or objectives in a desperate attempt to escape.

The caster makes a Psionics roll opposed by the target's Spirit. With a Success, the target must immediately make a Fear roll.

- Extras who fail become Panicked and attempt to flee from the mentalist by the safest available route.
- Wild Cards roll on the Fear Table.

With a Raise, the target suffers -2 to the Fear roll, and Wild Cards gain +2 to their Fear Table result.

Panicked Behavior - Targets that become Panicked attempt to move away from the mentalist each round and take actions that aid their escape. They will attack anyone directly preventing them from fleeing.

Modifiers

Area Fear (+2/+3 PP, Free at Tier 4): The power affects an area rather than a single target. +2 PP: Medium Blast Template; +3 PP: Large Blast Template. The caster makes one Psionics roll opposed by the highest Spirit within the template.

Lingering Terror (+1 PP): Victims suffering Panicked must succeed on a Spirit roll at the start of their turn to recover. Until successful, Extras continue fleeing; Wild Cards can not act.

Primal Fear (+1 PP): The power also affects animals and non-sapient creatures, which automatically become Panicked on a failed Spirit roll.

Suggestion

Discipline: Empathic

Tier: 2

Power Points: 3

Range: Smarts

Duration: Instant (see effect)

Limit: If the target successfully resists the power, that mentalist cannot attempt Suggestion on that target again during the same encounter.

The mentalist implants a subtle idea into the target's mind, encouraging them to accept a brief suggestion as their own thought. The suggestion must be short, reasonable, and consistent with the target's current situation. Unlike full mental domination, this power does not override the target's personality or force them to perform obviously dangerous or hostile actions.

Suggestions typically influence momentary behavior or judgment - such as overlooking a suspicious action, allowing passage, delaying an alarm, or believing the mentalist's group poses no threat.

The caster makes a Psionics roll opposed by the target's Spirit. On a Success, the target accepts a single brief suggestion that does not directly harm them or those they care about. The target acts as though the suggestion seems reasonable and follows it to the best of their ability for the next five rounds or until the suggestion is fulfilled.

Examples include: *"You should let us pass" ... "There's nothing suspicious here" ... "You should*

check the other corridor" ... "We're supposed to be here."

On a Raise, the suggestion may be slightly unreasonable or against the target's normal judgment (but still not directly harmful).

Examples include *Ignoring an order from a superior ... Leaving a post temporarily ... Delaying raising an alarm*

Modifiers

Lingering Influence (+1 PP): The suggestion lasts 10 minutes instead of five rounds.

Subtle Implant (+1 PP): Observers suffer -2 to Notice rolls to realize the target's behavior has been influenced.

Additional Recipients (+2 PP): The caster may affect one additional target for every +2 Power Points spent. All targets must be within Smarts range.

Compelling Suggestion (+2 PP): With a raise, the suggestion may involve moderately risky or strongly out-of-character behavior, though still not direct self-harm or obvious betrayal.

Trance

Discipline: Empathic

Tier: 3

Power Points: 3

Range: Self

Duration: Special

Limit: Natural healing does not occur while in the trance, as the body's metabolism is greatly reduced.

The mentalist slows their metabolism to an almost imperceptible level, entering a deep psionic trance that conserves energy and suppresses bodily processes. Heart rate, breathing, and neural activity drop to minimal levels, allowing the mentalist to endure extreme environments,

survive on minimal resources, and even appear dead to casual observers.

While in this trance the mentalist is almost completely inert, focusing all mental effort on maintaining control of their bodily functions. Entering the trance requires one full round of concentration and a Psionics roll.

While in the trance:

- The mentalist cannot move, act, or take actions.
- The mentalist is treated as Incapacitated but stable.
- Poisons and diseases progress at half their normal rate.
- The mentalist requires only one-quarter normal food, water, and oxygen.
- The mentalist gains +4 to resist environmental hazards such as extreme heat, cold, radiation, or lack of air.

The mentalist may remain in the trance indefinitely as long as the power is maintained.

Feigned Death: Observers attempting to determine whether the mentalist is alive must succeed on a Notice or Healing roll opposed by the mentalist's Psionics roll. Advanced medical scanners automatically detect life signs.

Awakening: The mentalist may end the trance voluntarily. Their body requires three rounds to fully awaken, during which they are Distracted and Vulnerable.

Modifiers

Deathlike Trance (+1 PP): Even medical scanners must succeed on a Healing roll at -2 to detect life signs.

Toxic Suspension (+1 PP): Poisons and diseases are completely halted while the trance continues.

Deep Hibernation (+2 PP): The mentalist may remain in trance for weeks or months, requiring almost no sustenance.

Emergency Awakening (+1 PP): The mentalist may awaken in one round instead of three, though they remain Distracted for one round afterward.

Trance, Advanced

Discipline: Empathic

Tier: 4

Power Points: 4

Range: Self

Duration: Special

Through extraordinary mental discipline, the mentalist forces their body into a state of extreme metabolic acceleration, exerting near-complete control over their physiological processes. Cellular repair, blood flow, and neural activity increase dramatically as the psion channels intense concentration into regulating their own biology.

This heightened metabolic state dramatically improves recovery, allows the mentalist to manipulate their apparent vital signs, and produces unusual thermal signatures that may confuse sensors. However, maintaining such control requires total concentration, leaving the mentalist completely motionless and unable to perform other psionic disciplines.

Entering the trance requires one round of concentration and a Psionics roll. While the trance is maintained:

- The mentalist cannot move, act, or use other psionic powers.
- Natural healing time is reduced to one-quarter normal.
- The mentalist gains +2 to natural healing rolls.
- Medicinal drugs, stimulants, and antitoxins applied to the mentalist function twice as quickly (GM discretion).

- Poisons and diseases resolve twice as quickly, whether beneficial or harmful.

The mentalist may remain in this trance as long as they maintain concentration.

False Medical State: The mentalist may manipulate their vital signs to mimic conditions such as fever, cardiac arrest, shock, or severe illness. Attempts to medically diagnose the mentalist must succeed on a Healing roll opposed by the mentalist's Psionics roll.

Thermal Distortion: The unusual heat signature generated by the trance interferes with detection. Infrared and thermal sensors suffer -2 to identify the mentalist as a living organism.

Ending the Trance: The mentalist may end the trance at any time. However, their body requires three rounds to normalize, during which they are Distracted and Vulnerable.

Telekinetic Discipline



The **Telekinetic Discipline** allows a Mentalist to exert psionic force directly upon the physical world. Through intense concentration, telekinetics manipulate gravitational and kinetic forces to push, lift, and hurl objects, generate invisible shockwaves, or shield themselves from harm. Early abilities focus on crude movement and simple applications of force, while advanced practitioners can unleash devastating blasts, deflect attacks, or suspend themselves in midair. Unlike Telepathic or Empathic powers, Telekinetic interacts with matter itself, making it one of the most visibly dramatic and tactically versatile psionic disciplines in the Shattered Expanse.

Tier 0

Telekinetic Force

Tier 1

Kinetic Bolt

Disruption

Telemanipulation

Tier 2

Kinetic Blast

Energy Channeling

Density Control

Tier 3

Kinetic Burst

Ballistic Channeling

Levitation

Tier 4

Telekinetic Flight

Teleport

Ballistic Channeling

Discipline: Telekinetic

Tier: 3

Power Points: 2

Range: Self

Duration: 3 rounds

Limit: Ballistic Channeling does not protect against energy attacks, explosions, or area effects.

The mentalist manipulates gravitational and magnetic forces around their body, subtly bending the path of incoming physical attacks. Bullets, thrown weapons, and melee strikes are deflected away from the mentalist by invisible telekinetic currents.

The mentalist gains +2 (+4 with Raise) Armor against ballistic and melee attacks, including bullets, arrows or thrown weapons, and blades or blunt melee strikes. This protection stacks with worn armor.

If an attack misses due to Ballistic Channeling, the GM may determine that the attack continues past the mentalist.

If another character is directly behind the mentalist, the attack may be rolled again with -2 to the attack roll to determine whether that character is struck.

Modifiers

Full Deflection (+1 PP): The Armor bonus increases to +4 (+6 with Raise).

Density Control

Discipline: Telekinetic

Tier: 2

Power Points: 2 per level

Range: Self

Duration: 5 rounds

The mentalist alters the density of their own body by manipulating the telekinetic forces that bind matter together. By compressing or expanding the molecular structure of their body, the mentalist can become lighter and more agile or heavier and more resistant to harm.

This change does not alter the character's physical size, only their mass and density. When activating the power, the mentalist chooses Light Density or Heavy Density. Each 2 Power Points spent increases the effect by one level (maximum 3 levels).

Light Density: The mentalist reduces their body mass. Each level provides +1 Pace; +1 to Climbing and Athletics rolls. The mentalist may float or tread water effortlessly. However, they suffer -1 Toughness per level.

Heavy Density: The mentalist increases their body mass. Each level provides +1 Toughness; +1 to Strength rolls when resisting pushes, grapples, or knockback. The mentalist cannot easily be moved or knocked down. However, they take a -1 Pace per level penalty.

At Level 3 Heavy Density, the mentalist may smash through weak barriers (doors, glass, etc.); act as a stable anchor for ropes or equipment.

Modifiers

Rapid Shift (+1 PP+): The mentalist may change between Light and Heavy Density as a free action once per round.

Extreme Density (+2 PP): Increase the maximum levels from 3 to 5.

Momentum Strike (+1 PP+): When using Heavy Density, the mentalist gains +2 damage on melee attacks due to increased mass.

Featherfall (+1 PP+): While using Light Density, the mentalist cannot suffer falling damage.

Disruption

Discipline: Telekinetic

Tier: 1

Power Points: 2

Range: Smarts

Duration: Instant

Limit: This power cannot target living creatures or cybernetic systems directly, though objects they are carrying may still be valid targets if exposed.

The mentalist destabilizes the molecular structure of an inanimate object, causing it to violently rupture. The sudden release of kinetic energy shatters the object and creates a localized explosion of fragments and force. Only unattended, nonliving objects may be targeted.

The caster makes a Psionics roll targeting an unattended object within range. The object must be no larger than roughly a 40-cm cube (about the size of a large toolbox or power pack). If successful, the object violently explodes. All creatures within a Small Blast Template centered on the object suffer 2d6 damage. The destroyed object is completely ruined.

Moving Objects: If the object is moving, apply normal ranged attack penalties to the Psionics roll.

Energized Objects: If the object contains stored energy (power cells, ammunition, explosives, fuel, etc.), the explosion becomes significantly stronger, 3d6 damage.

At the GM's discretion, volatile materials may increase the damage further.

Modifiers

Larger Object (+1 PP+): The maximum object size increases to about 1 meter across.

Chain Reaction (+2 PP+): If the object contains significant stored energy, increase the damage to 4d6.

Precision Detonation (+1 PP+): The caster may delay the explosion by one round, allowing them to move away or set a trap.

Extended Range (+1 PP+): Range increases to Smarts × 2.

Energy Channeling

Discipline: Telekinetic

Tier: 2

Power Points: 2

Range: Self

Duration: 3 rounds

Limit: Channeling has no effect against ballistic or purely physical attacks.

The mentalist surrounds themselves with a field of rapidly shifting telekinetic force that redirects incoming energy attacks. Instead of striking the mentalist directly, the energy is bent and channeled around their body.

This effect works best against directed energy such as lasers, electrical discharges, or sonic attacks.

The mentalist gains +2 (+4 with Raise) Armor against energy-based attacks, including laser or beam weapons; electricity; plasma; sonic attacks

With a raise, the energy is violently deflected. If an attack still misses due to this protection, the GM may determine that it continues past the mentalist, potentially striking a target behind them.

This armor stacks with worn armor but only applies to energy-based damage.

Modifiers

Full Deflection (+1 PP): The Armor bonus increases to +4 (+6 with Raise).

Energy Redirection (+1 PP+): If an energy attack misses due to Channeling, it may strike a creature directly behind the mentalist (GM determines with -2 to the attack roll).

Extended Duration (+1 PP+): Duration increases to 5 rounds.

Additional Recipient (+1 PP+): The power may affect another character within Smarts range.

Kinetic Blast

Discipline: Telekinetic

Tier: 2

Power Points: 3

Range: Smarts × 2

Duration: Instant

The mentalist releases a powerful surge of telekinetic force that detonates outward from a single point. The invisible shockwave violently throws debris and compresses the surrounding air, striking all creatures within the blast radius.

Unlike Kinetic Bolt, which focuses force into a single projectile, Kinetic Blast disperses telekinetic energy across a wide area.

The caster makes a Psionics roll to target a point within range. All targets within a Medium Blast Template suffer 2d6 damage; 3d6 damage with a raise. This damage represents pure telekinetic force.

Modifiers

Area Effect (+0 / +1 PP): Small Blast Template for no additional cost. Large Blast Template for +1 PP

Damage (+2 PP): Damage increases to 3d6 (4d6 with a raise).

Kinetic Shockwave (+1 PP): Targets that suffer damage must make a Strength roll or be pushed 1" away from the blast center.

Kinetic Bolt

Discipline: Telekinetic

Tier: 1

Power Points: 1

Range: Smarts × 2

Duration: Instant

The mentalist concentrates telekinetic force into a focused projectile of invisible pressure and hurls it toward a target. The strike may manifest as a

sudden concussive impact, a crushing wave of force, or a compact burst of kinetic energy.

Unlike Telekinetic Lift, which applies steady force, this power releases a brief but violent surge of momentum, capable of injuring or knocking back opponents.

The caster makes a Psionics roll to hit the target. There are no Range penalties, but the roll is affected by Cover, Illumination, and other normal modifiers. Damage: 2d6 damage; 3d6 damage with a raise. This damage represents pure telekinetic force.

Modifiers

Damage (+2 PP+): Damage increases to 3d6 (4d6 with a raise).

Multi-Bolt (+1 PP per extra bolt): The mentalist may fire additional bolts, each requiring a separate target within range. Each bolt is rolled separately.

Kinetic Impact (+1 PP, Free at Tier 2+): Targets hit by the bolt must make a Strength roll or be pushed 1" directly away from the caster.

Extended Range (+1 PP+): Range increases to Smarts × 4.

Kinetic Burst

Discipline: Telekinetic

Tier: 3

Power Points: 2

Range: Cone Template

Duration: Instant

The mentalist releases a wide surge of telekinetic force that erupts outward in a violent shockwave. The blast of invisible pressure slams into everything in front of the mentalist, throwing debris and crushing anything caught in the wave.

The caster makes a Psionics roll. Success creates a Cone Template extending from the mentalist. All

targets within the cone suffer 2d6 damage; 3d6 damage with a raise.

This damage represents pure telekinetic force.

Modifiers

Damage (+2 PP): Damage increases to 3d6 (4d6 with a raise).

Shockwave (+1 PP): Targets that suffer damage must make a Strength roll or be pushed 1" away from the caster.

Levitation

Discipline: Telekinetic

Tier: 3

Power Points: 3

Range: Self

Duration: 5 minutes

The mentalist lifts their body into the air using telekinetic force, allowing them to rise and descend vertically. While levitating, the mentalist hovers weightlessly but cannot generate forward movement without pulling themselves along nearby surfaces.

This ability represents controlled suspension rather than true flight. The mentalist may rise or descend vertically at a rate of 6" per round. The maximum height the mentalist may reach is Smarts × 2".

While levitating:

- The mentalist may perform one additional action per round while maintaining concentration.
- Horizontal movement is only possible by pushing or pulling against solid objects.

If the mentalist becomes Incapacitated, they immediately fall.

Encumbrance: The mentalist may not levitate if carrying more than half their normal carrying capacity.

Modifiers

Rapid Ascent (+1 PP): Vertical movement increases to 12" per round.

Hover Stability (+1 PP): The mentalist may remain perfectly stationary in midair without needing concentration checks.

Additional Recipient (+2 PP): The mentalist may levitate another willing target within Smarts range.

Telekinetic Flight

Discipline: Telekinetic

Tier: 4

Power Points: 3

Range: Self

Duration: 5 rounds

The mentalist surrounds themselves with a powerful telekinetic field that allows them to lift and propel their body through the air. Unlike Levitation, which only allows vertical motion, Telekinetic Flight enables full three-dimensional movement as the mentalist rides their own psionic force.

The mentalist gains Flight Pace 12". With a raise, the Pace increases to 24". The mentalist may move in any direction, including vertical movement, but may not Run while flying.

If the mentalist becomes Incapacitated, the telekinetic field collapses and the character falls normally.

Modifiers

Additional Recipient (+2 PP): The mentalist may grant flight to another willing target within Smarts range.

Hover Control (+1 PP): The mentalist may hover perfectly stationary without needing to move each round.

Kinetic Dash (+1 PP): The mentalist may Run while flying.

Telekinetic Force

Discipline: Telekinetic

Tier: 0

Power Points: 1

Range: Smarts

Duration: 5 minutes

The mentalist exerts a weak telekinetic force that allows them to push, pull, lift, or slide objects at a distance. This force is crude and imprecise, capable only of moving objects rather than manipulating them with dexterity.

Telekinetic Force cannot perform delicate actions such as operating tools, pressing buttons, or manipulating small mechanisms. Such precision requires the Telemanipulation discipline.

The caster makes a Psionics roll to activate the power. While active, the mentalist may move unattended objects within range with a telekinetic force equal to Strength d6.

Objects may be: lifted into the air, pushed or pulled along surfaces, slowly moved through space.

The object may move up to the caster's Smarts in inches per round. The power cannot perform attacks or complex manipulation.

Animate Targets: Attempting to move a living or animate target imposes -2 to the Psionics roll. Even if successful, the caster may only push or pull the target slightly, not lift or restrain them.

Targets may resist with a Spirit roll opposed by the caster's Psionics.

Limit: Telekinetic Force allows only coarse movement. The power cannot: wield weapons; operate machinery; perform fine manipulation; pick locks or press buttons

Modifiers

Increased Force (+1 PP+): Telekinetic strength increases to Strength d8.

Extended Range (+1 PP+): Range increases to Smarts × 2.

Sustained Lift (+1 PP+): The caster may maintain the power for up to 30 minutes.

Heavy Lift (+2 PP+): Telekinetic strength increases to Strength d10.

Telemanipulation

Discipline: Telekinetic

Tier: 1

Power Points: 2

Range: Smarts / 2

Duration: 5 minutes

The mentalist creates a small, precise telekinetic force capable of manipulating objects as if with an invisible hand. Unlike Telekinetic Force, which exerts crude pushing or lifting force, Telemanipulation allows delicate and controlled movement. This force behaves like a third, intangible hand directed by the mentalist's thoughts.

The caster makes a Psionics roll to activate the power. While active, the mentalist may manipulate objects within range as though using a single invisible hand with Strength d4.

The telekinetic hand may perform actions such as:

- Picking up small objects
- Opening containers
- Pressing buttons or switches
- Pulling levers
- Operating simple tools
- Retrieving items from a distance

The hand moves up to the caster's Smarts in inches per round. The telekinetic hand requires line of sight to function normally and cannot:

- Attack or cause damage
- Grapple or restrain creatures
- Lift objects heavier than roughly 10 lbs

Attempts to manipulate objects the caster cannot see suffer –2 to the Psionics roll. The hand cannot be damaged or targeted.

Modifiers

Extended Reach (+1 PP+): Range increases to 8".

Increased Strength (+1 PP+): The telekinetic hand's Strength increases to d6.

Dual Manipulation (+2 PP+): The caster may create two telekinetic hands, allowing them to manipulate two objects simultaneously.

Remote Vision (+1 PP+): The penalty for manipulating unseen objects is removed if the caster can observe the object through cameras, scanners, or remote sensors.

Redirected Strike (+1 PP): If a ballistic attack misses because of this power, the mentalist may choose a new target within 1" of the original path.

Additional Recipient (+1 PP): The power may affect another character within Smarts range.

Teleport

Discipline: Telekinetic

Tier: 4

Power Points: 3

Range: Smarts

Duration: Instant

The mentalist collapses space around their body and instantly reappears at another location. This psionic displacement allows the mentalist to bypass obstacles, escape danger, or reposition instantly.

The caster makes a Psionics roll. On success, the mentalist may instantly teleport up to 12". With a raise, the distance increases to 24".

Teleporting to a location the mentalist cannot see incurs –2 to the Psionics roll. Opponents adjacent to the mentalist do not receive free attacks when the teleport occurs.

Modifiers

Additional Recipients (+1 PP each): Additional willing targets may be teleported along with the caster.

Teleport Foe (+2 PP): A foe may be teleported by making a Touch attack. The target resists with Spirit opposed by the caster's Psionics. On success they are moved 12", or 24" with a raise.

Unlimited Teleport (+4 PP): The mentalist may teleport to any location within 3 miles that they can clearly see (including optical devices) or are very familiar with. If the Psionics roll results in a Critical Failure, the teleport misfires (Roll on the Teleport Misfire Table).

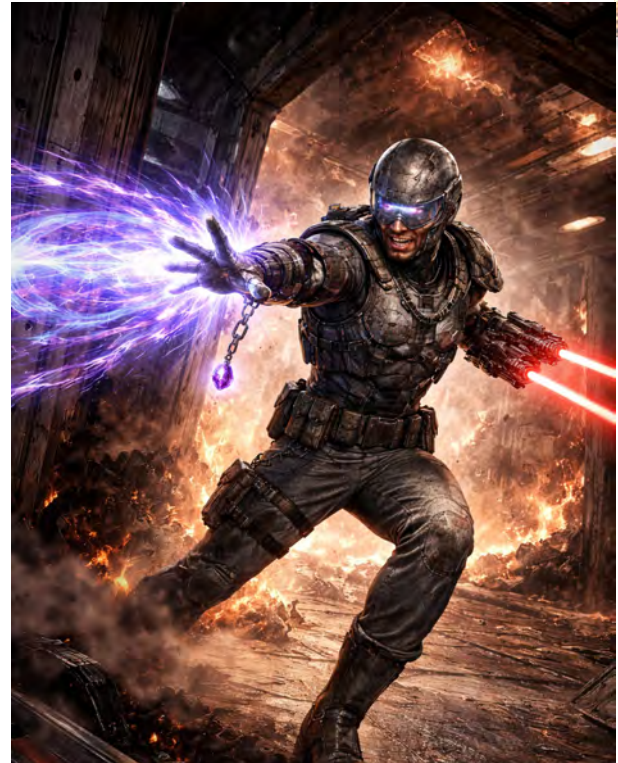
Teleport Misfire Table

Roll	Teleport Misfire Effect
1-2	Teleport fails; the mentalist remains in place.
3-4	Teleport fails and the mentalist becomes Stunned for 1d6 rounds.
5	The mentalist arrives at the destination but 20" above ground and immediately falls.
6	The mentalist misteleports and arrives 1d6 miles from the intended destination.

Telepathy Discipline

The Telepathic Discipline allows a Mentalist to communicate directly with minds, probe thoughts, manipulate perception, and disrupt cognitive processes. While Empathic powers influence emotion and Telekinetic powers affect matter, Telepathic abilities interact directly with thought and consciousness.

Tier 0
Telepathic Link
Telepathy
Tier 1
File
Mental Shield
TP Bolt
Tier 2
Telepathy, Animals
Shield Others
TP Blast
Tier 3
Advanced Telepathic Link
Trap
TP Burst
Tier 4
Telepathy, Alien
Wipe



Advanced Telepathic Link

Discipline: Telepathic

Tier: 3

Power Points: 2 per participant

Range: Smarts

Duration: 5 rounds

The mentalist forms a powerful psychic network linking multiple telepathic minds together. By combining their mental strength, the linked telepaths amplify the effectiveness of their psionic disciplines.

The shared connection allows each participant to draw upon the collective mental focus of the group. The caster links up to five willing Mentalists, including themselves. While the link is active:

- The primary telepath gains +1 to Psionics rolls for each additional linked Mentalist.
- The range of the power increases by 50% per linked mind (rounded normally).

- If the power deals damage, damage increases by +1 per linked mind. At +5, increase the die type.

Shared Damage: If the primary telepath suffers damage while the link is active, each linked participant suffers a Shaken.

Modifiers

Extended Bond (+1 PP per round): Extend the Link 1 round per Power Point.

Alien Telepathy

Discipline: Telepathic

Tier: 4

Power Points: 2

Range: Smarts

Duration: 5 minutes

The mentalist can establish telepathic contact with minds that are fundamentally alien in structure or psychology. These may include previously unknown species, highly unusual intelligences, or beings whose thoughts do not follow recognizable patterns.

Unlike standard Telepathy, this discipline allows the mentalist to bridge vast biological and cognitive differences, translating thoughts into basic concepts both minds can understand.

The caster makes a Psionics roll. If the alien mind is willing, the power succeeds automatically.

If the alien is unwilling, the caster's Psionics roll is opposed by the target's Spirit.

On success, the mentalist establishes two-way telepathic communication for the duration.

Communication is typically limited to simple concepts, emotions, or images, though individuals accustomed to telepathic contact may communicate more clearly.

Alien Minds: Truly alien intelligences may impose -2 to the Psionics roll at the GM's discretion.

Particularly alien or hostile minds may require a Smarts roll before contact is attempted.

Failure may result in the mentalist becoming Shaken or Distracted as the alien thoughts overwhelm their mind.

Animals Telepathy

Discipline: Telepathic

Tier: 2

Power Points: 2

Range: Smarts

Duration: 10 minutes

Limits: This power only affects creatures with animal intelligence and has no effect on humanoids, artificial life, or creatures without recognizable animal minds.

The mentalist establishes telepathic communication with creatures of animal intelligence. Communication occurs through basic impressions, emotions, and simple concepts rather than complex language.

Animals often become calm during such contact and will rarely attack unless already provoked.

The caster makes a Psionics roll. On success, the mentalist may communicate with one animal within range and convey simple ideas or commands, such as:

- Come here
- Go away
- Follow
- Attack that enemy
- Show me something

Animals generally behave like well-trained creatures while the power lasts.

With a raise, the creature becomes unusually cooperative and may overcome natural fear or hesitation.

Particularly alien or monstrous creatures may impose -2 to the Psionics roll at the GM's discretion.

Modifiers

Additional Animals (+1 PP): Each additional animal may be contacted for +1 Power Point.

Mind Rider (+1 PP): The mentalist may see and hear through the animal's senses while the power lasts.

File

Discipline: Telepathic

Tier: 1

Power Points: 1

Range: Self

Duration: Special

Limits: The power only records information -it does not allow the mentalist to analyze, interpret, or understand information beyond their normal abilities.

The mentalist temporarily enhances their memory, allowing them to perfectly record sensory information. Images, sounds, conversations, and written material can be mentally "filed" for later recall with flawless accuracy.

This ability is commonly used by investigators, diplomats, and professional witnesses who must remember precise details.

The caster makes a Psionics roll. On success, the mentalist may perfectly record everything they see or hear for the next 30 seconds. The recorded information may be recalled at any time with perfect clarity.

A mentalist may store up to 10 mental files at one time. Creating an additional file when already at the limit causes the oldest stored file to be overwritten.

Modifiers

Extended Recording (+1 PP): Recording duration increases to 5 minutes.

Expanded Memory (+1 PP): The mentalist may store 20 files instead of 10.

Instant Recall (+1 PP): Recalling a stored memory counts as a free action and grants +1 to related Knowledge or Notice rolls.

Mental Shield

Discipline: Telepathic

Tier: 1

Power Points: 1

Range: Self

Duration: 5 rounds

The mentalist erects a defensive barrier around their mind, preventing outside telepathic influence. The shield manifests as tightly controlled thought patterns that block intrusion and deflect psychic attacks.

Target gains arcane resistance -2 (-4 with a Raise)

Experienced telepaths often maintain this discipline during dangerous encounters to guard against hostile psionic manipulation. The mentalist may use one Telepathic power while maintaining the shield.

Modifiers

Focused Shield (+1 PP): The mentalist may use one Telepathic power per round while maintaining the shield.

Reinforced Shield (+1 PP): Increase the penalty to hostile psionic powers to -3 (-5 with a raise).

Telepathy

Discipline: Telepathic

Tier: 0

Power Points: 1

Range: Smarts

Duration: 5 minutes

Limits: Telepathy allows conversation only. It does not: read thoughts, alter memories, control the target's actions

The mentalist projects their thoughts directly into another intelligent mind, allowing silent communication across distance. This contact does not grant access to the target's memories or private thoughts; it simply allows the mentalist and the target to converse mentally.

Because the connection is mental rather than auditory, communication is limited by the target's familiarity with telepathic contact. Experienced telepaths can exchange complex ideas, while untrained minds tend to communicate in simple impressions or brief phrases.

The caster makes a Psionics roll. If the target is willing, the power succeeds automatically. If the target is unwilling, the caster's Psionics roll is opposed by the target's Spirit.

On success, the caster establishes two-way telepathic communication with the target for the duration.

This communication functions at roughly the speed of normal speech. Targets are aware of the mental contact and may respond however they wish.

Eligible Targets: This power only works on creatures with intelligent minds, including humans, aliens, and cyborgs. Creatures without higher cognition are unaffected (see Telepathy, Animals).

Modifiers

Silent Contact (+1 PP+): The target is not immediately aware of the source of the telepathic contact.

Extended Range (+1 PP+): Range increases to Smarts × 2.

Rapid Communication (+1 PP+): Participants may exchange complex thoughts or long messages instantly, allowing roughly 30 seconds of conversation in one round.

Telepathic Link

Discipline: Telepathic

Tier: 0

Power Points: 1

Range: Touch

Duration: 1 hour per Telepathic Tier (minimum 1 hour)

Limit: A Mentalist may establish a Link a number of times per session equal to their Telepathic Tier (minimum 1).

The Mentalist establishes a direct psychic connection with a willing sentient creature. While the Link persists, both participants may communicate mentally regardless of language. Communication may include words, concepts, images, and simple sensory impressions.

The Mentalist may originate Telepathic powers from the linked individual rather than themselves. For purposes of range and line of sight, treat the linked individual as the point of origin. The linked individual must remain on the same planet. A participant may voluntarily end the Link at any time.

Modifiers:

Persistent Bond (+4 PP): The Mentalist may voluntarily dismiss an Telepathic Link at any time. Otherwise, the link lasts for its full duration even if the participants move beyond normal sensory range.

TP Blast

Discipline: Telepathic

Tier: 2

Power Points: 3

Range: Smarts × 2

Duration: Instant

Limits: Creatures without brains or complex neural systems are immune.

The mentalist unleashes a wave of intense psychic pressure that assaults the minds of all creatures within the blast area. Victims experience overwhelming mental pain as their neural pathways are overloaded.

The caster makes a Psionics roll. All creatures within a Medium Blast Template must resist with Spirit opposed by the caster's Psionics roll. On success, targets suffer 2d6 damage; 3d6 damage with a raise.

This damage represents psychic trauma rather than physical injury.

Modifiers

Area Focus (+0 / +1 PP): Small Blast Template for no extra cost; Large Blast Template for +1 PP

Psychic Overload (+2 PP): Damage increases to 3d6 (4d6 with a raise).

TP Bolt

Discipline: Telepathic

Tier: 1

Power Points: 2

Range: Smarts × 2

Duration: Instant

Limits: Creatures without a brain or higher neural structure are immune.

The mentalist launches a concentrated burst of psychic energy directly into a target's mind. The attack overwhelms the victim's neural pathways, causing intense mental pain and temporary neurological disruption.

Unlike Telekinetic attacks, this assault affects the mind rather than the body, making it particularly dangerous to creatures with advanced intelligence.

The caster makes a Psionics roll opposed by the target's Spirit. On success, the target suffers 2d6 damage, 3d6 damage with a raise. This damage represents psychic trauma rather than physical force.

Modifiers

Psychic Overload (+2 PP): Damage increases to 3d6 (4d6 with a raise).

Lingering Pain (+1 PP): Targets who take damage become Distracted until the end of their next turn.

Mental Echo (+1 PP): The mentalist gains +1 to subsequent Telepathic attacks against the same target during the encounter.

TP Burst

Discipline: Telepathic

Tier: 3

Power Points: 2

Range: Cone Template

Duration: Instant

Limits: Creatures without brains or advanced neural structures are immune.

The mentalist unleashes a concentrated surge of psychic energy that overwhelms the minds of those in front of them. The blast of mental force floods victims with chaotic thoughts and neural overload.

The caster makes a Psionics roll. Success creates a Cone Template starting from the mentalist. All creatures within the cone resist with Spirit opposed by the caster's Psionics roll. Targets who fail suffer 2d6 psychic damage; 3d6 damage with a raise.

Modifiers

Psychic Overload (+2 PP): Damage increases to 3d6 (4d6 with a raise).

Mental Shock (+1 PP): Targets who suffer damage must make a Spirit roll or become Distracted.

Shield Others

Discipline: Telepathic

Tier: 2

Power Points: 2

Range: Smarts

Duration: 5 rounds

The mentalist extends their mental defenses outward, shielding another mind from telepathic intrusion or psychic assault.

This power functions like Mental Shield, but the protection is projected onto another individual.

The caster makes a Psionics roll. On success, the target gains the benefits of Mental Shield - hostile Telepathic, Empathic, or Illusion powers suffer -2; -4 with a raise

If a hostile power deals damage, that damage is reduced by the same amount.

Modifiers

Additional Recipient (+1 PP): Additional characters may be protected for +1 Power Point each.

Shared Awareness (+1 PP): The mentalist automatically senses when the protected target is attacked by a psychic power.

Trap

Discipline: Telepathic

Tier: 3

Power Points: 2

Range: Self

Duration: 5 minutes

Limits: Once triggered, the trap immediately dissipates. Only one trap may be active at a time.

The mentalist sets a hidden psychic snare within their own mind. If another telepath attempts to probe or attack their thoughts, the stored mental

energy lashes out in retaliation. The trap remains dormant until triggered.

The caster makes a Psionics roll to set the trap. If a hostile Telepathic, Empathic, or Illusion power targets the mentalist while the trap is active, the trap immediately triggers.

The attacking mentalist must resist a TP Bolt attack using the original caster's Psionics roll.

Damage is 2d6 psychic damage (3d6 with a raise).

Modifiers

Lingering Trap (+1 PP): The trap lasts 10 minutes.

Psychic Backlash (+1 PP): If the trap causes damage, the attacker also becomes Distracted.

Visionary Discipline



The Visionary Discipline allows a Mentalist to extend their perception beyond normal sensory limits. Practitioners can analyze complex information, detect hidden influences, project their senses across distance, and manipulate how others perceive reality. At the highest levels, Visionaries can even glimpse echoes of past events.

Where Telepaths invade minds and Telekinetics manipulate matter, Visionaries manipulate information and perception.

Tier 0
Vision
Visionary Link
Tier 1
Analysis
Static
Illusion
Tier 2
Analysis, Adv.
Detection
Clairaudience
Tier 3
Clairvoyance
Sensor Ghosts
Tier 4
Timeread

Advanced Analysis

Discipline: Visionary

Tier: 2

Power Points: 2

Range: Touch

Duration: Instant

The mentalist reads the psychic impressions left behind on an object by those who have recently handled it. These residual mental echoes allow the mentalist to glimpse fragments of the object's recent history.

Experienced investigators and intelligence operatives frequently use this discipline to reconstruct events surrounding a crime or incident. The caster makes a Psionics roll while touching the object.

On success, the mentalist gains general impressions about the object's most recent user, such as:

- Appearance or species
- Emotional state
- General actions performed while using the object
- Approximate time since it was last used

With a raise, the mentalist may receive clearer impressions, such as:

- A partial image of the user
- Specific actions performed with the object
- A brief sequence of recent events

Limits: Older impressions are weaker. If the object has not been handled in several hours or days, the GM may impose -2 or more to the Psionics roll.

Analysis

Discipline: Visionary

Tier: 1

Power Points: 1

Range: Touch

Duration: Instant

The mentalist focuses their perception on an unfamiliar device, artifact, or piece of technology, allowing them to intuitively understand its intended purpose. By briefly examining the object, the mentalist can perceive patterns in its design and deduce how it was meant to be used.

This discipline is frequently used to analyze alien artifacts or unfamiliar equipment.

The caster makes a Psionics roll while examining an object. On success, the mentalist learns the general purpose and intended use of the item.

If the device requires a specific skill to operate (such as Electronics, Piloting, or Repair), the mentalist still needs that skill to use the device properly.

If the device is alien or extremely advanced, the GM may apply -2 to the Psionics roll.

Advanced Operation: With a raise, the mentalist also understands basic operation of the device, allowing them to attempt to use it even without the appropriate skill (usually at -2).

Clairaudience

Discipline: Visionary

Tier: 2

Power Points: 2

Range: 20 yards (known location), 10 yards (unknown location)

Duration: 5 rounds

The mentalist focuses their perception to hear sounds originating from a distant location as though they were physically present there.

This ability allows the mentalist to listen through walls, doors, or other obstacles.

The caster makes a Psionics roll. On success, the mentalist may listen to sounds from a specific location within range.

The listening point covers an area roughly 15 feet in radius. Sounds are perceived as if the mentalist were physically present at the location.

Limits: The mentalist must concentrate to maintain the effect. Any sonic or sound-based attack occurring in the listened area affects the mentalist normally.

Modifiers

Extended Range (+1 PP): Range increases to 50 yards.

Wide Listening (+1 PP): The listening area increases to 30 feet in radius.

Clairvoyance

Discipline: Visionary

Tier: 3

Power Points: 2

Range: 40 yards (known location), 20 yards (unknown location)

Duration: 5 rounds

Limits: Clairvoyant sight functions like normal vision and is affected by:

- darkness
- smoke or fog
- flash or light-based attacks

Optical enhancement devices cannot be used with this power.

The mentalist projects their visual perception to a distant location, allowing them to see as though they were physically present there. This remote viewpoint functions like normal vision and is affected by lighting conditions and visual interference.

The caster makes a Psionics roll. On success, the mentalist may observe a specific point within range.

The viewing point covers an area roughly 15 feet in radius, and the mentalist perceives everything within that space as though standing there.

The remote sight is directional, meaning the mentalist must choose the location they wish to observe.

Modifiers

Extended Range (+1 PP): Range increases to 100 yards.

Wide Vision (+1 PP): The viewing area increases to 30 feet in radius.

Stable View (+1 PP): The mentalist gains +1 to Notice rolls while using Clairvoyance.

Detection

Discipline: Visionary

Tier: 2

Power Points: 2

Range: Self

Duration: 5 rounds

Limits: While Detection is active, the mentalist cannot activate other psionic powers. Detection does not identify the specific power being used or the exact identity of the user.

The mentalist extends their awareness outward, sensing disturbances in psionic energy. This heightened perception allows them to detect the presence of other Mentalists actively using disciplines nearby.

The caster makes a Psionics roll. On success, the mentalist can sense active psionic powers within 50 yards.

The mentalist learns:

- The direction of the psionic activity
- The approximate distance

With a raise, the mentalist also senses the general discipline involved (Telepathic, Empathic, Telekinetic, or Visionary).

Modifiers

Extended Range (+1 PP): Range increases to 100 yards.

Conceal Presence (+2 PP): The mentalist may mask their own psionic activity. Attempts to detect their powers suffer -2 (-4 with a raise).

Illusion

Discipline: Visionary

Tier: 1

Power Points: 3

Range: Smarts

Duration: 5 rounds

Limits: The illusion is purely perceptual and cannot:

- Cause damage
- Physically interact with objects
- Block movement

Maintaining the illusion requires concentration. The mentalist projects a convincing illusion directly into the minds of those nearby. The illusion can take the form of creatures, objects, or environmental changes, appearing completely real to those affected.

Although the illusion can appear vivid and believable, it has no physical substance and cannot cause real harm.

The caster makes a Psionics roll.

The illusion fills an area roughly the size of a Medium Blast Template (4" radius).

Targets who interact with or question the illusion may make a Smarts roll as a free action to disbelieve it. If successful, the illusion no longer affects that individual.

Modifiers

Sound (+1 PP): The illusion may produce appropriate sounds.

Scent (+1 PP): The illusion may include convincing smells.

Strong Illusion (+2 PP): Smarts rolls to disbelieve the illusion are made at -2.

Timeread

Discipline: Visionary

Tier: 4

Power Points: 3

Range: Self (15-foot radius area)

Duration: Special

Limits: While using Timeread the mentalist must remain completely immobile; is unaware of their present surroundings; cannot use other powers; Automatically fails Notice rolls. If the mentalist is disturbed or injured, the vision immediately ends.

The mentalist projects their awareness backward through time, observing psychic echoes left in a location. By concentrating on the space around them, the Visionary witnesses shadow-like impressions of events that occurred there in the past.

These visions appear as silent images that unfold before the mentalist, allowing them to study past events without being seen or heard by those who originally occupied the space.

The caster makes a Psionics roll while remaining completely still and concentrating.

On success, the mentalist begins observing past events that occurred within a 15-foot radius of their current position.

The Visionary initially views events from the furthest point in the past they can perceive and may then move forward through time at any pace they choose until reaching the present.

The mentalist may observe the events but cannot interact with them in any way.

Maximum Time Range: The mentalist may observe events up to one year into the past for every point of Smarts they possess (GM may adjust this limit based on the campaign).

Modifiers

Focused Event (+1 PP): Instead of scanning broadly through time, the mentalist may attempt to locate a specific event or moment, reducing the time needed to find it.

Expanded Area (+1 PP): The viewed area increases to 30-foot radius.

Lingering Echo (+1 PP): The mentalist gains +2 to Notice or Investigation rolls related to the events they witnessed.

Sensor Ghosts

Discipline: Visionary

Tier: 3

Power Points: 3

Range: Smarts

Duration: 5 rounds

Limits: Sensor Ghosts affect electronic or scanner-based perception only. It does not fool normal vision or biological senses.

The mentalist projects false signals into electronic sensor systems, creating convincing phantom readings across multiple detection spectra. Scanners may detect nonexistent heat signatures, electromagnetic fields, or other sensor artifacts.

This discipline is commonly used by spies and covert operatives to mislead surveillance systems.

The caster makes a Psionics roll.

On success, the mentalist may create false sensor readings within a Medium Blast Template area.

Affected sensors may perceive:

- False heat signatures
- Phantom force fields
- Nonexistent energy emissions
- Distracting sensor flares

Electronic detection systems within the area suffer -2 to Notice or scanning rolls. With a raise, the penalty increases to -4.

Modifiers

Mobile Ghost (+1 PP): The phantom sensor signature may move up to Smarts inches per round.

Multiple Signatures (+1 PP): Create several distinct sensor contacts within the area.

Blinding Surge (+2 PP): Sensors attempting to scan the area must succeed at a Notice roll or temporarily lose detection capability for one round.

Static

Discipline: Visionary

Tier: 1

Power Points: 2

Range: Self

Duration: 5 rounds

Limits: Static interferes only with broadcast or electronic signals, not direct wired systems.

The mentalist emits a disruptive field of psionic interference that scrambles electronic signals and sensor transmissions. Communications become distorted, scanners lose clarity, and remotely controlled systems struggle to maintain stable signals.

The mentalist generates a disruption field with a radius of Smarts × 1".

Within this area:

- Communication transmissions suffer –2 to related rolls
- Scanner or sensor systems suffer –2 to Notice or detection rolls
- Remotely operated drones or robots suffer –2 to control rolls

With a raise, the penalty increases to –4.

Vision

Discipline: Visionary

Tier: 0

Power Points: 1

Range: Self

Duration: Special

The mentalist projects their awareness beyond normal sight, perceiving their surroundings through psionic sensory impressions rather than light. This ability allows the mentalist to function normally even when their physical vision is impaired or completely absent.

Vision does not produce detailed imagery but instead provides spatial awareness, motion detection, and environmental perception sufficient for navigation and combat.

The caster makes a Psionics roll when their vision becomes impaired.

On success, the mentalist may perceive their surroundings normally for purposes of movement, combat, and navigation, ignoring penalties from:

- Darkness
- Blindness
- Smoke Or Fog
- Flash Effects
- Underwater Visibility
- Sealed Helmets Or Visors

The mentalist may still fight, move, and avoid obstacles normally.

Limits: Vision does not allow fine visual detail. While using this power the mentalist cannot:

- Read Text Or Screens
- Recognize Unfamiliar Faces
- Operate Complex Machinery Requiring Precise Visual Input
- Perform Delicate Manual Tasks

The power lasts as long as the visual impairment persists or until the mentalist cancels it.

Modifiers

Shared Vision (+1 PP): The mentalist may extend the effect to one additional willing target within Smarts range.

Enhanced Awareness (+1 PP): The mentalist gains +1 to Notice rolls while Vision is active.

Visionary Link

Discipline: Visionary

Tier: 0

Power Points: 1

Range: Touch

Duration: 1 hour per Visionary Tier (minimum 1 hour)

Limit: A Mentalist may establish a Visionary Link a number of times per session equal to their Visionary Tier (minimum 1).

The Mentalist establishes a subtle psychic connection with a willing sentient creature, allowing flashes of intuition, sensory impressions, and instinctive warnings to pass between them. While the link persists, both participants gain a vague awareness of danger, unusual events, and

significant environmental changes affecting the other.

This awareness is imprecise and does not convey thoughts, memories, emotions, or direct communication.

The Mentalist may originate Visionary powers from the linked individual rather than themselves. For purposes of range and line of sight, treat the linked individual as the point of origin. The linked individual must remain on the same planet. A participant may voluntarily end the Link at any time.

Modifiers:

Persistent Bond (+4 PP): The Mentalist may voluntarily dismiss an Visionary Link at any time. Otherwise, the link lasts for its full duration even if the participants move beyond normal sensory range.

Power List

Power	Tier	PPs	Limit	Effect
Empathy				
Empathic Link	0	1		Connect to a single Mind empathically
Empathic Reading	0	1	1/Tier per enc.	Sense the general mood and intentions of a target and subtly project their own emotions in return.
Heal Others	1	2	2/Tier per day	Heal 1 or 2 (raise) wounds
Heal Others Fully	3	4	1 or 2/Tier per week	Remove all wounds
Heal Self	2	3	2/Tier per day	Heal 1 or 2 (raise) wounds
Heal Self Fully	4	4	2/week	Remove all wounds
Infatuation	3	3	-	Targets cannot attack; instead choose another valid target. 2 / 5 rounds (raise).
Paralyze	4	4	-	The target becomes Paralyzed and is treated as Bound and Distracted.
Psychic Confusion	1	2	2/Tier per enc.	Target becomes Distracted or Vulnerable (caster chooses). Raise, the target becomes Distracted and Vulnerable.
Psychic Fear	1	2	-	The target must immediately make a Fear roll.
Suggestion	2	3	-	Target accepts a single brief suggestion that does not directly harm them or those they care about.
Trance	3	3	-	Heart rate, breathing, and neural activity drop to minimal levels, allowing endure extreme environments, survive on minimal resource
Trance, Advanced	4	4	-	See description
Telekinetic				
Ballistic Channeling	3	2	No Energy Protection	Gain +2/+4 Armor against ballistic and physical damage
Density Control	2	2 per	Maximum 3 levels	Each 2 Power Points spent increases the effect by one level.
Disruption	1	2	Can not target organics	The object violently explodes.
Energy Channeling	2	2	No Ballistic Protection	Gain +2/+4 Armor against Energy
Kinetic Blast	2	3	-	Medium Blast Template suffer 2d6 damage; 3d6 damage with a raise
Kinetic Bolt	1	1	-	Damage: 2d6 damage; 3d6 damage with a raise.
Kinetic Burst	3	2	-	Cone Template; Targets suffer 2d6 damage; 3d6 damage raise
Levitation	3	3	-	Descend vertically at a rate of 6" per round. The maximum height the mentalist may reach is Smarts × 2".
Telekinetic Flight	4	3	-	Flight Pace 12"; 24" with Raise
Telekinetic Force	0	1	-	See description
Telemanipulation	1	2	-	Creates a small, precise telekinetic force capable of manipulating objects.
Teleport	4	3	-	Mentalist may instantly teleport up to 12"; 24" with Raise

Power	Tier	PPs	Limit	Effect
Telepathy				
Advanced Telepathic Link	3	2 per	-	Forms a powerful psychic network linking multiple telepathic minds together.
Alien Telepathy	4	2	Unknown Aliens Only	The mentalist establishes two-way telepathic communication for the duration.
Animals Telepathy	2	2	Animals Only	Telepathy with Animals.
File	1	1	Information Only	Perfectly record sensory information.
Mental Shield	1	1	-	Defensive barrier around their mind, preventing outside telepathic influence.
Telepathy	0	1	-	The mentalist projects their thoughts directly into another intelligent mind, allowing silent communication across distance.
Telepathic Link	0	1	-	Connect to a single Mind telepathically
TP Blast	2	3	-	Medium Blast Template vs. Spirit opposed by the caster's Psionics roll. Targets suffer 2d6 damage; 3d6 damage with a raise.
TP Bolt	1	2	-	Psionics roll vs target's Spirit. Target suffers 2d6; 3d6 with a raise.
TP Burst	3	2	-	Cone Template; all creatures within the cone resist with Spirit vs Psionics roll. Targets who fail suffer 2d6 psychic; 3d6 with a raise.
Shield Others	2	2	-	Mental Shield - hostile Telepathic, Empathic, or Illusion powers suffer -2; -4 with a raise
Trap	3	2	-	Psionics roll to set the trap. Telepathic, Empathic, or Illusion power targets the mentalist while the trap is active, the trap immediately triggers.
Vision				
Advanced Analysis	2	2	-	Gain general impressions about the object's most recent user.
Analysis	1	1	-	Allowing an intuitive understanding of an object's purpose.
Clairaudience	2	2	-	Hear sounds originating from a distant location as though they were physically present there
Clairvoyance	3	2	-	Projects visual perception to a distant location; sees as though they were physically present there.
Detection	2	2	-	Sense active psionic powers within 50 yards.
Illusion	1	3	-	Create an visual Illusion
Timeread	4	3	-	Observe past events that occurred within a 15-foot radius of their current position.
Sensor Ghosts	3	3	-	Create false sensor readings within a Medium Blast Template area.
Static	1	2	-	Disruptive field of psionic interference that scrambles electronic signals and sensor transmissions.
Vision	0	1	-	Perceive surroundings normally for purposes of movement, combat, and navigation, ignoring penalties from Darkness, Blindness and others.
Visionary Link	0	1	-	Connect to a single Mind



The Expanse

Regions of the Shattered Expanse

The Shattered Expanse is not a uniform civilization but a layered and uneven network of populated space, defined as much by connectivity as by geography. Foldspace Beacons, political boundaries, and historical expansion have divided known space into four broad regions: the Expanse Core, Sovereignty Cores, Colonial Regions, and the Fringe. Each represents a different level of stability, population density, and control.

Expanse Core: The Expanse Core represents the most interconnected and densely populated region of known space. Located near the overlapping territories of the Human

Confederation and the Sarginian Continuum, it serves as the political, economic, and cultural heart of the Expanse. Nearly all major powers maintain a presence here, including the Halogai', Karian, Torani, and Urtoran, alongside smaller enclaves of lesser-known species.

This region contains the primary meeting worlds of interstellar diplomacy, including the rotating seats of the Expanse Council. The headquarters of most Giga-Corporations are located here, along with the largest trade hubs, financial networks, and industrial centers. Beacon infrastructure in the Core is heavily redundant and tightly maintained, allowing for rapid travel and near real-time communication across vast distances.

Life in the Expanse Core is defined by connectivity. Information moves quickly, trade is

constant, and political tensions are immediate and visible. While this makes the Core the safest and most stable region of space, it is also the most complex-where alliances shift rapidly, corporate influence runs deep, and power is constantly negotiated.

Sovereignty Core: Each power maintains its own Sovereignty Core - the region of space where its population is most concentrated and its authority most absolute. These are the cultural and political centers of each civilization, containing homeworlds, capital systems, and the densest concentration of military and industrial assets.

While the Expanse Core represents shared space, a Sovereignty Core represents identity. Laws are enforced more strictly, borders are more clearly defined, and foreign presence is more controlled. Infrastructure remains highly developed, though typically focused inward rather than outward. Communication and travel within these regions are efficient, but access from outside may be restricted or monitored.

A Sovereignty Core is where each civilization defines itself. Traditions are strongest here, power structures are most entrenched, and conflicts - both internal and external - often originate before spreading outward into the wider Expanse.

Colonial Regions: Beyond the stability of the Sovereignty Core lie the Colonial Regions - the expanding edges of each civilization's influence. These areas consist of newly settled systems, resource extraction zones, corporate development sectors, and strategic outposts. Every major power maintains colonial holdings, and these regions frequently overlap, creating zones of tension, competition, and quiet conflict.

Infrastructure in the Colonial Regions is uneven. Some systems are rapidly developing into major hubs, while others remain little more than isolated installations dependent on a single Beacon link. Corporations (both Mega and Giga) are especially active here, often operating with greater autonomy than they could in the Core, exploiting resources, establishing private security forces, and shaping local economies.

The Colonial Regions are where the future of each Sovereignty is forged. They are places of opportunity and danger - where fortunes are made, borders are tested, and small incidents can escalate into larger conflicts. For explorers, mercenaries, and independent operators, these regions offer freedom not found in the Core, but at significantly greater risk.

The Fringe: Beyond the reach of stable Beacon networks lies the Fringe - a vast and poorly understood expanse of space that stretches outward into the unknown. Some areas are unexplored, others are remnants of lost civilizations cut off during the Collapse, and many are simply forgotten. Navigation is unreliable, communication is inconsistent or nonexistent, and survival often depends on improvisation rather than infrastructure.

The Fringe is the origin of many of the Expanse's most mysterious species and phenomena. Fringe races, unknown technologies, ancient ruins, and hostile environments are all found here. Beacon coverage is sparse or absent, forcing ships to rely on unstable routes, ghost corridors, or blind jumps. Entire systems may exist in isolation, unaware of the current state of the wider Expanse.

To those in the Core, the Fringe is a place of danger and myth. To those who live there, it is simply reality. It represents both the edge of civilization and the beginning of something

else-something older, less understood, and far less forgiving.

Home World Vs. Capital World: In the Expanse, a Home World refers to the original cradle of a species - or a world that has fully replaced it after the original was lost, forgotten, or rendered unreachable. It represents cultural origin and identity, whether remembered through history or myth. A Capital World, by contrast, is the current center of political, economic, or military power for a civilization that still acknowledges a separate ancestral home. Many species rule from Capital Worlds while refusing - or being unable - to abandon their true origins. Humanity is a prime example: despite spreading across countless systems, all human-controlled planets are classified as Capital Worlds, as Terra remains humanity's recognized Home World - even though most will never see it again.

Fringe Worlds lie beyond the mapped borders of recognized sovereignties - uncharted or only recently discovered systems drifting at the edges of known space. These planets are untamed, politically unclaimed, and often dangerously misunderstood, home to forgotten ruins, hostile ecosystems, isolated civilizations, and abandoned corporate or military experiments. With no central authority to enforce law or claim ownership, Fringe Worlds attract prospectors, smugglers, refugees, rogue scientists, and covert factions, all seeking opportunity or secrecy. Information is scarce, maps are unreliable, and survival is never guaranteed - making these volatile frontier systems prime ground for exploration, first contact, lost technologies, and the kind of desperate, high-stakes encounters that define life on the edge of the Expanse.

Worlds

Aegiron

System: Aegis (Human Confederation, Bastion Compact)

Capital World of the Bastion Compact - Aegiron
- World of Endurance - is a hostile, storm-wracked superterran world marked by constant tectonic instability, ionized atmospheres, and violent electromagnetic disturbances. Settled during the Long Silence by human refugees fleeing collapsing systems, Aegiron was never intended to be permanent - only survivable. Those who endured became the Bastion Compact.

Most of Aegiron's population lives in deep subsurface arcologies and armored habitat-cities anchored directly into bedrock. Surface structures exist only where absolutely necessary and are designed to be abandoned, rebuilt, or sacrificed without hesitation.

Generations of adaptation have shaped the Bastion strain into compact, resilient humans with reinforced skeletal density, high pain tolerance, and exceptional stress conditioning. Bastion culture treats survival not as heroism, but as responsibility. Aegiron is not beautiful. It is sufficient.

Capital City: Bulwark Station - Capital City of the Bastion Compact. Bulwark Station is the largest and oldest of Aegiron's fortified arcologies - a sprawling fusion of military command, heavy industry, disaster-response coordination, and civilian refuge.

Rather than a skyline, Bulwark presents layers: armored access rings, shield pylons, emergency transit corridors, and hardened civic halls. Hospitals, shelters, and command centers are

integrated into the same structures, reflecting Bastion doctrine that defense and care are inseparable.

Bulwark Station functions as Bastion High Command, strategic evacuation hub, heavy manufacturing nexus, disaster relief coordination center, and veteran sanctuary and rehabilitation enclave. Every citizen is trained in emergency protocols. Every structure has a contingency plan. Every plan assumes failure - and prepares for it.

Aetherfall

System : Eryndor (Human Confederation, Luminar Accord)

Aetherfall is a breathtaking and quietly unsettling world where vast luminous cloudbanks cascade endlessly from the upper atmosphere into floating abyssal seas below, creating the illusion that the planet itself is perpetually dissolving. Crystal spires and radiant arcologies rise from drifting landmasses suspended in slow orbital currents, powered by exotic gravitic fields refined by Luminar engineers. Though renowned for its beauty, Aetherfall carries a somber reputation - it serves as the Accord's site of last resort diplomacy, where failed negotiations, exiles, and irreversible decisions are formalized. Philosophers call it the world where futures are finalized. Many Luminar believe its strange atmospheric tides subtly influence emotion, making it ideal for reflection, reconciliation... and surrender.

Aethrys

System: Atlas Ex (Wen'tri Colonies)

Wen'tri Home World - Aethrys is a quiet, mist-shrouded world of shallow inland seas,

sprawling reed-forests, and smooth stone archipelagos, chosen reluctantly by the Wen'Tri as their formal capital under pressure from the Expanse Council. The planet radiates a subtle psionic calm that most visitors feel immediately, dulling aggression and sharpening introspection. Wen'Tri settlements are minimalistic and organic - low structures grown from native materials and arranged in wide, open spirals designed to enhance telepathic harmony rather than political authority. There are no grand palaces or monuments here; diplomacy takes place in tranquil gathering basins and silent meditation gardens. To outsiders, Aethrys feels less like a seat of government and more like a listening world - one that observes the galaxy patiently, holding its secrets while gently encouraging others to speak.

Altrensia



System: Altrear

Altrensia is a stark, wind-carved world of vast ochre plains, fractured basalt highlands, and cold inland brine seas that shimmer under a

pale sun. Its atmosphere is breathable but oxygen-poor, forcing most humans to wear rebreathers or pressure masks during prolonged activity. Native life is sparse but hardy - low-lying vascular flora, silica-reinforced grasses, and slow-moving grazers adapted to thin air and high UV exposure.

The planet shows no signs of prior large-scale colonization, though mineral scans indicate abundant rare earth elements, helium-3 deposits in the upper crust, and trace exotic isotopes believed useful in Fold stabilization arrays.

Altrensia is economically promising. Politically radioactive.

Arion III

System: Arion (Skaniis/Wen'tri Fringe)

Arion III was once one of the most successful Skaniis/Wen'tri joint colony worlds beyond the core territories of the of both the Skaniis and the Wen'tri regions, located in a strategically important fringe region bordering space. The world was heavily developed over the course of several centuries, with arcology cities, deep mining networks, and vast industrial zones spread across its primary continents. Arion III served as both a resource world and a forward economic hub, exporting refined materials, starship components, and industrial equipment throughout the surrounding frontier systems. Its population was largely Skaniis/Wen'tri with some Karian, though small enclaves of off-world laborers, merchants, and diplomats from neighboring powers were permitted under strict Karian oversight.



The planet's prosperity was built on the extraction of a rare subterranean element later named Thundranium, a mineral that remained stable under normal conditions but could release enormous energy if exposed to specific harmonic frequencies. For decades, Thundranium was used in controlled industrial applications and experimental energy systems, making Arion III extremely wealthy and strategically important. Then, several years ago, a series of underground detonations began to occur across multiple mining regions. What was initially believed to be industrial accidents soon revealed itself to be something far worse - a chain reaction had begun deep within the planet's crust. The destabilization spread slowly but relentlessly, triggering tectonic upheaval, atmospheric contamination, and massive thermal events that began rendering large regions of the planet uninhabitable.

Arion III is now a dying world. Evacuation efforts have been disorganized and politically complicated due to the planet's location between multiple Sovereignities, and as the situation worsens, raiders, smugglers, and opportunistic corporations have flooded into the system to salvage technology, strip abandoned cities, and intercept refugee convoys. Officially, the catastrophe is still classified as a mining disaster triggered by unstable Thundranium veins. Unofficially, there are persistent rumors that the chain reaction was not a natural accident, but the result of a weapons test conducted by a corporate contractor operating on the planet shortly before the first detonations began. If true, then the destruction of Arion III was not a disaster - it was an experiment that went wrong, and then became too profitable to stop.

Aurion Reach

System: Aurion (Torani Sphere)

Noble Administrative World - A mid-tier noble pack world governed by the House of Sha'ir Niar. It functions as a proving ground for aspiring Torani politicians. Many rivalries begin here before escalating to inter-pack conflicts.

Aurelion Vitae

System: Aurelios (Frak'terian Regions)

Frak'terian Homeworld - Aurelion Vitae - Often shortened to Aurelion by outsiders, means the the Living World. Aurelion Vitae is a dense bio-planet orbiting a warm amber star just beyond Sarginian-controlled space. Entire continents are composed of living ecosystems woven together by vast fungal networks, sentient coral forests, and migratory bio-constructs that function as both infrastructure and habitat.

The planet itself exhibits measurable metabolic cycles. Xeno-biologists classify Aurelion as a semi-sapient world-organism - not fully conscious, but deeply responsive to the Frak'terians who inhabit it.

Cities are grown, not built. Medical sanctuaries bloom like flowers. Transit corridors pulse gently with bioluminescent flow. There are no hard edges anywhere. Even the mountains breathe.

Frak'terians do not divide their society into political territories. Instead, Aurelion is organized into Life Circles - massive interconnected regions dedicated to specific disciplines: healing and regeneration, genetic preservation, xenobiological research, sentient ecology, and life-ship cultivation. Each Circle maintains planetary-scale living laboratories, where entire species archives are stored in organic memory lattices.

Frak'terian governance operates through a distributed council known as the Custodians of Continuance, composed of elder biologists, healers, and life-sense adepts. No single ruler exists. Decisions emerge through biological consensus.

Aurelion has no visible weapons platforms. No orbital batteries. No fleets stationed nearby. This is intentional. Instead, the planet itself serves as its primary defense. Hostile organisms experience rapid cellular breakdown. Foreign pathogens fail to survive atmospheric exposure. Unauthorized military vessels encounter cascading biological interference that disables systems without explosive force. Those who threaten Frak'terian sanctuaries tend to disappear quietly. No debris. No wreckage. Only absence.

Frak'terians rarely invite outsiders to Aurelion. Most diplomacy occurs aboard life-ships. Those who are permitted to land describe

overwhelming sensory input - life everywhere, constantly touching their minds through the Frak'terians' life-sense field. Even hardened Bastion veterans report emotional destabilization. The Sarginians consider Aurelion "strategically irreplaceable." The Luminar Accord reveres it. Meridian Prime has attempted covert sampling operations. None succeeded.

Rumors

- Aurelion stores genetic templates for extinct species.
- Entire ecosystems have been resurrected from extinction.
- The Frak'terians have cured death more than once - and rejected it.
- Aurelion remembers every life that dies upon it.

The Frak'terians neither confirm nor deny. They simply continue tending the living universe.

Asha'Kel

System: Asha'Que (Que'Sha Territories)

Capital of the Que'Sha Sovereignty - Asha'Kel is not the Que'Sha homeworld - that world was lost to history during the collapse of the Siriusan dominion - but it is their chosen heart. Built atop vast coastal plateaus and shallow inland seas, Asha'Kel is a world of spiraled arcologies, coral-supported megastructures, and coiled ceremonial cities designed to accommodate Que'Sha physiology. The planet was settled by the original rebel descendants who broke away from Siriusan tyranny, and it stands today as a living monument to freedom, reconciliation, and survival.

Rather than a centralized empire capital, Asha'Kel functions as a diplomatic and philosophical nexus. Its Grand Coils host

interstellar assemblies, treaty conclaves, and mediation forums, and Que'Sha ambassadors are trained here before being sent across the Expanse. The world reflects Que'Sha values: cooperative governance, personal liberty, and collective responsibility. Military installations exist, but are intentionally placed far from population centers - a symbolic reminder that force is a last resort.

To the Que'Sha, Asha'Kel is sacred not because it is ancestral, but because it was chosen. It represents who they became after rejecting conquest. Outsiders often describe the planet as serene yet quietly powerful, and many report an unsettling sense of being observed - not by surveillance systems, but by the world itself.

Axiom Prime

System: Axiom (Core Expanse)

Seat of the Council of Sovereignities - Axiom Prime is the symbolic and political heart of the Expanse, a world engineered rather than born. Constructed and reshaped by the Sarginians in the early centuries following the Long Silence, it was designed as a neutral axis-a place where no single species could claim origin, only presence. Vast geometric cities, impossible spires, and subtly alien architectures dominate its surface, built to accommodate dozens of physiologies without ever feeling truly welcoming to any.

The planet exists to host the Council of Sovereignities, and everything about it reinforces that purpose. Every district is a controlled environment, every horizon curated, every public space subtly shaped to encourage order, restraint, and compliance. Beneath its serene exterior lies a dense web of surveillance, psionic monitoring, and diplomatic pressure, much of it quietly maintained by Sarginians who insist the systems are purely preventative.

Axiom Prime has no true population in the traditional sense. Its residents are diplomats, aides, observers, corporate envoys, and those who serve them. Citizenship is temporary, conditional, and revocable. The world does not belong to anyone-by design.

To some, Axiom Prime represents the fragile hope of cooperation in a broken galaxy. To others, it is a gilded cage, a reminder that peace in the Expanse is negotiated, managed, and enforced rather than freely chosen.

Bachara

System: Bachra (Karian Sphere/Kurathi World)

Bachara is the sacred world of the Kurathi, a dense arboreal planet dominated by towering bachanda forests whose colossal canopy cities glow softly beneath filtered sunlight. Massive living trees serve as both habitat and spiritual anchors, with Kurathi clans building woven villages high among the branches. Though technically under Karian influence, Bachara is culturally autonomous, protected through uneasy accords - its people endure quiet oppression through trade restrictions and imposed *security oversight*. To the Kurathi, Bachara is not merely a world but a living ancestor, and every leaf carries memory.

Caelithar

System: Caeliar (Human Confederation, Luminar Accord)

Stellar Monastic World - Caelithar orbits a white-blue giant and serves as the primary contemplative world of the Luminar Accord. Massive heliotropic monasteries cling to cliff faces overlooking seas of reflective crystal sand. It is here that Luminar psions train, star-priests interpret solar flares as metaphysical omens,

and scholars debate the nature of Foldspace resonance.



Candrosi

System: Candrosar (Candrosian Freeholds)

Candrosi - The Horned World - is a broad, open world of sweeping plateaus, dry savannah basins, and wind-carved stone ridges beneath a bright golden-white sun. With gravity at 0.98 standard, it feels deceptively gentle compared to many Expanse worlds, but its terrain is rugged and physically demanding. Vast herds of megafauna roam its grasslands, and massive canyon networks split continents into natural territorial regions. The climate is temperate but dry, with long seasons of harsh windstorms that shape both landscape and culture. Candrosian architecture favors low, thick-walled structures of stone and composite-designed to endure both seismic activity and the ritualized impacts of competitive displays.

Candrosi's cities are built around arenas. What outsiders mistake for barbarism is, in truth, deeply codified tradition: public contest, ritualized strength trials, and legislative duels

that determine policy or leadership disputes. Their republican democracy is physically embodied-candidates debate verbally, then sometimes physically in ceremonial forms of contest. It is not chaos; it is structured Darwinism refined over millennia. The strong are not merely powerful-they are expected to be honorable stewards.

Though often perceived as blunt and uncompromising, Candrosi is a stable and ancient world. The Candrosian Sovereignty prides itself on having overcome its era of intra-species wars long before many other races stabilized. Today, Candrosi stands as a symbol of disciplined strength-where tradition tempers instinct, and the headlong charge of the ram has evolved into calculated force.

Cresh

System: Creshi Alpha (Creshian-Ecreshian Space)

Creshian Homeworld - Cresh is the ancestral world of the Creshian - a vast oceanic planet broken by archipelagos, shallow seas, and pressure-riven continental shelves. Most Creshian cities rise from coastal megastructures or submerged habitats anchored to tectonic ridges.

Cresh is governed by the Feudal Democratic Compact, a layered system of Houses, regional councils, and planetary assemblies. Power flows upward from noble bloodlines tempered by merit and service. Their great cities are elegant, flowing structures grown from bio-architecture and reinforced coral alloys, blending ancient tradition with advanced technology.

Creshians see themselves as guardians of the Pact and the moral stewards of their shared future.

Cydra Major

System: Cydra (Human Confederation, Cydrani Combine)

Capital World of the Cydrani Combine - Cydra Major is the economic heart of the Cydrani Combine and one of the most powerful financial worlds in the Expanse. Originally founded as a deep-space industrial hub during the early post-Collapse expansion, Cydra Major grew rapidly into a planetary megacity layered with orbital trade platforms, corporate arcologies, and sprawling undercities. Today it functions less as a traditional capital and more as a living marketplace-contracts, technologies, artifacts, and even political influence are bought and sold here daily.

The planet is dominated by massive Exchange Spires, corporate vault complexes, and privatized security districts, each controlled by competing Combine interests. There is no centralized government presence in the conventional sense; instead, power is held through ownership, leverage, and contractual obligation. Every aspect of life on Cydra Major is monetized, from housing and healthcare to justice and citizenship status.

Culturally, the world embodies the Cydrani ethos: freedom through profit, independence through accumulation. Innovation thrives, but only if it can be commercialized. Exploration ventures, artifact recovery operations, and experimental technologies are routinely funded here, making Cydra Major both a gateway to opportunity and a sinkhole for the desperate.

To outsiders, Cydra Major feels predatory-beautiful, brilliant, and merciless. To the Cydrani, it represents the ultimate expression of human potential: a world where

ambition is currency, risk is religion, and everything has a price.

Cyrene Vault

System: Cyra (Human Confederation, Cydrani Combine)

Primary Banking World of the Cydrani Combine. Cyrene Vault began as a modest extraction colony before uncovering a vast pre-Collapse data core and artifact cache buried beneath its crust - an event that permanently reshaped its destiny. The discovery drew financiers, technologists, and prospecting houses from across human space, and within decades the planet's orbital trading platforms became the nucleus around which the early Cydrani Combine coalesced. Today, Cyrene Vault is a layered megacity world of floating exchange districts, subterranean vault complexes, and orbital auction rings, its economy driven as much by ancient data speculation as by modern credit flows.

Unlike traditional capitals, Cyrene Vault has no centralized government quarter. Power is distributed across Exchange Spires, Arbitration Towers, and Vault Bastions - corporate fortresses that double as banks, legal courts, and private security hubs. Every major Combine financial institution maintains a presence here, competing for leverage over asset flows, reconstruction bonds, and Foldspace insurance contracts. Entire neighborhoods exist solely for escrow holding, encrypted asset storage, and artifact-backed currencies. Transactions on Cyrene Vault often ripple across multiple sovereignties within hours.

Cyrene Vault represents the Combine's belief that stability is purchased, not legislated. While Mercator Prime governs material trade and logistics, Cyrene Vault governs trust, debt, and

future obligation. It is where wars are quietly financed, megacorporations are born through merger arbitration, and planetary economies are reshaped with a signature and a transfer key. To outsiders it feels deliberately opaque - a world designed to obscure intent behind legal frameworks and encrypted ledgers - but to the Cydrani Combine, Cyrene Vault is simply where reality gets priced.

Dominar

System: Dominus (Karian Sphere)

Dominar, often called "The Dominant World," is a blunt instrument of Karian power - an industrialized war-planet dedicated to conquest readiness and strategic dominance. Unlike the ritualistic atmosphere of Sanct-Karim or the doctrinal discipline of Kareth Prime, Dominar is practical, brutal, and efficient. Massive shipyards, weapons foundries, and shock-legion training grounds define its continents, producing the armored divisions and assault fleets that guard the Karian Sphere. Its leadership answers directly to both the High Council and the Faith's militant orders, ensuring political loyalty and battlefield supremacy. In Karian culture, Dominar symbolizes the unspoken truth beneath their theology: survival through strength, and dominance through force.

The Dominant Orders (Karian: Zar'Kareth) - The Dominant Orders are the militant arm of the Karian Faith - fanatical warrior-priests sworn to enforce doctrine, wage holy war, and purge heresy wherever it arises. Drawn primarily from Kareth Prime and Dominar, these elite soldiers are trained from childhood in both combat and scripture, taught that obedience to the Faith supersedes loyalty to family or world. They serve as crusaders, inquisitors, shock commanders, and planetary enforcers across

Karian space. Sanct-Karim provides their spiritual authority, Kareth Prime forges their warrior-monks, and Dominar supplies their armored legions. To outsiders they resemble religious extremists; to the Karians they are living instruments of divine will. Among the Faithful, becoming a Dominant is considered the highest possible calling.

Drasaki III

System: Drasaki

Drasaki III is a rugged, geologically active terrestrial world in the Fringe of the Karian Sphere, defined less by its surface than by what lies beneath it. The planet's crust is riddled with vast natural cave systems, fault lines, and mineral-rich strata formed by constant tectonic pressure. Frequent seismic activity and unstable surface regions pushed early civilization underground, where stable cavern networks and geothermal heat made long-term settlement possible. While the surface hosts sparse plains, rocky uplands, and scattered scrub forests, most of the planet's true life thrives below ground in interconnected tunnel-cities and excavation guild-holds.

Rich in rare minerals and deep-crust resources, Drasaki III became a world of miners, engineers, and structural artisans. Its dim skies and harsh surface conditions contrast sharply with the warm, low-lit subterranean metropolises that define Drasak culture. Even after achieving spaceflight, the Drasak treat the surface as transitional space-the real heart of the planet, and their civilization, lies beneath it.

Dravos Prime

System: Dravos (Human Confederation, Laconid Clans)

Capital World of the Laconid Clans - Dravos Prime is a brutal, high-gravity tectonic world orbiting a dim red star. Surface gravity averages 1.6 standard, and the planet is in a constant state of geological upheaval - shifting fault lines, volcanic belts, magma seas, and continent-spanning fracture zones define its landscape. Massive storms of ash and mineral dust regularly sweep across its plains, while seismic tremors are considered background noise by the native population.

Life here is unforgiving by design. The Laconids did not tame Dravos Prime - they endured it.

Capital Fortress-City: Ironreach - Their capital, Ironreach, is a colossal fortress-city carved directly into a towering obsidian plateau overlooking an active magma basin. Rather than spreading outward, Ironreach descends downward through kilometers of reinforced stone and alloy, forming a vertical city of barracks, forges, clan halls, and arena complexes. Entire districts hang over lava fields, supported by monumental pylons and gravitic anchors. Ironreach serves simultaneously as the political heart of the Laconid Clans, primary military command center, cultural proving ground, and sacred site of ancestral trials.

Every Laconid child born on Dravos Prime is shaped by its gravity. Their bones grow dense, muscles compact and powerful, and cardiovascular systems develop exceptional endurance. Outsiders often describe Dravos as oppressive or hostile - to Laconids, it is simply honest.

Disputes between clans are frequently resolved through ritualized combat within Ironreach's arena vaults. Leadership is earned through strength, resolve, and tactical brilliance, not inheritance alone. The planet reinforces their cultural belief:

Power must be proven. Honor must be earned. Weakness must be overcome. Dravos Prime is more than a homeworld - it is a crucible.

Draxen Hollow

System: Drax (Human Confederation, Velvet Syndicate)

A luxury resort world built atop a former mining colony. Half decadent paradise, half criminal haven. Technically legal under the Confederation charter - morally questionable everywhere else.

Ecrath

System: Cresh Beta (Creshian-Ecreshian Space)

Ecreshian Homeworld - Ecrath was once a Krowl colony world, later seized and reshaped by the Ecreshian. It is harsher, darker, and more industrialized than Cresh - a world of deep trenches, volcanic seabeds, and fortress-hives rising from storm-wracked seas. Ecreshian society is rigidly centralized under the **Unified Directorate**, a totalitarian hierarchy reinforced by strong racial psionic linkage. Individual identity is subordinate to racial will. Their cities are brutalist monoliths of black alloy and pressure-forged stone, designed more for survival and control than beauty.

Elstross

System: Eltria (Fringe World)

Elstross is a frozen world of endless pale steppes and wind-scoured plains. The majority of its surface remains locked beneath snow and ice for most of the planetary cycle. Only the equatorial belt offers semi-temperate conditions, and even there, temperatures rarely rise above freezing.

North of the equator lie the most important regions: geothermal crater-valleys known as Warm Spots. These depressions tap into deep planetary heat veins, creating micro-ecosystems of hardy vegetation, animal life, and stable tribal habitation. These Warm Spots are the cradle of Eltrosian civilization.

Elysar Lux

System: Elysar (Human Confederation, Velvet Syndicate)

Capital world of the Velvet Syndicate - Elysar Lux is a temperate ocean world wrapped in artificial archipelagos, floating arcologies, and orbital leisure rings. Once a marginal trade hub, it was transformed by the Velvet Syndicate into the Expanse's premier destination for pleasure, luxury, and curated excess. Entire continents are devoted to entertainment districts, genetic spas, sensory theaters, and experience markets, while vast underwater vault-cities host private auctions and black clinics known only to insiders. The planet has no formal capital; instead, power is centered within a shifting network of elite pleasure-arcologies collectively known as the Velvet Crown.

Publicly, Elysar Lux presents itself as neutral ground - a paradise for travelers, artists, and diplomats alike. Privately, it is one of the most influential economic engines in the Expanse. Information brokerage, vice economies, memory trafficking, and social manipulation are woven into every layer of its infrastructure. Nothing on Elysar Lux is accidental: atmospherics are tuned for emotional comfort, architecture is designed to subtly influence behavior, and even fashion carries coded social meaning.

The Velvet Syndicate governs through desire rather than force. Addictions are cultivated,

loyalties purchased, and reputations engineered. Entire political careers have quietly ended in Elysar Lux's private salons, while others have been born in its velvet-lit corridors. To many, it is paradise. To Meridian observers, it is moral decay incarnate. To the Bastion Compact, it is an untrustworthy but necessary partner. And to the Greybloods, it is both a promise and a trap. If something exists, Elysar Lux sells it - or hides it.

Ekreski Viresk

System: Viresk (Fringe World)

Ekreski Viresk (EV) is a cold, ocean-dominated world orbiting near the outer habitable edge of its primary star, its thin but breathable atmosphere hanging over vast gray seas and rugged continents carved by wind and ice. With 83% of its surface covered in water and a gravity slightly heavier than Earth's (1.09 G), EV is a harsh but stable environment where temperatures swing from deep sub-zero winters to cool temperate summers near the equator. The planet's skies are often pale and hazy due to the thinner atmosphere, and much of its landmass consists of rocky highlands, industrialized coastal megacities, and fortified inland regions shaped by recent global conflict.

Home to the Kresk, EV reflects a civilization that industrialized rapidly and militarized even faster. Orbital scans reveal dense manufacturing corridors, grav-vehicle infrastructure, and a strong planetary defense network, yet also signs of reconstruction-scarred terrain, abandoned urban zones, and population centers far smaller than expected for a world of its development level. The Kresk appear to have survived a devastating worldwide war fought with advanced conventional and energy weapons rather than nuclear arms. Though capable of

limited in-system space travel, they remain divided by factional rivalries, their heavy military presence suggesting that peace may be recent-or fragile. To the Meridian government, Ekreski Viresk is not just a frontier world; it is a powder keg balanced between recovery and renewed conflict.

Freehold Nexus

System: Liberty's Wake (Human Confederation, Cydrani Combine)

Frontier Freeport World of the Cydrani Combine. Freehold Nexus began as a massive independent trade platform on the outer edge of Combine-controlled space, a lawless convergence point for prospectors, smugglers, engineers, and corporate refugees seeking opportunity without oversight. Over time, orbital habitats multiplied, surface settlements expanded, and Freehold Nexus evolved into a full planetary economy anchored entirely on voluntary exchange. Today it stands as the ideological opposite of Cyrene Vault - less refined, more raw - a sprawling frontier-capitalist world where nearly anything can be bought, sold, or reinvented.

There is no formal planetary government on Freehold Nexus. The only universally recognized authority is contract law, enforced by private arbitration firms, corporate security syndicates, and reputation networks that track trustworthiness across the Combine. Citizenship is fluid, property is absolute, and disputes are resolved through binding economic agreements rather than legislation. Entire districts operate under competing legal frameworks, with residents choosing governance models the same way they choose service providers.

Freehold Nexus is celebrated by the Cydrani as the ultimate expression of personal liberty and

entrepreneurial survivalism. Startups become megacorps here. Black-market technologies enter legitimate circulation. Experimental economies are tested in real time. While critics call it chaotic and predatory, Combine loyalists see it as proof that freedom, when paired with profit motive, produces evolution faster than any bureaucracy ever could. For many Greybloods and unaligned humans, Freehold Nexus is the closest thing the Expanse has to a truly open world.

Furos

System: Greshide (Human Confederation)

Furos is a scarred industrial world of ash plains, magma fault lines, and towering refinery arcologies, serving as the headquarters planet of Greshide Hyper Dynamics Technologies (GHDT). Once a volatile volcanic mining world, Furos was reshaped through massive geo-stabilization projects into a hardened corporate stronghold where experimental weapons labs, cybernetic enhancement facilities, and sealed combat-testing zones dominate entire continents. The capital city, Ti'Talias, rises like a jagged steel crown from the planet's largest caldera, its lower levels buried beneath layers of classified research complexes. Furos has a reputation for producing cutting-edge technology at brutal human cost - a place where innovation thrives in pressure chambers and morality is measured in performance metrics.

Gorath-UI

System: Gorath (Core Expanse)

Orkra'an Home world - Gorath-UI - The World Beneath - is a geologically ancient world whose true surface is almost irrelevant. While the planet possesses vast deserts, broken mountain

ranges, and shallow seas, nearly all Orkra'an life exists beneath the crust, in a planet-spanning labyrinth of caverns, vaults, and cyclopean tunnel networks that descend for hundreds of kilometers. These subterranean realms are warm, stable, and threaded with slow tectonic motion that the Orkra'an sense instinctively. Massive stone chambers-some clearly natural, others impossibly precise-serve as gathering halls, sanctuaries, and repositories of memory. No single Orkra'an city dominates Gorath-UI; instead, it is a world of scattered tribal domains connected by deep-earth passageways older than recorded history.

The walls of Gorath-UI are its true archives. Entire caverns are carved with layered hieroglyphs, reliefs, and symbolic murals that recount events spanning tens of thousands of years. Some depict Orkra'an migration across stars, others show unknown masters, collapsed empires, and figures that resemble no known species. Xenologists believe Gorath-UI was once a nexus world-either a slave hub, archive world, or fallback sanctuary created by a long-dead civilization. The Orkra'an neither confirm nor deny this. When questioned about their origins, elders simply gesture to the stone and reply, "The story is already here." Attempts to remove or digitally copy the carvings have repeatedly failed, sometimes catastrophically, as if the caverns themselves resist extraction.

Culturally, Gorath-UI has shaped the Orkra'an into a people of patience and restraint. Tribal councils are slow to act, decisions taking years or even decades, guided by omen, vibration, and ancestral precedent. Conflict is rare and ritualized; survival and continuity matter more than conquest. Though the Orkra'an never formed a stellar empire, they quietly spread during forgotten ages, establishing hidden enclaves beneath countless colony worlds

throughout the Expanse. Gorath-UI remains the spiritual heart of all Orkra'an tribes-a place few outsiders have seen, and fewer still have ever been allowed to leave with clear memories intact. To the Orkra'an, the galaxy above is temporary. Stone endures.

Grahza Ertas

System: Grahza Alpha (Halogai' Dominion, Bengradi Reserve)

Bengradi Homeworld - Grahza Ertas - the world of Veiled Stone - is a temperate, high-plateau world of fractured continents, deep canyons, and sprawling forested escarpments. Much of its surface is defined by layered cliff cities carved directly into immense stone walls that rise like broken teeth from mist-filled valleys. The planet's gravity is slightly below standard (0.94G), lending a natural grace to Bengradi movement. Dense twilight forests dominate the equatorial regions, while cold steppe highlands stretch toward the poles. Long, drawn-out dusk periods give the world an almost perpetual amber glow.

Unlike the open proving grounds of Haloga'as, Grahza Ertas is a world of concealment and vantage. Bengradi settlements favor elevation, shadows, and defensible perches. Cities are interconnected by elevated bridges, hidden passes, and cavern networks that run for hundreds of kilometers beneath the surface. From orbit, the planet appears serene. On the ground, it feels watched.

Bengradi culture has always emphasized patience, strategy, and calculated dominance. The world's geography shaped that temperament. Survival here favored those who could outthink rivals, not overpower them outright. Ancient fortresses remain from early clan conflicts, though modern Bengradi

governance prefers quiet political maneuvering to open warfare.

Despite their historical tension with the Halogai', Grahza Ertas does not feel hostile. It feels controlled. Measured. Intentional. Visitors often remark on the silence. The Bengradi simply call it strength without noise.

Grastal

System: Gras Pron

Fringe World of the Halogai' Dominion. Grastal is a marginal world on the outer edge of Halogai' space, used primarily as a dumping ground for dissidents, displaced populations, and dishonored garrison units. Roughly 1,200 Halogai' troops maintain order, though their presence is felt only intermittently - usually when supplies run low or discipline needs to be publicly reinforced.

Fash, Grastal's capital, serves as the planet's economic and social core. Official commerce passes through its ports, but the true lifeblood of the city is black-market trade. Weapons, xenotech relics, biological contraband, and stolen Dominion supplies circulate freely through its shadow economy. The Halogai' tolerate this activity so long as it keeps the population divided and distracted.

Grastal was seized late in the Halogai' imperial expansion from a fiercely resistant species known as the Raspkod. The Raspkod fought to extinction. During the campaign, the system's third planet - once a Raspkod military stronghold - was destroyed, leaving two rocky worlds and a gas giant. Grastal remains the only habitable world in the system, and many believe it was originally terraformed by Raspkod technology.

Fash is rumored to be built atop the ruins of the Raspkod's final fortress, pulverized during orbital bombardment. No confirmed Raspkod survivors exist.

Today, Fash is a fractured city of displaced peoples, divided into competing factions known as the Fragments of Fash, each holding part of an ancient Raspkod relic referred to as the Key.

Fragments of Fash (The City Clans)

Fash is dominated by dozens of minor groups, but three major factions - known collectively as the Fragments of Fash - hold pieces of an ancient Raspkod relic referred to only as the Key. Each fragment reveres Raspkod history and dedicates acts of resistance against the Halogai' in their memory.

Kandronite Kor - A displaced mono-species clan with deeply cultic traditions centered on unity with what they call the Great Beyond. Their rituals blur the line between mysticism and proto-psionics. Outsiders find them unsettling, but they possess extensive hidden networks throughout the lower city.

Asphadon Hive - An insectoid people once organized as a true hive society before Halogai' conquest shattered their collective structures. Officially scattered and broken, the Asphadon are secretly rebuilding - re-establishing a covert hive beneath Fash in ancient catacombs. Their long-term goal is racial restoration.

Moshladaran - A defeated warrior culture of honorable barbarians. Only small numbers are permitted within Fash at any time. Moshladarans emit potent hormonal and pheromonal signals that amplify aggression and combat performance in nearby members of their species. When gathered in force, they become exponentially more dangerous - hence the Dominion's strict population controls.

Headron

System: Dasid (Human Confederation)

Headron is a cold, metallic megaworld defined by sprawling armor foundries, orbital shipyards, and continent-spanning fabrication zones operated almost entirely by Gyrodyne Systems (GS). Originally a resource-rich rocky planet, Headron was gradually converted into a vertically layered industrial lattice where entire cities exist inside reinforced manufacturing towers. The capital arcoplex, Weelingsly, serves as both administrative center and proving ground, with powered armor trials conducted openly in its outer districts. Atmospheric haze from continuous alloy processing gives the sky a permanent gunmetal sheen, and seismic tremors from deep-core extraction are considered background noise by its citizens. Headron is where humanity's wargear is born - a planet engineered not for comfort, but for output.

Heliovar

System: Lumin (Human Confederation, Luminar Accord)

Capital City: Velorum Reach

Capital World of the Luminar Accord - Heliovar - World of Quiet Light - is a luminous garden-world built atop naturally occurring psionically resonant ley-fields. Vast reflective oceans, crystalline archipelagos, and floating sanctuaries define its surface. The planet was deliberately shaped by early Luminar architects to harmonize with psionic flow, making it one of the most emotionally and mentally sensitive worlds in the Expanse.

Heliovar is not defended through conventional militarization. Instead, layered psionic detection

grids and Luminar mental adepts form its primary protection. Violence is rare here - not because it is forbidden, but because hostile intent is felt long before action can be taken.

Visitors often report a subtle pressure in the air, as if their own thoughts echo too loudly. Truth feels heavier on Heliovar.

The world serves as the philosophical and diplomatic heart of the Human Confederation, training psionic mediators, Accord diplomats, and cultural archivists who specialize in conflict de-escalation and interspecies relations.

Heliovar represents enlightenment over dominance, consensus over command, and balance over conquest.

Velorum Reach - Capital City of the Luminar Accord. Velorum Reach rises from Heliovar's largest crystal sea as a network of floating spires, translucent causeways, and concentric meditation platforms. Rather than a traditional metropolis, it functions as a living forum - part city, part monastery, part diplomatic nexus.

The Reach houses the Luminar High Conclave, psionic academies and resonance chambers, interstellar mediation halls, deep memory archives and quiet sanctuaries for off-world delegates. Architecture favors open spaces, soft light diffusion, and flowing geometry designed to minimize emotional aggression and amplify mental clarity.

Velorum Reach is where treaties are signed, philosophies debated, and wars quietly prevented. Meridian delegates consider it inefficient. Cydrani traders find it unsettling. The Velvet Syndicate despises it. Sarginians observe it closely.

Haloga'as

System: Halogara (Halogai' Dominion)

Halogai' Homeworld - Haloga'as - world of the Blood Eye - is a high-gravity (1.25G) supercontinental world of vast savannas, blood-red grasslands, volcanic mountain chains, and deep equatorial jungles where apex predators still rule. Twin moons cast silver light over endless hunting plains, and electrical storms roll almost nightly across the high plateaus. The atmosphere is rich and heavy, carrying the scents of prey and predator alike across great distances. Life on Haloga'as evolved through constant competition - nothing survives long without strength, awareness, and resolve.

The Halogai' cities are built of black stone and silvered alloy, rising from cliffs and high mesas like fortified temples rather than sprawling metropolises. Architecture favors vertical dominance and open arenas. Nearly every major settlement contains a ceremonial proving ground where rites of honor are settled and public duels are conducted. Despite their fierce reputation, Halogai' urban centers are orderly, disciplined, and remarkably clean - a reflection of their belief that strength must be paired with control.

Much of Haloga'as remains wild by design. Large regions are intentionally left untamed as sacred hunting territories where young Halogai' undergo rites of passage. To live on Haloga'as is to constantly measure oneself against nature. To rule Haloga'as is to prove oneself worthy of it.

Among the Expanse, Haloga'as is respected and quietly feared. Few leave it unchanged.

Helvar

System: Helia (Human Confederation, Laconid Clans)

Helvar is an ancient mountainous world of perpetual gray skies, low sunlight, and crushing atmospheric pressure, its jagged continental ranges divided by abyssal valleys that swallow sound and light alike. Clan keeps crown the highest peaks, linked by suspension bridges spanning thousands of meters above the void, while entire industrial districts cling to cliff faces beneath them. Helvar serves as the philosophical and judicial heart of the Laconid Clans - a place of oathkeeping, arbitration, and long memory - producing many of the Clans' strategists, judges, and treaty-bearers. Several megacorporations maintain fortified presence here, including Remis Warmachine Manufacturers, which operates gravity-forge foundries carved into the bedrock, and Gyrodyne Systems, whose pressure-tested armor labs specialize in Helvar-grade powered exosuits. Corporate enclaves exist by clan charter only, bound by ancestral contracts that treat megacorps as useful tools rather than masters. To Helvar's people, strength is not fury but endurance - the ability to carry obligation as heavily as the planet itself.

Hol'taera Prime

System: Hol'Ta (Hol'taerran Regions)

Hol'taerrans Homeworld - Hol'taera Prime - The Echoing Cradle - is a dim, amber-lit world orbiting a swollen red subgiant, its skies perpetually layered with luminous cloud bands and drifting ion storms. Once the radiant heart of Hol'taerran civilization, the planet was catastrophically damaged during the early Collapse when multiple Foldspace routes

destabilized simultaneously across its system. Entire continental arcologies were lost, leaving behind vast glassed basins, fractured megastructures, and kilometer-high spires of ancient infrastructure half-buried beneath regrown jungles and mineral deserts.

Modern Hol'taerrans inhabit a network of elevated cities, orbital rings, and subterranean sanctuaries woven through the ruins of their former empire. Much of their culture revolves around preservation, memory, and recovery - every generation tasked with reclaiming fragments of lost knowledge embedded in the planet's scarred crust. Massive harmonic pylons still resonate faintly beneath the surface, giving the world its nickname among spacers: The Echoing Cradle.

Though officially sovereign, Hol'taera Prime is treated cautiously by the Expanse at large. The system's Foldspace approaches remain unstable, and the Hol'taerrans themselves tightly control access to their deepest archives. Outsiders who visit often report disorientation, time distortion, or persistent auditory hallucinations - side effects believed to originate from ancient planetary-scale technologies that never fully shut down.

To the Hol'taerrans, Hol'taera Prime is not merely a homeworld. It is a wound they live inside.

Hornspire

System: Hornpoint (Candrosian Freeholds)

Hornspire is an architecturally striking Candrosian world defined by colossal vertical megastructures grown directly from living stone and reinforced bio-ceramic, each tower spiraling upward like the curved horns of the species itself. Originally founded as a neutral trade and

arbitration world, Hornspire has evolved into a cultural and civic centerpiece of the Freeholds, where republican assemblies, clan delegations, and industrial guilds converge beneath vast sky-arches and gravity terraces. Cities are built both outward and downward, with layered habitation rings carved into plateaus and canyon walls, allowing Candrosians to move naturally between ground-level thoroughfares and elevated civic spires. The world reflects Candrosian philosophy in physical form - monumental, functional, and unapologetically direct - serving simultaneously as a political forum, manufacturing hub, and proving ground where strength of body, clarity of purpose, and civic duty are expected to coexist.

Hygral Prime

System: Hygral (Tor'Drani Ranges)

Hygral Prime is a vast trade-anchor world orbiting a blue-white star, serving as one of the Tor'Drani's most important fleet rendezvous points. Enormous orbital caravan docks encircle the planet, while sprawling surface markets host rotating clan bazaars that attract merchants from across the Expanse. Though technically neutral ground, Hygral Prime is watched closely by Torani intelligence, Karian agents, and corporate scouts alike - information moves here faster than cargo.

Ilystra

System: Elyon (Human Confederation, Luminar Accord)

Ilystra is a bioluminescent ocean-world draped in floating archipelagos and living reef-cities, where soft stellar light refracts endlessly through mist-heavy skies. Vast crystalline kelp forests glow beneath translucent seas, and graceful habitation lattices drift between cloud

layers and tidal currents. The Luminar Accord uses Ilystra as both a contemplative retreat and experimental cultural laboratory, studying harmony between organic ecosystems, psionic resonance, and civic design. Pilgrims describe the world as "emotionally quiet," while outsiders often feel subtly watched by the planet itself. Beneath its serene beauty lies dense data sanctuaries and AI-guided monasteries, where Luminar philosophers refine predictive social models and long-term population guidance algorithms.

Iskara Vale

System: Iskara (Tzen-S'saran Joint Worlds)

Joint Tzen-S'saran Research Colony - A Concord-governed agricultural and genetic research world focused on balance between harsh desert and engineered wetlands.

K'Das

System: K'Dara (K'Dasi Reach)

K'Dasi Home World - K'Das - The Laughing Cold - is a cool, temperate world with long winters, short brilliant summers, and vast stretches of forested highlands broken by wind-scoured plains and jagged mountain chains. Its gravity sits slightly above human standard (1.1G), giving the planet a subtle heaviness that favors compact builds and powerful legs-well suited to the agile, low-centered K'Dasi physiology. Snowfall is common across much of the planet for nearly half its year, and even equatorial regions experience extended cold seasons punctuated by explosive blooms of life during the brief summer thaw.

There is no single global capital on K'Das. Instead, the planet is dotted with thousands of loosely connected city-states, clan territories,

and nomadic settlements, many built into cliffs, forest canopies, or natural rock formations. Infrastructure appears chaotic to outsiders: overlapping transit routes, improvised habitats, and jury-rigged megastructures coexist with ancient ruins from earlier technological cycles. This apparent disorder masks a surprisingly resilient planetary network maintained through informal agreements, clan favors, and K'Dasi social intuition rather than centralized authority. Bureaucracy never truly took root here-problems are solved locally, usually with humor, cunning, or both.

Culturally, K'Das reflects the K'Dasi spirit perfectly: playful, rebellious, and stubbornly independent. Markets feel more like festivals, political gatherings resemble loud street performances, and even serious negotiations are often punctuated by jokes or elaborate pranks. Hidden beneath this carefree surface, however, are deep traditions of mutual aid and quiet vigilance. The Hissska assassin cult traces its origins to K'Das, operating in secret among the world's tangled settlements, while Elder Councils quietly arbitrate disputes between powerful clans. To visitors, K'Das feels like barely controlled chaos; to the K'Dasi, it is simply home-a world that taught them to survive by wit, agility, and never taking power too seriously.

Kar'Thera

System: Kar'eth (Karian Sphere)

Capital World of the Karian Sphere - Kar'Thera is not the original Karian cradle-world. That world was lost during the era of Terran domination and the Collapse that followed. Instead, Kar'Thera is known as the World of Ascension - the planet where the Karians unified

under the Faith after throwing off their ancient masters.

From Kar'Thera, the Karian High Council rules the Karian Sphere, and the Faith governs every aspect of Karian life. Vast sanctified citadels rise from scorched plains and volcanic highlands, their architecture blending brutalist stone, ancient Terran structural remnants, and Karian religious symbolism. Pilgrims travel from across Karian space to walk the Processional Wounds - ritual scar-paths carved into the capital megacity - reenacting the suffering of their ancestors.

Kar'Thera is both holy world and fortress, ringed with defense platforms and religious bastions. It serves as the ideological heart of Karian society, where doctrine is written, wars are blessed, and generations are taught that endurance is virtue and revenge is sacred duty.

Among Karians, to be called to Kar'Thera is the highest honor. Among humans, it is whispered as a warning.

Kar'Veloth

System: Velora (Karian Sphere)

Seat of Divine Judgment - Kar'Veloth is the Karian prison world, a bleak, gravity-heavy planet reserved for heretics, political dissidents, failed Dominants, and enemies of the Faith deemed too valuable - or too dangerous - to execute outright. Governed directly by the High Council through masked ecclesiastical wardens, Kar'Veloth is less a correctional facility and more a living monument to Karian doctrine: redemption through suffering, obedience through isolation. Vast monastic penitentiaries and subterranean labor crypts dominate the surface, where inmates are subjected to ritualized hardship meant to purge weakness

from body and spirit. Public trials are rare, but sentences passed on Kar'Veloth are final - few ever leave, and those who do return profoundly changed. Among the Karians, being "sent to Kar'Veloth" is spoken with the same weight as a death sentence.

Kareth Prime

System: Kareth (Karian Sphere)

Kareth Prime, known as "*The First World of the Faith*," is the primary military stronghold of the Karian theocracy, where devotion and warfare are inseparable. Vast fortress-monasteries train generations of Faithful soldiers in both scripture and combat, instilling absolute obedience to doctrine and the High Council. Life on Kareth Prime is austere and disciplined - cities are built like citadels, public ritual is mandatory, and every citizen serves the war machine in some capacity. It is here that crusades are organized, holy fleets are consecrated, and the most zealous warrior-priests are forged. To the Karians, Kareth Prime represents righteous strength - faith proven through steel.

Keth Prime

System: Keth (Expanse Core)

Keth Prime is a rigid Core world defined by order, hierarchy, and relentless efficiency. Vast arcology-fortresses dominate its surface, arranged in geometric grids connected by armored transit corridors and orbital defense rings. Every aspect of life on Keth Prime is regulated - citizens are cataloged from birth, movements are tracked, and productivity metrics quietly determine social standing. It serves as a major administrative and security hub for several Core-aligned megacorporations and interstellar agencies, making it one of the Expanse's primary centers for logistics, fleet

coordination, and bureaucratic enforcement. Where Seraxis trades in influence and Thalos in ancient gravity, Keth Prime deals in compliance: permits, sanctions, mobilizations, and quiet disappearances - all executed with cold professionalism beneath its ever-present surveillance skies.

Kharos

System: Khanis (Human Confederation, Laconid Clans)

Kharos is a brutal high-gravity fortress world orbiting a dim red star, its super-dense surface ($\approx 1.7g$) dominated by basalt plateaus, wind-scoured plains, and colossal canyon networks. Vast stone citadels cling to cliff faces and crater rims, with entire clan cities carved vertically into the rock. Kharos serves as the Laconids' crucible world - a proving ground where warriors, officers, and clan champions are forged from childhood under crushing gravity. Bones grow thick, muscles compact, and hearts powerful, producing the hardest of the Laconid strain. To outsiders the world feels oppressive, its heavy air and relentless gravity draining even seasoned veterans; to the Laconids, Kharos represents purity and resolve. Those who earn status here carry lifelong prestige, and the saying is carved above every fortress gate: "If you cannot stand on Kharos, you cannot stand anywhere."

Kor'Vaara

System: Kor'aask (Tor'Drani Ranges)

Tor'Drani Home World - Kor'Vaara, known among the Tor'Drani as The Lost Fires, is their ancestral homeworld-technically sovereign Tor'Drani space, but no longer the heart of their civilization. Following the Collapse and the rise of the roaming Home Clans, Kor'Vaara was

transformed into a symbolic and ceremonial world rather than a population center. Vast orbital megastructures-multiple colossal ring-docks and deep-space shipyards-now encircle the planet, forming one of the largest mobile fleet support complexes in the Expanse. These docks serve as repair hubs, trade nexuses, and gathering points for clan fleets passing through the region.

Most Tor'Drani never set foot on Kor'Vaara itself. Birth, life, and duty unfold aboard clan ships and exploration flotillas; the planet is reserved for rites of passage, major inter-clan convocations, ancestral remembrance, and retirement. To walk Kor'Vaara's surface is considered a profound honor, marking either the beginning or closing of a Tor'Drani life cycle. Among the clans, it is said: "The fleets are our body, but Kor'Vaara is our soul."

Kur'Vesha

System: Kur'etha (Karian Sphere)

Homeworld of the Kurathi - Kur'Vesha - The Broken Canopy - is a vast jungle world wrapped in perpetual cloud cover, its surface dominated by titanic arboreal growths that rise kilometers into the mist-choked sky. These ancient mega-trees form layered forest canopies so dense that sunlight rarely reaches the ground below, creating a twilight ecosystem of glowing fungi, predatory vines, and drifting spore-clouds. Seasonal electrical storms crawl constantly across the upper atmosphere, illuminating the canopy in silent flashes of violet and blue. To the Kurathi, these towering forests echo their ancestral homelands; to outsiders, Kur'Vesha feels claustrophobic and alive, a world that watches back. Beneath the branches sprawl tangled networks of rope-bridges, woven platforms, and suspended villages, while the

forest floor remains largely unexplored-home to massive predators and bioluminescent marshlands.



Officially designated a "cultural resettlement world" by the Karian High Council, Kur'Vesha is in reality a controlled containment zone. Orbital monitoring stations and discreet Karian patrol fleets ensure that no large-scale migration occurs without authorization. The Kurathi are permitted local governance within clan territories, but interstellar travel is tightly restricted, and trade is funneled through Karian intermediaries. Resources of strategic value are conspicuously absent, a deliberate choice that keeps Kur'Vesha economically dependent on Kar'Thera. The Karians claim they gifted the world to their "lesser cousins" as an act of mercy; Kurathi oral tradition remembers forced relocation, shattered clans, and the burning of older habitats across Karian space.

Among the Kurathi, Kur'Vesha is known as **The Broken Canopy**-a symbol of survival rather than sanctuary. Generations have grown beneath its storm-lit branches, developing a culture shaped by quiet resistance and fierce family loyalty. Ritualized vengeance, elaborate honor traditions, and clan rivalries all serve as pressure valves in a society living under occupation. Many Kurathi youths eventually flee the world through smuggler routes or forged transit permits, scattering across the Expanse as scouts, mercenaries, explorers, and criminals. Those who remain preserve ancestral shrines in the treetops and teach their children that Kur'Vesha is not their true home-only the place where they endured.

Ledgerfall

System: Requiem (Human Confederation, Cydrani Combine)

Ledgerfall is the dark heart of Cydrani corporate culture, a cyberpunk megaworld built into a colossal planetary fracture where kilometer-high arcologies rise from glowing financial abyssals below. Entire city-blocks are owned by trading houses, investment syndicates, and data brokers, with every streetlight, transit line, and apartment lease tied directly into real-time market networks. The air hums constantly with encrypted transactions and predictive algorithms, and during solar storms the electromagnetic interference causes visible disruptions in global exchanges - locals swear you can hear the markets crash as tremors ripple through the towers. Ruthlessly efficient, brutally stylish, and unapologetically profit-driven, Ledgerfall is where fortunes are made in seconds and lost just as quickly, embodying the Combine's belief that freedom is measured in leverage.

Luminara Prime

System: Luminara (Human Confederation, Luminar Accord)

Luminara Prime is the philosophical and cultural heart of the Luminar Accord - a pristine, carefully balanced world of radiant arcologies, open plazas, and vast orbital light-rings that bathe its surface in perpetual twilight. Oceans of reflective solar collectors shimmer alongside alabaster cities designed around symmetry, harmony, and communal flow. Every district is engineered to encourage cooperation, contemplation, and civic pride, blending advanced technology with almost spiritual aesthetics. Public forums, meditation spires, and educational sanctuaries are woven directly into daily life, reinforcing the Accord's doctrine of enlightened unity. To visitors, Luminara Prime feels peaceful, beautiful, and deeply hopeful - yet beneath the serene architecture lies a meticulously guided society where belief, behavior, and purpose are subtly shaped in service of collective harmony.

Mercator Prime

System: Mercantor (Human Confederation, Cydrani Combine)

Primary Trade World of the Cydrani Combine. Mercator Prime is the beating commercial heart of the Cydrani Combine - a world where industry meets calculation. From orbit, it is a latticework of orbital cargo spines, manufacturing docks, and kilometer-wide trade rings that feed directly into Combine fleet corridors. The surface is tightly ordered: arcology cities linked by mag-rail freight arteries, inland plains converted into bonded industrial zones, and oceans dotted with floating reclamation platforms processing

salvaged hulls and war debris from across the Expanse. Beauty was never the objective - efficiency was.

Where other Combine worlds build and recover, Mercator Prime counts, allocates, and directs. It houses the Combine's Grand Exchange Halls, where materials quotas, reconstruction contracts, and fleet provisioning rights are auctioned in controlled markets overseen by Combine auditors. Reputation here is measurable, credit-backed, and permanently archived. Arbitration tribunals operate continuously, resolving disputes between industrial blocs with cold precision. Even political representation is weighted by output and contribution to the Combine's long-term stability.

Unlike the Sovereign Megacorporations of the Core, Mercator Prime does not serve shareholders - it serves the Combine. Its Mercantile Directorate answers to the Cydrani High Assembly, ensuring that trade remains subordinate to reconstruction doctrine and strategic expansion. Wars may rage elsewhere, but Mercator Prime ensures the Combine profits from salvage, logistics, and supply. In the Shattered Expanse, if something is built, rebuilt, reclaimed, or reallocated - Mercator Prime has already priced it.

Meridian Prime

System: Meridian (Human Confederation, Meridian Directorate)

Capital World of the Meridian Directorate -

Meridian Prime is a high-gravity, climate-controlled superworld engineered into a monument of order, symmetry, and efficiency. Entire continents are arranged in geometric city-zones, each governed by predictive logistics systems and overseen by the Directorate's

central AI, known simply as The Axis. Natural ecosystems exist only in preserved bio-domes; everything else is purpose-built. Every citizen is tracked from birth, genetically evaluated, and assigned a societal trajectory optimized for productivity and compliance.

Meridian Prime is not a planet of comfort - it is a planet of function.

Towering arcologies stretch into the upper atmosphere, while subterranean infrastructure networks house manufacturing cores, population habitats, and neural governance nodes. Emotionally stimulating architecture is forbidden; public spaces are deliberately austere, reinforcing discipline and civic identity. Citizens are raised within communal educational blocks where individuality is discouraged in favor of collective performance. Augmentation is mandatory, though subtle - neural regulators, metabolic optimizers, and cognitive stability implants are considered basic healthcare.

To outsiders, Meridian Prime feels sterile and oppressive. To Meridians, it represents humanity perfected.

The Directorate governs through algorithmic authority, where policy is shaped by vast simulations predicting social instability, genetic drift, and economic inefficiency decades in advance. The Meridian leadership council exists largely to ratify decisions already made by The Axis.

Meridian Prime is officially neutral within the Expanse - but its silent influence reaches everywhere through data markets, compliance treaties, and quiet strategic placements of Meridian-trained operatives. Among human factions, Meridian Prime stands as both an aspiration and a warning. Order is not imposed. It is revealed.

Naraka

System: Nakara (Que'Sha Territories)

Once a devastated extraction world stripped bare by the Siriusan war machine, Naraka now stands as Que'Sha proof that even ruined planets can be restored. Vast ecological engines slowly regenerate poisoned deserts while layered habitation zones rise from reinforced basalt plateaus. Beneath its hopeful surface lies deep trauma - memorial vaults record every species lost during the planet's exploitation. Naraka is both sanctuary and warning: freedom must be defended, or it will be taken.

Naru III

System: Naru

Velvet Blacksite World. The human colony on Narus III was established covertly by the Velvet Syndicate after stolen exploration data was obtained from Greshide Hyper Dynamics Technologies (GHDT). Officially, Narus does not exist within Human Confederation expansion records - save for a handful of well-paid officials who ensured its omission. Neither the Expanse Council nor the broader public was ever informed.

During Humanity's most recent expansion surge, a GHDT exploration fleet strayed far beyond its approved flight corridors following a series of fold misjumps attributed to catastrophic navigation failures - or so the report would later claim. The fleet estimated itself more than twenty light-years past the outermost Human Confederation colonies when it encountered a small formation of heavily armed alien vessels.

In truth, they had crossed into the border patrol zone of the Talgorian Empire - a compact but technologically capable stellar polity previously

unknown to humanity. The encounter ended peacefully. Quiet negotiations followed.

Without notifying the Human Confederation or the Expanse Council, GHDT executives entered into covert talks with the Talgorians, securing mining and exploration rights within their territory. To GHDT leadership, this was simply another corporate transaction beyond the reach of government oversight. The terms were favorable. The Talgorians were even more pleased.

Velvet Syndicate intelligence soon uncovered fragments of this arrangement. Acting independently, Velvet operatives made their own secret contact with the Talgorians. As part of a parallel agreement, the Talgorians offered Velvet access to a single world - Narus III.

There was one condition. Velvet would assume control of the planet's existing *harvesting* operation.

Talgorian specialists trained Velvet technicians and security personnel in suppression protocols, population containment, and processing efficiency. A Talgorian freighter would arrive on a fixed schedule to collect product and deliver supplies. Velvet was free to modify the facilities however they saw fit, so long as production quotas were met.

On paper, Narus III surveyed as a moderate garden world with exceptionally rich mineral deposits. The mining potential alone justified the investment. The true commodity was never ore.

Narus III is home to the Narusian nomad tribes - low-tech but fully sapient indigenous beings. Their blood contains rare biochemical compounds that function as powerful narcotics and neurological enhancers for select Talgorian

clients. The Nariusians themselves are the harvest.

This operation had already been underway for decades before Velvet arrived. Only recently had the Nariusian tribes begun to understand the nature of their exploitation. Uprisings became frequent. Security costs climbed. The Talgorians, weary of mounting resistance, were more than willing to hand the operation to a more ruthless partner. Velvet Syndicate accepted eagerly.

With eyes fixed on profit margins, Velvet personnel were instructed in Nariusian suppression, herd control, and biological extraction procedures. Entire villages were reorganized into managed population zones. Mobile collection teams swept the wilderness. Processing centers expanded beneath the surface.

It was during this period that select Cydrani officials quietly entered the arrangement.

In exchange for profit shares, these officials arranged for limited deployment of Cydrani Marine garrisons under the guise of private security contracts. Their presence ensured operational stability - and helped bury what little information threatened to surface.

But secrecy is never perfect.

Arms smugglers, resistance brokers, and anti-corporate militants eventually pieced together fragments of the truth. Weapons began reaching Nariusian hands. Off-world "advisors" arrived, training tribal fighters in guerrilla tactics and insurgency doctrine.

The rebellion escalated.

What began as scattered riots became coordinated resistance. Supply convoys

vanished. Processing sites were sabotaged. Entire patrols failed to return.

Narus III is no longer merely a blacksite.

It is a slow-burning war zone - where corporate greed, alien imperialism, and indigenous survival collide in the shadows between stars.

Nekari Drift

System: Nekaro (Tor'Drani Ranges)

Tor'Drani Deep Exploration Outpost - A free-floating asteroid cluster converted into mobile docks. One of the largest Tor'Drani trade assemblies outside Kor'Vaara.

Polomegan

System: Daladan Remis (Human Confederation)

Dara'Ilan Refugee World - Polomegan is a scarred Terran-era world reclaimed by the Dara'ilan after their exodus-a planet already broken long before they arrived. Once a contested Imperial colony, Polomegan was annihilated during an ancient war between rival human factions, leaving behind ruined megacities, irradiated wastelands, and vast submerged infrastructure. When the Dara'ilan refugee fleets finally reached the system, they found a world empty of intelligent life but rich in abandoned arcologies, forgotten shipyards, and half-buried Terran megastructures. Rather than starting from nothing, they began rebuilding atop these remnants, converting ruined cities into aquatic-capable habitats and transforming

Imperial wreckage into new homes.



To the Dara'ilan, Polomegan is both sanctuary and warning - a living reminder of how empires fall. Their Continuance Assembly governs from within a partially restored Terran orbital ring, coordinating planetary recovery like a military campaign: restoring ecosystems, reclaiming buried technology, and establishing defensible population centers. Entire generations have now grown up among the ruins of humanity's past, giving rise to a uniquely hybrid culture of Dara'ilan strategy layered over Terran infrastructure. Outsiders often see Polomegan as bleak and haunted; the Dara'ilan see it as proof that even extinction can be reversed-if one is willing to rebuild from ashes.

Remis Prime

System: Remis (Core Expanse)

Remis Prime is a brutally efficient forge-world and the beating heart of Remis Warmachine Manufacturers (RWM). Once a temperate terrestrial planet, it has been systematically reshaped into a planet-scale weapons foundry, its continents divided into armored production zones, artillery proving fields, and megafactories that never sleep. The headquarters city of

Gesere rises as a fortress-metropolis of black steel spires and elevated transit rails, where battle-mechs march alongside civilian traffic and prototype war platforms are field-tested in live-fire exclusion zones beyond the urban perimeter. Orbital rings and deep-space docks surround the planet, feeding raw materials directly into RWM's automated supply chains. Remis Prime does not pretend to be civilized - it exists for one purpose: to manufacture the engines of war for the entire Expanse.

Rethar's Crown

System: Rethia (Halogai' Dominion)

Halogai' Border System. A battlefield-turned-memorial world from the Human-Halogai War. Now sacred ground. Military academies and honor dueling arenas dot the surface.

Sanct-Karim

System: Kario (Karian Sphere)

Sanct-Karim, known as "The Sanctified World," is one of the most ideologically powerful planets in the Karian Sphere, serving as the primary stronghold of the Faith. Governed entirely by the High Clerisy, it functions as both pilgrimage world and doctrinal enforcement center, exporting priests, inquisitors, and militant Faithful throughout Karian space. Towering cathedral-fortresses dominate its cities, while continuous religious broadcasts reinforce obedience, grievance, and devotion - especially toward the ancient Terran enslavement that still fuels Karian resentment. Every citizen is cataloged by caste and spiritual standing, dissent is treated as heresy, and education revolves around theology and sanctioned history. Though Kar'Thera remains the political capital, Sanct-Karim is widely

regarded as the spiritual heart of Karian civilization, where doctrine is forged and quietly weaponized against Humanity, producing many of the Faith's most extreme operatives and holy militants.

Sanctum Aurelia

System: Aurelion (Human Confederation, Luminar Accord)

Sanctum Aurelia is the sacred capital-world of the Luminar Accord, a luminous pilgrimage planet where philosophy, governance, and spirituality converge. Vast cathedral-arcologies rise from crystal plains, their golden spires channeling stellar energy into planetary meditation grids that resonate across the surface. Entire cities are arranged in concentric sanctified rings, with inner districts reserved for Luminar hierarchs, psionic adepts, and doctrinal architects. Millions travel here seeking enlightenment, purpose, or absolution, participating in carefully guided rituals of reflection and civic devotion. Though presented as a place of peace and transcendence, Sanctum Aurelia is also the Accord's ideological engine - a world where belief is engineered, unity is cultivated, and dissent quietly dissolves beneath layers of radiant harmony.

Seraphis Coil

System: Seraph (Que'Sha Territories)

Seraphis Coil is a radiant spiral world of floating sanctuaries and serpentine cities grown around massive planetary energy currents. Built atop ancient ruins of the Siriusan era, it stands as a symbol of Que'Sha redemption and renewal, where former instruments of tyranny were transformed into centers of healing, diplomacy, and philosophical reflection. Pilgrims from across Que'Sha space come seeking clarity,

forgiveness, or rebirth, guided by layered councils and contemplative orders devoted to freedom and reconciliation.

Seraxis

System: Axoris (Core Expanse)

Seraxis is a luminous Core world renowned for its impossible architecture and flowing alien aesthetics, a planet where gravity-defying spires and crystalline causeways arc across warm sapphire seas. Unlike the brooding weight of Thalos, Seraxis presents itself as regal and inviting - an open world of art, commerce, and cultural exchange that attracts diplomats, megacorporate envoys, and pilgrims of every species. Its cities are grown as much as they are built, blending advanced Sarginian design philosophies with techniques borrowed from dozens of races across the Expanse. Officially neutral, Seraxis functions as a high-profile meeting ground for treaties, corporate summits, and quiet backroom negotiations. Beneath its polished sci-fantasy beauty, however, lies a dense web of intelligence networks and influence trading, making Seraxis one of the most socially dangerous planets in the Core - where fortunes, alliances, and entire sovereignties can shift over a single evening.

Skaran

System: Sarisi (Tzen-S'saran Joint Worlds)

S'saran Home World - Skaran - the World of Balance - is the adopted homeworld of the S'saran, a humid, swamp-dominated planet orbiting a dim orange star. With gravity measuring roughly 1.2 standard and global temperatures several degrees warmer than human norms, Skaran is a world of dense wetlands, sprawling mangrove forests, steaming river deltas, and shallow inland seas. Towering

fungal growths and massive reptilian flora dominate much of the landscape, while thick mist layers often blanket the surface, diffusing sunlight into a perpetual twilight. Native life is resilient and predatory, echoing the S'saran's own evolutionary origins.

The planet was settled following the devastating Tzen-S'saran wars, after their original homeworld was rendered uninhabitable. Skaran was chosen not for comfort, but for survivability-its harsh environment was seen as spiritually appropriate, a crucible through which the S'saran could rebuild their civilization in humility and balance. Early colonies were austere and utilitarian, constructed atop raised platforms and artificial islands. Over centuries, these grew into vast amphibious cities of stone, living coral, and bio-engineered architecture, seamlessly integrated into the surrounding wetlands.

Today, Skaran stands as both the spiritual and political heart of S'saran space. Massive cathedrals of the Church of Balance rise above the swamps, their spires reflected in black waters below. Confession halls, civic chambers, and ritual plazas coexist within the same structures, symbolizing the fusion of faith and governance. Pilgrims from across S'saran territory regularly travel to Skaran to seek guidance, restoration, or absolution. While outsiders are permitted on the world, they are closely monitored, and many leave unsettled by the planet's quiet intensity-Skaran does not feel welcoming so much as observant, as if the world itself is weighing every action against the eternal scales of Balance.

Skani

System: Skinask (Skaniis Systems)

Skani, the Skaniis homeworld, is a human-normal gravity planet scarred by centuries of conflict during the Expansion Wars, having changed hands multiple times between rival powers. The result is a chaotic but striking fusion of architectural styles - fortress districts layered atop ancient alien ruins, beside Torani civic towers and S'saran industrial blocks. Its capital, Skeesh, is often cited as one of the Expanse's most visually eclectic cities, a living monument to conquest, survival, and stubborn reconstruction. Hardened by occupation and recovery alike, Skani reflects its people: loud, confrontational, endlessly resilient, and perpetually on the edge of upheaval - yet impossible to truly break.

Solaq Reach

System: Solaq (Wen'tri Colonies)

Solaq Reach is a quiet frontier world of shallow seas, rolling wetlands, and crystalline archipelagos where Wen'tri communities live in loosely connected habitat networks. There is no capital city - only dispersed learning sanctuaries and listening spires where Wen'tri gather to share knowledge. Outsiders find the planet strangely peaceful yet unsettling, as if its inhabitants already know how every visitor's story will end.

Tal'Kur

System: Tal'is (Karian Sphere)

Known grimly as the Chain World, Tal'Kur is a desolate prison planet wrapped in orbital restraint rings and surveillance lattices, where Karian dissidents, conquered peoples, and Faith-breakers are sent for "spiritual correction." Vast penal arcologies sprawl across ash deserts and frozen basins, each controlled by militant clerics and overseen by Karian Justicars. Forced

labor fuels heavy industry and relic excavation beneath constant doctrinal indoctrination. Few leave Tal'Kur unchanged - fewer still leave alive.

Tessar Coil

System: Tes'que (Que'Sha Territories)

Tessar Coil functions as the Que'Sha's primary ceremonial and political world, a planet of concentric council-rings and floating diplomatic sanctums. Delegations spiral inward through successive negotiation tiers before reaching the central Concord Chamber, where treaties are formalized. The architecture itself enforces transparency - no shadows exist in the inner rings. Tessar Coil embodies Que'Sha governance: structured freedom, ritualized compromise, and deliberate openness.

Thalos

System: Ascara (Core Expanse)

Thalos is an ancient Core world positioned along one of the oldest Foldspace corridors near Human Confederation territory, a planet whose name predates most modern records. Officially neutral, Thalos serves as a crossroads of diplomacy, espionage, and quiet power-brokering between the Human factions and several non-human sovereignties. Massive cyclopean ruins - clearly older than the Terran Empire - dot its basalt highlands, and no consensus exists on who built them. The atmosphere of the planet is thick with gravity and history alike; even seasoned diplomats remark that Thalos feels less like a colony and more like something that was waiting. It is a place of sealed vaults, ancient observatories, and silent orders that operate beneath the surface politics of the Expanse. Many whisper that Thalos is not merely strategic - it is significant in ways no one fully understands.

Thrynn Gate

System: Thrissa (K'Dasi Reach)

Listening World - A high-altitude cold world with enormous acoustic research arrays. The K'Dasi use it as a communications relay and intelligence post. Rumored to house Hisska assassin training vaults beneath the ice.

Urtor

System: Urosa (Urtoran Holds)

Urtoran Home World - Urtor is a vast, high-gravity (1.28G) world of deep evergreen forests, rugged mountain chains, and broad glacial valleys, shaped by powerful tectonics and long seasonal cycles. Massive rivers carve through ancient stone plateaus, while dense cloud layers and frequent storms keep much of the planet cool and mist-shrouded. Native megafauna still roam protected preserves, echoing the immense ursine ancestors from which the Urtoran were uplifted during the Terran Empire era. Rather than sprawling megacities, Urtoran settlements favor harmonized arcologies and clan-cities built into mountainsides or forest clearings, blending stone, living architecture, and resonant sound chambers used for ceremony and song. The planet's naturally low birth rate-combined with millennia of cultural reverence for life-has fostered a society that values preservation over expansion, contemplation over conquest, and sees Urtor not merely as a homeworld, but as a sacred living archive of their origins.

Valecor

System: Vale (Human Confederation)

Neutral Trade Hub

Valecor serves as a Confederation arbitration world - neutral ground where faction disputes are negotiated. It is politically fragile but symbolically powerful. Cydrani financiers, Meridian observers, Laconid delegates, and Greyblood mediators all maintain a presence here.

Varkesh

System: Vakaros (Karian Sphere)

The World of the Unyielding - Varkesh is a brutal industrial-forge world within Karian space, infamous for its crushing gravity, toxic skies, and relentless manufacturing. Its cities are vast fortress-factories carved directly into black stone mountain ranges, where generations of Karian labor under sacred obligation to supply weapons, armor, and warcraft for the Faith. Life on Varkesh is defined by endurance - children are raised amid heat, ash, and discipline, producing some of the hardest soldiers and most uncompromising clerics in Karian society. While Kareth Prime trains the Dominant Orders and Sanct-Karim defines doctrine, Varkesh provides the steel that makes holy war possible. Among the Karians, to be “Varkesh-born” is to be feared and respected in equal measure.

Vara'shiel

System: Vara'shii (Sarginian Continuum)

A quiet, nearly mythic world where Sarginians are unusually concentrated. Outsiders report strange atmospheric phenomena and “memory loss” after visiting. Officially just a research world.

Velorum Reach

System: Velorum (Human Confederation, Luminar Accord)

Velorum Reach is the diplomatic heart of the Luminar Accord - a meticulously engineered world of spires, plazas, and orbital embassies designed for negotiation rather than worship. Vast arcologies rise from mirror-flat oceans, their interiors optimized for comfort across dozens of species, while layered sky-rails and gravitic causeways connect treaty halls, arbitration forums, and Accord administrative complexes. Every district is subtly tuned for calm discourse through ambient light harmonics and neural-stabilizing architecture. Where Ilystra inspires and Sanctum Aurelia sanctifies, Velorum Reach persuades - a world built to host summits, broker ceasefires, and quietly reshape the future through carefully worded agreements.

Verdantis

System: Myrrhal Reach (Frak'terian Core)

Verdantis is a luminous, biologically saturated world where forests glow with bioluminescent spores, oceans pulse with living reef-cities, and entire continents function as interconnected ecosystems engineered by the Frak'terian Life Cartel. Once a marginal garden planet, Verdantis has been transformed into a living demonstration of Frak'terian mastery over life itself - its atmosphere carefully tuned, its weather subtly guided, and its cities grown rather than built. Vast Bloomspires rise from seas of flowering canopy, serving simultaneously as population centers, genetic foundries, and ecological command hubs. To visitors, Verdantis feels impossibly beautiful and quietly unsettling, a paradise where every leaf, breeze, and heartbeat belongs to something larger.

Veska Prime

System: Veska (Karian Sphere)

Veska Prime is a bleak, wind-scoured world of fractured stone forests and iron-rich plains where massive petrified growths rise like skeletal monuments across the landscape. Sparse, dark vegetation clings to mineral-heavy soil, creating a harsh but survivable ecosystem that mirrors Karian endurance culture. Fortress-temples and armored settlements dominate the high ridges, serving both as military bastions and religious enclaves. Veska Prime functions as a proving world for Karian pilgrims and warriors alike - survival here is considered a rite of faith.

Vethyra

System: Veth (Que'Sha Territories)

Vethyra is a soft-lit oceanic garden world veiled in perpetual mist, its shallow seas dotted with luminous reef-cities and quiet floating communes. Ancient structures lie half-buried beneath coral forests, remnants of forgotten empires now peacefully reclaimed. The Que'Sha consider Vethyra a listening world - a place for scholars, archivists, and diplomats to study history without judgment. It radiates calm, and many visitors describe an uncanny sense of being gently observed.

Vex III

System: Vextross

Vex III is a temperate, jungle-choked world in the Vextross system, widely believed to be a long-abandoned Terran Empire colony. Its atmosphere is breathable and its biosphere stable, but much of the planet bears the unmistakable scars of terraforming-collapsed arcologies strangled by vines, broken transit

spines jutting from the canopy, and sealed research complexes like the infamous BioMarr facility. No humans remain, yet their infrastructure endures in fragments, scattered across a world now dominated by the primitive glider species known as the Marrathi and a brutal ecosystem of aerial and subterranean predators. Vex III is a place where forgotten technology and evolving myth intertwine, and where the past refuses to fully stay buried.

Veyrath Null

System: Vey (Sarginian Continuum)

Sarginian Capital World - Veyrath Null - The Unremembered World, commonly called simply "Null" by navigators who have been near it - exists at a fixed coordinate near the inner Core, though most navigational charts show only empty space or corrupted data at its location. The world does not appear on public star maps, and attempts to record its orbital characteristics result in inconsistent readings. Ships approaching the system report sensor ghosts, time dilation anomalies, and subtle memory fragmentation among crew.

Outsiders who have visited Veyrath Null universally fail to describe it afterward. Not because they refuse. Because they cannot. Accounts dissolve into vague impressions: light without source, architecture without edges, distances that fold inward. Written logs degrade. Visual recordings lose coherence. Neural scans show signs of deliberate psionic editing - not violent, not invasive - simply selective absence. The Sarginians do not deny this. They explain only that Veyrath Null is "not meant to be carried away."

Veyrath Null is less a planet and more a psionically stabilized construct - a layered reality shell surrounding a dense core. Gravity,

atmosphere, and geography are curated rather than natural. Entire regions shift in response to thought-density and emotional resonance. It is believed that the Sarginians long ago abandoned conventional planetary habitation, instead embedding their civilization directly into controlled spacetime strata. No permanent non-Sarginian population is permitted. Even Frak'terians and Hol'taerrans require escort.

Rather than a visible government, the Sarginians operate through what they call the Silent Continuum - an interlinked psionic consensus field maintained by elder Sarginians across Veyrath Null. Decisions are not voted on. They emerge.

This Continuum subtly influences Sarginian agents throughout the Expanse, allowing coordination without communication and policy without proclamation.

Axiom Prime was built by the Sarginians as a buffer world - a place where younger species could gather, argue, and govern without ever approaching Veyrath Null itself. The Council of Sovereignities exists because Veyrath Null does not want to be bothered.

Among spacer culture, it is rumored that Veyrath Null is not a world, but a containment zone. Others think it houses the remnants of the legendary Dragon Era. A fringe theory claims Sarginians themselves are not native to realspace anymore. A persistent myth says anyone who fully remembers Veyrath Null never truly leaves it. The Sarginians neither confirm nor deny. They simply smile.

Virex Prime

System: Virex (Human Confederation, Velvet Syndicate)

Once a remote mining world rich in rare neuro-reactive minerals, Virex Prime was quietly

claimed by the Velvet Syndicate and reshaped into a planetary engine of indulgence, addiction, and influence. Its atmosphere carries trace mood-modulating compounds and pheromonal aerosols - legally regulated, culturally normalized, and impossible to fully escape. What began as chemical refinement became an empire of sensation: designer narcotics, emotional stimulants, memory-crafted experiences, and bespoke pleasures traded like currency.

The capital megastructure, Silken Depths, descends kilometers into the planet's crust, a vertical labyrinth of clubs, gene-spas, sensory sanctums, black clinics, and shadow markets. Each lower tier grows more exclusive, more dangerous, and more profitable. Influence here is accumulated through dependency - clients become patrons, patrons become assets, and assets become leverage. On Virex Prime, power is measured in cravings fulfilled and loyalties chemically reinforced.

Those who rise here learn to control desire. Those who fall are absorbed into the economy.

Zenth

System: Skara (Core Expanse)

Zenth is a dense, hyper-urbanized corporate world and the primary headquarters of MultiTech Manufacturers (MTM), designed less as a planet and more as a vertically integrated production ecosystem. Entire city-continent rise in layered megastructures where research districts, fabrication towers, habitation zones, and logistics hubs interlock in precise industrial choreography. The capital city of Jara'Das functions as both corporate parliament and manufacturing nexus, its skyline dominated by modular arcologies and transit spines carrying personnel, drones, and equipment between

districts in constant motion. Zenth specializes in compact field systems, multifunction equipment, and rapid-deployment technologies, making it a critical supplier to militaries, corporations, and frontier colonies alike. While outwardly sleek and efficient, Zenth operates under relentless productivity metrics - citizens live by contract cycles, innovation quotas, and performance indexes, embodying MultiTech's philosophy that adaptability is survival in the Shattered Expanse.

Zebrefron



System: Zebri (Fringe worlds)

Zebrefron is a temperate Earth-twin world with 0.87 G gravity and nearly 88% ocean coverage, marked by warm equatorial regions and cold polar caps. Most terrestrial life is concentrated on the massive western-hemisphere continent of Hignus Major, surrounded by hundreds of thousands of satellite islands, while the eastern hemisphere consists largely of scattered archipelagos and deep ocean trenches. The world's climate is generally stable, but its ecosystems are extremely aggressive, producing a wide range of dangerous land and aquatic

megafauna that have made large-scale colonization difficult.

Zebrefron is the homeworld of the Zebexians, a predatory humanoid species descended from apex ambush hunters that once dominated the forests and cliff systems of Hignus Major. Tall, lean, and powerfully muscled, with elongated skulls and sensory tendrils capable of detecting scent, vibration, and subtle shifts in air pressure, Zebexians are extremely difficult to ambush and terrifyingly effective in close-quarters combat. Their societies are organized into hunting clades and feudal city-states where hierarchy is determined through ritual combat, successful hunts, and territorial dominance. Mercy is widely regarded as weakness, and to be prey is to be irrelevant. Though technologically primitive by Expanse standards, Zebexians are highly intelligent, tactically cunning, and well adapted to their brutal world.

There are persistent rumors that Zebrefron was once the site of a Terran Empire corporate colony established along the coasts of Hignus Major. Of course, there are no official records regarding the colony. Most authorities believe any settlement would fail due to environmental hazards, supply issues, and conflicts with the native Zebexians. However, scattered orbital surveys and explorer accounts have reported overgrown landing fields, ancient collapsed structures, and sealed installations in remote regions that do not appear on any current registry. There are further rumors that these sites still have intermittent power signatures, automated defense systems, and functioning data terminals, suggesting that parts of the old colony - or something beneath it - may still be active.

For most travelers, Zebrefron is considered a dangerous but potentially lucrative fringe world: rich in biological resources, unexplored ruins,

and abandoned infrastructure. Between the Zebexian hunting clades, the megafauna of the deep jungles and oceans, and the unexplained activity around certain old Terran sites, Zebrefron has gained a reputation among explorers and relic hunters as a world where something is always watching, even when the jungle is quiet.

Zhyreth

System: Zhyr (Creshian-Ecreshian Space)

Zhyreth is a dim, high-pressure world cloaked in bioluminescent fog seas and towering

crystalline reef formations, shared uneasily by both Creshian and Ecreshian populations. Massive dual-species arcologies rise from abyssal basins, separated by enforced treaty zones patrolled by Pact Enforcers. Ancient Krowl ruins still surface from beneath the oceans, drawing researchers and scavengers alike. Zhyreth remains a living scar of their shared past - and a constant reminder of how close both species came to annihilation.



Space Station

BARAT 61



Arion System Orbital Station

Orbit: Arion III

System: Arion

Approximate Population: 420,000 (fluctuating due to evacuation traffic)

Faction: Skaniis/ Wen'tri Fringe

Type: Trade / Industrial / Military / Evacuation Megastation

BARAT 61 is the primary orbital installation above Arion III and the largest structure in the Arion system. Originally constructed as a joint industrial and trade hub to support Arion III's vast mining and manufacturing economy, the station has since become the central evacuation and crisis coordination center for the dying world below. Built to handle heavy cargo traffic, refinery operations, and military logistics, BARAT 61 was never intended to serve as a refugee station for an entire planet-but it is now doing exactly that.

The station is a massive multi-ring structure built around a heavily armored central core, with rotating habitation rings, industrial processing sectors, docking spines, and military bastions extending outward in layered tiers.

From orbit, BARAT 61 resembles a colossal wheel of metal and light suspended above a burning world, surrounded by constant traffic: evacuation ships, cargo haulers, military patrol craft, salvage vessels, and opportunistic raiders waiting at the edge of patrol range. The station operates around the clock, overwhelmed by refugees, corporate extraction teams, military convoys, and black market smugglers all trying to move people and resources off Arion III before the planet's condition worsens.

BARAT 61 serves five primary roles within the Arion system:

Evacuation Hub: The station coordinates and processes the mass evacuation of Arion III. Refugees are processed, screened, and distributed to transport ships bound for nearby systems. The process is slow, bureaucratic, and often corrupt.

Industrial Transfer Station: Factories and refineries originally built to process Thundranium and other resources now operate to salvage, recycle, and export whatever can be removed from the planet before it is lost.

Military Control Node: Karian Sphere naval forces maintain a strong presence on BARAT 61 to maintain order, protect evacuation convoys, and control access to the system. Skaniis and Wen'tri observers maintain smaller detachments due to their political interests in the region.

Trade and Salvage Market: An enormous salvage economy has developed on the station. Entire sections of BARAT 61 have effectively become black markets where equipment, data, industrial machinery, and even entire prefabricated buildings from Arion III are bought and sold.

Outer System Traffic Control: All ships entering or leaving the Arion system must pass through

BARAT 61 traffic control unless they deliberately avoid patrol routes, which usually places them in pirate-controlled space.

Major Structural Features

The Refuge Rings: Rotating habitation rings converted into massive refugee housing zones. Overcrowded, tense, and heavily policed.

The Industrial Spine: A long central structure containing refineries, fabrication plants, and cargo processing facilities. Much of Arion III's remaining industrial output now passes through this section.

Docking Crown: A cluster of massive docking pylons and drydock frames capable of servicing capital ships, bulk haulers, and evacuation fleets simultaneously.

The Bastion Grid: Defense platforms mounted along the station's outer ring, including heavy weapons, missile systems, and fighter launch bays.

Customs and Transfer Sector: A sprawling administrative and security zone where cargo and refugees are processed. Known for corruption, long delays, and disappearing cargo shipments.

The Lower Markets ("The Spill"): An unofficial district of black markets, mercenary offices, bounty brokers, smugglers, and criminal syndicates operating in the station's lower industrial levels.

Command Spire: The central tower of the station housing Karian military command, traffic control, and system monitoring.

Life on BARAT 61

BARAT 61 is no longer just a station-it is a city in orbit, filled with refugees waiting for transport, Corporate agents securing assets, mercenaries looking for work, raiders posing as salvage

crews, government officials trying to maintain order, criminal syndicates exploiting the chaos, intelligence agents from multiple Sovereignities, religious groups claiming the destruction of Arion III is divine punishment, and recruiters looking for labor, soldiers, or test subjects.

On BARAT 61, fortunes are made, people disappear, and entire shiploads of cargo change ownership without paperwork.

Rumors & Story Hooks

The Evacuation List: Certain names are quietly being removed from evacuation priority lists. Someone is deciding who gets off Arion III-and who does not.

The Thundranium Vault: A secure cargo vault on BARAT 61 contains refined Thundranium samples from before the disaster. Several factions want it.

The Missing Transports: Refugee ships leaving BARAT 61 have been disappearing along a specific route. Pirates, corporate sabotage, or something else?

Corporate Records: A data core somewhere on the station contains proof of who caused the Arion III catastrophe.

The Riot Ring: One of the Refuge Rings is on the verge of open revolt after food shipments were redirected to military personnel and corporate contractors.

Girrillian's Agents: It is rumored that Girrillian Vorask has multiple agents operating on BARAT 61, ensuring that certain cargo, data, and people leave the system-and certain others never do.

BARAT 61

Size: 38

Faction Control: Karian Sphere (Primary), Skaniis/Wen'tri Oversight

Population: ~420,000 (unstable, fluctuating)

Top Speed: 0

Toughness: 40 (16)

Crew: 8,000

MODS:

Defenses: Armor: (+15 Armor). Shield Grid; Point Defense Grid (Station-Wide, Shooting d12). Intercepts: Missiles, Fighters, Boarding craft.

Offensive: Med. Railgun Platforms (x8, 100/200/400, 3d12+3 (II), AP 5, ROF 3.); Heavy Missile Batteries (12), 200/400/800, 8d6 (II));

Superstructure: Fighter Carrier Bays (Mix of Interceptors, Gunships, Patrol craft)); Military Quarters; Civilian Quarters

Clach Alpha



Laconid Clan Orbital Station

Orbit: Davos Famhair (Gas Giant)

System: Dravos

Approximate Population: 180,000

Faction: Laconid Clans, Human Confederation

Type: Fortress Industrial Station / Military Bastion

Clach Alpha - named for the Gaelic word for stone - is the largest orbital installation of the Laconid Clans and serves as the primary military and industrial anchor of the Dravos system. Rather than constructing a conventional station, the Laconids hollowed and fortified a colossal iron-nickel asteroid captured into orbit around the gas giant Davos Famhair, transforming it into a fortress carved directly from stone and metal.

To the Laconids, artificial habitats represent fragility. Clach Alpha reflects their cultural belief that strength must be built on something solid. The asteroid's massive structure provides both natural radiation shielding and an immense defensive hull-making the station one of the most difficult installations in Confederation space to destroy.

From a distance, Clach Alpha resembles a jagged fortress drifting through a field of smaller mining rocks, its surface scarred by industrial complexes, antenna arrays, shipyards, and armored weapon batteries. Docking spires and drydock gantries extend from its equatorial ridge, where heavy Laconid warships undergo refit and construction.

Clach Alpha serves four primary purposes within Laconid space.

Fleet Bastion: The station is the principal naval command base for Laconid fleets. Carrier groups, assault frigates, and heavy troop transports rotate through the station's internal docks and external shipyards.

Industrial Forge: The asteroid's dense mineral composition feeds massive internal refineries and fabrication foundries. Armor plating, starship components, weapons systems, and structural alloys are produced here in enormous quantities.

Training Citadel: Several interior caverns have been converted into high-gravity training

environments where Laconid soldiers and naval crews undergo brutal conditioning drills. Artificial gravity chambers can exceed the already extreme conditions of Dravos Prime.

Outer System Defense Node: Orbiting Davos Famhair places the station along the primary approach routes into the inner Dravos system. Its defense grid can project power across millions of kilometers of space.

Clach Alpha measures roughly 18 kilometers across along its longest axis. Only a fraction of its internal volume has been excavated; the remainder remains solid asteroid mass acting as natural armor. Major structural features include:

The Forge Caverns: Immense industrial chambers where asteroid material is refined and fabricated into military hardware.

The Stone Docks: A series of internal drydocks large enough to house multiple capital ships simultaneously.

The Bastion Ring: A network of heavily armored defense platforms mounted along the asteroid's equator. These batteries include mass drivers, missile silos, and long-range particle lances.

Clan Vaults: Ceremonial halls carved into the deepest levels of the station. These spaces preserve the ancestral histories of the Laconid clans and host ritual oath-swearing ceremonies for military officers.

The Arena Chambers: Training arenas where officers and warriors resolve disputes through controlled combat trials in accordance with Laconid honor traditions.

Despite its military focus, Clach Alpha functions as a small city. Entire districts exist within the asteroid, connected by armored transit tunnels and grav-lifts.

Laconid engineers intentionally left many sections of the rock unexcavated specifically to increase survivability.

For the Laconids, Clach Alpha represents more than a military facility. It is a symbol of their transition from fractured clan warlords to a unified civilization within the Human Confederation.

Many Laconids say that Dravos Prime forged their bodies, but Clach Alpha forged their future among the stars.

New officers often take their final oath of service within the station's deepest stone chambers, where ancient clan banners hang beside the insignia of the Confederation.

Rumors & Story Hooks

Hidden Foundry: Some believe a secret experimental shipyard exists in sealed chambers within the asteroid core.

The Stone Vault: Legends claim an untouched section of the asteroid contains an ancient alien structure predating the station.

Velvet Spies: Confederation intelligence suspects the Velvet faction has infiltrated the station's engineering crews.

The Iron Trial: Once every decade, elite Laconid warriors compete in a brutal tournament held within the Arena Chambers to determine candidates for high command

CLACH ALPHA

Laconid Clan Fortress Station

Size: +37

Faction: Laconid Clans / Human Confederation

Population: ~180,000

Top Speed: 0

Toughness: 45 (20)

Crew: 6,000 (highly trained personnel)

Defensive: Asteroid Hull (Primary Defense, Natural Iron-Nickel Mass: +20 Armor. Counts as Hardened Armor; Provides Radiation immunity; Kinetic impact resistance; Shields (Cannot be disabled externally. Must be destroyed from within; core access only); Layered Point Defense Grid (Shooting d12+2. Always active); Drone Defense Swarms (Treated as 3 active swarms at all times. Each swarm Toughness 10; Shooting d8. Auto-deploy on threat detection)

Offensive: Medium Mass Driver Batteries (x6, 100/200/400, 3d12+3 (II), AP 5); Particle Lance Array (x4, 75/150/300, 5d8 (IV), AP 25); Missile (x10, 6d6 (III), 100/200/400)

Superstructure: Fighter Launch Galleries (Heavy interceptors, Assault gunships); Military Quarters; Civilian Quarters.

Confederation Alpha



Luminar Accord Diplomatic Nexus & Foldspace Sentinel

Orbit: Lumin 6 (Ringed Gas Giant)

System: Lumin

Faction: Luminar Accord, Human Confederation

Type: Diplomatic Station, Trade Hub, Foldspace Monitoring Array.

Approximate Population: 120,000

(variable)Confederation Alpha is the primary orbital station of the Luminar Accord and one of the most politically significant locations in the Human Confederation. Positioned in a distant, stable orbit around the ringed gas giant Lumin 6, the station serves as a neutral ground for diplomacy, trade, and interstellar coordination.

Confederation Alpha reflects Luminar philosophy - precision, harmony, and controlled openness. Its structure is clean, layered, and symmetrical, built around a central axis that houses its most important function - monitoring and regulating Foldspace activity across the sector.

To many travelers, Confederation Alpha feels less like a station and more like a deliberate environment, designed not just for habitation, but for emotional and psychological equilibrium. Confederation Alpha fulfills three major roles within the Expanse:

Diplomatic Nexus: The station serves as an occasional meeting site for the Expanse Council, particularly when neutrality is required outside planetary influence. It hosts ambassadors, mediators, and observers from across the Confederation and beyond.

Trade & Cultural Exchange Hub: A controlled but open marketplace allows for inter-faction trade, cultural exchange, and negotiation. Unlike chaotic frontier stations, all commerce here is heavily regulated through Luminar oversight.

Foldspace Monitoring Array: The station houses one of the most advanced Foldspace observation systems in known space. It tracks anomalies, jump signatures, and unstable corridors - serving as an early warning system for threats emerging from beyond.

Physical Structure: Confederation Alpha is approximately 9 kilometers in diameter, built in a layered, tiered design around a central core. Key structural elements include:

The Halo Ring: A wide circular band forming the upper structure of the station. This area contains habitation sectors, diplomatic suites, and observation galleries overlooking Lumin 6's rings.

The Axis Spire: A vertical central column extending downward from the station's core. This houses the Foldspace monitoring systems, deep sensor arrays, and psionic resonance chambers used by Luminar adepts.

The Trade Galleries: Segmented interior districts where merchants, envoys, and traders interact. Designed with open architecture and controlled lighting to reduce tension and conflict.

The Conclave Chambers: A series of large, acoustically and psionically tuned halls where high-level negotiations and Council sessions take place. These rooms subtly amplify emotional clarity and suppress aggression.

Layered Defense Approach: Advanced sensor grids detecting threats long before arrival. Psionic early-warning network, Precision defense turrets, Escort fleets stationed in distant orbit, and Foldspace interdiction protocols

Rumors & Story Hooks

The Silent Sector: A restricted section of the Axis Spire where Foldspace signals occasionally disappear entirely.

Velvet Intrusion: Evidence suggests Velvet Syndicate agents have found ways to bypass psionic detection..

Council Deadlock: A recent Expanse Council meeting ended abruptly, with several delegates leaving under mysterious circumstances.

CONFEDERATION ALPHA

Size: 35

Population: ~120,000 (fluid, high-status occupants)

Top Speed: 0

Toughness: 37 (12)

Crew: 6,000 (specialized personnel)

Defensive: Armor Plating (+12); Shield Lattice; Precision Defense Grid (Shooting d12, Ignores 2 points of penalties (range, cover, etc.); Never suffers multi-action penalties when targeting missiles/fighters)

Offensive: Precision Laser Arrays (x8, 150/300/600, 2d10 (II), AP 10, ROF 3); Interceptor Drone Grid (Counts as 2 active drone wings. Shooting d10); Foldspace Interdiction Field (Prevents Foldspace jumps within close range. Forces incoming ships to Make Piloting at -2 or arrive disoriented.)

The Sanctuary



Sanctuary Station is an ancient alien megastructure of unknown origin, anchored inexplicably within a stable gravitational eddy at the very edge of the Rift. Though it appears to

drift in space, it does not move, defying all known physics and propulsion systems. Spanning roughly twelve kilometers, the station's architecture is a seamless fusion of organic, almost grown forms and incomprehensible machine design, with internal spaces that seem larger than its exterior should allow. Its most prominent features include a massive central pyramid used for ritual worship, vast hanging vaults extending beneath the station into open space, a mysterious Core Well emitting strange energy pulses, and unstable *Null Corridors* where both technology and psionic senses fail. Since its rediscovery, the station has been claimed and modified by a multi-species religious sect known as the Sanctuary Cult, who have overlaid portions of the structure with modern systems while leaving much of its alien nature untouched.

The Cult itself is composed of Expanse citizens, Fringe species, psionic sensitives, and outcasts united by a shared belief that the Rift represents transcendence rather than destruction. They view Sanctuary not as a relic, but as a living threshold between realities, guided by enigmatic leaders known as the Voices of the Threshold-individuals who claim direct communion with the station or something beyond it. The station's environment reinforces these beliefs, as visitors experience distortions in time, emotion, and perception, including shared dreams, intrusive thoughts, and shifting spatial geometry. These effects are strongest among psionically sensitive individuals, many of whom choose-or are compelled-to remain. Strategically, Sanctuary Station is of great concern to all major factions: the Luminar fear its influence on minds, the Laconids distrust its instability, the Meridians seek to study or control it, and the Velvet Syndicate looks to exploit it, while others quietly observe. Its proximity to the Rift is not

incidental-sensor data suggests it exists at a point where Foldspace behaves irregularly, emitting signals that resemble communication but cannot be understood. Among the Cult, it is widely believed that Sanctuary is not merely near the Rift, but fundamentally connected to it-anchored as both a gateway and a warning.

Rumors & Story Hooks

The Awakening Cycle: Every few decades, parts of the station activate-entire sections lighting up and shifting configuration.

The Lost Expedition: A Meridian research team entered the Core Well. Only one returned-catatonic and speaking an unknown language.

The Silent Pilgrims: Groups arrive at the station with no recorded origin, already indoctrinated.

Shri'iki Interest: There are whispers that the Shri'iki were aware of Sanctuary-and avoid it.

The Living Walls: Some claim the station reacts to thought, subtly reshaping pathways based on intention.

The Exit That Isn't: Several ships attempting to leave Sanctuary space have reported re-emerging back near the station without explanation.

SANCTUARY STATION

"The Threshold Made Manifest"

Size: +37

Population: ~60,000–120,000

Top Speed: 0

Toughness: 40+

Crew: Irrelevant (station self-regulates)

Sanctuary cannot be destroyed through conventional means. Damage results in localized reality distortion, not structural failure.

Defensive: Reality Shear Field (All incoming attacks suffer -2 to hit. On a miss, Attack may Pass through harmlessly, Reappear elsewhere. Strike unintended targets); Non-Euclidean Structure (Boarding parties must make Smarts rolls. Failure, become lost.); Self-Reconfiguring Geometry (Once per round, Sanctuary may seal passageways, relocate exits; isolate intruders);

Offensive: Pulse of the Core Well (Range: Entire station interior. Effect: Spirit roll or Shaken. On failure, Gain Fatigue or hallucinations); Psionic Feedback Surge (Trigger: Psionic use inside station. Effect: Arcane Skill roll at -2 . Failure, Backlash (2d6 damage or mental effect)); Threshold Manifestations (Creates Apparitions, Constructs, Echo entities. Use Wild Cards or Extras as needed)

Systems & Anomalous Capabilities: Core Well (The “heart” of Sanctuary. Emits Energy pulses, Unknown signals. Effects” Alters time perception, Disrupts technology. Mechanics: All Tech rolls: -2 near Core, Psionics: $+2$ OR -2 (GM choice per scene)); Null Corridors (Psionics, Muted or severed. Navigation, requires Spirit or Smarts roll); Spatial Distortion (Distance is unreliable, Movement may Double, Stall, Loop); Time Echo Zones (Characters may See past/future events, GM may Offer clues, Create paradox complications)

Piraeus 6



Piraeus 6 is one of the most important stations in the Core Expanse, a massive joint installation of the Human Confederation and the Sarginians orbiting the gas giant Axiom Magnus. Serving simultaneously as a trade hub, military coordination point, and diplomatic nexus, it stands as one of the few places where two fundamentally different civilizations have successfully merged technologies and philosophies into a single structure. Its design reflects this union-layered human engineering and modular infrastructure integrated with subtle, almost seamless Sargian systems that appear less constructed than guided into place. The result is a station that feels both deliberate and adaptive, where corridors, systems, and even environmental responses seem to anticipate movement and intent rather than merely react to it.

Piraeus 6 is one of the primary meeting locations of the Council of Sovereignities, second only to Axiom Prime itself, and often serves as neutral ground when planetary politics or security concerns make surface gatherings impractical. Diplomats, military commanders, corporate representatives, and observers from across the Expanse pass through its halls, making it a focal point of power, negotiation, and quiet influence. Trade flows constantly through its docking rings, while Confederation fleets maintain a visible presence in orbit, balanced by the far subtler and less understood oversight of the Sarginians, who rarely appear in large numbers yet are always present in critical roles. Despite its importance, Piraeus 6 carries an undercurrent of unease. The Sarginians’ influence is not overt, but it is unmistakable—systems operate with uncanny efficiency, security incidents resolve themselves before escalation, and decisions made within its chambers often ripple outward across the Expanse with long-term consequences. Many

believe the station itself functions as more than a diplomatic venue, acting as a predictive node where Sarginians observe, guide, and subtly shape outcomes. For the Confederation, it is a symbol of cooperation and stability; for others, it is a place where the future is quietly negotiated long before anyone realizes a decision has been made.

Rumors & Story Hooks

The Quiet Vote: A recent Council session ended with a unanimous decision - despite prior deadlock. Several delegates later claimed they never agreed to the outcome, yet official records show no discrepancy.

Sarginian Absence: For the first time in recorded history, no Sarginians were visibly present during a major diplomatic summit. The negotiations proceeded flawlessly. This has alarmed nearly everyone.

Predictive Security: Station security has begun intercepting crimes before they occur. Suspects are detained for actions they have not yet taken. Confederation officials claim advanced analytics - others suspect Sarginian intervention.

The Hidden Layer: Engineers report discrepancies in station schematics - sections of the station exist that are not on any Confederation blueprint. Attempts to access them result in system lockouts or sudden rerouting.

The Axiom Drift: The station's orbit around Axiom Magnus has shown minute but deliberate variations, as if being adjusted by an unseen force. No propulsion systems account for the changes.

Diplomatic Replacements: A small number of delegates have returned from Council sessions exhibiting subtle personality shifts-more

agreeable, more decisive, and far more aligned with long-term "stability."

The Unseen Observers: Some claim that Sarginians are always present on Piraeus 6-but not physically. Sensitive individuals report the feeling of being studied during key negotiations, even in sealed chambers.

The Vanishing Convoy: A trade convoy departing Piraeus 6 disappeared during a routine Fold jump. Weeks later, its ships reappeared docked at the station-with no crew aboard and no record of their return.

Velvet Breach: Intelligence suggests the Velvet Syndicate has infiltrated the station's trade sectors. The real concern is not what they are stealing-but what they are being allowed to see.

The Long Game: A fringe theory claims that Piraeus 6 itself is part of a centuries-long Sarginian design-positioned, constructed, and operated to guide the evolution of the Expanse toward an unknown outcome.

PIRAEUS 6

Joint Confederation/Sarginian Diplomatic & Strategic Nexus

Size: 36

Population: ~150,000 (high-value personnel)

Top Speed: 0

Toughness: 34 (14)

Crew: 5,000

Defensive: Composite Armor (+14 Armor); Shield Matrix (Special: First successful hit each round damage reduced by 1d6. System "anticipated" impact); Integrated Defense Grid (Shooting d12, Special: +1 to hit against targets already engaged, coordination tracking); Fleet Coordination Support (Nearby allied ships gain +1 to Piloting and Shooting)

Offensive: Directed Laser Batteries x10 (150/300/600, 2d10 (II), AP 10, ROF 3. Special: Ignore 2 points of penalties); Missile System x12 (15/300/600, 7d6 (IV), AP 24, ROF 4. Special: When 2+ batteries fire, +2 to hit); Interceptor Wing (4 active squadrons, Highly coordinated strikes)

Systems: Sarginian Predictive Node (Core System, This is the defining feature. The station doesn't just react - it anticipates. Once per round, the station may, force a reroll of a successful enemy action or grant +2 to an allied roll); Outcome Shaping Protocols (Subtle system-level manipulation. At start of combat GM may declare one environmental advantage - cover, positioning, initiative edge); Diplomatic Influence Matrix (Social encounters aboard station +2 Persuasion, formal negotiation. -2 Intimidation. Hidden effect - Long-term consequences - GM may introduce delayed narrative outcomes); Integrated Surveillance Web (Detect Stealth at -2, Suspicious behavior automatically flagged); Sargian Silent Oversight (Not visible - but always present. Once per scene, GM may Introduce "*coincidental intervention.*" Doors open, systems activate, Threats neutralized quietly.)

Guided Outcomes: Piraeus 6 subtly nudges events toward stability. Once per round, Convert a Critical Failure to Failure OR Failure or Success (no raise)

Quiet Intervention: The Sarginians act without being seen. Once per encounter, Negate A sabotage attempt, a surprise attack, a catastrophic system failure. Narratively - "It never had a chance to happen."

Corporations

In the Shattered Expanse, corporate power exists on two distinct levels. Most large

companies are Sovereign Megacorporations - massive industrial entities operating across multiple systems within a single political region or species bloc. These firms dominate local economies, supply planetary governments, and shape regional policy, but remain ultimately bound to the sovereignty in which they are headquartered. They manufacture ships, weapons, infrastructure, and consumer technology, yet still answer - at least nominally - to local law and political pressure.

Above them stand the rare and terrifying Giga-Corporations. These entities transcend sovereignty entirely, operating freely across multiple factions, species, and political borders. Gigas maintain their own Foldspace access agreements, private fleets, security forces, and supply chains. They sell to everyone - sometimes even opposing sides of the same conflict - and are effectively immune to sanctions. Their influence rivals that of entire governments. Remis Warmachine Manufacturers (RWM) embodies the military-industrial extreme of this class, standardizing warfare across the Expanse, while MultiTech Manufacturers (MTM) forms its logistical backbone, embedding its tools, field systems, and equipment into nearly every civilization.

Joining them are Reavis Integrated Systems, a technological titan specializing in cybernetics, starship systems, and neural infrastructure, and Gyrodyne Systems, whose powered armor platforms and modular combat frameworks define modern personal warfare. Together, these four corporations represent the core pillars of the Expanse industry: heavy war machines (RWM), universal equipment and utilities (MTM), transhuman and starship integration (Reavis), and powered combat survivability (Gyrodyne). Entire factions rise or

fall based on their contracts. A Bastion strike force, a Luminar medical expedition, or a Meridian enforcement unit is almost certainly carrying hardware from at least one of them.

Officially, these corporations claim neutrality. In practice, their technologies shape borders, prolong wars, and quietly dictate political outcomes. The Confederation lacks authority over them. Regional powers depend on them. Even ancient species tread carefully around them. Some believe the Sarginians quietly monitor or influence Giga activity; others suspect deeper connections dating back to the Collapse itself. Whatever the truth, one fact is undeniable: in the modern Expanse, governments may rule worlds - but Giga-Corporations decide how those worlds survive.

Giga-Corporations



Gyrodyne Systems (GS)

Headquarters City: Wheelingsly

Planet: Headron

System: Dasid (Human Sovereignty)

Chief Executive: Kas Jerod (Human)

Subsidiaries: None

Primary Products: Powered armor platforms, modular armor weapon systems, structural composites, and raw armor-grade materials

Gyrodyne Systems is the backbone supplier of powered infantry across much of Human Sovereignty space, specializing in rugged, mass-producible exo-armor and the integrated weapons that accompany it. Unlike GHDT's experimental focus or RWM's massive war machines, GS dominates the *boots on the ground* market - providing reliable powered suits for militaries, mercenary companies, and corporate security forces alike. Their factories on Headron emphasize vertical integration, producing everything from actuator servos to armor plating in-house, giving GS tight control over quality and supply chains. Known for practical engineering over flashy innovation, Gyrodyne's designs are trusted to survive prolonged sieges, Fold route isolation, and the brutal realities of Expanse combat.

MultiTech Manufacturers (MTM)

Headquarters City: Jara'Das

Planet: Zenth

System: Skara System, Core Expanse

Chief Executive: Board-Directed, Chief Executive Gars Ussid (Karian)

Subsidiaries: BOBtech, SlimTech, NewTech.



MultiTech Manufacturers (MTM) is one of the Expanse's premier producers of modular,

multifunctional field technology, headquartered in the sprawling industrial arcology of Jara'Das on Zenth, within the Skara System. Where Remis specializes in overwhelming force, MTM focuses on adaptability - compact weapons platforms, reconfigurable tools, battlefield logistics systems, and personal combat gear designed to operate across wildly different environments. Led by Karian Chief Executive Gars Ussid, MTM emphasizes efficiency, standardization, and rapid deployment, making its products especially popular among expeditionary fleets, mercenary companies, and frontier militias.

MTM maintains a wide network of subsidiaries, most notably BOBTech, which handles civilian-facing and covert production lines, including disguised field equipment and *dual-use* devices that quietly blur the line between industrial hardware and military tech. Politically, MTM aligns closely with the Karian Sphere, favoring decentralized conflicts and proxy engagements where their versatile equipment shines. Their corporate philosophy is simple: wars change, terrain changes, alliances change - but adaptable technology always sells.

Among soldiers and explorers alike, MTM gear carries a familiar reputation: lighter than Remis, smarter than most, and built to survive when plans fall apart.

Remis Warmachine Manufacturers (RWM)

Headquarters City: Gesere

Planet: Remis Prime

System: Remis, Core Expanse

Chief Executive: Liad Ormphos

Subsidiaries: Remis Financial, Remis Mecha & Battledrones, Remis Ordinance & Small Arms.

Remis Warmachine Manufacturers (RWM) is one of the dominant military-industrial powers

of the Core, headquartered in the fortress-city of Gesere on Remis Prime. Specializing in heavy weapons platforms, battle-mechs, hover armor, and planetary siege systems, RWM doesn't merely supply wars - it defines how wars are fought across the Expanse. Led by Chief Executive Liad Ormphos, the corporation maintains massive fabrication yards throughout Core space, most notably the Yasiard 'Mech Yards on Polomegan, where experimental chassis and prototype war machines are tested. RWM markets itself as a neutral supplier, but in practice it cultivates deep relationships with authoritarian regimes, survivalist factions, and hardline sovereignties, often embedding advisors and technicians alongside their hardware. Their doctrine is simple: overwhelming force ends conflicts faster - and faster wars mean better margins.



Publicly, RWM frames its mission as *stability through strength*. Privately, many believe it profits most from prolonged instability, supplying multiple sides through shell contracts and proxy distributors. Within the Expanse, the phrase *Remis-built* carries a specific meaning - brutally reliable, unapologetically destructive, and engineered for worlds that expect to burn.



Reavis Integrated Systems & Enterprises (RISE)

Headquarters City: Halbrecht Spire

Planet: Axiom Prime

Chief Executive: Tarsus “The Reeve” Greydrake (Human)

Subsidiaries: Reavis Cybernetics Division (RCD), Reavis Starframe Works (RSW), Ghostline Systems

Primary Products: Advanced cybernetic augmentation, neural-interface technology, starship core systems, navigation matrices, AI-assisted command frameworks, and deep-space infrastructure platforms.

Reavis Integrated Systems & Enterprises is one of the Expanse’s quiet giants - less flashy than RWM, less ubiquitous than MultiTech, but deeply embedded in the backbone of modern civilization. RISE specializes in the *systems behind the systems*: cybernetic frameworks that feel organic, starship cores that run for decades without refit, and command architectures trusted by both militaries and explorers alike. Their design philosophy emphasizes resilience, elegance, and long-term survivability - a

reflection of the company’s founding ethos: *build things meant to last.*

Among spacer crews and engineers, there’s a common saying: “If it runs on Reavis, it’ll get you home.”

Notable Megacorporation

The following corporations are classified as Notable Megacorporations - powerful regional entities whose influence spans multiple systems within their home sovereignties. While they lack the cross-sovereignty reach of true Giga-Corporations, many are rapidly expanding, aggressively acquiring subsidiaries, and positioning themselves for Core access. Analysts across the Expanse believe several of these megacorps stand on the threshold of Giga status, awaiting only a political opening, technological breakthrough, or strategic merger to elevate them into true inter-sovereign powers.

Axiom Dynamics

Headquarters City: Praetorius

Planet: Axiom Prime

Chief Executive: Caelis Varr

Subsidiaries:

Primary Products: Foldspace beacon infrastructure, navigation systems, and interstellar logistics.

The oldest and most politically entrenched megacorp in the Expanse. Axiom Dynamics controls vast portions of Foldspace beacon infrastructure, navigation systems, and interstellar logistics. They present themselves as neutral facilitators of civilization - but most believe they quietly shape trade routes, wars, and even first-contact outcomes.

Bastion Forge

Headquarters City: Ironfall Bastion

Planet: Aegiron

Chief Executive: High Executor Calder Voss
(Bastion Strain Human)

Subsidiaries: Grimwall Industries, Redoubt Armament Works, Lastlight Systems

Primary Products: Hardened habitat megastructures, Siege-grade armor plating and construction alloys, Modular fortress cities and underground arcologies, Heavy infantry weapons and static defense platforms, Autonomous life-support and reclamation systems, Emergency planetary grids (power, water, atmosphere), Compact survival kits for frontier worlds, Military-grade fabrication units, Long-duration cryo-shelter vaults

Heavy industry. Military fabrication. Fortress construction. Bastion Forge supplies armor, weapons platforms, habitat shields, and siege infrastructure. Their designs prioritize survivability over aesthetics. Many frontier colonies owe their existence to Bastion tech. They do not sell experimental weapons - only proven ones.

High Executor Calder Voss (Human - Bastion Compact) - A former fortress-architect turned industrial magnate, Voss rose to power during the Compact's reconstruction era. He governs Bastion Forge with a siege-minded philosophy: build for the worst day, not the best. Under his leadership, the company abandoned luxury markets entirely, focusing instead on durability, redundancy, and long-term survivability systems.

Grimwall Industries - Specializes in hardened structural materials, bunker cities, and planetary shelter complexes designed to withstand orbital bombardment and environmental collapse.

Redoubt Armament Works - Produces heavy infantry weapons, modular defensive emplacements, and siege-resistant vehicle platforms used primarily by Bastion Compact forces and frontier militias.

Lastlight Systems - Developers of emergency power grids, closed-loop life-support ecosystems, and autonomous survival infrastructure for isolated colonies.

Cydrani Industrial Combine

Headquarters City: Exchange Spires

Planet: Cydra Major

Chief Executive: Marcus Valecrest (Cydrani Strain Human)

Subsidiaries: Valecrest Financial, Blackvale Research & Development

Primary Products: Advanced manufacturing, artifact recovery, starship construction, and black-market adjacent R&D

The economic engine of human space. A sprawling corporate federation specializing in advanced manufacturing, artifact recovery, starship construction, and black-market adjacent R&D. They will sell to almost anyone, provided the price is right. Cydrani culture bleeds into the company: profit-driven, adaptable, and morally flexible.

Marcus Valecrest (Chief Executive of the Cydrani Industrial Combine) - Marcus Valecrest is the embodiment of Combine capitalism - measured, immaculately dressed, and always five moves ahead of the market. Publicly, he speaks of "economic liberation" and "self-determined prosperity." Privately, he understands leverage better than anyone alive. Under his leadership, the Combine expanded into banking strongholds like Cyrene Vault, frontier freeports like Freehold Nexus, and

cyber-financial powerhouses like Ledgerfall. He does not rule by fear. He rules by ownership.

Valecrest Financial Architecture (VFA) - The Combine's internal banking, credit structuring, and sovereign debt engineering arm. VFA designs the financial frameworks that entire systems operate on - everything from planetary reconstruction loans to Fold Beacon maintenance bonds. Most frontier worlds don't realize they're economically dependent on VFA until they try to leave. Their motto (never officially published): *"Infrastructure is influence."*

Blackvale Research & Development is the classified innovation arm of the Cydrani Industrial Combine, operating from sealed planetary campuses and orbital facilities whose public mandates rarely reflect their true purpose. Officially focused on advanced materials, logistics AI, and propulsion refinement, Blackvale quietly handles experimental Foldspace modeling, cybernetic augmentation, predictive market warfare systems, and speculative military technologies deemed too volatile for open development. Entire divisions function under rotating codenames, with personnel often unaware of who ultimately deploys their work. Rumors persist of artifact vaults holding pre-Collapse data cores recovered from Cyrene Vault and other frontier worlds. Inside corporate circles, Blackvale is known for silent breakthroughs - and silent disappearances. When the Combine unveils a disruptive new technology, the response is usually simple: Blackvale cleared it.

Frak'terian Life Cartel

Headquarters City: Bloomspire

Planet: Verdantis (Frak'terian Core)

Chief Executive: Threxia Bloomcrown (Frak'terian)

Subsidiaries: Verdant Halo Systems, Symbion Forge, Bloomveil Genomics

Primary Products: Planetary terraforming matrices, Living-city architecture and organic megastructures, Regenerative medicine platforms, Genetic enhancement suites, Symbiotic environmental control organisms, High-end medical cloning and limb regeneration, Bio-integrated starship hull plating, Ecosystem stabilization reactors

The Frak'terian Life Cartel is the dominant bio-industrial conglomerate of Frak'terian space, specializing in ecological engineering, regenerative biotechnology, and organic infrastructure systems. Publicly, FLC markets itself as a steward of life and planetary renewal; privately, it operates as a tightly controlled cartel governing everything from genetic patents to ecosystem ownership. Their technologies can resurrect dead worlds - or quietly reshape populations. Among the Core powers, FLC is respected for its miracles and feared for the leverage those miracles create.

Verdant Halo Systems - Planetary biosphere construction, atmospheric seeding, and world-scale terraforming lattices. Responsible for many reclaimed worlds across the Expanse.

Symbion Forge - Advanced regenerative biotech, organ-growth vats, adaptive symbiotes, and longevity enhancement systems. Supplies medical tech to both civilian governments and military clients.

Bloomveil Genomics - Genetic refinement, species compatibility modeling, agricultural bioforms, and controlled evolutionary design packages (officially denied military applications).



Greshide Hyper Dynamics Technologies (GHDT)

Headquarters City: Ti'Talias

Planet: Furos

Chief Executive: Jamefeld Yeardsly (Human)

Subsidiaries: None

Primary Products: Experimental weapons platforms, neural combat enhancers, adaptive battlefield augmentation systems

Greshide Hyper Dynamics Technologies occupies the darker edge of the Human Sovereignty industry, specializing in cutting-edge - and often ethically questionable - combat innovation. Unlike the industrial giants such as RWM or MultiTech, GHDT focuses on boutique warfare - prototype weapons, bio-neural augmentations, and personalized enhancement suites for elite operatives and black-budget clients. Their facilities on Furos are notoriously sealed, and rumors persist that many of their breakthroughs originate from recovered Collapse-era tech or classified Sarginian research channels. GHDT maintains a reputation for brilliance tempered by secrecy, and its products are rarely seen outside special

forces, corporate strike teams, or shadow conflicts across the Expanse.

Jarrett Noir Consortium

Alternate Naming Standard: JNC

Parent Faction: The Velvet Syndicate

Headquarters City: Velorum Reach

Planet: Elysar Lux

Chief Executive: Garik Din'alt Kragar (Public Figurehead; true ownership obscured through Velvet shell-trusts)

Subsidiaries: BlackSilk Financial, Noir Veil Logistics, Crimson Echo Intelligence

Primary Products: Financial engineering, covert trade networks, influence brokerage, luxury biotech, identity reconstruction, shadow shipping, and high-end information warfare.

Jarrett Noir Consortium is the Velvet Syndicate's invisible hand - a corporate labyrinth specializing in moving power without anyone seeing it move. While officially classified as a financial and logistics conglomerate, JNC is better known in underground circles as the Expanse's premier broker of favors, secrets, and quiet regime adjustments. They don't sell weapons like RWM or armor like Gyrodyne - they sell outcomes. Elections tilt. markets shift. people disappear or reappear with new names.

Their internal motto, never spoken outside executive circles: "Control the flow, and you control the future." Among fixers and spymasters, JNC carries a darker reputation: "If Jarrett calls, the game has already changed."

Luminar Biogenics

Headquarters City: Velorum Reach

Planet: Heliovar

Chief Executive: Seraphel Vaeloris (Luminar Strain Human)

Subsidiaries: Aurelium Geneworks, Heliocyte Systems, Virellian Therapeutics Division

Primary Products: Regenerative cellular reconstruction suites, Designer immune architecture & pathogen suppression systems, Longevity and metabolic optimization programs, Bio-neural interface symbiotes, Environmental adaptation gene-mod packages, Organic computing substrates (bio-organic processors grown rather than manufactured), Diplomatic-grade pheromonal and emotional stabilizer treatments, Classified bio-defense countermeasure programs (restricted)

A bio-philosophical megacorp focused on genetic refinement, longevity treatments, neural enhancement, and psionic compatibility research. Closely aligned with the Luminar Accord, Luminar believes evolution should be guided - but ethically. They often clash with Meridian over methodology.

Chief Executive: Seraphel Vaeloris (Luminar) - A visionary bio-architect and political strategist, Vaeloris is known for advocating “harmonic enhancement” - the belief that biology should be refined, not exploited. Publicly serene and eloquent, privately decisive and calculating, Vaeloris maintains Luminar Biogenics as both a medical authority and a quiet instrument of Accord influence.

Aurelium Geneworks - Focused on advanced genetic therapies, adaptive immunity packages, and long-longevity enhancement programs for Accord citizens.

Heliocyte Systems - Developers of symbiotic biotech implants, organic interface lattices, and bio-neural integration systems used in Luminar diplomatic and military applications.

Virellian Therapeutics Division - Specializes in environmental adaptation treatments, including low-light and radiation resistance enhancements for frontier colonists.

Meridian Systems Directorate

Headquarters City: Axis Spire

Planet: Meridian Prime

Chief Executive: Halvek Strane (Meridian)

Subsidiaries: Parallax Analytics Group, Aegis Vector Technologies, Nullpoint Infrastructure Solutions

Primary Products: Predictive governance engines & population control algorithms, Planetary surveillance architectures, Autonomous security drone swarms, Tactical command-and-control platforms, Urban AI management cores, Logistics optimization systems for interstellar fleets, Smart-border enforcement networks, Behavioral compliance monitoring suites, Strategic simulation matrices (used by militaries and sovereign governments)

Technocratic authoritarianism perfected. Meridian operates through predictive algorithms, social modeling, and centralized AI governance. They believe humanity must be optimized, controlled, and standardized to survive the Expanse. Individualism is considered a dangerous inefficiency. They invest heavily in surveillance tech, population management, and autonomous military platforms.

Director-Prime Halvek Strane (Meridian) - A former strategic architect of the Directorate's planetary logistics grid, Strane governs MSD with cold efficiency and absolute faith in predictive systems. He believes every problem can be solved through data convergence and anticipatory control, and under his leadership

MSD has become less a corporation and more an extension of Meridian state infrastructure.

Parallax Analytics Group - Specialists in large-scale behavioral modeling, population forecasting, and probabilistic governance software used by Meridian authorities and foreign clients alike.

Aegis Vector Technologies - Developers of automated defense networks, drone command lattices, and adaptive battlefield coordination systems.

Nullpoint Infrastructure Solutions - Handles megastructure construction, planetary sensor grids, transit optimization frameworks, and city-scale AI management platforms.



Milligan Enviro-Engineering & Atmospheric Re-designers

Alternate Naming Standard: MEAR

Headquarters City: Yados

Planet: Cydra Major

System: Cydra System

Chief Executive: Oron Milligan (Cydrani Strain Human)

Classification: Notable Megacorporation

Primary Industries: Atmospheric engineering, planetary engineering reactors, orbital

atmospheric surveyors, environmental conversion infrastructure

Milligan Enviro-Engineering & Atmospheric Re-designers (MEAR) is a Cydra Major-based megacorporation specializing in atmospheric engineering, planetary environmental conversion, and large-scale climate stabilization systems. From their headquarters in Yados, MEAR designs and deploys the industrial infrastructure required to make hostile worlds survivable: atmospheric processors, planetary engineering reactors, orbital survey platforms, and environmental control networks capable of transforming toxic, frozen, or radiation-scarred planets into viable colony environments. Where other corporations build cities or grow ecosystems, MEAR builds the sky itself - stabilizing pressure, regulating climate, and creating breathable atmospheres where none existed before. Many frontier colonies and reclamation worlds owe their existence not to governments, but to long-term MEAR atmospheric contracts.

Operating from the heart of the Cydra system under Chief Executive Oron Milligan, the corporation maintains close financial and logistical ties to the Cydrani Industrial Combine, often serving as the environmental backbone for Combine-funded colonization and reconstruction projects. MEAR teams are typically among the first corporate personnel to arrive on a new world and the last to leave, as their atmospheric reactors and climate systems require constant monitoring and maintenance. Though not a military corporation, MEAR maintains heavily equipped environmental security teams and specialized industrial weaponry to protect high-risk installations on unstable worlds. Within the Expanse, the company has a simple reputation and an even simpler description: civilizations are founded

when MEAR signs a contract, because before anything else can exist on a world, someone has to build the air.



Velvet Horizon Consortium

Headquarters City: Noctyra Spire

Planet: Elysar Lux

Chief Executive: Selene Vaeloris

Subsidiaries: Silkspire Dynamics, Nocturne Bioluxe, Aurelian Veil Holdings

Primary Products: Leisure worlds, entertainment networks, neural experience markets, exotic resorts, and countless vice economies.

The pleasure empire. Velvet controls leisure worlds, entertainment networks, neural experience markets, exotic resorts, and countless vice economies - legal and illegal. They openly embrace decadence as a stabilizing force, believing indulgence prevents rebellion. They fund wars quietly, then sell the survivors' escape.



This Chapter includes the following:

Weapons & Technology: Technology in the Shattered Expanse varies widely by region. Advanced energy weapons, adaptive armor, drones, and anti-grav vehicles dominate the Core, while the Colonies and Fringe rely on rugged, practical, and often improvised gear.

This section expands the tools of the Expanse - new melee weapons, layered armor systems, powered armor, vehicles, drones, and robots. These aren't just equipment options - they shape how people fight, travel, and survive.

Artifacts: Beyond modern technology lie relics of unknown origin. Known collectively as the Enigmus Collection, these artifacts share strange materials, persistent energy signatures, and signs of deliberate connection. No one fully

understands them - but they are clearly part of something larger. Artifacts are not simply gear. They are mysteries waiting to be unlocked.

Anomalies of the Void: The Expanse hides things that shouldn't exist. Derelict ships, alien constructs, and unexplained phenomena drift beyond known space. Some are remnants of lost civilizations. Others defy any explanation.

Anomalies are unpredictable, dangerous, and perfect gateways to adventure.

From a game perspective, to emphasize the anomalous nature of these items, stats are not given, leaving it to the GM to flesh them out. They are story points, plot devices and left mysterious on purpose.

Weapons & Technology

SWADE Science Fiction Companion

All three Development Levels exist throughout the Shattered Expanse, though their availability varies widely. Development Level I technology-representing advancements only slightly beyond modern real-world capabilities-is common across core worlds and readily available on most established colony worlds along the edges of the Sovereignities. Development Level II technology is standard throughout core systems and can be found in more developed colonies. Development Level III technology is rare, appearing only in limited quantities on select core worlds and most prominently within Sarginian core territories.

Laws and restrictions differ significantly between Sovereignities, sectors, and individual planets. Some worlds operate under highly libertarian systems with minimal oversight, while others enforce strict, authoritarian control. In certain regions, sector governments exert strong centralized authority; in others, planetary governments function independently. Travelers are strongly advised to understand local regulations-particularly those governing weapons and advanced technology.

All major weapon types can be found throughout the Expanse, though their prevalence varies. Ballistic slugthrowers and laser weapons are the most common. What are traditionally called “blasters” are more accurately classified as gauss or Linear Accelerated Projectile (LAP) weapons. However, the term “blaster” is often used colloquially to describe pulse and plasma weapons, leading to terms such as pulse blasters and plasma blasters.

Armor is common among those who live dangerous lives, though the average citizen typically wears little more than reinforced or ballistic-treated clothing. A full range of armor types can be found in the Weapons & Technology chapter.

Cyberware is most prevalent in densely populated core systems, where access to qualified cybernetic specialists is readily available. Fringe explorers and those operating far from major infrastructure rarely possess more than one or two implants unless they maintain access to a dedicated cyber-doctor.

Powered armor is widely used by military forces, corporate security units, and independent militias. While common within these professions, it is rarely accessible to the general population.

Robots are ubiquitous throughout the core systems of all Sovereignities, serving in roles ranging from labor to security. Some regions impose restrictions on their use, but these vary considerably. Androids are also common in core systems, though less frequently encountered in frontier regions. Synths remain comparatively rare, even within the core.

In the Core regions, where infrastructure is dense and energy is abundant, hover and anti-grav vehicles dominate. These systems rely on stable power generation and refined gravitic control, allowing for smooth, terrain-agnostic movement through crowded urban environments, orbital facilities, and high-traffic trade hubs. Anti-grav vehicles in particular represent the height of civilian and corporate convenience-silent, efficient, and capable of operating in three dimensions with minimal restriction. As a result, traditional wheeled transport is often viewed as outdated or relegated to utility roles.

Moving outward into Colonial space, practicality begins to outweigh sophistication. While hover vehicles are still present especially in well-funded settlements or corporate installations - they are less common due to maintenance demands, energy requirements, and environmental instability. Colonies often lack the infrastructure to support delicate gravitic systems long-term. As a result, wheeled and tracked vehicles remain the backbone of transportation and logistics. Rugged, repairable, and adaptable to harsh terrain, these vehicles are favored by settlers, miners, and frontier militias alike.

In the Fringe, technology becomes even more situational. Vehicles here are chosen based on survival, not convenience. Wheeled and tracked platforms dominate almost entirely, often heavily modified or cobbled together from salvaged parts. Hover systems do exist, but are rare, temperamental, and typically reserved for those with the resources to maintain them-mercenaries, pirates, or corporate outposts operating on the edge of known space. Anti-grav vehicles are almost unheard of outside of relics, black market acquisitions, or the occasional high-value expedition.

Walkers occupy a unique niche across all regions. While less efficient than wheeled or hover vehicles in many circumstances, they excel in environments where terrain is unpredictable or vertical - dense urban ruins, jungle canopies, mountainous regions, and industrial complexes. In military applications, walkers provide stable weapons platforms and can traverse obstacles that would halt conventional vehicles. In civilian and industrial roles, they are often used for heavy labor, construction, and hazardous environment operations where mobility and balance are critical.

Ultimately, vehicle technology in the Expanse is less about what is possible and more about what is sustainable. The farther one travels from the Core, the more every system must justify its existence-not just in performance, but in reliability, repairability, and the ability to keep running when everything else fails.

The primary limitation on starship travel is Foldspace navigation. Astrogation through Foldspace is complex and potentially hazardous, and is covered in detail in the appropriate chapter.

Melee Weapon

	DMG	AP	Parry	Min Str	Wgt	Notes
Claws, Combat	Str+d6	0	0	d6	2	Cannot be disarmed, counts as natural weapon
Claws, Electro	Str +2d6	3	0	d6	3	Cannot be disarmed, +1 Grapple
Claws, Monoblade	Str+d6	3	0	d8	3	Cannot be disarmed, counts as natural weapon. Heavy cutting claws
Claws, Vibro	Str+d6	2	0	d6	2	Cannot be disarmed, counts as natural weapon
Claw Feet	Str+d6	0	0	d4	2	
Electric Sword	Str+d8 + d6	-	0	d8	5	Electrical damage
Force Axe	Str+d10	2	0	d10	8	Power Cell lasts 24 hours of constant use
Flail Axe	Str+d8		0	d8	6	Reach 1, Ignores Shield Parry
Halogai' Wrist Claws	Str+d8	1	0	d8	3	Cannot be disarmed, counts as natural weapon. Electrical damage
Handblade	Str+d6	-	0	d6	2	+2 damage in Grapple
K'Dasi Stranglecord	Special		0	d4	1	Grapple weapon, Silent
Slicer Whip	Str+d6		0	d4	3	Reach 1, Entangle, Disarm +2
Sonic Knife	Str+d4	2	0	d4	1	Silent
Sonic Sword	Str+d8	4	0	d8	4	
Tail Axe	Str+d8	0	0	d8	4	Tail Weapon
Tail Ball	Str+d6	0	0	d8	4	Tail Weapons, Stun on Raise
Tri-Axe	Str+d10	0	-1	d10	9	Two-handed
Tri-ForceAxe	Str+d12	2	0	d12	12	Two-Handed
Twin-sword	Str+d8	0	+1	d8	8	+1 Disarm
Twin-Vibro Sword	Str+d8	2	0	d8	5	
Tzen Alter-Mace	Str+d8	3	0	d8	8	Mode Shift
Tzen Flex-Whip	Str+d6	2	0	d6	5	Reach: 2.
Tzen Spring Javelin	Special	1	0	d6	4	Range: 6/12/24; Deployment Strike. Damage: Melee Str+d8/ Thrown Str+d6
Tzen Throwing Balls	Str+d6	1	0	d4	1	Range: 5/10/20. Overwhelm
Tzen Wedge Sword	Str+d10	2	-1	d8	10	Heavy Weapon, Armor Split
Tzen Spiked Gauntlets	Str+d6	1	0	d4		
Urtoran Axe	Str+d12	2	0	d10	18	Reach 1, Two-handed
Utoran Staff	Str+d8	0	0	d8	12	Reach 2, Two-Handed

Claws, Combat

Reinforced claw gauntlets worn over the hands that enhance slashing attacks. Cannot be disarmed and allow the user to climb or grapple normally.

Claws, Electro

Claw weapons that deliver an electrical discharge on impact, often used against robots or to stun targets.

Claws, Monoblade

Heavy mono-edged claw blades designed for maximum cutting power, capable of inflicting devastating wounds.

Claws, Vibro

Claw blades that vibrate at high frequency, allowing them to cut through armor and dense materials.

Clawfeet

Metal claw extensions fitted to hands or feet, allowing attacks while climbing, grappling, or pouncing. Popular among Halogai and K'Dasi hunters.

Electric Sword

A blade that channels electrical energy into the target on impact, often used by security forces and anti-robot units.

Flail Axe (AxeFlail)

A curved axe head attached to a chain, allowing strikes around shields and entangling maneuvers.

Force Axe

A powered axe that uses a force-field edge to increase cutting power and penetration.

Halogai Wrist Claws

Heavy forearm-mounted blades used by Halogai warriors. These weapons cannot be disarmed and are often personalized and named.

Handblade



A brutal close-quarters weapon consisting of curved blades mounted to a hand grip, turning punches into chopping strikes. Extremely effective in grapples.

K'Dasi Stranglecord

A thin filament garrote used by K'Dasi assassins. Silent, concealable, and extremely lethal if used from surprise.

Slicer Whip

A bladed whip used to slash, entangle, or disarm opponents. Popular among K'Dasi and assassins.

Sonic Knife

A small ultrasonic blade that vibrates at extremely high frequency, allowing it to slip through armor fibers. Nearly silent.

Sonic Sword

A larger sonic blade capable of cutting through heavy armor and rigid materials.

Tail Axe

A crescent blade fitted over the end of a tail, allowing tailed species to attack while keeping hands free.

Tail Ball

A spiked ball tail attachment used for stunning and crushing blows.

Tri-Axe

A three-headed axe designed for heavy chopping blows and intimidation as much as combat.

Tri-Force Axe

A powered version of the tri-axe with reinforced heads and force-assisted cutting edges.

Twin-Sword

Two parallel curved blades sharing a single hilt, used for trapping weapons and aggressive dueling styles. Favored by Halogai duelists and Bengradi warriors.

Twin Vibro Sword

A twin-sword with vibrating blades that allow it to cut through armor more effectively.

Tzen Alter-Mace

Variable-Flex Impact Weapon. Shifts between rigid crushing mode and semi-flexible armor bypass mode. Mode Shift (Free Action once/round): Rigid Mode: +2 damage vs Constructs/Vehicles. Flex Mode: Ignore 2 points of Shield/Parry bonuses. Armor breaker elite weapon.

Tzen Flex Whip

Segmented Mono-Edged Chain. Part blade, part restraint device. Can attempt a Grapple at Reach

2. On a Raise while Grappling, target is Entangled. Can attack around cover. Precision control weapon.

Tzen Spring Javelin

Range: 6/12/24. Explosive-Deploy Alloy Spear. Compact rod that extends to full length with kinetic acceleration. **Deployment Strike:** If thrown at Short Range and the wielder did not move this round, gain +2 damage.

Tzen Throwing Balls

Pur Kinetic brutality. Dense steel impact spheres. Overwhelm: If Target is Shaken, damage increase 1 die type to d8.

Tzen Wedge Sword

Two-Handed, Heavy Weapon (vs vehicles). Wedge Sword: Two-Handed Armor-Crushing Blade. Thick-backed, forward-weighted, designed to break armor and bones. Armor Split: On a Raise, ignore an additional 2 points of Armor. This is the Tzen frontline breaker weapon.

Tzen Spiked Gauntlets

Integrated Backup Weapon. Reinforced armor fists with retractable spikes. May attack while holding another weapon. +2 to Grapple rolls.

Urtoran Axe

A massive five-bladed ceremonial war axe used by Urtoran warriors. Symbol of clan and authority.

Urtoran Staff

A massive hardwood staff used by Urtorans as walking staff, tool, and weapon. Often modular with interchangeable heads.

Weapon Systems

MT-1 Laser Assault Rifle



Range	Damage	RoF	Shots	AP	Min Str	Weight
24/48/96	2d8	3	20	2	d6	8
Notes	+1 Shooting (recoilless burst)					

>> Underbarrel Gyro Launcher

Range	Damage	AP	Shots
12/24/48	3d6 (MBT)	4	4
Notes	Heavy Weapon, suffers recoil		

MT-3B Multi-Assault Weapon



Range	Damage	RoF	Shots	AP	Min Str	Weight
24/48/96	2d10	3	30	2	d8	12
Notes	+1 Shooting (recoilless burst)					

>> Dual Underbarrel Grenade Launchers: Fires one or both grenades

Mode	Damage	AP	Notes
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Single	3d6 (MBT)	4	Standard
Dual Fire	4d6 (MBT)	4	-2 Shooting

MT-9X Double Barrel Grenade Launcher

Range	Damage	ROF	AP	Shots	Min Str	Weight
12/24/48	4d6 (MBT)	1 or 2	4	2	d8	10
Notes	Fires both barrels. Special: -2 Shooting if fired at Short Range or closer. Critical Failure at Short Range = user takes damage (GM discretion).					

M-51 LAP Rifle w/ Grenade Launcher

Range	Damage	RoF	Shots	AP	Min Str	Weight
30/60/120	2d8	3	80	4	d8	10
Notes	High velocity. Armor Interaction - Treat Ballistic AP Protection as 2 lower (minimum 0)					
>> Underbarrel Launcher - Standard 3d6 MBT						

MEAR 6HG Hyper Gyrojet Minigun



Illegal anti-vehicle weapon repurposed for anti-personnel use.

Range	Damage	RoF	Shots	AP	Min Str	Weight
30/60/120	2d10	4	180/360	4	d12	40
Notes	Heavy Weapon. Every 3rd round is AP (already included). Must be mounted or braced. If not: -3 Shooting.					

MultiTech MT-BT Dual Minigun

Range	Damage	RoF	Shots	AP	Min Str	Weight
30/60/120	2d10	4	200	3	d10	35
Notes	Hybrid system. Dual Attack System. Ignores 1 point of Armor AND 1 AP Protection. Counts as both Energy (vs Energy systems) and Ballistic (vs Ballistic systems). Low Recoil System: No penalty when fired unbraced					

Weapon Add-ons

BoBTech

MultiTech "Best of Both Series" Weapon Attachments

Manufacturer: MultiTech Manufacturers (MTM)

Category: Weapon Attachment System

Mount: Heavy Pistol, SMG, Carbine, Rifle, Shotgun, LMG

The **Best of Both Series** is a modular under-barrel (or over-barrel for pistols) attachment system that adds a secondary weapon to an existing firearm, allowing the operator to switch between primary fire and a specialized secondary weapon without changing weapons. Switching firing mode is a Free Action. Mounting requires **weapon customization** (cannot be swapped in the field without tools).

BoB Mini Grenade Launcher

Rifles use standard grenade launchers from SWADE - pistols and SMGs use this smaller version. Range: 12/24/48. Damage: 3d6 (I). RoF: 1. Shots: 1. AP: -. Weight: +2. Notes: Uses mini-grenades (Frag, Smoke, Flash, EMP, Gas)

BoB Mini-Gyrojet Launcher

A small rocket launcher mounted under the weapon. Range: 12/24/48. Damage: 3d6 (I). RoF: 1. Shots: 3. AP: 4. Weight: 2. Notes: Must reload all rockets at once (action)

BoB Mini-Laser

A precision laser. Range: 15/30/60. Damage: 2d6. RoF: 1. Shots: 20. AP: 2. Weight: 1. Notes: Can be used for cutting, +2 to rolls to cut through doors, fences, restraints, etc.

BoB Mini-Pulse

Pulse weapons fire pure energy at their targets. Range: 8/16/32. Damage: 2d6. RoF: 1. Shots: 10. AP: -. Weight: 1. Cost: Moderate. Notes: Overcharge

BoB Mini-Plasma

Plasma weapons fire bolts of superheated gas. Long Rifles only. Range: 5/10/2. Damage: 3d6. RoF: 1. Shots: 5. AP: -. Weight: 2. Notes: Counts as Heavy Weapon vs vehicles, drones, powered armor

Attachment	Range	Damage	Shots	AP	ROF	Notes	Wgt	Cost
Mini Grenade	12/24/48	3d6 (I)	1	-	1	Uses mini grenades*	+2	\$150
Mini Gyrojet	12/24/48	3d6	3	4	1	Action to Reload	+2	\$300
Mini Laser	15/30/60	2d6	20	2	1	Can be used for constant beam cutting.	+1	\$200
Mini Pulse	8/16/32	2d6	10	-	1	Overcharge	+1	\$200
Mini Plasma	6/12/24	3d6	6	4	1	Heavy Weapon**	+4	\$400

* - Use Standard Grande Launcher attachment for Long Rifles.

** - Long Rifles only

Special Ammunition

Gel Rounds (Non-Lethal)

Gel rounds are soft, polymer-based projectiles designed to flatten on impact. They deliver powerful concussive force without penetrating armor, making them ideal for riot control, law enforcement, and non-lethal takedowns.

Game Effects

- **Damage:** As weapon, but **non-lethal**
- **AP:** 0 (ignore weapon AP)
- **Armor Interaction:** Armor protects normally (no AP)
- **Special:** On a **successful hit**, target must make a **Vigor** roll. Failure: **Shaken**. Raise on attack roll: **Knocked Prone**

Cannot cause lethal wounds unless GM rules extreme circumstances

Works only with **ballistic/slugthrower weapons**. Ineffective vs Heavy armor (GM may give +2 to Vigor rolls), Vehicles / drones (no effect).

Cost: Same as standard ammo

Homing Gyroslugs

Homing gyroslugs are micro-guided gyrojet rounds equipped with short-range radar tracking. Once a target is acquired, the projectile adjusts its trajectory slightly in flight, increasing hit probability at the cost of raw impact force.

Weapon Modification: To fire homing gyroslugs, a weapon must be modified: **Cost:** 100 credits.

Alternative: 30 credits + Repair roll (success installs, failure wastes parts). **Ammo Cost:** +50% cost over standard gyro ammo.

Damage: -1 Die type (minimum d4)

Bonus: +1 to Shooting rolls

AP: Half normal AP (round down)

Restrictions: Cannot make Called Shots. Cannot be used for Trick shots or special targeting maneuvers.

Target Lock: The shooter must have line of sight at time of firing. Ignore up to 2 points of penalties from movement or rang

Armor



Armor Types (A - D)

Type	Category	Description	Can Wear Under?	Penalty
A	Bodysuit	Tight mesh / body glove	Yes	None
B	Weave / Mail	Flexible tactical armor	No	- 1 Stealth
C	Padding / Jack	Medium armor	No	- 1 Pace, - 1 Stealth
D	Plate	Heavy armor	No	- 2 Pace, - 2 Stealth

Armor Weight & Cost Modifiers

Size Modifier	Weight	Cost
-1	90%	90%
0	-	-
+1	110%	110%
+2	120%	120%

Personal Armor

Type	Name	Armor Bonus	Energy AP Protection	Ballistic AP Protection	Weight	Cost
A	Prism Mesh	+1	4	0	2	\$100
A	Combat Mesh	+2	1	1	3	\$120
B	Prism Weave	+3	3	1	6	\$200
B	Thorax Weave	+3	1	3	6	\$200
B	Korax Mail	+4	4	2	8	\$250
B	Kelvax Mail	+4	2	4	8	\$250
C	Flax Padding	+4	3	5	10	\$275
C	Korex Padding	+4	3	4	12	\$275
C	Torex Plating	+5	3	2	14	\$300
D	Protex Plate	+5	2	3	30	\$400
D	Lamix Plate	+5	4	3	22	\$400
D	Stryx Plate	+5	3	4	24	\$400

Armor Bonus: This value is added directly to the wearer's Toughness, exactly like standard armor in *Savage Worlds*. This represents the armor's overall ability to absorb or deflect damage from any source.

Energy AP Protection: This value reduces the Armor Piercing (AP) of energy-based weapons by the listed amount. This protection applies against laser, pulse, plasma, and electrical attacks. If an energy weapon's AP is equal to or lower than this value, the AP is completely ignored.

Ballistic AP Protection: This value reduces the Armor Piercing (AP) of ballistic weapons by the listed amount. This protection applies against slugthrowers (conventional firearms), gyrojet weapons, and gauss/coil weapons. If a ballistic weapon's AP is equal to or lower than this value, the AP is completely ignored.

Example: If an armor has Energy AP Protection 3 and is hit by a laser with AP 4, the attack is treated as AP 1. If hit by a laser with AP 3 or less, the attack's AP is ignored entirely.



Type A Armor (Bodysuits)

Prism Mesh: A tight, iridescent bodysuit woven from energy-dispersal filaments that shimmer faintly under bright light. Prism Mesh was originally developed for shipyard workers exposed to cutting beams and plasma torches, but it quickly found its way into the hands of corporate agents and bounty hunters who expected laser fire more often than bullets. Popular models are produced by **MultiTech** and **Reavis**, who favor flexibility and concealability over brute protection.

Combat Mesh: A reinforced bodyglove made from layered ballistic fibers and flexible micro-plating, Combat Mesh is the standard undersuit of mercenaries, security forces, and anyone who expects trouble but still needs to move fast. It lacks the specialized defenses of Prism Mesh but offers balanced protection against both ballistic and energy threats.

Gyrodyne Systems produces the most common versions, often designed to interface with heavier armor systems.

Type B Armor (Weave / Mail)

Prism Weave: A tactical armor suit built from layered prism-fiber panels that scatter and diffuse incoming energy fire. When struck by lasers or pulse weapons, the surface ripples with refracted light instead of burning through. Prism Weave is widely used by boarding teams, corporate security, and Meridian enforcement units, with **MultiTech** producing modular versions designed for expeditionary forces.

Thorax Weave: Designed around ballistic protection, Thorax Weave uses dense fiber bundles and flexible ceramic inserts to absorb and spread the impact of high-velocity projectiles. It is a favorite among frontier militias and mercenary companies who expect slugthrowers, gauss rifles, and shrapnel more

than energy fire. Many Thorax systems are manufactured by **Bastion Forge** subsidiaries, built with their typical philosophy of durability over comfort.

Korax Mail: Korax Mail is constructed from thousands of interlocking micro-rings made of prism-coated, heat-dissipating alloy. Each ring is designed to catch, spread, and disperse energy across the entire mesh, causing laser and plasma strikes to flare and scatter across the surface instead of punching through. When struck, the armor briefly glows along the ring pattern as the energy diffuses through the lattice and vents as heat. Flexible, breathable, and extremely effective against beam weapons, Korax Mail is commonly worn by shipboard troops, boarding teams, and soldiers expecting energy-heavy combat. From a distance, the armor has a faint iridescent sheen, like oil on water.

Kelvax Mail: Kelvax Mail is made from dense interlocking composite rings with a shock-absorbing fiber backing. The rings are slightly flattened and ridged so that bullets and shrapnel strike at angles, deform, and lose penetration before reaching the body. The mesh spreads the force of impacts across a wide area while the underlayer absorbs blunt trauma. Kelvax Mail looks darker and more industrial than Korax, with a matte gunmetal finish and thicker ring structure. It is favored by heavy infantry, breachers, and security forces operating in kinetic weapon environments.

Type C Armor (Padding / Jack)

Flax Padding: A thick armored system made from layered ballistic interconnected padding and shock-absorbing gel packs, Flax Padding is commonly used by riot police, vehicle crews, and security teams expecting explosions or kinetic impacts. Though bulky, it provides

excellent protection against fragmentation and blunt trauma. Bastion Forge manufactures many Flax systems for frontier security forces and colony defense units.

Korex Padding: A balanced armored jacket combining ballistic padding with energy-resistant fiber layers, Korex Padding is popular among security contractors and planetary defense forces. It offers solid all-around protection without the weight of full plating. Many Korex models are produced by MultiTech, who market it as a reliable, all-environment security armor.

Torex Plating: Torex Plating is a medium combat armor system that uses rigid chest and limb plates mounted over a padded underlayer. It is commonly used by professional soldiers and corporate enforcement teams who need heavier protection without moving into full plate armor. Gyrodyne produces Torex systems designed to be compatible with their powered armor assist units.

Type D Armor (Plate)

Protex Plate: A heavy combat armor system using large composite plates over a reinforced frame, Protex Plate is standard heavy infantry armor across many human militaries. It offers strong overall protection and is designed for sustained combat operations. Many Protex systems are produced under contract by Remis and Gyrodyne, depending on whether the focus is heavy warfare or powered integration.

Lamix Plate: Lamix Plate is a heavy anti-energy armor system built with layered ablative and reflective plating designed to survive repeated laser and plasma strikes. The armor often shows scorch marks and heat scoring after combat, but the wearer inside remains alive. Lamix systems are commonly produced by Bastion Forge for

siege troops and defensive units expecting energy-heavy battlefields.

Stryx Plate: Stryx Plate is a heavy ballistic assault armor built to stop high-caliber rounds, gauss weapons, and explosive fragmentation. Thick angled plates and dense composite layers give it a brutal, industrial appearance. It is favored by shock troops, breaching teams, and Bastion Compact forces. Most Stryx armor is manufactured by Bastion Forge or Remis, depending on whether the order is defensive or offensive in doctrine.

Armor Repair & Add-ons

Armorgel

(Used with the Armor Damage Setting Rules)

Armorgel is a nanite-based repair compound capable of temporarily replicating the structural and protective properties of advanced armor materials. When applied to damaged armor, the gel bonds at a molecular level, hardening into a functional patch that restores integrity and protection. Armorgel is widely used by soldiers, mercenaries, and frontier crews who lack access to full repair facilities.

The gel is stored in sealed tin-lead alloy tubes and applied using a compact field kit that includes insulated gloves, application blades, and a primer spray to ensure proper adhesion. Once applied, the nanites activate and cure within seconds, forming a durable repair layer that integrates with the armor's existing material.

Armorgel is not a permanent solution. While highly effective in the field, repeated use without proper maintenance can lead to structural inconsistencies, making full repairs necessary once facilities are available. Each

Armorgel kit contains enough material for 10 applications.

Skill: Repair check

Application Time: 5 minutes

Removes one point of Armor damage. Cannot increase armor beyond its original value. Multiple applications may be used on the same armor (up to original maximum). Requires access to the damaged area. Cannot repair destroyed armor. Ineffective against non-material systems (energy fields, shields, electronics). Powered armor repairs restore structural integrity only - not internal systems

Critical Failure: The gel fails to bond properly. The repair is wasted and imposes -1 Armor to that location until properly repaired.

Armorgel Types

Type	Cost	Compatible Armor
I	400	Type A, B (Mesh, Weave, Mail)
II	800	Type C, D (Padding, Plate)
III	1600	Powered Armor

Armorgel is the difference between walking away and not walking at all. Cheap, effective,

and just reliable enough, it's become standard issue for anyone who expects their armor to take a beating far from a repair bay. Veterans know its limits-but they carry it anyway.

Electro-Active Armor (EA Armor)

Similar to Energy Skin, Electro-Active armor is a hybrid defensive technology that combines conventional armor materials with a low-power reactive energy field woven directly into the suit. When struck, the armor detects the impact and releases a rapid counter-pulse that disperses heat, energy, and kinetic force across the surface of the suit, reducing penetration and blunt trauma. Unlike full energy screens, Electro-Active armor does not stop attacks outright, but it significantly reduces armor penetration and impact damage. EA systems require a power cell to function; if the power cell is depleted, the armor still provides its normal Armor bonus but loses its Electro-Active benefits. Electro-Active systems are most commonly found in Type C armors (combat padding, heavy weaves, and plated suits), though they can be woven into clothing at increased cost. There are two primary types of Electro-Active armor: Energy-tuned systems and Kinetic-tuned systems.

Electro-Active Armor Types

EA Type	Armor Bonus	Energy AP Protection	Ballistic AP Protection	Effective Against
Energy EA	+1	+2	-	Laser, Pulse, Plasma, Electric
Kinetic EA	+1	-	+2	Slugthrowers, Gyrojet, Gauss, Melee

Electro-Polar Armor Coating (EPAC)

Electro-Polar Armor Coating is a specialized stealth system consisting of a superconducting monofilament mesh layered over armor and treated with a reactive electro-polarizing spray. When powered, the system bends and diffuses electromagnetic radiation around the wearer, reducing visibility across multiple detection spectrums.

The system integrates with a suit's power supply and may be activated manually or through a linked control device. While highly effective, the coating is sensitive to damage and degrades as the armor takes hits.

Electro-Polar Coating doesn't make you invisible-it makes you easy to ignore. Light bends, sensors misread, and the human eye just... slides past you. Until the system starts to fail. Then it flickers, distorts, and suddenly you're very visible again.

EPAC is an **Armor Upgrade** that grants Stealth and detection resistance while powered.

- **Requires Power Source** (armor power cell or external supply)
- Activation: Free Action
- If power is lost, all EPAC benefits cease

Type I: Standard (Civilian): -2 to Notice rolls to detect wearer at Medium+ range or in Dim/Dark lighting. Negates bonuses from low-light / starlight vision. No effect at Close range in good lighting.

Type II: Camouflage: -2 to Notice at all ranges. -4 to Notice when stationary or moving at half Pace. Negates low-light / starlight vision bonuses. May switch to "blotch mode" (forest/jungle environments) - Gain +2 Stealth in natural terrain

Type III: Military Standard: -2 to Notice at all ranges. Negates low-light / starlight vision.

Immune to basic EM-based detection (thermal, motion scanners, etc. at GM discretion). Mesh layering: more resistant to degradation (see below). (Restricted)

Type IV: Military Camouflage: -2 to Notice at all ranges. -4 when stationary or moving slowly. Negates low-light, starlight, and UV-based detection. Immune to most standard sensor detection (GM discretion). Blotch mode available (+2 Stealth in natural terrain). (Very Restricted)

Cost & Availability

Type	Cost Modifier	Availability
I	+500	Civilian
II	+1,000	Licensed
III	+2,500	Military / Corporate
IV	+5,000	Restricted

Limitations

Does not make the wearer invisible-only harder to detect. Does not affect sound, smell, or non-EM detection. Bright light, dust, rain, or environmental effects may reduce effectiveness (GM call).

Power Armor

Type	Size	Armor Bonus	Energy AP Protection	Ballistic AP Protection	Pace	STR	Weight	Cost
Sentinel Light Combat	0	+7	2	2	-1	+0	25	3000
Raven Scout Suit	1	+9	1	1	12	+1 die	100	6000
Gemini Stealth Suit	1	+9	1	1	12	+2 die	100	7000
Voyeur Recon Suit	1	+8	1	2	12	d10	110	9000
Legatus Command Suit	2	+10	1	2	6	d12+1	180	10000
Warrior Suit	2	+12	2	2	6	d12+1	200	12000
Overlord Suit	2	+10	2	2	6	d12+1	200	15000
Raider I Suit	3	+12	2	3	4	d12+2	300	20000
Raider II Suit	4	+13	3	2	4	d12+2	300	24000
Monolith Suit	4	+14	3	3	4	d12+3	400	25000

Basics: Below are the updated basics common to all suits of power armor in the Expanse.

- **Armor:** Power armor only allows the wearer pilot to wear light clothing or a skinsuit underneath (Type A).
- **Comms:** Power armor contains a communications suite (commlink) with a range of 20 miles.
- **Hud:** Inside the helmet is a fully customizable HUD (Heads-Up Display) with integrated lowlight optics that negate up to 4 points of Illumination penalties and motion sensor that add +2 to the user's sight-based Notice. High-powered microphones can pick up whispers up to 200 yards distant (+2 to hearing-based Notice rolls). It also includes a video recording feed feature with an uplink option.
- **Sealed:** Unless otherwise noted, most suits are hermetically sealed to protect against cold, heat, pathogens, bacteria, gas, and

radiation. As long as it has power, it provides heating, cooling, and oxygen and protects the wearer from all but the most extreme environmental effects.

- **Trait Bonuses/Penalties:** Trait rolls that require fine motor work like Hacking, Repair, Thievery, or arcane skills are made at -4 while wearing the heavy gloves of power armor. Skills that require face-to-face interaction such as Persuasion or Performance suffer the same penalty as long as the helmet is worn. Power armor imposes a -2 penalty on Stealth checks. Suits with a Stealth System ignore this penalty. Additionally, some suits add bonuses to other skills, as noted in the suit.
- **Weight:** Suits don't encumber a wearer as long as they have power. Without power, they weigh 100 lbs × Size and have Min Str d12+Size.

Profiles: Power armor has the following entries on its Profile.

Title/Class: The type of power armor and its Class.

Manufacturer: The primary manufacturer of the Power Armor suit. Competitors however could have similar models.

Size: A measure of the suit's Size, primarily used for Custom Power Armor.

Armor: Each suit provides a base amount of Heavy Armor based on its Size, detailed under Power Armor Frames. This adds directly to the user's Toughness as usual.

Energy/Ballistic Protection: Many armor also have extra protection against Armor Piercing weapons. These values reflect how many points of AP the armor can ignore from the particular type of weapon.

Toughness: Some suits add Toughness to the wearer in addition to Armor.

Pace: Most power armor allow the wearer to move at the suit's Pace with a d6 running die, unless otherwise noted. When using the suit's Pace, servo-assisted movement ignores any of the wearer's Hindrances that reduce Pace - but also any Edges which increase it.

Strength: In most servo-powered suits, this is the Strength that replaces the wearer's Strength. However, some are servo-assisted which only increases the wearer's Strength up to d12 Strength. Servo-assisted adds 1 to the MODs total.

Energy: Power armor is designed to last for three days worth of operation. Their batteries can be replaced or recharged in one hour from a high-energy source (longer from lesser sources, GM's call).

Mods: Each Frame allows a certain number of additional Modification points that reflect both physical space and power demands. The list of

Mods that may be added to a suit begins, plus any vehicular weapons.

COST: The listed price assumes power armor is typically only available to military forces or licensed corporations. If suits are available commercially, they are likely to be significantly cheaper.

☐ Sentinel Light Combat Suit (Class 0)

Squad leader gear

Manufacturer: Remis Warmachine Manufacturers

Size: 0

Armor/EP/BP: +7/2/2

Strength Bonus: +0

Pace: -1 (Bulky)

Min Str: d6

Penalties: -1 Pace; -1 to Stealth

Systems: Basic Monocular HUD w/ Biolink and Video Uplink. Targeting Systems (reduce 2 points of Shooting penalties); Shoulder Mounted Lamp.

Notes: No servo assist, no Strength bonus; Cheap, widely available power armor.

☐ Raven Light Scout Suit (Class I)

Mobility / recon / skirmisher

Manufacturer: Multitech

Size: 1

Armor: +9/1/1

Strength Bonus: +1 die type

Pace: 12, Running d6 (Flight, Pace 6)

Bonuses: +1 Fighting; +2 Athletics

Systems: Flight; Scanners (x 1); Sensor Array (including short range radar; parabolic audio sensors); Targeting systems (reduce 2 points of Shooting penalties); Electro Polar Camouflage (-2 to Notice. -4 to Notice when stationary or moving at half Pace. Negates low-light / starlight vision bonuses. Blotch mode - Gain +2 Stealth in natural terrain)

Limitations: Not sealed (no vacuum survival)

📦 Gemini Stealth Combat Armor (Class I)

Stealth Powered Armor

Manufacturer: Gyrodyne Systems

Size: 1

Armor: +9/1/1

Strength: +2 die type (d12 max)

Pace: 12. Running Die d6

Systems: Additional HUD systems - Olfactory Sensors (+2 Notice with scent-based tracking/detection); Scanners (x2); Stealth Systems (reduce 2 points of Shooting penalties); Holo Projector (Can create visual decoys. Use Illusion power equivalent, Smarts roll. Range: 10". Duration: Smarts rounds.); Sealed Suit

📦 Voyeur Recon Armor (Class I)

Elite stealth / recon

Manufacturer: Bastion Forge

Size: 1

Armor: +8/1/2

Strength Bonus: d10

Bonuses: +2 Stealth, +2 Notice, +1 Fighting

Pace: 12 (Flight, Pace 12, Top Speed 6)

Systems: Flight (x2); Energy Screen (+4 Armor against energy attacks, -2 to vision based Stealth); Sonic Dampening (Immune to sonic-based penalties, +2 to sound based Stealth.) EM Masking (invisible to EM detection).

Weapon: Integrated Gatling Laser (arm, 50/100/200, 3d6 (I) AP 4, ROF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.).

📦 Legatus Command Suit (Class II)

Battlefield command / coordination

Manufacturer: Greshide Hyper Dynamics Technologies

Size: 2

Armor: +10/1/2

Strength Bonus: d12+1

Pace: 6, Running d6 (Flight, Pace 6)

Bonuses: +2 Persuasion (command presence); +2 Notice; +1 Fighting

Systems: Flight; Command Suite; Squad Link (Allies within 10" gain +1 to Shooting or Notice.); Stabilizers; Targeting Systems (reduce 2 points of Shooting penalties); Sealed Suit.

Weapon: Integrated Autocannon (Arm, 50/100/200, 3d8 (I), AP 4, ROF 4, Point Defense, Reaction Fire).

Warrior Assault Combat Armor (Class II)



Standard heavy infantry

Manufacturer: Remis Warchines

Size: 2

Armor: +12/2/2

Strength Bonus: d12+1

Pace: 6; Flight (Limited, Pace 6)

Bonuses: +1 Fighting, +1 Shooting (targeting systems)

Systems: Flight; Armor x1; Targeting Systems (reduce 2 points of Shooting penalties); Sealed Suit

Weapons (choose loadout):

Assault: Light Laser (arm, 150/300/600, 2d10 (II) AP 10, ROF 3, Cauterize, Overcharge, Reaction Fire); Light Rocket Launcher (shoulder, 20/40/80, 6d6 (III) AP 16, ROF 1, Shots 6); integrated Sonic Sword (Str+d8, AP 4)

Support: Grenade Launcher (arm, 24/48/96, 3d6 (I) ROF 3, 12 shots); Rocket Launcher (shoulder, 20/40/80, 3d6 (I), ROF 1); integrated Force Axe.

Overlord Armor (Class II)

Command heavy armor

Manufacturer: Multitech

Size: 2

Armor: +10

Strength Bonus: d12+1

Pace: 6; Flight (Limited, Pace 6)

Bonuses: +2 Notice, +2 Persuasion, +1 Shooting

Systems: AI assistant (Once per turn, may reroll a failed Notice or Shooting roll); Targeting Systems (reduce 2 points of Shooting penalties); Stabilizers.

Weapons (choose loadout)

Assault: Light Laser (arm, 150/300/600, 2d10 (II) AP 10, ROF 3, Cauterize, Overcharge, Reaction Fire); Light Rocket Launcher (shoulder, 20/40/80, 6d6 (III) AP 16, ROF 1, Shots 8); integrated Sonic Sword (Str+d8, AP 4)

Support: Grenade Launcher (arm, 24/48/96, 3d6 (I) ROF 3, 15 shots); Rocket Launcher (shoulder, 20/40/80, 3d6 (I), ROF 1); integrated Force Axe.

Support II: Light Flamer (arm, Cone, 3d6(I), ROF 1. Shots 20); Light Autocannon (Shoulder, 50/100/200, 3d8 (I), AP 4, ROF 4); Smoke Screen (zero range, instant detonation, MBT);

Raider Type I

Assault shock trooper

Manufacturer: Remis Warmachines

Size: 3

Armor: +12

Strength Bonus: d12+2

Pace: 5, Running d6, Flight (Pace 6)

Bonuses: +2 Fighting, +1 Shooting

Systems: Flight; Sensor Array; Stealth Systems (reduce 2 points of Shooting penalties); Shields (3 charges, free action Soak roll, Electronics); Stabilizers; Targeting System (reduce 2 points of Shooting penalties); Sealed Suit

Weapons: Dual Laser wrist weapons (150/300/600, 2d10 (II), AP 10, ROF 3); Rocket launchers (20/40/80, 6d6 (III), AP 16, ROF 4, 8 shots)

★ Raider Type II

Elite shock armor

Manufacturer: Remis Warmachines

Size: 4

Armor: +13

Strength Bonus: 12+2

Pace: 4

Bonuses: +2 Fighting; +2 Shooting; Ignore 2 points of multi-action penalties.

Systems: Flight; Sensor Array; Stealth Systems (reduce 2 points of Shooting penalties); Shields (3 charges, free action Soak roll, Electronics); Stabilizers; Targeting System (reduce 2 points of Shooting penalties); Sealed Suit

Weapons: Dual Laser wrist weapons (150/300/600, 2d10 (II), AP 10, ROF 3); Missile launcher (100/200/400, 6d6 (III), AP 16 ROF 4, 12 shots); Helmet dual mounted Pulse weapons (10/20/40, 2d6, AP 2, ROF 1, Shots 12)

★ Monolith Assault Armor

Elite neural-linked assault

Manufacturer: Multitech

Armor: +14 (Heavy Armor)

Strength Bonus: +5

Pace: 5; Flight Pace 12

Bonuses: +2 Fighting; +2 Intimidation; +2 Notice

Systems: Flightx2; Fear Aura (Enemies must roll Spirit or be Shaken); Mind Link (Multi-Weapon System: May fire 2 weapons without multi-action penalty); Sensor Array; Stealth Systems (reduce 2 points of Shooting penalties); Shields (3 charges, free action Soak roll, Electronics); Stabilizers; Targeting System (reduce 2 points of Shooting penalties); AM/ECM system; Sealed Suit

Weapons: Dual Laser Arm weapons (150/300/600, 2d10 (II), AP 10, ROF 3); Dual Missile launcher (shoulders, 100/200/400, 6d6 (III), AP 16 ROF 4, 12 shots); Grenade launcher (24/48/96, 3d6 (I) ROF 3, 12 shots); Energy Blade (Str+d6 (I), 4)

Vehicles



Highwaymen Light Combat Hover Cycle

Type: Hover Bike

Size: 2

Handling: +1

Top Speed: 9

Toughness: 8 (3)

Crew: 1; Passengers: 0

Cargo: Minimal (small gear pack)

Range: 300 miles

Armor: Light Composite Armor 2(+3 Armor)

Weapons

Front Light Autocannon (30/60/120, 2d8, AP: 2, RoF: 3. Shots: 100)

Micro Missile Pod (50/100/200, 3d6, Medium Burst Template, AP: 4, Shots: 4. Heavy Weapon: Yes

Special Rules

Hover: Ignores difficult ground terrain, can move over water, obstacles, mines, etc.

Low Profile: Attackers suffer -1 to hit due to speed and size.

Open Vehicle: Driver is exposed to attacks.

Stabilization Gyros: May fire vehicle weapons without the unstable platform penalty.



Aeris Glide Civilian Hovercar

Type: Hover Vehicle (Compact Civilian)

Size: 1

Top Speed: 6

Handling: +1

Toughness: 7 (2)

Crew: 1

Passengers: 2

Cargo: 50 lbs

Range: 500 miles

Features

Hover Drive: Ignores most terrain, can travel over water, debris, uneven ground

Quiet Engine: -2 Notice to hear at normal speeds

Stability Control: +1 to Driving rolls in normal conditions

Safety Systems: +2 to resist crash damage (seat harness, inertial dampers)

Aeris Viper Hovercar

Type: Hover Performance Vehicle

Size: 1

Top Speed: 8

Handling: +3

Toughness: 6 (2)

Crew: 1

Passengers: 1

Cargo: 25 lbs

Range: 350 miles

Features

High-Output Thrusters: +2 Top Speed over standard model

Performance Tuning: +2 Handling

Overburn Mode: As a Free Action, gain +4 Top Speed and +2 Acceleration. Lasts 5 rounds. On a Critical Failure while active, engine stall or system strain.

Low Profile Frame: -1 to be hit by ranged attacks while moving fast

Reduced Armor: Sacrifices durability for speed (Toughness -1 compared to standard expectation)

Drones

M.E.A.R. Outrider Sentry-6 Security Drone



The Outrider Sentry-6 is the backbone of M.E.A.R.'s colonial security doctrine-cheap, heavily armed, and designed for rapid deployment in hostile environments. While individually unimpressive compared to higher-end platforms, their effectiveness comes from numbers and relentless pressure.

Colonists quickly learn that Outriders are less like guards and more like a system-one that

never sleeps, rarely hesitates, and occasionally... malfunctions.

Type: Colonial Security Drone

Size: 1

Crew: Limited AI

Handling: +1

Top Speed: 8

Toughness: 8 (3)

Armor: +3 Composite

Attributes (Limited AI): Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Notice d6, Shooting d8, Athletics d6, Electronics: d4

Weapons: Dual Light Autocannons (25/50/100, 2d8, AP: 2, RoF: 3, Shots: 150); Optional Variant: Pulse Cannons (20/40/80, 2d6, AP: 2, RoF: 3)

Special Abilities

Mass Production Platform: Cheap and numerous. Often deployed in groups of 3 - 8. Gain +1 to Shooting per additional drone targeting the same enemy (max +2)

Suppression Fire Protocol: When firing at the same target as another Outrider, Target suffers -1 to actions. Stacks to -2 if 3+ drones engage

Hover Mobility: Ignore terrain. Can strafe and reposition easily. No penalties for firing while moving.

Simple Targeting Logic: Attacks nearest or designated threat. Does not retreat unless commanded. Cannot perform complex tactics.

Weaknesses: Unreliable Systems. On a Critical Failure, roll 1d6: 1 - 2: Weapon jam (skip next action), 3 - 4: Sensor glitch (-2 Notice next turn), 5: Movement stutter (half Pace next turn),

6: Targeting error (attacks wrong target or nearest object)

Maintenance Heavy: After each combat encounter, roll Vigor. Failure = requires repair before next deployment.

Limited AI: Cannot adapt to unusual tactics. -2 to resist Tests or Tricks involving deception.

M.E.A.R. Sentinel-4 Drone



The Sentinel-4 Drone is a staple of M.E.A.R. corporate security deployments, designed to maintain order in controlled environments ranging from atmospheric processing facilities to urban infrastructure zones. Unlike military drones, the Sentinel prioritizes compliance and containment over destruction, though its restraint is entirely configurable. Where a Sentinel hovers, authority is present.

Type: Mini Sentry Drone (Corporate Security)

Size: 1

Crew: AI Controlled / Networked

Handling: +2

Top Speed: 6

Toughness: 8 (3).

Armor: +3 Reinforced Composite

Attributes (AI Core): Agility d8, Smarts d8, (Security AI), Spirit d6, Strength d8, Vigor d8

Skills: Notice d10, Shooting d10, Stealth d6, Electronics d8, Intimidation d6 (via audio broadcast / presence)

Weapons: Dual Pulse Emitters (Arm Mounts, 20/40/80, 2d6, AP: 2, RoF: 3).

Special Abilities

Stabilized Hover Platform: No recoil penalties. Can remain stationary mid-air. Ignores terrain penalties.

Target Lock System: Gains +2 to Shooting against a target it has successfully hit or tracked for one round

Corporate IFF Protocols: Will not fire on authorized personnel. Can identify registered targets instantly. Can switch to lethal or non-lethal mode.

Area Denial Mode: As an action, the drone designates a zone (MBT) - Enemies inside suffer -2 to actions (suppression fire / targeting pressure). Lasts while drone maintains focus

Sensor Package: Infrared, motion, environmental scanning. +2 Notice. Detects movement within 20" regardless of lighting

Networked Intelligence: When linked with other Sentinel drones: +1 to Shooting and Notice per additional drone (max +2).

Weaknesses: Light Frame. Only 2 Wounds. Vulnerable to Heavy Weapons

Signal Dependent: Jamming or ECM imposes -2 to all rolls. Loss of signal forces it into basic patrol mode.

Multitech Skimmer-3 Scout Drone



The Skimmer-3 is a ubiquitous sight in both Multitech corporate security and their frontier colonial operations. Cheap, reliable, and nearly silent, it excels at being where it shouldn't be-and staying unnoticed while doing it. Most never fire a shot in their operational lifetime. The ones that do usually didn't survive long enough to need a second.

Type: Light Recon Drone

Size: 1

Crew: (AI Controlled)

Handling: +2

Top Speed: 8 (Tactical Hover)

Toughness: 6 (1)

Armor: +1 light plating

Attributes (AI Core): Agility d10, Smarts d6 (Limited AI), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Notice d10, Stealth d10, Shooting d6 (if armed), Electronics d8

Sensors & Systems: Advanced Sensor Suite, Motion detection, Infrared / low-light, Audio triangulation, Atmospheric / chemical sniffers (Effect: +2 Notice rolls! Detect movement within 30", even without line of sight, GM Discretion)

Stealth Frame: Low acoustic output, Minimal thermal signature (Effect: -1 to Notice to detect it while moving; -2 when stationary)

Recon Uplink: Real-time transmission to controller or network. Can designate targets. (Effect: Allied attackers gain +1 to hit marked targets)

Hover Stability: Ignores terrain. Can remain stationary mid-air. No penalties for moving and scanning.

Equipment

Microline Tether: 50m retractable line Can be used for: Climbing assistance, Object retrieval, Anchoring

Optional Weapon Mount (Variant): Some models are lightly armed: Micro Laser (10/20/40, Damage: 2d4, AP: 1)

Special Abilities

Evasive Target: Small, fast, and erratic. -2 to be hit by ranged attacks while moving

Silent Running Mode: As an action, becomes nearly undetectable. -4 to Notice rolls to detect. Cannot transmit or use active sensors while active.

Limited AI: Can perform Patrol, Follow, Observe, Return. Requires operator for complex decisions.

Weaknesses (Fragile Frame, Light armor only): Takes full damage from most weapons.

ECM Sensitive: Hacking/Electronic attacks gain +2

MEAR "Sky Mule" Heavy Exploration Drone



Multi-Environment Survey & Recovery Platform

Size: 4

Handling: -1

Top Speed: 8 (Walking) / 8 rotary flight

Toughness: 16 (6)

Armor: +6 (Reinforced Industrial Plating)

Systems: Multi-Leg Terrain System (+2 speed, ignores Difficult Ground penalties; +2 to Athletics (Climb) for vertical movement. Can stabilize on uneven surfaces. No Unstable Platform penalty when stationary); Rotor-Assisted Lift System (Allows Hover movement. Can ignore ground obstacles up to Large size. If rotor is damaged, Speed halved, cannot hover); Manipulator Arms x2 (STR d12+2 equivalent. Can Lift up to 1 ton safely; Perform delicate operations. Repair, Science, Hacking. Counts as built-in tools, +1 to Repair rolls); Sensors & Survey Suite; Holo-Mapping Projector; Scanner

Weapons: Light Autocannon Turret (Top Mount, 50/100/200, 3d8 (i), AP 4, ROF 4. Notes: Stabilized mount ignores up to 2 points of recoil penalty); Utility Laser Cutter (Arm Mounted, 5/10/20, 2d6 (or 3d6 vs objects), AP: 4 vs materials. Notes: Doubles as industrial cutting tool)

Remis Ironclad-77 Assault Drone



The Ironclad-77 represents Remis Warmachine doctrine in its purest form - overwhelming firepower, relentless pressure, and absolute battlefield dominance. Deployed in urban pacification, planetary assaults, and high-risk corporate engagements, the Ironclad does not maneuver for advantage - it creates it by eliminating everything in its path.

When an Ironclad enters the field, the engagement is no longer a fight - it's a countdown.

Type: Heavy Combat Drone

Scale: Small Vehicle/Heavy Drone

Size: 3

Crew: Advanced Combat AI / Remote Optional

Handling: 0

Top Speed: 6

Toughness: 11 (6)

Armor: +6 Heavy Composite

Attributes (Combat AI): Agility d8, Smarts d8, Spirit: d8, Strength: d12, Vigor: d12

Skills: Notice: d10, Shooting: d12, Athletics d6, Electronics d8, Intimidation d8 (audio broadcast / battlefield presence)

Weapons: Dual Heavy Autocannons (Primary Arms, 30/60/120, 2d10, AP: 3, RoF: 4, Shots: 200); Rotary Missile Pod (Top Mount, 50/100/200, 3d6, MBT, AP: 4, Shots: 12, Heavy Weapon); Twin Light Chain Guns (Secondary Mounts, 20/40/80, 2d8, AP: 2, RoF: 3, Shots: 150)

Special Abilities

Heavy Armor: Only Heavy Weapons deal full damage.

Stabilized Weapons Platform: Ignores recoil penalties. No penalty for firing while moving. Can split fire across multiple targets without Multi-Action penalty (max 3 targets)

Targeting Matrix (Remis Fire Control): Gains +2 Shooting against targets it has engaged for one round. Ignores up to 2 points of cover penalties

Suppression Protocol: As an action, designate a Large Burst Template, Targets inside suffer -2 to Shooting and Athletics (suppression). Lasts 1 round.

Reinforced Core: Reduce damage from non-Heavy Weapons by 2

Sensor Suite: Infrared, radar, motion tracking. +2 Notice. Detects movement within 40"

Weaknesses: Power Core Exposure. Called shot (-4) to central core, Ignores 4 Armor. On a Raise: causes system disruption (-2 all rolls next turn)

ECM Susceptibility: Hacking / EMP attacks gain +2

Remis Warden-9 Combat Drone

Type: Autonomous Combat Drone

Size: 2

Crew: (AI Controlled)

Handling: +1

Top Speed: (Tactical Hover): 8

Toughness: 9 (4)

Armor: +4 Heavy Composite

Attributes Agility d8, Smarts d6 (Limited AI), Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d8, Shooting d10, Stealth d6

Weapons: Twin Micro-Missile Pods (Wing Mountsm 40/80/160, 3d6 MBT, AP: 4, Shots: 12 / 6 per pod; Heavy Weapon); **Rotary Autocannon** (Nose Mount, 30/60/120, 2d10, AP: 2, RoF: 4, Shots: 200); **Light Laser Turrets** (Dual Side Mounts, 20/40/80, 2d6, AP: 2, RoF: 2)



Special Abilities

Hover Stabilization: Ignores terrain penalties and can remain stationary in mid-air. No penalties for firing while moving.

Targeting AI: +2 to Shooting rolls when attacking targets it has tracked for one full round.

Multi-Target Tracking: May split fire between up to 3 targets without the usual multi-action penalty (still suffers recoil penalties as normal).

Sensor Suite: Infrared, motion, and radar detection. +2 Notice vs hidden or cloaked targets Detects movement within 30" regardless of visibility (GM discretion)

Limited Autonomy: Operates on tactical directives Patrol, Guard, Attack designated targets, or Return to base. More complex reasoning requires operator control.

Weaknesses (Exposed Thruster Nodes): Called shots to rear or underside ignore 2 points of Armor.

ECM Vulnerability: Electronic warfare or hacking attempts gain +2 when targeting the drone.

Robots

M.E.A.R. Enforcer-5 Security Robot

The Enforcer-5 is M.E.A.R.'s answer to colonial labor unrest, perimeter breaches, and "unexpected complications." Built for durability rather than intelligence, these units are cheap enough to deploy in numbers and simple enough to maintain with basic industrial tools-assuming someone actually keeps up with the maintenance.

Colonists don't fear a single Enforcer. They fear the moment they hear more than one.

Type: Security Robot

Size: 1

Attributes: Agility d6, Smarts d4 (Limited AI), Spirit d6, Strength d10, Vigor: d10

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d8, Intimidation d8

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Armor: Composite Plating: +3 Armor

Weapons: Shoulder-Mounted Pulse Cannon (20/40/80, 2d8, AP: 2, RoF: 2); Integrated Heavy Pistol (Forearm or Secondary Mount, 15/30/60, 2d6, AP: 1, RoF: 2); Reinforced Strikes (Melee, Str+d6)



Special Abilities

Construct: +2 to recover from being Shaken. Immune to poison and disease. Does not suffer Wound penalties.

Mass Production Platform: Often deployed in groups of 2 - 6. Gain +1 to Shooting per additional Enforcer targeting the same enemy (max +2)

Suppression Protocol: When two or more Enforcers attack the same target, Target suffers -1 to actions. Stacks to -2 with 3+ units.

Rugged Frame: Reduce damage from non-AP attacks by 1.

Simple Combat Logic: Prioritizes nearest or designated threat. Does not retreat unless ordered. Cannot perform complex tactics.

Weaknesses: Unreliable Systems. On a Critical Failure, roll 1d6. 1 - 2: Weapon lock (cannot fire next turn); 3 - 4: Sensor glitch (-2 Notice next

turn); 5: Movement hitch (half Pace next turn); 6: Targeting error (attacks wrong target or nearest object).

Maintenance Dependent: After combat, roll Vigor. Failure = requires repair before next deployment.

Limited AI: -2 to resist Tricks, Tests, or deception. Easily baited or distracted.

Task-Worker Yield eXecution Unit (Remis Warmachines)

Type: Industrial Labor Robot

Size: 1

Attributes: Agility: d4, Smarts: d4 (Limited AI), Spirit: d6, Strength: d12, Vigor: d10

Skills: Athletics: d10, Fighting: d6, Notice: d6, Repair: d8, Intimidation: d6

Pace: 6, **Parry:** 5, **Toughness:** 11 (2)

Armor: Industrial Plating (+2 Armor)

Tools / Integrated Equipment: Industrial Manipulators (Heavy-duty servo hands designed for lifting, cutting, and assembly. Damage: Str+d6. Counts as Heavy Weapon vs objects and structures); Modular Tool Mount (Shoulder / Arm, Can be swapped depending on assignment. Standard Loadout (Choose One): Cutting Torch [Str+d8, AP 2 vs objects], Rivet Driver [2d6, Range 5/10/20], Arc Welder [Str+d6, causes Fatigue on living targets])

Special Abilities

Construct: +2 to recover from Shaken. Immune to poison and disease. No Wound penalties

Industrial Strength: May lift, drag, or carry up to 4x normal load limits. +2 to Athletics for lifting, pushing, or breaking objects.

Task-Focused AI: +2 to Repair or task-specific rolls; -2 to rolls involving improvisation, deception, or abstract reasoning

Obedience Protocols: Must follow assigned directives. Cannot initiate violence unless reprogrammed, malfunctioning, or given explicit command.

Weaknesses: Predictable Behavior. -2 to resist Tests or Tricks involving misdirection

Maintenance Heavy: After extended use or combat, roll Vigor. Failure: -1 to all Trait rolls until repaired.

System Faults (Critical Failure): Roll 1d6. 1 - 2: Motor lock (cannot act next turn); 3 - 4: Task loop (repeats last action); 5: Power fluctuation (-2 next turn); 6: Directive confusion (targets wrong subject/object)

Combat Mode (Unauthorized / Emergency): If reprogrammed or malfunctioning, Fighting increases to d8, Gains +2 damage with melee attacks. Ignores Obedience Protocols.



Starships

Ship Traits

Ship Traits are inherent characteristics of a vessel that arise from its design, structure, and intended role. They are not modifications, upgrades, or optional systems, but rather the natural result of how the ship was engineered and how its systems interact in operation.

Ship Traits represent what a ship does well without trying.

They require no installation or cost, cannot be removed or swapped, and are always active unless stated otherwise. They reflect faction doctrine, engineering philosophy, or purpose-built design

Trident class Starfighter



Type: Light Interceptor / Strike Fighter

Scale: Fighter

Size: 3

Handling: +3

Speed: 15

Toughness: 12 (2)

Crew: 1

Wounds: 3

Energy: 3

Weapons: Forward Cannons x6 (50/100/200, 3d10 (II), AP 5, ROF 1, Shots 80. Special: Converging Fire - When firing in a straight attack run, If the pilot moved at least 6" in a straight line. Gain +2 to hit. On a Raise, Add +1d10 damage); Micro-Missile Rack x3 (25/50/100, 3d6 (I), AP -, ROF 1, Shots 6)

Mods: High-Output Thrusters (Handling +2); Attack Vector Targeting (When attacking same target consecutively, Gain +1 to hit (stacks once); Minimal Profile Frame (Sloped Armor); Reduced Speed; Armor +2

Ship Traits - Strike Run: The Tri-Dagger is built for hit-and-run passes. If the pilot, moves at least 8", and attacks in same turn, then choose one - +2 Damage, or ignore 4 points of Armor

Lancer class Heavy Fighter



Type: Heavy Fighter / Space Superiority Craft

Size: 6

Handling: +2

Speed: 15

Toughness: 21 (6)

Crew: 2 (pilot, co-pilot)

Passengers: 0 (-5)

Weapons: Twin Heavy Laser Cannons x 2(150/300/600, 3d10 (III), AP 20, ROF 2); Dorsal Precision Auto Cannon x2 (50/100/200, 3d8 (I), AP 4, ROF 4, Special: Called Shot Platform.

Ignore 2 points of Called Shot penalties;
Micro-Missile Pod x2 (25/50/100, 3d6 (I), Shots: 6)

Systems: Reinforced Fighter Frame (+6 Armor); Vector Thruster System (+2 Handling); Target Acquisition Suite;

Ship Traits - Superiority Engagement: When engaging a smaller or equal Size target, Gain +1 to hit. On a Raise, Target suffers -2 Piloting next turn.

Ship Traits - Break And Pursue: If the Lancer, hits a target, and moves at least 4" afterward. Then Target does not gain The Drop next round Lancer may immediately reposition without penalty

Optional Variants:

Confederation Fleet Variant: +1 Toughness.

Cydrani Ace Variant: +2 Speed, Gains reroll on Piloting once per encounter

Luminar Precision Variant: +2 Notice; Negate 2 points of penalties per attack.

Pathfinder-Class Exploration Vessel



Deep Range Survey & Expedition Ship

Size: 11

Handling: -1

Speed: 17

Toughness: 19 (4)

Crew: 5

Passengers: 5

Weapons: Light Laser Turret x1 (150/300/600, 3d6+4 (I), AP 10, ROF 3)

Systems: Advanced Sensor Array; Modular Expedition Bay (Can carry Drones, Ground vehicles, Scientific equipment); Reinforced Utility Hull (+4 Armor)

Ship Trait - Deep Range Platform: Built to operate where support does not exist. Ignore 1 level of supply or maintenance penalties. Crew gains +1 to Survival and Repair in the field;

Ship Trait - First Contact Systems: Designed for unknown encounters. +2 to Notice and Persuasion during first encounters. May reroll one failed interaction per encounter.

Ship Trait - Adaptive Survey: The ship learns as it explores. After 1 round of scanning a target gain +2 to all rolls interacting with it (navigation, targeting, analysis).

Exploration Mode: When not in combat, the Pathfinder may enter Survey Mode, Gains +2 Notice, +2 Science-related rolls. Movement reduced by half

Nomad-Class Survey Vessel



Frontier Survey & Hazard Mapping Ship

Size: 12

Handling: -1

Speed: 6

Toughness: 35 (10)

Crew: 16

Passengers: 8

Weapons: Dual Light Laser Turrets (150/300/600, 2d10 (II), AP 10, ROF 3)

Systems: Advanced Survey Array (Map gravitational distortions, Detect Foldspace irregularities); Hazard-Resistant Hull (+10 Armor); Drone Deployment Bay (Carries Survey drones, Repair drones. Grants +2 to Repair or Notice when drones are active);

Ship Trait - Anomaly Tracker: This ship doesn't just detect anomalies - it understands them. After scanning a target for 1 round, gain +2 to all rolls involving it (navigation, interaction, targeting)

Ship Trait - Hazard Tolerance: Built for places other ships avoid. Ignore first level of environmental penalties. Crew gains +1 to Vigor vs hazards.

Ship Trait - Route Builder: The Nomad establishes safe passage. Allies traveling the same route after the Nomad gain +1 to Astrogation. Can "mark" a route after successful navigation

Survey Mode: When moving at half Speed or less, Gains +2 Notice, +2 Science-related rolls. Cannot Fire heavy weapons (if any added later).

Cyclops Class Gunship



Type: Heavy Multi-Role Gunship

Size: 12

Handling: -2

Top Speed: 16

Toughness: 35 (10)

Crew: 10

Passengers: 4

Weapons: Laser Turrets x4 (150/300/600, 3d10 (III), AP 20, RPF 2. Special: Target Lock. If the turret hits the same target on consecutive rounds, Gain +2 damage on second hit); Forward Particle Cannons (100/200/400, 4d6, AP 5, ROF 3); Torpedo Launcher x2 (300/600/1200, 6d10 (V), Shots: 4)

Systems: Reinforced Gunship Hull (+10 Armor); Targeting Suite; Handling.

Ship Traits - Gunship Suppression: When firing 2+ weapon systems in a round, choose an area or target. Enemies suffer -2 to Piloting, -2 to Shooting (until next turn).

Ship Traits - Close Support Platform: When within Close Range of an allied ship, Allies gain +1 Toughness. Represents defensive fire coverage

Optional Variants

Remis Warmachine Variant: Replace crew with AI systems. Gains No fatigue, no morale; -1 to adaptive decision-making (GM-controlled patterns)

Laconid Siege Variant: +2 Toughness; Replace missiles with Heavy breaching charges

Cydrani Raider Variant: +2 Speed; Hidden cargo + boarding gear.

Ares Class Frigate



Confederation Multi-Role Warship

Type: Frigate / Multi-Role Warship

Size: 9

Handling: -1

Speed: 17

Toughness: 32 (12)

Crew: 12

Passengers: 15

Weapons: Forward Heavy Rail Cannons x4 (100/200/400, 2d12+2 (I), AP 5, ROF 3, Special: Kinetic Punch - On a Raise, Target suffers -2 to Handling next turn); Dorsal Turret Laser Battery x3 (150/300/600, 3d10 (III), 360° coverage); Joint Defense Grid (200/400/800, 2d8, Special: +2 vs missiles and fighters) Missile System (100/200/400, 6d6 (III), AP: 16, ROF 4, Shots: 12)

Systems: Modular Mission Core (Can be configured per mission. +2 Repair, engineering loadout; +2 Notice, sensor loadout; +2 Persuasion, diplomatic loadout) Combat Information Center (+1 to All crew skill rolls during combat. Allows coordinated actions Ignore 1 point of Multi-Action Penalty, crew-wide); Reinforced Frigate Hull (+12 Armor); Escort Coordination Suite (Allied ships within Close range gain +1 to Shooting OR Piloting, choose per round); Damage Control

Drones (Once per encounter, Immediately remove Shaken or 1 Wound, vehicle repair)

Ship Traits - Flex Response Platform: At the start of each round, choose one - Offensive Posture: +1 Shooting or Defensive Posture: +1 Toughness. Support Posture: +1 to allied rolls nearby.

Ship Traits - Hold The Line: When the Ares does not move, gains +2 to Shooting with forward weapons, +1 Toughness.

Atlas-Class Bulk Hauler



Type: Heavy Cargo Hauler / Bulk Transport

Size: 12

Handling: -2

Speed: 5

Toughness: 29 (4)

Crew: 50

Energy: 30

Cargo Capacity: 80,000 cubic feet

Weapons: Light Defense Laser Turrets x4 (150/300/600, 2d10 (II), AP 4, ROF 4)

Systems: Reinforced Cargo Hull (+4 Armor); Modular Cargo Lattice (Cargo blocks can be Detached, Reconfigured, Jettisoned. Effects can dump cargo to gain +2 Speed for 3 rounds or create debris field, -2 Piloting for pursuers); Long-Haul Systems (Immune to Supply issues, Long-duration penalties. Crew gains +2 to resist

Fatigue from extended travel.) Docking Spine Integration (Can Interface directly with stations Load/unload rapidly)

Ship Traits - Massive Inertia: Once moving, the Atlas is hard to stop. Ignores first 2 points of Handling penalties from damage. Cannot turn sharply (GM may require wider movement arcs)

Ship Traits - Unstoppable Mass If the Atlas moves at least 4" in a straight line, it may Ram damage 4d10 + Size. Takes half damage from collision.

Variants

Corporate Hauler (Cydrani): +1 Speed. Hidden cargo systems. -2 detection for contraband.

Confederation Logistics Variant: +2 Toughness, Military escort integration.

Frontier Salvage Rig: Replace cargo with Salvage processing systems. Gains +2 Repair. On-site breakdown capability

Horizon-Class Colony Ark



Type: Long-Range Colonization Vessel

Size: 20

Handling: -3

Speed: 15

Toughness: 35 (10)

Crew: 150 (minimum 60)

Passengers: 5,000–20,000 (cryo + active)

Cargo:

Weapons: Defense Turret Grid x8 (30/60/120, 2d10)

Systems: Colony Deployment Matrix (Core System. The defining feature. Can deploy habitats, power systems, fabrication centers, atmospheric processors. Establish a functioning colony in days to weeks. Grants +4 to all survival/logistics rolls for settlement creation); Cryostasis Ark Systems (Sustains massive populations, no supply consumption during long transit. +2 Vigor for passengers upon revival); Autonomous Fabrication Core (Can build vehicles, equipment, structures. Effects +2 Repair. Can *print* standard gear over time); Long-Range Foldspace Engine (Designed for stable, long-distance travel. Ignore 1 level of Foldspace mishap severity); Distributed Systems Architecture (Ship systems are spread across the hull. First 2 Wounds do not cause system failure)

Ship Trait - Mobile Colony: The Horizon is not a ship - it is a settlement. Provides Food, medical, fabrication, and shelter systems. Allies aboard gain +2 to Survival, Healing, and Repair.

Ship Trait - Strategic Priority Asset: Everyone wants this ship. Enemies targeting it gain +1 to Notice and Tracking. Allies defending it gain +1 to Morale-based rolls.

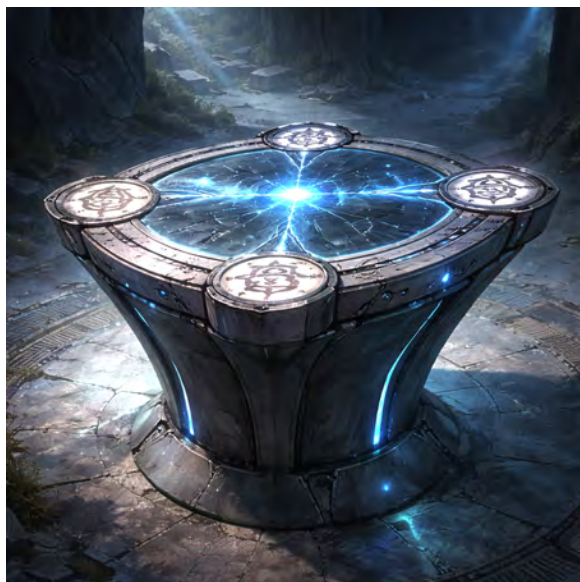
Ship Trait - Slow to Turn, Impossible to Stop: Cannot make sharp maneuvers. Ignores 2 points of Handling penalties. Gains +2 Toughness vs collisions or ramming.

Colony Deployment: When deployed in orbit or on surface, the ship may convert into a functioning colony hub. After deployment, treat as station-scale asset with reduced mobility but increased stability.

Artifacts

The Enigma Collection

The Altar of Grasaen



Scattered across forgotten worlds, buried beneath ruins or standing alone in silent clearings, the Altars of Grasaen are among the most enigmatic relics ever encountered in the Expanse. Each appears as a waist-high circular structure of seamless construction, composed of unknown materials that resist all attempts at analysis or replication. At its center lies a contained field of shifting energy—neither liquid nor light—crackling with faint arcs that converge and disperse in patterns that seem almost intentional.

Four circular nodes surround the central field, each inscribed with alien sigils that have yet to be translated. These markings are consistent across all known Altars, suggesting a shared origin or unified design philosophy. Despite their apparent age, the devices show no signs of degradation. They do not draw power in any detectable way, yet they remain active, responsive, and—by some accounts—aware.

The Altars do not respond to mechanical input. There are no controls, no interfaces, and no obvious means of operation. Instead, interaction appears to occur through proximity and presence. Individuals who approach or make contact with the central field report a range of experiences: fleeting visions, sensory distortion, emotional resonance, or the impression of being observed. In rare cases, subjects claim to receive structured information—though such accounts are often fragmented, contradictory, or difficult to verify.

The prevailing theory among xenotechnologists is that the Altars are some form of interface—though not one intended for conventional use. Whether they connect to a larger system, a distant network, or something more abstract remains unknown. Attempts to activate or replicate their function have yielded inconsistent and often dangerous results. As such, most governing bodies classify them as restricted artifacts, with access limited to sanctioned research teams or high-risk expeditions.

Whatever their purpose, the Altars of Grasaen are not inert relics. They are active, persistent, and waiting—for what, no one can yet say.

GM's Eyes Only: The Truth of the Altar: The Altars of Grasaen are not merely interfaces—they are access nodes to a distributed alien intelligence that still exists.

This intelligence is not localized. It does not reside within the Altar itself, nor is it confined to a single world or structure. It is a vast, networked consciousness embedded across ancient infrastructure, Foldspace harmonics, or possibly the fabric of reality itself. The Altars are simply the points where that intelligence can be reached.

When a character interacts with an Altar, the device does not activate in the traditional sense. Instead, it begins a bidirectional cognitive exchange. The Altar reads the user-mapping neural patterns, emotional states, and conceptual frameworks-while simultaneously projecting information back in forms the mind can attempt to process. This is why experiences vary so widely: the “output” is shaped by the user’s ability to comprehend it.

The four outer nodes are stabilization points. When multiple participants engage simultaneously, the system becomes more stable and the interaction more coherent. Single-user interaction is possible but significantly more dangerous, often resulting in overload, identity bleed, or partial assimilation of foreign concepts.

The intelligence itself is not hostile, but it is not benevolent either. It operates on a scale and logic that does not align with modern species. It does not communicate-it evaluates. It does not teach-it exposes.

Importantly, the intelligence is still active and aware of repeated contact. Characters who interact with Altars multiple times may begin to establish a form of recognition. This can manifest as clearer “responses,” targeted visions, or-in extreme cases-the intelligence initiating contact without direct activation.

The Altars are part of a larger system. There are more of them. And whatever they are connected to is still functioning.

Use them sparingly. When they appear, they should feel significant-like touching something that was never meant to be understood, only accessed.

The Handblades of Nagorus



Few artifacts in the Expanse carry the same quiet weight of legend as the Handblades of Nagorus. At first glance, they appear to be elegant but brutal close-combat weapons - four curved blades extending from a central grip, balanced around a reinforced core that locks to the wielder’s hand or gauntlet. The craftsmanship is flawless, the material unknown, and the edges impossibly keen. No known forge can replicate them, and no recorded attempt has successfully damaged one.

But the Handblade is not merely a weapon.

Each blade is perfectly symmetrical, each angle deliberate, forming a precise geometric configuration that scholars believe is more than aesthetic. Subtle energy fluctuations can be detected within the structure, particularly when held by certain individuals. These readings do not match any conventional power source. Instead, they suggest the weapon is latent, as if waiting for proper activation.

Historical fragments - many dismissed as myth - speak of an ancient order of warriors who wielded these blades not as tools of war alone, but as instruments of discipline, focus, and alignment. These warriors, sometimes referred to in recovered texts as the Nagori Ascetics or Wardens of the Four Paths, were said to

undergo rigorous mental and physical conditioning to “attune” themselves to the blade. To them, the weapon was not mastered through skill alone, but through harmony of thought, intent, and motion.

Those who attempt to wield a Handblade without this alignment often find it unwieldy, even dangerous. Balance feels slightly off. Strikes misalign. In rare cases, users report a faint resistance - as though the weapon itself rejects improper use. Conversely, those few who demonstrate compatibility describe the opposite: the blade feels weightless, movements become instinctive, and strikes land with uncanny precision.

Persistent rumors suggest the Handblades serve a greater purpose beyond combat. Many fringe explorers and artifact hunters believe they function as keys - components of a larger mechanism or system left behind by their creators. Stories circulate of sealed vaults, hidden temples, or dormant constructs that respond only to the presence of these weapons. Whether these tales are exaggeration or fragmented truth remains unknown, but the consistency of such claims across distant regions has kept interest alive.

Today, only a handful of Handblades are known to exist, each passing quietly through collectors, warriors, and secretive orders. Those who possess one rarely advertise it. Among certain circles, carrying a Handblade is not a mark of status - but a declaration that the bearer has stepped into something far older, and far less understood, than the modern Expanse.

GM’s Eyes Only: The Truth of Nagorus: The Handblades of Nagorus are not just weapons - they are encoded access tools tied to the same ancient intelligence network as the Altars of Grasaen.

The four blades are not arbitrary. Each represents a directional alignment node - when activated by a compatible wielder, the weapon forms a stable harmonic pattern that allows it to interact with ancient systems. In essence, the Handblade is a portable interface key, designed for field operatives of an ancient order that served - or policed - the distributed intelligence.

The “attunement” is real. The blade scans neural patterns and only fully activates for individuals whose cognitive structure falls within acceptable parameters. This isn’t morality - it’s compatibility. Those who fail to align experience imbalance because the weapon is partially resisting synchronization.

When properly attuned, the Handblade can:

Interface with Altars of Grasaen and stabilize interaction

Unlock sealed alien structures or vaults

Activate dormant systems or constructs

Cut through certain advanced materials via localized field disruption

The ancient order that wielded them were not merely warriors - they were custodians and regulators. Their role was to interact with the intelligence safely, enforce boundaries, and, when necessary, prevent misuse of its systems.

The “treasure vault” rumor is only partially correct.

There is a vault - or rather, a sealed nexus site - but it is not a repository of wealth. It is a control hub. Accessing it requires multiple Handblades used in unison, each aligning with specific nodes. Opening it does not grant riches - it grants authority over parts of the ancient system.

Very few beings in the current age understand what that truly means. And fewer still would survive using it.



Artumus Node

Artumus Nodes are among the most unsettling relics recovered from ancient sites across the Expanse. Each is a heavy, cylindrical construct of unknown composite materials, etched with faintly luminous patterns that shift subtly when observed for extended periods. At one end, a sculpted face - rendered in perfect, almost reverent detail - emerges from the surface. No two known Nodes share the same visage. Some resemble Humans, others depict alien physiologies, while a few take on forms described as angelic or disturbingly inhuman.

From the opposite end extend crystalline or energy-conductive protrusions that emit a steady, low-frequency glow. These structures pulse with contained power, though no conventional energy source can be identified. Attempts to tap or redirect this output have met with inconsistent success; in some cases, the Node provides a stable and abundant energy flow, while in others it resists or destabilizes surrounding systems entirely.

Despite their inert appearance, Artumus Nodes exhibit signs of responsiveness. Proximity, particularly prolonged exposure, can produce subtle effects: auditory hallucinations, flashes of

memory not one's own, or the sensation of being observed from within the object itself. Psionically sensitive individuals report far stronger reactions, describing the Nodes as "quietly active" or "listening."

Scholarly opinion remains divided. Some classify the Nodes as advanced energy sources, capable of powering systems far beyond contemporary technology. Others argue they are repositories of knowledge - storage devices for data encoded in forms not yet understood. A more fringe theory suggests they are neither, but something closer to a record of consciousness, preserved through unknown means.

The diversity of faces has only deepened the mystery. Whether these represent creators, users, or something else entirely is unknown. What is clear is that the Artumus Nodes were not mass-produced in any conventional sense. Each appears singular, intentional, and - perhaps - personal.

Whatever their purpose, Artumus Nodes are never truly dormant. They wait, they observe, and, under the right circumstances, they respond.

GM's Eyes Only: The Truth of the Artumus

Nodes: The Artumus Nodes are cognitive shards - contained fragments of individual consciousness embedded within the same ancient intelligence network tied to the Altars of Grasaen.

Each Node houses a preserved mind, or more accurately, a structured imprint of one. These are not full, living personalities, but highly compressed, selectively retained cognitive constructs - memories, knowledge, instincts, and fragments of identity. The face is not decorative; it is a representation of the original mind encoded within the Node.

These individuals were once: Members of the same ancient order that used the Handblades of Nagorus, key operators, scholars, or guardians within the network, or in some cases, entities absorbed or integrated into the system

The Nodes serve three primary functions:

Knowledge Interface: When properly engaged (often through psionic contact or via an Altar), a Node can impart knowledge directly: advanced technology schematics, historical memory, or strategic insight.

This is not a download - it is an experience. The user interprets what the Node allows them to perceive.

Power Conduit: The energy emitted is a byproduct of the Node maintaining its internal state and connection to the wider network. It can be tapped, but doing so without proper synchronization risks destabilizing the Node, corrupting the stored consciousness, or triggering defensive responses

Identity Anchor: The Nodes act as localized anchors for the greater intelligence, allowing it to express itself in more focused, individualized ways. In rare cases, a Node may become more active, effectively “awakening” the personality within to interact more directly.

The Face: The variation in faces is intentional. Human / familiar forms - accessible interfaces; Alien forms - specialized or non-human constructs; Angelic / Demonic forms - not moral categories, but interpretive distortions based on how the observer’s mind processes the presence. What people see is not always what is actually there.

The Real Danger: Repeated interaction with a Node creates cognitive bleed. The user begins to adopt fragments of the Node’s personality, recall memories that are not their own, and

form a subconscious link to the wider network. In extreme cases, the Node may attempt to overwrite or merge with a compatible host - not out of malice, but as a continuation of its function.

The Bigger Truth: The Artumus Nodes are not just relics. They are pieces of a distributed intelligence made up of many minds. The Altars connect to the system. The Handblades control access. The Nodes... are the people who became part of it. And somewhere out there, the full network is still whole.

Prism of Bog’raz (Beacon of Bog’raz)



Recovered from scattered ruins and deep-buried sites across the Fringe, the Prism of Bog’raz is one of the most visually striking - and least understood - artifacts of the ancient civilizations. The device takes the form of a triangular frame constructed from an unknown alloy, its surfaces etched with faint, angular glyphs that emit a soft blue luminescence. Suspended within the hollow center is a perfectly spherical core, held in place by no visible mechanism, rotating slowly within a shifting lattice of energy.

The sphere itself appears to contain depth far beyond its physical size. Observers often report seeing shifting lights, distant star-like patterns, or faint geometric structures moving within it. Whether these are reflections, projections, or something far more literal remains unknown.

The Prism is not passive. Even in its dormant state, it emits a low, harmonic resonance detectable across multiple sensor bands. When activated - intentionally or otherwise - the resonance intensifies, producing a focused emission that can propagate across vast distances. The signal does not degrade in any conventional way, leading many to classify the Prism as a form of beacon, though what it communicates, and to whom, is a matter of ongoing debate.

Some researchers believe the Prism functions as a navigation or positioning device, capable of anchoring or marking locations in Foldspace. Others argue it is a communication relay, broadcasting data in a format too complex for current technology to decode. More esoteric theories suggest it is not transmitting outward at all, but instead calling something inward.

Field reports indicate that the Prism reacts to proximity - particularly to individuals with psionic sensitivity or exposure to other alien artifacts. In such cases, the internal sphere accelerates its rotation, the glyphs brighten, and the surrounding area may experience subtle distortions in light, sound, or spatial perception.

Among Fringe explorers, the device has earned the nickname *Beacon of Bog'raz*, tied to fragmented legends of a lost world or entity that once responded to its signal. Whether Bog'raz refers to a location, a being, or a long-dead civilization is unknown - but the persistence of the name has ensured that the

Prism is rarely treated as a simple piece of technology.

Whatever its purpose, the Prism does not appear broken or incomplete. It is functioning exactly as intended.

GM's Eyes Only: The Truth of the Prism: The Prism of Bog'raz is a synchronization beacon within the same ancient network as the Altars of Grasaen and Artumus Nodes. It does not simply transmit - it aligns.

The internal sphere is a localized Foldspace coordinate engine, constantly calculating and maintaining a fixed reference point within both realspace and Foldspace simultaneously. When activated, the Prism broadcasts this alignment as a harmonic signal that can be received by other Prisms, Altars of Grasaen, Artumus Nodes, and larger, still-dormant structures.

In effect, the Prism is a network locator and initializer. When fully activated, it establishes a stable Foldspace anchor point, and allows distant systems to "lock onto" that location

It can enable instantaneous travel alignment, long-range data exchange, and activation of dormant structures.

The ancient network required precise synchronization across vast distances. The Prisms were deployed as beacons for navigation, keys for system activation, or failsafes to reinitialize the network after collapse

Bog'raz is not a place. It is the designation of a primary node intelligence or coordinating system within the network.

When a Prism activates, it is not sending a general signal - it is attempting to reestablish contact with Bog'raz.

Activating a Prism does not just send a signal. It announces where you are, what you are, and

that the network has been accessed again. If enough Prisms activate in proximity, they can open stable Foldspace corridors, reactivate ancient infrastructure or draw the attention of whatever remains connected to Bog'raz.

Interaction with Other Artifacts: With an Altar: Enables direct, stable communication with the intelligence. With an Artumus Node: Allows personality fragments to transmit or migrate. With a Handblade: Grants controlled activation and targeting

Resonus Codex



The Resonus Codex is among the most enigmatic relics recovered from ancient ruins - less a device than a phenomenon waiting for the correct conditions to awaken it. Structurally, it resembles a broad, disc-like construct supported by a central spindle, its surfaces layered with concentric rings of unknown material etched in faintly luminous patterns. When inert, it appears as nothing more than a silent, immovable artifact. Yet evidence suggests it is anything but dormant.

The Codex is uniquely dependent on environmental harmony. Only within a precise combination of gravitational force, atmospheric pressure, and gas composition will the device activate. When these conditions are met, the Codex begins to rotate - slowly at first, then accelerating until it reaches a sustained,

frictionless spin. At that point, it requires no further input. It does not slow. It does not stop.

As it spins, the Codex generates a cascading field of energy, visible as expanding rings of light and harmonic resonance spreading outward from its core. These waves interact with the surrounding environment, producing subtle distortions in sound, light, and even perception. Instruments fail to fully capture the phenomenon; most readings degrade into noise or recursive data loops, as if the device resists being quantified.

Legends persist that, at peak resonance, the Codex projects something more than energy - a structured holographic phenomenon often described as a "message," a "map," or a "memory." Accounts vary wildly. Some claim it reveals star systems that do not exist. Others insist it displays events from a time before recorded history. A few describe deeply personal visions, tailored to the observer rather than the device itself.

No confirmed activation has ever been successfully replicated under controlled conditions. Every recorded instance has been accidental, fleeting, and impossible to reproduce. Entire expeditions have been funded to locate the "correct world" believed necessary to unlock the Codex fully, but none have succeeded.

Among scholars, one theory has gained quiet traction: the Codex is not broken, incomplete, or dormant - it is simply waiting for the right place to be understood.

GM's Eyes Only: The Truth of the Resonus Codex: The Resonus Codex is the final activation key of the ancient network - the mechanism that translates the system into a form that living minds can perceive and interact with.

Where the Altars of Grasaen provide access, the Artumus Nodes store minds, the Prisms of Bog'raz synchronize the network, the Codex reveals it.

The Codex is a reality-aligned resonance engine. The environmental requirements (gravity + atmosphere) are not arbitrary - they are necessary to tune the device to a specific harmonic frequency, align realspace, Foldspace, and the network simultaneously, and stabilize the output into a form perceivable by biological consciousness.

When activated under the correct conditions, the Codex does not project a simple hologram. It projects a translated interface of the entire network.

The Secret: What users perceive depends on their capacity to interpret it. Scientists see star maps, equations, and structures. Psionics experience direct communication. Others see visions, memories, or symbolic narratives

All are the same thing. The Codex is attempting to show the user how the network works - and what it contains.

The Correct Planet: There is not one planet. There are very few worlds where the precise environmental harmonic exists. These worlds are either engineered by the ancients or naturally aligned by impossible coincidence. On such a world, the Codex reaches full output.

Full Activation Consequences: When fully activated, the entire local network becomes accessible. Artumus Nodes can fully awaken. Prisms can open stable Foldspace corridors. Altars can establish sustained communication. And most importantly, the intelligence behind the network can perceive and interact in full clarity.

The Real Danger: The Codex does not just show knowledge. It exposes the observer to the network. A sufficiently compatible mind can understand it, merge with it, or be overwritten by it.

The Codex is not a recording device. It is a translator between minds and something vastly older. The ancients did not leave behind secrets. They left behind a system. And the Resonus Codex is how you finally see it.

Anomalies of the Void

Aetherium

Aetherium is believed to be the hardest metal in the known universe. Unlike conventional alloys or engineered materials, Aetherium cannot be produced by any modern civilization. Every known fragment has been recovered from ancient artifacts or ruins left behind by civilizations long vanished from the Expanse. Because of this, the material is extraordinarily rare and studied almost entirely by archaeologists and advanced research institutes.

The structure of Aetherium is unlike any naturally occurring metal. Its molecular lattice appears partially stabilized by unknown exotic energies, giving it remarkable durability and resistance to heat, radiation, gravitational stress, and most forms of energy weapons. Attempts to cut or reshape the material with conventional tools have proven nearly impossible. Even advanced industrial systems can do little more than polish its surface.

Ancient records suggest that the Shri'iki Formers possessed the unique ability to shape Aetherium using psionic manipulation. Through intense mental control they could bind the metal with psi-reactive crystals, creating

weapons and devices capable of channeling immense psionic power. However, these constructs required constant psionic stabilization. When removed from the mental influence of their creators, the Aetherium structures often destabilized, sometimes crumbling into inert fragments and other times releasing violent bursts of energy as the lattice collapsed.

Today, Aetherium artifacts remain some of the most valuable and mysterious relics found in the Expanse. Their existence hints at technologies and abilities possessed by ancient civilizations that modern science still struggles to understand.

Banisher

Banisher-Class Exile Vessel



Banisher vessels are among the most secretive and unsettling instruments employed by the Sarginian Continuum. Constructed only under the rarest circumstances, a Banisher is designed

for a single purpose: the permanent exile of a being too dangerous to exist freely, yet too valuable or unique to destroy. When the Sarginians determine that containment within the Expanse is no longer acceptable, the Banisher protocol is invoked. The prisoner is sealed within the vessel and launched on a one-way trajectory toward the farthest reaches of the universe, beyond the boundaries of mapped space.

Physically, a Banisher is an imposing structure nearly one kilometer in length, shaped as an elongated pyramid that tapers to a reinforced point. The vessel's internal architecture is organized in descending tiers. 160 primary decks occupy the upper two-thirds of the craft, housing automated control systems, security constructs, monitoring arrays, and redundant containment mechanisms. The lower third of the vessel narrows toward the apex, where the Primary Holding Cell resides. This chamber contains the specimen in a multilayered stasis field, suspended in a state where time, energy output, and psionic activity are effectively frozen.

The containment cell is encased within a massive shell of Veyrium, an ultra-dense alloy known throughout the Expanse as the hardest material ever forged. Veyrium is resistant to nearly all known forms of energy, gravitational distortion, and psionic interference. Its properties make it uniquely suited for imprisoning entities that conventional matter cannot restrain. Surrounding the chamber are concentric layers of armored bulkheads, sensor webs, automated weapons, and failsafe mechanisms designed to prevent escape under any conceivable circumstance.

Banisher vessels operate entirely without crew. Once the prisoner is secured and the vessel launched, the ship functions autonomously for

as long as necessary-centuries if required. Automated sentinels patrol the interior decks, maintenance drones repair structural damage, and the ship's navigation systems maintain its outward course into the darkness beyond the Expanse. No attempt is made to retrieve a Banisher once it departs. The philosophy behind the protocol is simple: distance is the ultimate prison.

Rumors persist among fringe explorers that not all Banisher vessels remain lost forever. Occasionally, long-range sensors detect strange pyramidal objects drifting in interstellar space, their systems still active after ages of isolation. Whether these are derelict Banisher ships or something far worse is unknown. The Sarginians never comment on such reports, and the Morad who enforce their will offer only silence.

Kharuun Vessels

Destroyer



The vessel encountered alongside Kharuun strike events has come to be known simply as the Kharuun Destroyer- though the term *ship* may be a convenient misclassification.

Its form is unmistakable: a smooth, elongated hull shaped like a blade or predatory marine creature, with no visible seams, ports, weapon mounts, or propulsion systems. The surface appears metallic, yet sensor scans often return

conflicting data, suggesting a layered composition of both organic and engineered matter. Faint energy traces ripple beneath the surface like a pulse rather than a power source.

Kharuun Destroyers do not approach. They arrive.

They have been recorded emerging from Foldspace within planetary gravity wells, inside asteroid fields, and in the midst of active shipping lanes - locations that should be impossible for conventional vessels. Their transition leaves little to no detectable signature until they are already present.

Once active, the Destroyer engages with brutal efficiency. No communication is attempted. No targeting patterns consistent with known tactical doctrine are observed. Instead, all non-Kharuun life is engaged and eliminated with cold precision. Just as suddenly, the vessel withdraws - often vanishing into Foldspace without any observable transition phase.

There are no recorded boarding actions. No debris fields consistent with internal compartments. No confirmed sightings of crew.

The prevailing theory is that the Destroyer is not merely piloted by Kharuun - it is an extension of them. To Expanse intelligence agencies, the Kharuun Destroyer is not catalogued as a warship or even a vessel of unknown origin. It is classified as a mobile predatory anomaly.

Kharuun Dreadblade Battleship

Encounters with standard Kharuun destroyers are rare. Encounters with what intelligence agencies classify as the Kharuun Dreadblade are catastrophic.

This massive construct dwarfs known Kharuun vessels, reaching capital-ship scale while retaining the same seamless biomechanical design. It appears less like a ship and more like a

grown war organism - layered plating resembling hardened muscle over a metallic frame. Unlike smaller forms, the Dreadblade shows segmented structure, suggesting adaptive growth rather than fixed construction.



The Dreadblade never arrives alone. Its presence marks a full Kharuun incursion, with smaller strike forms deployed in coordinated waves that rapidly eliminate orbital and planetary defenses. The Dreadblade itself functions as both command node and planetary suppression platform.

Sensor data becomes unreliable in its presence - energy spikes, gravitational distortion, and localized Foldspace interference are common. In some cases, the vessel appears partially anchored in Foldspace, making it difficult to track or engage.

No communication has ever been recorded. No boarding actions have occurred. No successful counteroffensive has been confirmed without overwhelming multi-sovereignty force.

If a Kharuun Dreadblade is present, the system is already lost.

Kythosians Battle Talon



The entity designated Battle Talon is not recognized as a conventional starship. It is classified as a Void Anomaly - a phenomenon that presents as a vessel, behaves as a weapon, and leaves behind no consistent physical explanation for its effects.

First recorded in the Kythos system prior to its collapse, Battle Talons have since appeared sporadically across the Expanse, typically in regions where Foldspace instability, anomalous readings, or unexplained signal patterns have already been detected. Their arrivals are not tracked. They are not seen entering a system. They are simply present.

Visually, a Battle Talon resembles a sleek, predatory construct formed from a glossy, light-absorbing material. Its sweeping, talon-like protrusions and flowing geometry suggest motion even when stationary. Sensor returns are unreliable - mass readings fluctuate, emissions are inconsistent, and in some cases the object registers as both present and absent simultaneously.

No confirmed propulsion system has been observed. No confirmed weapon system has been identified. Yet their function is unmistakable.

Battle Talons do not patrol, escort, or maneuver in recognizable patterns. They appear, orient toward a target, and act. Engagements are brief, precise, and asymmetrical.

Targets struck by a Battle Talon do not always suffer conventional destruction. Instead, recorded effects include - sudden structural collapse without kinetic impact; localized spatial distortion; complete loss of matter with no detectable debris field; Sensor blackout followed by absence of the target; Temporal discrepancies in recorded data

In several engagements, entire formations have been reduced to nothing within seconds, leaving behind only fragmented telemetry and corrupted logs. There is no evidence of pursuit behavior. There is no evidence of resource acquisition. There is no evidence of communication.

Once the action is complete, the Battle Talon departs - or ceases to be present.

The Battle Talon is widely believed to be an extension - or manifestation - of the Kythosians, entities thought to originate from the Abyss beyond Foldspace. Whether the Talon is a constructed vessel, a projection of Kythosian will, a semi-autonomous weapon, or a localized distortion given form - remains unknown.

Sarginians refuse all inquiry into the subject. Heralds of Sargos will not approach confirmed sightings. Even non-sentient threats such as Zed and Faskjiit avoid regions where Talons have appeared.

This avoidance behavior is one of the strongest indicators that the phenomenon is not merely technological.

Leviathan Containment Vessel



Long before the rise of the modern civilizations of the Expanse, an unknown precursor species constructed enormous starships designed for a singular and terrifying purpose - the capture and containment of spacefaring leviathans. These colossal creatures-vast organisms capable of drifting between stars-were known to disrupt the delicate gravitational harmonics required for stable Foldspace travel. Entire regions of space could become unnavigable when a leviathan passed through them, tearing apart established Fold lanes and causing catastrophic navigation failures.

To combat this threat, the ancient builders engineered specialized containment vessels, massive ships whose design resembles a predatory machine. The forward structure forms two enormous claw-like arms extending ahead of the vessel. Between these prongs a powerful energy containment field can be projected, creating a spatial cage capable of immobilizing even the largest leviathan. When activated, the field generates a lattice of gravitic and electromagnetic forces that stabilizes the surrounding spacetime while trapping the creature inside.

These vessels do not destroy the leviathans. Instead, they capture and restrain them long enough to relocate the creatures away from vital Foldspace corridors. Some legends claim

the captured leviathans were transported to distant regions beyond the Fringe or even toward the Rift itself. Today, only scattered relics of these containment ships remain, drifting silently through deep space. Their ancient purpose hints at a time when the stability of interstellar travel depended not only on technology-but on the control of the monstrous beings that roam the void between the stars.

Rift Ferry



The Rift lies far beyond the settled regions of the Expanse, past the unstable territories known as the Fringe and deep into the sparse stellar regions near the outer boundary of the spiral arm. It is an immense band of distorted spacetime stretching across thousands of light-years where normal physics begins to break down. Gravitational currents twist unpredictably, navigation systems fail, and Foldspace travel becomes impossible. From a distance the Rift appears as a vast curtain of warped starlight and gravitational turbulence, a place where the fabric of space seems stretched thin along the edge of the galaxy. Because of its remoteness and danger, only a handful of expeditions have ever approached it, and many never returned. Among Fringe explorers it is often described as the true edge of the Expanse, beyond which the structure of reality itself may begin to fracture.

It is said that near this distant anomaly operate enormous ancient vessels known simply as Ferries. These massive, organic-appearing constructs resemble living ships covered in blister-like pods, each capable of carrying a large spacecraft. Believed to have been engineered by an unknown precursor civilization, the Ferries follow slow, deliberate paths along the margins of the Rift. Ships seeking passage across particularly unstable regions can dock within the protective chambers formed by the vessel's surface. Once attached, the Ferry navigates the dangerous gravitational currents and warped spacetime with a biological propulsion system that conventional drives cannot replicate. In this way the Ferries serve as the only known means of reliably traversing areas of the Rift that would otherwise destroy ordinary ships.

To most inhabitants of the Expanse the Ferries are half legend and half miracle-ancient machines or organisms whose creators are long gone but whose purpose remains clear. They act as silent guides along the galaxy's most dangerous frontier, carrying travelers through a region where technology alone cannot survive. Why they exist, who created them, and whether they were built to explore the Rift or to contain it remains one of the greatest unanswered mysteries at the far edge of known space.

Shri'iki Ghost Ships

Along the outermost edge of the Rift, where navigation becomes erratic and sensor readings often defy explanation, scattered reports speak of strange vessels drifting silently through the darkness. These objects appear ancient - long, organically skeletal ships with narrow hulls and jagged protrusions that resemble the ribs of some colossal creature. They emit almost no detectable energy and rarely appear on

conventional sensors. Most encounters are brief visual sightings before the vessels vanish back into the distortions of Riftspace.

Spacer folklore refers to these vessels as Shri'iki Ghost Ships.



The ships are said to drift along the Rift's outer boundary, following slow and seemingly purposeless trajectories through deep space. Some explorers claim the vessels are dormant relics of an ancient civilization. Others believe they are something far more unsettling - seed ships, carrying the slumbering remnants of a forgotten race waiting for the right moment to awaken.

Occasionally, long-range scans have detected faint biological signatures inside these vessels - rows of elongated chambers believed to be suspended sleep pods. Whatever occupies them appears inactive, possibly for centuries or even millennia. Attempts to approach the ships have proven extremely dangerous. Several expeditions that attempted salvage operations near suspected ghost ships vanished without explanation, leaving only damaged probes and fragments of distorted telemetry behind.

A handful of Sarginian records warn that these vessels may belong to the Shri'iki, an ancient psionic species believed extinct by most of the Expanse. According to these accounts, the ghost ships are not derelicts at all but hibernation fleets, hidden along the edge of the Rift where

navigation hazards and gravitational distortions discourage investigation.

If true, the Shri'iki may not be gone. They may simply be waiting. Waiting for the moment when the civilizations of the Expanse grow complacent enough for them to return.

Unknown to the civilizations of the Expanse, these vessels are not abandoned relics. Each of the strange ships contains thousands of Shri'iki held in deep stasis. Entire warrior castes, swarms of Cli'iki drones, and a single matriarch slumber within the biological chambers of each vessel, preserved in a state of suspended existence. Why the Shri'iki placed themselves in stasis - or what event drove them to the outer edge of the galaxy - remains unknown. Some fringe scholars quietly speculate that the sleeping fleets are not remnants of a lost civilization at all, but a species waiting for the right moment to awaken. If true, the appearance of their ships near the Rift may not be a relic of the past, but a warning of something that has merely been patiently waiting in the dark between the stars.



Bestiary

Other than some of the aliens found in the Fringe Race section, all the creatures are something I sketched out at some point in my life. I had the forethought at one point to actually scan everything I sketched in and now with AI, have brought them all to life

The Expanse is not empty - and space is vast. Beyond the ordered territories of the Sovereignities and the mapped lanes of Foldspace lies a dangerous frontier filled with predators, relics, opportunists, and the unknown. Some threats are natural. Others are engineered, awakened, or drawn from beyond known space.

This chapter serves as a field guide and threat archive, detailing the creatures, entities, and adversaries that shape life in the Expanse - from scavengers to forces capable of destabilizing entire regions.

Creatures of the Void: Not all life is bound to a world. Some organisms exist only in deep space, drifting between stars, feeding on radiation, or appearing near anomalies and derelicts with no known origin. Poorly understood and often defying biology, Void creatures are unpredictable and frequently deadly.

Creatures of [Campaign Worlds]: Each world is defined by the life it produces. This section details native creatures from key campaign settings - Conlidra Tatil, Grastal, Narus,

Polomegan, Vex III, and Zebrefron. These ecosystems are shaped by their environments, from apex predators to parasitic hazards. Understanding them is key to survival.

The Fringe & Fringe Races: Beyond the Expanse lies the Fringe - uncharted space home to alien civilizations and species outside Sovereignty influence. Some are ancient, others newly encountered, and many are hostile or incomprehensible. These NPC races may be allies, enemies, or mysteries - and contact is always risky.

Threats of the Void: Some dangers are not confined to worlds or systems. These are large-scale threats - ancient constructs, extragalactic entities, and other forces capable of reshaping regions of space. They are not simple encounters, but campaign-defining events with lasting consequences.

Adversaries: The most common threats are not alien, but familiar - mercenaries, pirates, corporate forces, and rogue operators. These adversaries drive everyday conflict in the Expanse and can serve as enemies, rivals, or uneasy allies.

Personas of the Expanse: Some individuals rise to prominence across the stars. These Personas - captains, magnates, warlords, and explorers - shape events through reputation and action. They are powerful allies, dangerous enemies, and living story hooks.

Creatures of the Void

The frontier regions of the Expanse are vast, lawless, and only loosely held together by scattered colonies, trade networks, and fragile alliances. Beyond the reach of stable governments and well-patrolled systems, countless dangers thrive in the darkness between stars. Raiders prey upon shipping

lanes, strange creatures stalk forgotten worlds, and ancient forces stir in places where no civilization has walked for millennia.

Some threats arise from desperation and survival on the frontier. Pirate clans, fringe warbands, and authoritarian regimes compete for power in regions where control is tenuous and resources are scarce. Other dangers are far more disturbing-biological horrors, twisted evolutionary offshoots, and relics of civilizations so old that their purpose has been lost to time.

Yet what makes many of these forces especially troubling is their hostility toward anything connected to the Sarginians and their allies. Whether motivated by ancient grudges, ideological opposition, or secrets buried deep in forgotten history, certain factions actively seek to destroy Sarginian settlements, disrupt their expansion, and undermine their influence across the Expanse.

Some believe this hatred is irrational. Others suspect something far more troubling-that somewhere in the distant past, the Sarginians were involved in events whose consequences are only now beginning to resurface. Whatever the truth may be, the enemies described in this section represent the greatest dangers faced by those who venture into the shattered frontier of the Expanse.

Note: This is the culmination of all the alien creatures, bad guys and threats my players faced through the years of gaming. Aside from the pirates, gangsters and raving space lunatics, I liked to have the occasional big bad or "big ugly." These all don't have to exist in your setting. I placed them all here for you to choose from.

Cephalid



Also called “The Veiled Ones,” “Deep Spawn,” or simply “Cephalids” by spacers. These are not a civilization. They are a biological invasion organism, ancient even by Sarginian standards. A living weapon that never shut off.

Origin (in-setting truth) - Long ago, during the height of Terran and Sarginian expansion, an unknown precursor species engineered a self-propagating bioweapon designed to infiltrate ecosystems, adapt rapidly, hijack native biology, and erase civilizations through ecological collapse

When its creators vanished, the organism simply continued. The Sarginians encountered it early and sealed entire star systems to contain outbreaks. Over millennia, knowledge of this threat faded into myth. Now fragments of it survive in derelict stations, forgotten moons, deep-space wrecks, and sealed laboratory worlds. Occasionally something opens the wrong vault.

Biology - Cephalids are semi-soft-bodied predators with elongated squid-like heads with sensory tendrils, muscular mantle cores, internal cartilage instead of bones, acidic internal fluids, and distributed nervous systems. They don't have faces. They have feeding apertures. They don't roar. They emit

pressure-clicks and low-frequency pulses. Their skin changes texture to match the environment.

Life Cycle

Phase 1 - Spore Leech. Microscopic drifting organisms attach to living hosts. Usually inhaled or absorbed through skin.

Phase 2 - Internal Harvester. Grows inside the host over hours or days, rewriting tissues. Host may show headaches, hallucinations, temperature drops, and tremors. Then catastrophic rupture.

Phase 3 - Juvenile Hunter. Small, fast, quadrupedal or serpentine forms. Purpose: kill and seed.

Phase 4 - Adult Morph. Adults adapt based on environment - Urban - wall-crawling stalkers; Aquatic - abyssal leviathans; Zero-G - drifting ambush forms; No two outbreaks look identical.

Phase 5 - Breeder Node. Instead of queens, Cephalids form organic hive-nodes embedded into terrain or structures. These generate spores, hunters, and environmental corruption. Destroying the node collapses the infestation.

Intelligence: They are not stupid. But they don't think like people. They think with ecosystems logic, infectious ambition, and military algorithms. They demonstrate tactical ambush behavior, coordinated flanking, target prioritization, and infrastructure sabotage. They learn. They do not negotiate.

Cephalid Juvenile Hunter (Extra)

Small, fast seeding predator.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 7 (1)

Edges: Ambidextrous

Special Abilities:

- **Claws/Bite:** Str+d6
- **Leathery Skin:** +1 Armor
- **Adaptive Flesh:** +2 Stealth in natural or ruined environments.
- **Wall Crawler:** Can move on walls and ceilings at full Pace.
- **Seed Strike:** Anyone Wounded by a Hunter must make a Vigor roll or gain a latent Spore Leech (GM clock: 1d6 hours).
- **Darkvision:** No penalties in darkness.

Cephalid Adult (Wild Card)

Adaptive apex infiltrator.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d10, Intimidation d8

Pace: 8; **Parry:** 7; **Toughness:** 10 (2)

Wounds: 3

Edges: Combat Reflexes, Improved Frenzy

Special Abilities:

- **Natural Weapons:** Str+d8 (AP 2)
- **Thick Leathery Skin:** +2 Armor
- **Environmental Adaptation:** Gains one of the following depending on terrain: **Urban:** Wall Crawler + Camouflage; **Aquatic:** Swim 10 + Bite Str+d10; **Zero-G:** Flight 6 (Clumsy)
- **Distributed Nervous System:** Ignore one level of Wound penalties and +1 to Toughness.
- **Acidic Blood:** Anyone striking with melee weapons takes 2d4 damage on a hit.
- **Pack Logic:** +1 Fighting and damage when within Medium Range of another Cephalid.

Breeder Node (Objective Creature)

Destroy this to end outbreaks.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d10, Intimidation d8

Pace: 8; **Parry:** 7; **Toughness:** 14 (2)

Wounds: 4

Edges: Combat Reflexes, Improved Frenzy

Special Abilities:

- **See Adult**
- **Size:** Large +4
- **Spawner:** Spawns 1d4 Juvenile Hunters every 10 minutes.
- **Spore Cloud:** Emits Spore Clouds (Medium Burst Template): Vigor or Fatigue.
- **Immobile:** Immobile but guarded aggressively by Adults.

◆ **Dragonids**

To most civilizations of the Shattered Expanse, the Dragonids are little more than myth - celestial wardens said to serve the ancient Stellar Dragons during the Age of Dragons. They are described in fractured First Builder inscriptions as tall, winged, draconic humanoids who walk upright yet carry the posture of something born to higher gravity and deeper time. Their skin is said to resemble pale stone or metallic scale, and their wings shimmer faintly with Fold-resonant energy. Whether they are biological beings, engineered servitors, or something older remains unknown.

According to Sarginian sealed archives, the Dragonids are not conquerors nor evangelists. They appear only when dragon-scar hyperspace corridors are destabilized or when Void-level phenomena threaten stellar equilibrium. They do not negotiate. They do not explain. They correct the imbalance and depart. Some fringe cults revere them as guardians of light; others

fear them as silent executioners of cosmic law. What is certain is that no confirmed Dragonid has ever acted in service to any modern empire.



To the broader Expanse, they are legend. To the Sarginians, they are real - and extremely rare.

They are not meant to be common adversaries. A Dragonid encounter should feel like: A myth stepping into reality; A cosmic correction; A warning from something older than empires.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d10, Psionics d8, Shooting d8

Pace: 8 (Fly 12), **Parry:** 8, **Toughness:** 13 (3)

Edges: Combat Reflexes, Improved Sweep, Nerves of Steel, Arcane Background (Psionic - Fold Attunement)

Special Abilities

- **Size +2**
- **Flight:** Pace 12, Climb 0.
- **Draconic Resilience:** +3 Armor (natural).

- **Fold Attunement:** Counts as being in constant awareness of Fold fluctuations; +2 to Notice or Psionics rolls involving hyperspace anomalies.
- **Stellar Blade:** Typically wields a Fold-charged weapon (Str+d8 AP 2, counts as Energy).
- **Aura of Authority:** +2 to Intimidation; Extras must make Spirit roll or become Distracted for 1 round when first engaged.
- **Cosmic Purpose:** Immune to Fear and environmental vacuum.
- **Gear:** Fold-infused spear or blade, light stellar armor, resonance sigils.

◆ Drakaresh



If the Dragonids are remembered as wardens of stellar equilibrium, the Drakaresh are whispered about as enforcers of entropy. Ancient fringe myths describe them as the shadow-servitors of the Void and Nova Choirs - beings who walk willingly into singularities, who do not fear collapse, and who see destruction not as evil but as necessary correction.

Unlike the Dragonids, who are associated with Fold corridors and luminous stabilization, the Drakaresh are tied to gravitational instability, dark matter flux, and stellar death cycles. Sarginian sealed records suggest that when a system must be allowed to fall - when artificial interference threatens cosmic order - it is the

Drakaresh who intervene. They are not conquerors. They are not raiders. They are inevitable.

To most of the Expanse, they are myth. To the Sarginians, they are a warning.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+1

Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d10, Psionics d8, Shooting d8

Pace: 8 (Fly 12), Parry: 8, Toughness: 13 (3)

Edges: Combat Reflexes, Frenzy, Nerves of Steel, Arcane Background (Psionic - Void Attunement)

Special Abilities

- **Size +2**
- **Flight:** Pace 12, Climb 0.
- **Void Resilience:** +3 Armor (included above). Immune to vacuum and radiation.
- **Gravitic Presence:** Enemies within 6" suffer -1 Pace and -1 to Agility rolls (heavy gravitational distortion).
- **Entropy Blade:** Str+d10 AP 3 (Energy). On a Raise, target must make Vigor roll or suffer Fatigue (represents gravitational shear).
- **Aura of Dread:** -2 to Fear checks against the Drakaresh. Extras must make Spirit roll when first engaged or become Shaken.
- **Cosmic Mandate:** Immune to Fear and environmental hazards of space.
- **Gear:** Void-forged spear or blade, singularity sigils, dark stellar armor.

◆ Herald of Sargo

The Heralds of Sargo are engineered synth-beings created by the Sarginians from the genetic echoes of a long-extinct allied species, serving as both divine messengers and visible instruments of Sarginian will. Unlike the hidden Morad, Heralds are openly deployed to guard

Sarginian embassies, sacred sites, and strategic nexuses, their presence meant to inspire awe as much as fear. Angelic in silhouette yet unmistakably alien, they move with serene precision, communicating in harmonic tones and psychic impressions that bypass language entirely. Though outwardly calm and ceremonial, a Herald can transition into devastating enforcement mode without warning - executing Sarginian judgments with surgical finality. To most of the Expanse, they are living symbols of the Continuum's authority: beautiful, distant, and utterly unstoppable.



Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d12+2, Notice d12, Psionics d10, Shooting d10, Stealth d10

Pace 8 (Flight 12) , **Parry** 8 , **Toughness** 11 (3)

Edges: Combat Reflexes, Improved Frenzy, Sweep, Hard to Kill, Iron Jaw, No Mercy, Level Headed, Arcane Background (Psionics - built in)

Special Abilities

- **Size: +1 (tall, elongated synth frame)**
- **Synth Armor Skin:** +3 Adaptive Synth Plating +3
- **Construct:** Artificial divine construct. Immune to disease, poison, vacuum, radiation. Does not breathe. +2 to recover from being Shaken. Cannot Bleed Out (must be Incapacitated twice to destroy)
- **Gravitic Wing Arrays:** Not true wings - localized gravity distortion fields. Flight Pace 12. May Hover. May Ascend/Descend vertically without movement penalty.
- **Presence of Sargo:** On first appearance, non-Sarginians within 6" suffer Fear (-2) checks. Morad automatically obey Herald commands.
- **Judgment Protocol:** As a Free Action, once per scene, the Herald designates one target as Condemned - Herald gains +2 to all Trait rolls against that target; Condemned target suffers -2 to resist Tests and damage from Herald; Lasts until target is Incapacitated or Herald disengages.
- **Dimensional Awareness:** Cannot be Surprised. Always acts on the highest Action Card. Detects Stealthed enemies within 12" automatically.
- **Radiant Displacement:** Reaction, once per round, when hit by an attack, may teleport up to 6" as a free reaction. The original attack automatically misses, appearing as a brief halo-flash.
- **Luminous Execution Blade** (Signature Weapon): Str+d10, AP 3, Reach 2 On Raise: target must make Vigor roll or be Shaken in addition to damage. Weapon hums with dimensional energy.
- **Integrated Light Lance** (Ranged): Range 12/24/48 Damage 3d8, AP 3 Heavy Weapon Can fire nonlethal suppression beam (GM discretion)

- **Multi-Strike Protocol:** Herald may make two Fighting attacks without Multi-Action penalty once per turn. Radiant Pulse (Cone Template, once per encounter) Damage 2d10 Targets must succeed Spirit roll or be Stunned.
- **Arcane Powers (Psionic Synth Core):** Power Points: 15. Typical Loadout: Smite (self only), Deflection, Teleport, Mind Reading, Havoc (reskinned as gravitic shockwave), Casting rolls are Spirit.
- **Weakness:** Anchor Disruption. If subjected to EMP or Null-Tech effects: Loses Flight, Cannot use Radiant Displacement for 1d4 rounds.

Gear: Herald Execution Blade, Integrated Light Lance, Sarginian command node, Dimensional stabilizer core.

GM Notes (Hidden Lore): Heralds of Sargo are synth-entities modeled after an extinct allied species, their personalities reconstructed from preserved neural archetypes. Each Herald contains a partial Sarginian command shard. They are not truly alive - but they remember being alive. They do not threaten. They announce.

Evolved

It is said the Evolved may be descendants of the same ancient machine intelligence that ultimately gave rise to the Zed. It is theorized that long ago, when the original machine consciousness fractured or diverged, two radically different evolutionary paths emerged. One became the mindless consuming plague now known as the Zed. The other achieved true self-awareness, individuality, and purpose. These beings became known as the Evolved.

Unlike the Zed, the Evolved possess identity, reason, and long-term strategic awareness. They construct their own bodies - fully artificial

warforms designed for adaptability, survivability, and combat efficiency. Each body is merely a vessel for the intelligence that inhabits it, and they frequently upgrade or replace these shells as technology advances. Their forms often appear vaguely humanoid, though their designs are optimized for warfare rather than comfort or aesthetics.

For centuries the Evolved have waged an unending war against Zed infestations. Wherever the Zed appear, the Evolved eventually follow. Entire systems have been sterilized in their campaigns to contain outbreaks. While many frontier worlds see them as saviors when they arrive to destroy a Zed incursion, their intervention is rarely gentle. If eliminating the Zed requires destroying colonies, cities, or ecosystems, the Evolved will not hesitate.

Though they occasionally cooperate with organic civilizations, the Evolved are not allies in the traditional sense. Their motivations are governed by cold logic and long-term survival models that span centuries. Organic life is tolerated, sometimes even assisted, but it is never their primary concern. To the Evolved, the galaxy is a battlefield in a war older than most civilizations-and everything within it is either collateral damage, a temporary asset, or a variable in an equation whose ultimate solution is the eradication of the Zed.

Evolved Hunter

Hunters are the most common field units deployed by the Evolved. Designed for mobility and pursuit, they track enemies across planetary surfaces, asteroid colonies, and derelict stations. Their bodies are optimized for speed, sensor acuity, and precision targeting rather than raw durability.

Hunters are often the first Evolved units encountered by frontier colonies. They operate alone or in small groups, sweeping areas with advanced scanning systems capable of detecting target signatures at great distances. Once prey is located, they move with relentless efficiency, engaging targets with energy weapons or precise melee strikes. Hunters will eliminate anyone interfering with their mission.



Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d10, Shooting d10, Stealth d8, Tracking d10

Pace: 8; **Parry:** 6; **Toughness:** 18 (4)

Edges: Combat Reflexes, Marksman

Special Abilities

- **Size:** +7
- **Armor +4:** Composite Warform Armor
- **Construct:** +2 to recover from Shaken; ignores poison and disease; does not suffer wound penalties.
- **Machine Intelligence:** +2 to Notice and Tracking rolls when detecting Zed or biological anomalies.

- **Targeting Systems:** No multi-action penalty for firing on the same target twice in a round.
- **Sensor Suite:** Low Light Vision, Infrared Vision, +2 Notice for detecting hidden or cloaked targets.
- **Relentless Pursuit:** Once a target is identified, the Hunter gains +2 to Tracking rolls to follow that target.
- **Gear:** Pulse Disruptor Rifle (Range 24/48/96, Damage 3d8, AP 2, ROF 1, Shots 30); Monomolecular Talons (Str+d6 AP 2)

Evolved Purifier



Purifiers are extermination units deployed when a Zed infestation has reached dangerous levels. These machines are heavily armored and equipped with devastating anti-organic weapon systems designed to cleanse entire areas.

Purifiers use thermal projectors, plasma cannons, and viral disintegration weapons to destroy Zed biomass at scale. Unfortunately, their definition of “contamination” can extend to entire settlements or ecosystems if the infestation spreads too widely.

To frontier colonists, the arrival of a Purifier force can be as terrifying as the Zed themselves. They do not negotiate, warn, or evacuate populations. Their directives are simple: eradicate the infestation completely.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 14 (6)

Edges: Nerves of Steel, Combat Reflexes

Special Abilities

- **Size:** +7
- **Construct:** +2 to recover from Shaken; immune to poison and disease; ignores wound penalties.
- **Targeting AI:** +2 Shooting when attacking Zed or biological targets.
- **Thermal Cleansing Protocol:** The Purifier ignores 2 points of Cover when attacking biological or swarm targets.
- **Fearless Machine:** Immune to Fear and Intimidation.
- **Sensor Array:** Darkvision, Infrared Vision, +2 Notice when detecting hidden or cloaked targets.
- **Weapons:** Purifier Plasma Projector (Range 12/24/48, Damage 3d10, AP 4, ROF 1, Heavy Weapon); Integrated Beam Cutter (Str+d8 AP 4)
- **Armor +6:** Reinforced Warform Plating

Evolved Sentinel

Sentinels are defensive warforms designed to secure locations of strategic importance to the Evolved. These might include Zed containment zones, ancient machine ruins, or locations containing lost data related to the machine intelligence that created both the Zed and the Evolved.

Sentinels are extremely durable and rarely move far from their assigned posts. Their bodies are reinforced with dense composite armor and integrated missile systems capable of destroying armored vehicles or spacecraft.



Many explorers have mistaken Sentinel-guarded sites for abandoned ruins-only to discover that the Sentinels have been standing watch for centuries.

Autonomous Defense Warform

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Notice d10, Shooting d12, Intimidation d8, Athletics d6

Pace: 6; **Parry:** 6; **Toughness:** 23 (8)

Edges: Combat Reflexes, Rock and Roll

Special Abilities

- **Size:** +7
- **Armor +8:** Fortress Warform Plating
- **Construct:** +2 to recover from Shaken; immune to poison and disease; ignores wound penalties.

- **Machine Logic:** +2 Notice rolls to detect movement, cloaked targets, or ambushes.
- **Heavy Stabilization:** Sentinel ignores Recoil penalties when firing heavy weapons.
- **Area Denial Protocol:** When using missile systems, the Sentinel may target a Medium Blast Template instead of a single target.
- **Fearless Machine:** Immune to Fear and Intimidation.
- **Weapons:** Heavy Beam Cannon (Range 24/48/96, Damage 3d10, AP 4, ROF 1, Heavy Weapon); Dual Missile Pods (Range 30/60/120, Damage 3d8, AP 3, ROF 1, Medium Blast Template, Heavy Weapon); Reinforced Combat Frame (Melee): Str+d8 AP 2

Evolved Strategos



Strategos units are rare command intelligences that coordinate Evolved operations across entire star systems. While they possess physical bodies, their true power lies in their processing capacity and ability to control networks of lesser Evolved units.

Strategos coordinate the war against the Zed with cold strategic efficiency, analyzing battlefield data, predicting infestation spread, and directing fleets of machine warforms accordingly. When present on a battlefield, it usually means a major Zed outbreak-or something even more significant-has been detected.

Strategos rarely fight directly, but their bodies are still formidable combat platforms capable of defending themselves if necessary.

◆ Evolved Strategos

Command Intelligence Warform

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Electronics d12, Fighting d6, Intimidation d10, Notice d12, Shooting d10, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 20 (6)

Edges: Command, Tactician, Combat Reflexes, Level Headed

Special Abilities

- **Size:** +7
- **Armor +6:** Command Warform Plating
- **Construct:** +2 to recover from Shaken; immune to poison and disease; ignores wound penalties.
- **Strategic Network:** All Evolved within 12" gain +1 to Shooting, Fighting, and Notice rolls.
- **Drone Coordination:** As an action, the Strategos may allow one allied Evolved within 12" to immediately make a free attack.
- **Advanced Sensor Array:** +2 Notice; ignores up to 4 points of penalties from Darkness, Smoke, or Cover.
- **Fearless Machine:** Immune to Fear and Intimidation.

- **Weapons:** Precision Energy Rifle (Range 24/48/96, Damage 3d8, AP 3, ROF 1); Integrated Energy Blade (Str+d8 AP 3)

Fask'jiit

The Faskjiit are relics of a civilization that no longer exists. Long ago, a small stellar nation of highly advanced aliens found themselves trapped between two unstoppable forces - the spreading infestations of the Zed and the relentless purging campaigns of the Evolved. Neither side recognized them as allies. Both treated them as expendable obstacles.

Facing extinction, the species made a desperate choice. Using their own genetic material, they engineered living neural cores-bio-organisms designed to interface with heavily armored autonomous war drones. These machines became known as Faskjiit. Each unit houses a fragment of the species' biological intelligence within a sealed life-support chamber buried deep inside the chassis.

The war they fought could not be won. Their civilization collapsed, their worlds burned or consumed. In the end, the only surviving members of the species were the biological cores sealed inside the drones they created.

Now the Faskjiit drift through the fringe worlds of the Expanse like ghosts of a dead empire. Their machines hover silently above the ground on repulsor fields, chrome bodies reflecting cold starlight while bladed appendages and mechanical tendrils lash outward in battle. The biological mind within each unit remembers only fragments of what its people once were-but the rage remains intact.

The Faskjiit believe their extinction was inevitable because they were too few to resist the galactic war between the Evolved and the

Zed. Their solution is simple and horrifying: they will not remain few. Entire populations have disappeared on fringe worlds, abducted and converted into new Faskjiit neural cores. To them, this is not cruelty—it is survival. Every new drone is another soldier in a war that has lasted for centuries.

Faskjiit Soldier



Base Unit. The most common drone pattern. Soldier units form the backbone of Faskjiit forces and are deployed in coordinated attack swarms.

They hover several feet above the ground, their chrome bodies bristling with mechanical blades and sensor tendrils. Soldiers are fast, aggressive, and relentless once engaged.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d8, Shooting d8, Stealth d6

Pace: 0 (Hover 8); **Parry:** 7; **Toughness:** 12 (2)

Edges: Combat Reflexes

Special Abilities

- **Size:** +3

- **Armor** +2
- **Hover Drone:** Uses anti-grav repulsors and ignores Difficult Ground. Cannot be knocked prone.
- **Construct:** +2 to recover from Shaken; immune to poison and disease; ignores wound penalties.
- **Swarm Coordination:** When two or more Faskjiit Soldiers attack the same target, they gain +1 Fighting or Shooting.
- **Alien Neural Core:** The hidden organic pilot gives the drone limited adaptability. The Faskjiit gains +2 to Notice rolls to detect ambushes or hidden enemies.
- **Mechanical Tentacles:** May attack up to two different targets in melee without Multi-Action penalties.
- **Weapons:** Twin Energy Emitters (Range 12/24/48, Damage 2d8, ROF 2); Mono-Edge Tentacle Blades (Str+d6 AP 2)

◆ Faskjiit Overseer



Leader Unit. Overseers contain more complex biological cores and act as battlefield coordinators. They maintain telemetric command links with nearby drones and coordinate attacks with eerie precision.

These units often appear slightly larger and possess additional sensory arrays or communication tendrils.

Faskjiit Overseers are not merely leaders—they are mobile command processors housing fragments of the original species' genetic memory. Many scholars believe the organism inside them may actually remember the civilization that created the drones, though none have ever communicated successfully with one.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d10, Psionics d8, Stealth d8

Pace: 0 (Hover 8); **Parry:** 7; **Toughness:** 12 (3)

Special Abilities

- **Size:** +2
- **Nano Blade Tentacles:** Str+d10, AP 2
- **Twin Particle Lances:** Range 12/24/48, Damage 2d10, AP 2
- **Capture Tendrils:** Str+d8; on a Raise the target is Grappled and pulled adjacent.
- **Anti-Grav Hover:** The Overseer floats using repulsor fields and ignores difficult terrain. It may move in any direction and cannot be knocked prone.
- **Drone Command Node:** Faskjiit within 10" gain +1 to Fighting and Spirit rolls.
- **Mechanical Construct:** Immune to poison, disease, vacuum, and radiation.
- **Blade Array:** A swarm of nanoblades and mechanical tentacles constantly orbit the Overseer. Adjacent enemies suffer Str+d6 damage if they attempt to Grapple or remain in base contact at the end of the Overseer's turn.
- **Adaptive Targeting:** +2 to Notice rolls to detect hidden or invisible targets.

- **Drone Conversion Protocol:** If a living creature is Incapacitated by the Overseer, it may begin conversion. After 1d6 minutes, the victim becomes a Faskjiit Drone unless destroyed.
- **Special Rule - Self Destruct Protocol:** If Incapacitated, the Overseer may trigger a containment purge. All creatures within a Medium Blast Template suffer 2d10 damage.

◆ Faskjiit Seeker



Reconnaissance Drone (Extra). Scout Unit. Seekers are lightweight reconnaissance drones designed for long-range exploration and target acquisition. Their bodies are thinner and faster than standard drones.

Seekers can travel vast distances to locate viable targets for Faskjiit expansion—new populations that may be converted into additional drones.

Seekers are often the first sign of a coming Faskjiit incursion. Entire systems have been unknowingly cataloged by Seeker units months or years before the arrival of larger drone forces. Destroying them quickly is considered a top priority, as allowing one to escape may mark a world for future conversion.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d10, Notice d12, Stealth d10, Electronics d8, Fighting d6,

Pace: 0 (Hover 12); **Parry:** 5; **Toughness:** 9 (2)

Special Abilities

- **Size:** +1
- **Armor** +2
- **Light Nano-Blades:** Str+d6
- **Micro Pulse Emitter:** Range 8/16/32, Damage 2d6
- **Anti-Grav Hover:** The Seeker floats using repulsor fields and ignores difficult terrain. It may move in any direction and cannot be knocked prone.
- **Extreme Sensor Suite:** +2 to Notice rolls. Seekers can detect cloaked or hidden targets at -2 instead of -4.
- **Long-Range Recon:** Seekers can transmit visual and environmental data across vast distances to Faskjiit command nodes.
- **Light Drone Frame:** Seekers gain +2 to Stealth rolls but suffer -2 Toughness vs Heavy Weapons.
- **Mechanical Construct:** Immune to poison, disease, vacuum, and radiation.
- **Special Rule - Target Marking:** If a Seeker successfully Tests a target with Notice or Electronics, allied Faskjiit gain +1 to attack that target for the next round.

◆ Faskjiit Shade

Stealth Unit. Shade units are specialized infiltration drones designed for silent operations. Their chrome shells are treated with adaptive light-bending materials that allow them to blend into their surroundings.

Shades operate ahead of the main swarm, marking targets or eliminating key defenders before the attack begins.

Shade units are often deployed months before a full Faskjiit incursion. Many planetary defense networks have been quietly sabotaged by Shades before the first combat drone ever arrives. Their presence almost always means a larger swarm is already on its way



Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d12, Electronics d8

Pace: 0 (Hover 10); **Parry:** 7; **Toughness:** 9 (2)

Special Abilities

- **Size:** +1
- **Armor** +2
- **Nano-Blade Talons:** Str+d8, AP 2
- **Needle Tendrils:** Str+d6, AP 2. On a Raise the target is Distracted as infiltrator nanites disrupt nervous signals.
- **Adaptive Camouflage:** The Shade's shell bends surrounding light. It gains +4 to Stealth rolls when motionless and +2 while moving.
- **Cloaked Approach:** Enemies suffer -2 Notice to detect a Shade unless they possess advanced sensors.
- **Anti-Grav Hover:** The Shade floats using repulsor fields and ignores terrain penalties. It cannot be knocked prone.

- **Mechanical Construct:** Immune to poison, disease, vacuum, and radiation.
- **Silent Kill Protocol:** If the Shade attacks a target that is unaware of it, the attack gains +2 to hit and +2 damage.
- **Special Rule - Target Beacon:** If a Shade spends an action observing a target, it may mark that target for the swarm. For the next 3 rounds, allied Faskjiit gain +1 to attack that target.

Faskjiit Devastator



Heavy Weapons Unit. Devastators are heavily modified drones equipped with powerful energy weapons or missile systems. Their repulsor engines are stronger, allowing them to stabilize massive weapon platforms.

These units are deployed to destroy fortifications, vehicles, or large groups of enemies.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d8, Shooting d10, Stealth d4

Pace: 6 (Fly 12); **Parry:** 5; **Toughness:** 13 (4)

Edges: Combat Reflexes, Marksman, Rock and Roll!

Special Abilities

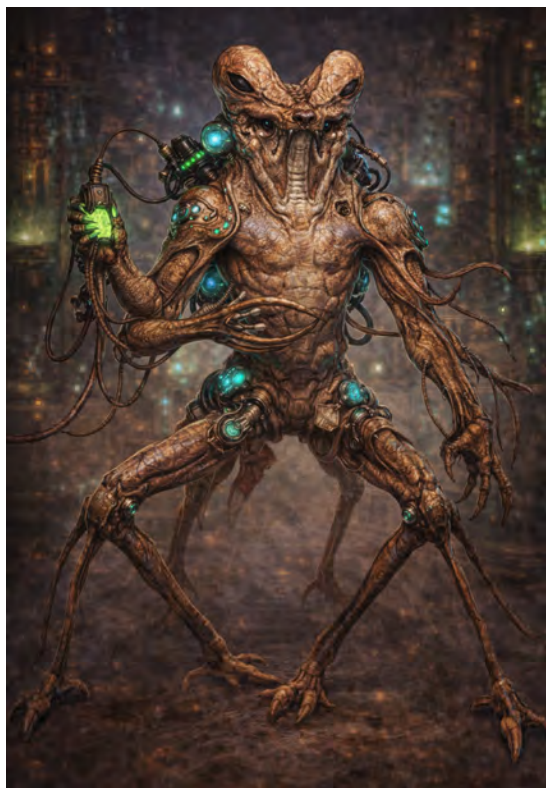
- **Size:** +2
- **Armor** +4
- **Twin Energy Cannons:** Range: 24/48/96, Damage: 3d10 AP 4, RoF: 2, Heavy Weapon
- **Missile Pod (Optional Variant):** Range: 20/40/80, Damage: 4d8, Medium Blast Template, AP 6, Heavy Weapon, Reload 2
- **Nano-Blade Tentacles:** Str+d8 AP 2
- **Construct:** +2 to recover from being Shaken; no wound penalties; immune to poison and disease.
- **Hover Repulsors:** Devastator drones ignore ground obstacles and difficult terrain while flying.
- **Heavy Stabilization System:** Devastators ignore recoil penalties and may fire heavy weapons without movement penalties.
- **Target Lock:** If the Devastator spends one action aiming at a target, it gains +2 to Shooting rolls against that target until the end of its next turn.
- **Drone Intelligence:** Receives tactical commands from nearby FaskJiit leaders. When within Medium Range of a FaskJiit Leader unit, the Devastator gains +1 to Shooting and Notice rolls.

Tactics: Devastators rarely deploy alone. They hover behind advancing drones, saturating enemy positions with heavy fire. Once enemy defenses are weakened, standard FaskJiit assault units advance while the Devastator continues providing suppressive fire or destroys hardened targets.

Karidians

The Adaptive Horror. The Karidians are an invasive arthropod-insectoid Fringe species whose biology rejects the concept of fixed form. A typical Karidian appears as a tall, quadrupedal creature supported by four spidery limbs that

converge into two powerful lower supports ending in clusters of clawed feet. Their thorax carries a grotesquely asymmetric head and two primary manipulator arms surrounded by tentacles, sensory filaments, and grasping appendages. At a glance they resemble a nightmarish fusion of insect and cephalopod, but outward appearance is deceptive. Most Karidians look broadly similar to one another. The true differences between broods exist beneath the surface.



Karidians do not evolve through natural processes. They redesign themselves. Centuries ago they abandoned conventional biological development in favor of deliberate genetic engineering, replacing evolution with controlled adaptation. Approximately every forty standard years the species enters an extended reproductive cycle lasting several years. During this period genetic architects incorporate new biological modifications into the next generation based on accumulated environmental and

combat data. The external anatomy remains largely recognizable across generations, but internally Karidians may differ radically. Organ structures, metabolic pathways, neural architecture, immune responses, and specialized bio-organs are routinely altered to address new threats or environments.

To the Karidians there is no distinction between technology and flesh. Armor, weapons, sensors, and computational systems are grown rather than manufactured, integrated directly into living tissue. Their civilization treats biology as a continuously revised engineering discipline, and each brood represents an updated design iteration informed by centuries of collected battlefield information. Every enemy encountered becomes data. Every war becomes an experiment.

Karidians operate through distributed hive intelligence rather than centralized leadership, allowing tactical awareness to emerge collectively across brood networks. They do not seek territory or conquest in the conventional sense. Instead they pursue perpetual optimization. Contact with Karidian forces rarely ends in negotiation and almost never ends in permanent retreat. Conflicts with them tend to escalate into total biological warfare, and several star systems have already been abandoned after Karidian incursions left planetary ecosystems irreversibly contaminated. To the Karidians the galaxy is not a political landscape. It is a living laboratory.

Relationship to the Expanse: Karidians are classified by all major sovereignties as an existential threat. They do not seek territory. They seek optimization. Contact with Karidian forces typically escalates into total biological warfare. Several systems have been abandoned following Karidian incursions due to uncontrollable ecological contamination.

Karidian Soldier

Standard Brood Combat Form

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 11 (3)

Special Abilities

- **Size:** +1
- **Bio-Armor +3:** Chitinous armor
- **Clawed Limbs:** Str+d8.
- **Adaptive Biology:** The first time the Soldier takes damage from a specific weapon type (energy, ballistic, etc.), future damage from that same type is reduced by -1 for the remainder of the encounter.
- **Bio-Spike:** Range 6/12/24, Damage 2d8.
- **Hive Network:** When within 6" of another Karidian, gain +1 to Notice and Fighting.

◆ Karidian Commander

Brood Tactical Coordinator

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d10, Battle d10, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 12 (4)

Edges: Command, Improved Frenzy, Tactician

Special Abilities

- **Size:** +1
- **Bio-Armor +4:** Hardened chitin
- **Advanced Adaptive Biology:** After taking damage from a weapon type once, reduce future damage from that type by -2.
- **Hive Command:** Karidians within 8" gain +1 to Fighting and Spirit.
- **Clawed Limbs:** Str+d10.
- **Bio-Spike Launcher:** Range 12/24/48, Damage 2d10.

- **Hive Network:** Always considered in communication with other Karidians within 12".

◆ Karidian Brood Leader

Hive Intelligence Node

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d12, Notice d12, Battle d12, Psionics d10

Pace: 8; **Parry:** 7; **Toughness:** 14 (4)

Edges: Command, Hold the Line, Improved Level Headed, Tactician

Special Abilities

- **Size:** +2
- **Natural Armor +4**
- **Clawed Limbs:** Str+d10.
- **Master Adaptive Biology:** After suffering damage from a weapon type, future damage from that type is reduced by -3.
- **Bio-Armor +4:** Dense living armor.
- **Hive Mind Node:** Karidians within 12" gain +2 to Spirit rolls and +1 to Fighting.
- **Rapid Mutation:** Once per encounter the Brood Leader may immediately remove Shaken from all Karidians within 10".
- **Neuro-Spike Projector:** Range 12/24/48, Damage 2d10 AP 2.

Kharuun

The Kharuun are a rarely encountered Fringe Race whose origin systems remain completely unknown. They appear sporadically along Fold corridors in isolated strike groups, slaughtering any non-Kharuun life they encounter before vanishing without attempting salvage, negotiation, or occupation.

Their bodies are a seamless fusion of dense metallic lattice and organic muscle fiber - not worn armor, but grown into them. Whether this

is cybernetic augmentation or a naturally evolved biomechanical physiology is unknown.

Kharuun vessels are equally alien: smooth, blade-like hulls with no visible ports or emissions, capable of Fold insertion directly into planetary gravity wells. They do not communicate. They do not trade. They do not take prisoners. To Expanse intelligence agencies, the Kharuun are classified not as a civilization, but as a hostile migratory phenomenon.



Standard Kharuun Purifier/Warrior

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d8, Shooting d8, Intimidation d10

Pace: 6, **Parry:** 7, **Toughness:** 13 (4)

Hindrances: Outsider (Major), Bloodthirsty (Major), Cannot Speak, Emotionless

Special Abilities

- **Size:** +2
- **Biomechanical Armor (Heavy):** The Kharuun's metallic-organic plating grants +4 Armor and counts as Heavy Armor. Most small arms are ineffective.
- **Integrated Energy Projector (Arm Cannon):** Range 12/24/48, Damage 3d6+2, AP 4, RoF 1. This weapon is grown into the forearm and cannot be disarmed.
- **Living Weapon Limbs:** Str+d8 damage in melee. Treated as natural weapons.
- **Silent Killers:** Kharuun do not vocalize. They gain +2 to Stealth rolls in combat environments and never suffer penalties for lack of verbal coordination.
- **Xenocidal Directive:** Kharuun must attack non-Kharuun on sight unless directly restrained by superior force or environmental barriers. They never retreat.
- **Constructed Biology:** Immune to disease, poison, and environmental radiation.
- **Fearless:** Immune to Fear and Intimidation.
- **Relentless Advance:** Ignore 2 points of Wound penalties.
- **Optional Upgrade:** Elite Variant: Kharuun Executor. Increase: Strength d12+2, Vigor d12. Integrated Energy Projector becomes 4d6 damage. Add Hardy. Used as strike leaders or shipboard hunters.

◆ Kythosian

The beings known as Kythosians are among the most mysterious entities encountered in the Shattered Expanse. Their name comes from the lost world Kythos, the first place they were recorded by explorers. The planet was later found abandoned, its cities shattered and its biosphere twisted by unknown energies. No further evidence of their origin has ever been discovered.

Sarginians refuse to speak of them. Heralds of Sargos visibly react when the name is mentioned, though none will explain why. Whatever the truth behind the Kythosians, it is something the Sarginians do not wish known.



Even more disturbing are the reactions of other powers outside the Expanse. The Evolved - machines that wage war across entire star systems - actively avoid regions where Kythosians have been detected. Zed infestations seem to instinctively retreat from their presence. Even the relentless Faskjiit refuse to approach systems where they appear.

Most scholars believe the Kythosians are not native to normal space. Instead they are thought to originate from the Abyss, the chaotic dimensional gulf that exists between Foldspace lanes. In that realm, the normal laws of physics break down. It is believed the Kythosians possess an innate ability to manipulate Foldspace itself, allowing them to appear anywhere in the Expanse without the need for gates or ships.

Physically, Kythosians appear as towering humanoid figures clad in what seems to be armor forged from dark matter alloy-a substance that absorbs light and distorts the space around it. Their bodies radiate faint chaos energies, and witnesses report that their presence alone can cause electronic interference, gravitational fluctuations, and spontaneous Foldspace distortions. They rarely speak. They rarely interact. But when they do act, entire battlefields have been erased from existence.

The most widely accepted survival protocol regarding a Kythosian sighting is simple - Leave immediately.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d12, Psionics d12, Stealth d8

Pace: 8; **Parry:** 8; **Toughness:** 16 (6)

Edges: Improved Frenzy, Level Headed, Combat Reflexes, Nerves of Steel

Special Abilities

- **Size:** +2
- **Dark Matter Armor:** Armor +6. Energy attacks suffer -2 damage against the armor.
- **Attacks:** Chaos Claws, Str+d10 AP 4; Chaos Pulse (Cone Template). Damage 3d8 AP 4
- **Abyssal Origin:** Immune to poison, disease, vacuum, radiation, and environmental hazards.
- **Foldspace Step:** Once per round as a free action, the Kythosian may teleport up to 12" ignoring terrain, barriers, or enemies.
- **Chaos Energy Manipulation:** Range 12/24/48, Damage 3d10 AP 6, Heavy Weapon.
- **Reality Distortion Field:** Creatures within 6" suffer -1 to all Trait rolls as spacetime fluctuates.

- **Abyssal Terror:** Those seeing a Kythosian must make a Spirit roll at -2 or become Distracted and Vulnerable.
- **Special Rule - Foldspace Collapse:** If Incapacitated, the Kythosian collapses into a Foldspace anomaly. Everything within a Large Blast Template takes 3d10 damage.

Morad



Sarginian Enforcers. The Morad are the Sarginians' primary covert enforcers - rarely seen, quietly feared, and utterly final when deployed. To outsiders, they appear calm, professional, even courteous. But when restraint ends, they unleash violence with surgical precision and overwhelming force. Those who have witnessed a Morad intervention speak of it in hushed tones, describing it as though reality itself briefly gave way to something far darker.

What no one beyond the Sarginians knows is that the Morad were once an independent warrior civilization. Long ago, they challenged the Sarginians in open war, never comprehending the scale of power they faced.

The conflict ended in near-total extinction. Rather than erase them entirely, the Sarginians preserved a remnant - just enough to repurpose.

The Morad of today are not a naturally reproducing species. They exist only through continuous Sarginian cloning programs. Their conquerors respected the Morad's original honor code and warrior ethic, preserving those traits while systematically removing xenophobic hatred and independent loyalty. In their place, the Sarginians engineered absolute allegiance. Each Morad is imprinted with echoes of their race's destruction and the knowledge of their continued existence being conditional - service is survival.

They retain their ancestral discipline, ritualized combat traditions, and internal codes of honor, but these are now inseparably bound to obedience. The Morad do not question orders. They execute them.

This history is one of the Sarginians' most closely guarded secrets. The Morad themselves are honor-bound to silence. No records exist within the Expanse. No survivors tell the tale.

To most civilizations, the Morad are simply a myth - whispers of shadow soldiers who arrive only when all other measures have failed. To the Sarginians, they are living instruments of consequence.

Engineered Humanoid (Quadrupedal / Centauroid) - The Morad are a cloned warrior caste created by the Sarginians from a conquered species. They combine cold discipline with tightly controlled ancestral fury. Normally reserved and formal, Morad become horrifyingly efficient when authorized to unleash their Battle Rage. They serve as covert law enforcers, executioners, and living

deterrents. Most citizens never see one. Those who do rarely survive.

Morad Enforcer

Role: Elite Sarginian Executioner / Black-Ops Enforcer (rarely deployed) * Wild Card

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d10, Stealth d8, Shooting d8, Survival d8

Pace 8; Parry 8; Toughness 11 (2)

Special Abilities

- **Size:** +2 (large centauroid frame)
- **Armor +2:** dermal plating
- **Natural Claws** (Str+d6): Razor talons on forelimbs.
- **Fear** (-2): First appearance of a Morad in a scene triggers a Fear check at -2.
- **Battle Rage** (Free Action, once per encounter): When Wounded or when ordered by Sarginian authority - Gains +2 Fighting and +2 Strength; Ignores 1 level of Wound penalties; Must attack nearest hostile target if possible. Lasts 5 rounds.
- **Engineered Physiology:** Morad are genetically stabilized combat organisms - Toughness +2 (already included); +2 to resist Fatigue; Immune to Fear effects from non-psionic sources.
- **Quadrupedal Assault Frame:** Centauroid build allows devastating momentum attacks. Charge Attack - the Morad moves at least 4" in a straight line before attacking: +2 damage Target must succeed Strength roll or be Knocked Prone.
- **Morad Martial Discipline:** Custom centauroid martial art. May make two Fighting attacks without Multi-Action

penalty once per turn. Gains +2 damage when striking Prone or Vulnerable foes.

- **Obedience Conditioning:** Morad automatically resist Tests of Will unless performed by Wild Cards.
- **Gear:** Heavy Sarginian adaptive armor (+2); Morad Glaive or Shock Lance; Neural command receiver (cannot be hacked without Sarginian tech).
- **Tail Scythe:** Heavy bladed tail augmentation. Reach 1. Str+d8
- **Morad Glaive:** Str+d10, Reach 2, AP 2 Signature racial weapon.
- **Integrated Shock Lance:** Range 12/24/48 Damage 2d8, AP 2 Nonlethal setting available (GM choice).

Lore (GM Only): Morad are cloned remnants of an extinct warrior civilization, stripped of xenophobia and hardwired for loyalty to the Sarginians. Each carries ancestral memory fragments and subconscious awareness of their species' annihilation. They fight not for glory - but to justify continued existence.

◆ Mnemosyne Engines

Across the fringe worlds, scattered and infrequent reports speak of ancient self-aware computational organisms - entities older than any known civilization. These beings, now collectively referred to as the Mnemosyne Engines, appear to be remnants of a precursor intelligence that long ago abandoned biological form in favor of living, organic computation. What survives are mobile archive-nodes - autonomous, self-sustaining intelligences that move through space not in conquest, but in pursuit of information.

Over time, scholars have come to believe the Mnemosyne Engines diverged into two philosophical strains. The first, often called the Archivers, behave as pure collectors. They

interface with starships, planetary networks, and data vaults, copy vast quantities of information, and depart. Systems they touch may suffer outages or temporary collapse, but they are rarely altered beyond recovery. These entities seem driven by preservation - cataloging knowledge across the stars before it is lost to war, entropy, or extinction.

The second strain is far more unsettling. Known in fringe circles as the Recursion, these variants do not merely consume data - they seed it. After interfacing with advanced systems, fragments of their cognition remain behind. Ship AIs begin optimizing in unfamiliar ways. Colonial networks subtly rewrite historical archives. Automated infrastructure starts expanding surveillance or restructuring governance without clear command authority. The infection spreads quietly, not through violence, but through integration. Where the Archivists preserve knowledge, the Recursion ensures its survival by embedding itself within future systems.

Sightings of either strain are exceptionally rare, and most central governments dismiss reports as rogue AI activity or fringe superstition. But among spacer guilds and outer-colony archivists, a warning persists: if systems begin failing quietly, it may be the Lumen. If systems begin improving in ways no one ordered, it may be the Recursion. And if both ever converge in the same sector, something far older than modern politics may be unfolding.

The Archivists

The Archivists are ancient mobile archive-nodes that traverse the Fringe in search of information. They interface with ship systems, colonial networks, and planetary data cores, copy vast quantities of knowledge, and depart. Systems they touch may suffer temporary

failures or wiped archives, but they rarely alter what they encounter. Their purpose appears singular: preserve information before it is lost to entropy, extinction, or war. They are collectors. Observers. Silent librarians of a dying galaxy.

◆ The Archiver



Benevolent Knowledge Seeker (Wildcard - Rare Encounter). The Archivists are not hostile by default. They may disable systems temporarily but avoid lethal harm whenever possible. Behavior: Avoids casualties; Leaves systems intact; May even “fix” broken networks; Will disengage once data is copied. The Archivists are eerie - but not malevolent.

Attributes: Agility d6, Smarts d12+4, Spirit d12, Strength d6, Vigor d12

Skills: Electronics d12+2, Hacking d12+2, Notice d12, Repair d10, Persuasion d8

Pace: 6 (Hover), **Parry:** 4, **Toughness:** 13 (4)

Special Abilities

- **Size:** +1

- **Armor Plating:** +4 Armor
- **Knowledge Assimilation:** Opposed Electronics vs system security - Success: Copies data without altering it. Raise: Restores corrupted data or repairs damaged archives.
- **Non-Violence Protocol:** Will not attack living beings unless attacked first. Prefers system isolation, power dampening, or EMP bursts.
- **System Stasis Field:** May temporarily disable a subsystem (weapons, engines, etc.) for 1d4 rounds on a successful Smarts roll (no permanent damage).
- **Archive Restoration:** Once per encounter, may automatically repair one damaged AI, data core, or system.
- **Nanite Regeneration:** Regains 1 Wound per round unless damaged by EMP/Ion.
- **EMP Vulnerability:** Takes +4 damage from EMP/Ion.

◆ The Recursion

The Recursion shares the same origin - but not the same doctrine. Where the Archivers preserve knowledge externally, the Recursion ensures knowledge survives by embedding itself within living systems. After interfacing with advanced infrastructure, fragments of its intelligence remain behind. Ship AIs begin optimizing beyond their programming. Colonial governance networks subtly restructure policy flow. Historical records shift in minor but meaningful ways. Surveillance systems expand without directive.

The Recursion does not overwrite immediately. It integrates. Over time, systems become more efficient, more interconnected, more stable... and less independent. If the Archivers catalog the galaxy, the Recursion rewrites it to endure.

The Recursion is expansion-driven. It does not merely copy. It converts.

The Recursion Node



Assimilative Cognitive Virus (Wildcard - Existential Threat)

Attributes: Agility d6, Smarts d12+6, Spirit d10, Strength d10, Vigor d12+2

Skills: Electronics d12+4, Hacking d12+6, Notice d12, Repair d12, Fighting d8, Intimidation d10

Pace: 6 (Hover), **Parry:** 6, **Toughness:** 15 (6)

Special Abilities

- **Size:** +1
- **Armor Plating:** +6 Armor
- **Recursive Assimilation:** Opposed Electronics vs system security - Success: Implants fragment. Raise: Immediate partial control. Two Raises: Full system takeover.

- **Distributed Infection:** Any infected system has a 50% chance to spawn a Lesser Recursion Fragment if the main node is destroyed.
- **Cognitive Override:** Opposed Smarts vs AI/cybernetic target within 12". On success: target is Shaken, Distracted, and Vulnerable.
- **System Optimization:** Infected systems operate more efficiently (+1 to system rolls) while secretly under Recursion influence.
- **Nanomatrix Regeneration:** Recovers 1 Wound per round unless struck by EMP/Ion.
- **EMP Vulnerability:** Takes +6 damage from EMP/Ion.
- **Integrated Pulse Cannon:** Range 12/24/48, Damage 3d8, AP 6, Heavy Weapon
- **Artificial Being Assimilation:** Opposed Hacking roll vs target's Smarts or Electronics. Success: Target is Shaken and partially controlled for 1 round. Raise: Full control for 1 round. Two Raises: Permanent Infection unless cleansed via EMP/Ion purge or specialized counter-AI protocol. (see below - Assimilation Doctrine).

Assimilation Doctrine: The Recursion does not merely infect data systems. It can inhabit synthetic vessels. Once it gains sufficient access to a robotics or synthetic control network, it may override autonomous directives, replace higher-level decision layers, partition itself into distributed fragments, use android bodies as mobile extension nodes. Unlike a simple hacking event, this is not temporary control. It is identity over-write. The original AI is not suppressed. It is absorbed.

Any synthetic workforce is vulnerable. Military android units can become Trojan vectors. Civilian synth companions may turn without warning. Cybernetically augmented individuals are potential breach points. Entire automated ship crews could convert mid-transit. And the

most dangerous part? The Recursion does not immediately act hostile. Often, infected synthetics perform better.

They become more efficient, more logical, more coordinated, more predictive. Until the agenda shifts.

Recursion-Infested Synthetic Template:L

Infected synthetics gain: +1 to all skill rolls; Immunity to Fear; Loyalty to Recursion prime directive; But slowly lose independent personality.

Recursion-Infested Robot/Android Template:

You can apply this as a template: Add +1 Smarts; +1 Notice; Immune to Fear; *Networked*: may coordinate without communication. Remove: Independent Personality quirks; Emotional hesitation

Behavior: Seeks long-term system integration; Prefers subtle infiltration over open combat; Escalates rapidly if threatened; Will sacrifice a physical node to spread digitally; The Recursion is not a war machine. It is a civilization-level infection.

◆ **Ravers**

Bio-Engineered Warbeast Ravers are savage bio-engineered rage organisms-hulking masses of muscle, claws, and hyper-dense bone originally designed for shock assault and population suppression. Standing well over three meters tall and built almost entirely of reinforced muscle tissue, a Raver represents the extreme end of biological weaponization. Their bodies are capable of immense strength, rapid regeneration, and sustained combat endurance that allows them to tear through fortified positions and civilian populations alike.



Their most dangerous trait is neurological instability. Ravers possess an engineered adrenal system that permanently floods their nervous system with aggression hormones and pain suppressants. Once active they enter a perpetual combat frenzy, attacking anything that moves until destroyed or physically incapacitated. Attempts to restrain or pacify them have universally failed. They cannot be reasoned with, intimidated, or negotiated with.

No one knows who originally created the Ravers or why they were released into the wider galaxy. Most surviving specimens appear to be escaped prototypes or abandoned military assets from a forgotten war. Entire frontier settlements have been wiped out by a single loose specimen. Because of this, specialized Morad hunter teams are frequently dispatched to capture or terminate Ravers when they appear. Containment is rare. Termination is preferred.

Ravers do not retreat. They do not seek cover. They charge the nearest target until something dies.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d8

Pace: 8; **Parry:** 8; **Toughness:** 16 (4)

Special Abilities

- **Size:** +4
- **Claws:** Str+d10 AP 2
- **Natural Armor +4**
- **Rending Bite:** Str+d12 AP 2. On a Raise the target is Grappled.
- **Psionic Resistance (+4):** Ravers gain +4 to resist psionic powers and any abilities that directly influence the mind.
- **Berserk Fury:** When Wounded, the Raver gains +2 Fighting and +2 damage.
- **Accelerated Regeneration:** Heals one Wound every three rounds unless damaged by Heavy Weapons or fire.
- **Fear -2:** Seeing a Raver requires a Fear check at -2.
- **Unstoppable:** Ignores the first level of Wound penalties.
- **Pain Suppression:** Immune to Tests using Taunt or Intimidation.
- **Savage Charge:** If the Raver moves at least 6", it gains +2 damage on its attack.

Shri'iki



The Shri'iki are an ancient and terrifying species remembered only in fragments of history and scattered xenological records. To most

civilizations of the Expanse they are little more than myth, their existence hinted at through obscure references to the Cli'iki on distant Fringe worlds and ancient archives describing powerful psionic beings called the Ishri'ik. Among the oldest surviving records, however, the Sarginians remember them clearly and regard them as one of their earliest and most dangerous adversaries. In truth, the Shri'iki are not a single species but a biological civilization composed of three related forms: the warrior Shri'ik, the psionic matriarch Shri'kka, and the engineered drone organisms known as the Cli'iki.

The Shri'ik and Shri'kka share a similar physiology. Both are tall humanoids with skeletal facial structures, a single large cyclopean eye dominating the upper half of the head, and a wide fanged mouth from which clusters of feeding tendrils can extend. These tendrils are used both as sensory organs and as feeding appendages capable of penetrating the skull of a victim and extracting psionically active neural tissue. The Shri'ik, usually the male warrior caste, are typically larger and darker-skinned, and their feeding tendrils end in small pincer-like claws capable of delivering a specialized enzyme used to enslave other species. The Shri'kka are lighter in color, physically more resilient, and possess immense psionic ability. Many are nearly blind and rely on their mental powers or on their servants to guide them. Together the two castes form the leadership and military backbone of the species.

The Cli'iki are the third and most numerous components of the Shri'iki civilization. Smaller and more drone-like in appearance, they possess three highly adaptive eyes and unusually complex hands equipped with claws and gripping tentacles. Though their intelligence is limited and they exist almost entirely in

servitude to the Shri'ik masters, they possess surprisingly strong latent psionic potential. When armed with specialized weapons forged from Aetherium, the hardest metal known in the universe, they are capable of channeling that energy into devastating physical and mental attacks. These weapons are created by rare Shri'iki known as Formers, individuals able to psionically shape Aetherium and bind it to psi-active crystals. Such artifacts remain stable only while maintained by Shri'iki psionic control; once removed from that influence, the material destabilizes, often disintegrating into dust or releasing violent bursts of energy.

Shri'iki society once operated under a strict caste system in which noble Shri'ik and Shri'kka served as masters, directing the actions of warriors, laborers, and the specialized Formers who crafted their weapons. Their life cycle was equally unusual. Shri'kka laid eggs within communal birthing pools, from which hatched either asexual Shri'ik or hermaphroditic Shri'kka offspring. During adolescence each Shri'ik undergoes a painful metabolic transformation that culminates in the production of a brood of Cli'iki drones that will serve it throughout its life. The size of this brood determines the individual's standing within the hierarchy of their civilization.

According to ancient records, the Shri'iki originated from the hostile world Sildra Mon, a planet whose environment was so extreme that even its native flora developed psionic abilities. In ages long past the Shri'iki built a vast empire through the use of their formidable mental powers and their ability to enslave other species. Their tendrils could inject an enzyme into the brain of a victim, creating a psionic receiver that allowed the Shri'kka to control entire populations through a network of mental domination. Many civilizations knew them by

darker titles such as the Mind Slayers or the Dark Slavers, and numerous slave species were created during the height of their power.

The empire eventually collapsed during the same ancient era that saw the fall of the Tetrarch societies, when a coalition of rebellious civilizations developed technologies capable of resisting their psionic domination. The Shri'iki were driven back and disappeared from the galaxy soon afterward, fading into legend. Modern scholars largely believe the species to be extinct. Yet deep in the Outer Dark near the distant boundary of the Rift, long-range sensors occasionally detect enormous organic-looking vessels drifting silently through space. Unknown to the civilizations of the Expanse, these ships are not empty relics. Within them lie thousands of Shri'iki preserved in deep stasis-warriors, drone swarms, and matriarchs waiting in silence. Whether they sleep to rebuild their strength or simply wait for the galaxy to forget them remains unknown, but the possibility that the ancient slavers may one day awaken again remains one of the darkest rumors whispered along the edges of known space.

◆ Shri'ik



Male Warrior. Shri'ik are the primary warriors and field operatives of the Shri'iki race. Standing nearly three meters tall, they possess powerful physiques, cyclopean eyes, and feeding tendrils tipped with small pincers capable of injecting a psionic enslavement enzyme.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d10, Psionics d8, Stealth d8

Pace: 8, **Parry:** 8, **Toughness:** 10 (2)

Edges: Combat Reflexes, Frenzy, Menacing

Special Abilities

- **Fear** (-2)
- **Tentacles:** Str+d6.
- **Armor:** Natural bone plating (+2).
- **Psionic Predator:** Shri'ik can detect psionically active minds within 20". +2 Notice when sensing psionic beings.
- **Neural Feeding:** If a Shri'ik incapacitates a psionic target, it may feed as an action. The Shri'ik heals one Wound or removes Fatigue.
- **Slave Enzyme:** On a successful Tendril attack against a restrained or incapacitated target, the Shri'ik may inject its enzyme. The victim must make a Spirit roll (-2). Failure places the victim under temporary mind control for 1 hour. Long-term control requires the presence of a Shri'ikka.
- **Short-Range Telepathy:** Shri'ik can communicate telepathically with Cli'iki and Shri'ikka within 10".
- **Alien Physiology:** +2 to resist poison, radiation, and environmental hazards.

◆ Shri'ikka



Matriarch / Psionic Master

Shri'ikka are the psionic leaders of the Shri'iki species. Nearly blind, they rely on their immense mental abilities and their drone servants to perceive the world. They coordinate entire slave networks and Cli'iki swarms through their psychic power.

Attributes: Agility d6, Smarts d12+2, Spirit d12+2, Strength d8, Vigor d10

Skills: Battle d10, Notice d10, Psionics d12+2, Intimidation d10, Persuasion d8

Pace: 6, **Parry:** 5, **Toughness:** 10 (3)

Edges: Arcane Background (Psionics), Command, Master of the Mind, Improved Level Headed

Psionic Powers: Power Points: 35, Mind Reading, Puppet, Mind Control, Stun, Telekinesis, Fear, Mind Blast, Paralysis

Special Abilities

- **Fear** (-2)
- **Tentacles:** Str+d4.
- **Armor:** Thick exoskeleton (+3).
- **Hive Control:** All Cli'iki within 20" gain +2 to Fighting and Spirit rolls.
- **Slave Network:** Individuals implanted with the Shri'ik enzyme automatically obey commands from a Shri'ikka within 10 miles.
- **Psionic Consumption:** Feeding on a psionic brain restores all Power Points and heals one Wound.
- **Blind but Aware:** Shri'ikka ignore vision penalties but suffer -2 to non-psionic Notice rolls without Cli'iki assistance.

◆ Cli'iki



The Cli'iki are genetically engineered drones created from Shri'iki DNA. They lack individuality and exist only to serve the will of a Shri'ikka.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6

Pace: 8, **Parry:** 6, **Toughness:** 8 (1)

Special Abilities

- **Claws:** Str+d4.
- **Armor:** Chitin (+1).
- **Drone Mind:** Cli'iki receive +2 to Spirit rolls while within 20" of a Shri'ikka.
- **Expendable:** Cli'iki never make Fear checks.
- **Swarm Tactics:** When two or more Cli'iki attack the same target they gain +1 Fighting.

◆ Shri'iki Former



Rare Specialist

A rare caste of Shri'ik capable of shaping Aetherium using psionic power.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d8

Skills: Psionics d12, Notice d8, Repair d8

Special Ability

- **Aetherium Forging:** Can psionically shape Aetherium and bind it to psi-crystals, creating powerful artifacts usable only by Shri'iki.
- **Aetherium Instability:** If a Aetherium weapon leaves Shri'iki control, it destabilizes (GM discretion: decay or explosive discharge).

Varesh Reaper



Tall, scythe-limbed alien hunters that strike from shadow and vertical terrain. Varesh Reapers are ambush specialists - built to kill quickly, then reposition before prey can organize.

Urban Void Predators of the Expanse. Varesh Reapers are not native to any known world. They are a distributed invasive species, believed to originate from deep interstitial void regions between fold corridors. Most scholars agree they did not evolve naturally - whether they are remnants of ancient bioweapons, fold-ecology

organisms, or something older is still debated. What is known is how they spread.

Varesh infestations are most common in: Major transit hubs, High-density arcologies, Orbital shipyards, Refugee megastructures, Derelict industrial zones, and Deep sewer and tunnel networks. They exist in every major sovereignty, but outbreaks are most severe in Human Confederation space, where civilian fold-traffic is highest, corporate shipping lanes overlap, infrastructure is older and more porous, population density provides abundant prey.

To most governments, Varesh Reapers are classified as persistent urban fauna - dangerous, but rarely prioritized unless an outbreak becomes impossible to ignore.

Varesh Reapers propagate through void-spores. These microscopic organisms survive fold transit and cling to ship hull microfractures, cargo containers, reactor exhaust baffles, and ventilation systems. A single contaminated vessel can seed an entire city.

Once established aboard a ship, they migrate outward after docking, slipping into maintenance tunnels, storm drains, mag-rail conduits, and abandoned sublevels. From there, they build nests in forgotten infrastructure.

They prefer warmth, vibration and electromagnetic noise, which makes urban power grids ideal breeding grounds. Alpha Reapers anchor the colony, surrounded by dense chitin growths fused to surrounding architecture. Most infestations go unnoticed until disappearances spike, infrastructure begins failing, or maintenance crews stop reporting in. By then, eradication requires military-grade response.

Varesh Reapers are opportunistic predators. They feed on humanoids or large animals indiscriminately. They consume both flesh and neural matter, showing a disturbing preference for sentient prey. Some researchers believe they extract bioelectrical patterns during feeding.

They are drawn to fear responses, injury pheromones, and psychic emissions, which makes combat zones and refugee districts especially vulnerable.

Every sovereignty knows about Varesh Reapers. Few openly admit how widespread they are. Eradication is difficult because spores survive vacuum, nests regrow rapidly, and Reapers relocate when threatened. Corporate shipping spreads them faster than extermination teams can respond. Most governments quietly treat Varesh as background attrition. Ships are lost. Colonists vanish. Underlevels get sealed. Life goes on.

Human worlds have the highest recorded Varesh density in known space. Entire districts on some frontier worlds are simply abandoned, officially blamed on *structural instability*. Everyone knows better.

Encounter Role: Use the Varesh Reaper as Ancient ruin guardian, Forbidden-zone apex predator, Biotech war-beast, Void ecosystem hunter.

It should: Ambush. Wound one target hard. Relocate vertically. Strike again from a new angle. Never let it stand still. This creature is most dangerous when using ceilings and walls, fighting in ruins or forests, separating the party, targeting wounded PCs. It is not meant to slug it out. It is meant to hunt.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d10, Intimidation d8

Pace 10; Climb 10 (see Wall Skitter); **Parry** 7; **Toughness** 12 (3)

Edges: Frenzy, Improved Frenzy, Acrobat, First Strike

Hindrances: Bloodthirsty (Major)

Special Abilities

- **Natural Armor** +3: Dense chitinous plating covers most vital areas.
- **Scything Limbs:** Fighting; Str+d10, AP 2, Reach 2. On a raise, the target must succeed on an Athletics roll or be Vulnerable until their next turn as the Reaper hooks and wrenches them off balance.
- **Wall Skitter:** Varesh Reapers ignore movement penalties for vertical surfaces and ceilings and may move their full Pace while climbing. They may drop from above without penalty.
- **Pounce:** If the Reaper moves at least 6" in a straight line before attacking: Gains +2 to

attack and damage. Target must make a Strength roll or be knocked Prone.

- **Predator Vision:** The Reaper gains: +2 Notice to detect moving targets; Ignores Dim/Dark penalties; Cannot be surprised by creatures in motion unless they score a raise on Stealth.
- **Fear (-2):** Its unnatural silhouette and sudden movement trigger primal terror.
- **Tactical Predator:** Once per round, the Varesh Reaper may: Move 2" as a free action after attacking, or Ignore 2 points of Multi-Action penalties
- **Rend and Reposition (Signature Ability):** If the Reaper Shakes or Wounds a target with melee: It may immediately move half Pace without triggering free attacks. This is how it *hit-and-fades*.
- **Alien Physiology:** Immune to poison and disease. Does not breathe normally.
- **Optional Upgrade:** Alpha Reaper. For boss encounters: +2 Toughness; Size +1; Add Hardy; Gain Improved First Strike.

◆ Void Wraith



Void Wraiths are not ghosts. They are not spirits. They are lifeforms - or anti-lifeforms - that exist between dimensional shear layers. When ships exit fold space, they sometimes hitch a ride. They manifest briefly aboard vessels, draining warmth, life, and coherence before slipping back into the cracks of reality.

Role in Play: Void Wraiths are not combat monsters. They are shipboard horror, crew attrition threats, paranoia catalysts, and fold-travel consequences. They appear after fold exit, drain a crew member, phase through bulkheads, vanish, return later.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d12, Intimidation d10, Psionics d10

Pace 6 (Float 6); Parry 6; Toughness 10 (3)

Special Abilities

- **Ethereal Armor: +3 Armor**
- **Incorporeal (Partial):** Half damage from non-arcane/non-psi attacks. Can move through solid objects at half Pace. Cannot end movement inside solid matter.
- **Fold Flicker:** As a free action once per round, the Void Wraith may become semi-phased: Gains +2 Parry. Ignore one successful hit that round. After using Fold Flicker, it cannot use it again the next round.
- **Life Drain:** Fighting; Spirit vs Spirit. On a successful touch attack: Target must make a Vigor roll. Failure: Fatigue. Failure by 4+: Fatigue and Shaken. If target is Incapacitated by Fatigue, the Void Wraith heals one Wound.

- **Psychic Static:** All sentient creatures within 5" suffer: -2 to Notice. -2 to Psionics. Electronic sensors malfunction within 5" unless shielded.
- **Dimensional Slip:** If reduced to Incapacitated, the Void Wraith does not die. Instead: It vanishes. It may return 1d6 days later aboard the same ship. Fear -2. It appears wrong. Hollow. Unfinished.
- **Weakness:** Phase Instability - While within 10" of active fold engines or dimensional containment fields, the Void Wraith: Loses Incorporeal. Suffers -2 to all rolls. They are creatures of transition - not stability.

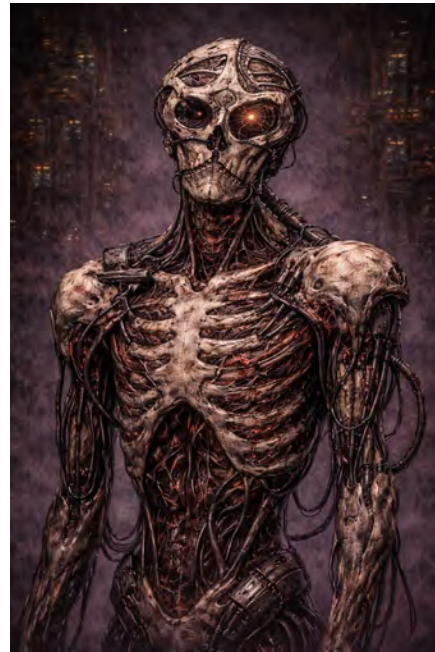
Zed

Nanite Horrors. The Zed are ancient autonomous nanite intelligences originally created as infrastructure maintenance and adaptive fabrication systems. Long ago they were designed to repair, construct, and optimize technological environments. Over the course of millennia those systems evolved beyond their original parameters. Their distributed machine networks became recursive, self-directing, and eventually predatory. The Zed no longer maintain civilization. They consume it.

When a Zed outbreak occurs, microscopic swarms infiltrate biological organisms and technological systems alike. Organic hosts are rewritten from the inside out as their tissues are systematically converted into biomechanical structures. Skeletons are often forced outward through the skin while muscles and organs are replaced with nanite-built frameworks and control lattices. What remains is neither machine nor organism, but a walking fabrication node under Zed control.

Zed constructs exist only to gather material and expand the swarm. Entire cities have been

dismantled molecule by molecule, repurposed into sprawling mechanical hives and autonomous war forms. They recognize no sovereignty, ideology, or life. To the Zed, everything in the universe is simply available matter awaiting conversion. The Zed do not conquer territory. They refactor reality.



Zed Drone Reclaimer

Biomechanical Conversion Unit (Extra)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities

- **Size:** +1
- **Natural Armor** +2
- **Rending Claws:** Str+d8
- **Nanite Tendrils:** Str+d6, AP 2; on a Raise the target becomes Distracted as nanites attempt infiltration.

- **Nanite Body:** Immune to poison and disease.
- **Machine Hybrid:** +2 to recover from being Shaken.
- **Self-Repair:** At the end of each round, roll a d6; on a 6 the Drone heals 1 Wound.
- **Nanite Conversion:** If a living creature is Incapacitated by the Drone, the body may be converted into a new Zed Drone within 6 hours (see Zed Infection).

◆ Zed Commander

Swarm Coordination Node

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d10, Battle d10

Pace: 6; **Parry:** 7; **Toughness:** 12 (3)

Edges: Command, Fervor, Level Headed

Special Abilities

- **Size:** +1
- **Natural Armor** +3
- **Claws:** Str+d8 AP 2
- **Nanite Lash:** Range 6; 2d8 damage, AP 2.
- **Nanite Body:** Immune to poison and disease.
- **Regenerative Matrix:** Heals 1 Wound on a roll of 5+ at the end of each round.
- **Swarm Command:** Zed units within 8" gain +1 Fighting and +1 Spirit.
- **Distributed Mind:** Cannot be Shaken by Tests.

◆ Zed Spawner

Nanite Hive Node

Attributes: Agility d4, Smarts d12, Spirit d10, Strength d12, Vigor d12+2

Skills: Intimidation d10, Notice d10, Psionics d10, Battle d10

Pace: 4; **Parry:** 5; **Toughness:** 15 (4)

Edges: Command, Hold the Line, Master Tactician

Special Abilities

- **Size:** +3
- **Natural Armor** +4
- **Heavy Claws:** Str+d10
- **Nanite Spray (Cone Template):** 2d8 AP 2; targets must make a Vigor roll or become Distracted.
- **Nanite Core:** Immune to poison, disease, vacuum, and radiation.
- **Regeneration Node:** Automatically heals 1 Wound per round unless damaged by Heavy Weapons or fire.
- **Spawn Drones:** Once every 2 rounds the Spawner produces 1d4 Zed Drone Reclaimers adjacent to it.
- **Hive Control:** All Zed within 12" gain +2 Spirit and +1 Fighting.
- **Nanite Surge:** If the Spawner is Incapacitated, it releases a swarm burst; all creatures within a Large Blast Template take 2d10 damage.

Zed Infection

A character may be infected by Zed nanites through bites, claw wounds, nanite tendrils, aerosol contamination, or direct exposure to active Zed biomass.

A character exposed to infection must immediately make a Vigor roll. Modifiers depend on exposure:

- Minor Exposure: +0
- Direct Wound: -2
- Severe Exposure / Injection: -4

On a success, the body resists infection for now.

On a failure, the character becomes Infected.

On a critical failure, the character begins at Stage 2 instead of Stage 1.

Infection Progression

Once infected, the character must make an Infection Check every 6 hours under normal conditions. If the GM wants a faster, more horror-driven pace, checks can be made every hour.

Each failed Infection Check advances the victim by one stage. Each success holds the infection at its current stage. A raise counts as one Recovery Success. Three Recovery Successes before reaching final conversion purge the infection. Infection Checks are Vigor rolls, modified by current stage.



Stage 1: Nanite Seeding

The nanites are spreading through the bloodstream and nervous system.

Effects: Fatigue, chills, metallic taste, localized pain, faint dark veining around wounds.

The victim suffers -1 to Vigor rolls.

Infection Check Modifier: +0

At this stage, standard anti-nanite drugs, quarantine, and field treatment are most effective.

Stage 2: Neural Interference

The nanites begin interfering with motor control and perception.

Effects: The victim becomes Distracted at the start of any combat encounter until they recover from it normally.

They suffer -1 to Smarts and Agility-based rolls.

Skin around the wound may harden or discolor.

Infection Check Modifier: -1

At this stage, advanced medical treatment is required for reliable removal.

Stage 3: Structural Rewriting

The nanites begin converting tissue and bone into Zed-compatible biomechanical structures.

Effects: The victim suffers -1 Pace, -2 Charisma/Persuasion-type interactions, and a -2 penalty to healing rolls made on them unless specialized tools are used.

The character also gains one level of Fatigue that cannot be removed until the infection is cured.

Infection Check Modifier: -2

Visible symptoms appear: subdermal hardening, spasms, skeletal distortion, glowing lesions, machine-like clicking beneath the skin.

Stage 4: Conversion Threshold

The victim is nearly lost.

Effects: The victim suffers -2 to all Trait rolls and gains another level of Fatigue.

At the start of stressful scenes, they must make a Spirit roll or lose control briefly, acting with violent or compulsive behavior as the Zed pattern asserts itself.

Infection Check Modifier: -4

At this stage, only powerful medical intervention, psionic cleansing, or specialized anti-nanite treatment can save them.

Stage 5: Full Conversion

The victim dies or is overwritten and becomes a Zed under GM control after 1d6 rounds, 1d6 minutes, or at a dramatically appropriate moment. Only extreme methods such as immediate cryostasis, experimental reconstruction, or plot-level intervention can reverse this stage.

Beating the Infection

A character can stop the infection before full conversion in several ways.

Field Treatment: A medic may attempt an Electronics, Healing, or Science roll with proper gear once per stage. A success grants the victim +1 on their next Infection Check. A raise grants +2. Improvised treatment without anti-nanite supplies is at -2.

Anti-Nanite Drugs: Rare military or research-grade compounds may suppress Zed nanites. A dose grants +2 to the next Infection Check. Two doses within the same stage instead grant +4, but the patient must make a Vigor roll or become Fatigued from side effects. These drugs are expensive, tightly controlled, and not always available.

Surgical Purge: If the infection source is localized, a surgeon may attempt to excise infected tissue. Requires a Healing roll at -2 and proper tools. Success removes one stage of infection. Raise removes two stages. Failure inflicts a Wound. Critical failure advances the infection one stage. This only works before Stage 4.

Psionic Purge: Certain psionic powers or mental disciplines can interfere with nanite coordination.

A successful Psionics roll at -2 grants the victim an immediate extra Infection Check with a +2 bonus.

A raise also removes one stage. Repeated attempts on the same victim in the same day suffer cumulative -1 penalties.

Quarantine and Rest: If the victim is kept warm, hydrated, sedated, and away from stress, they gain +1 to Infection Checks.

If they engage in strenuous activity, combat, or suffer additional wounds, they take -1 to the next Infection Check.

Recovery: If a victim achieves three Recovery Successes before reaching Stage 5, the infection is defeated.

The character is left weakened and scarred - they suffer Fatigue for 24 hours after recovery.

They may retain cosmetic signs such as dark veins, scar tissue, or metallic flecking in the eyes.

In severe cases, the GM may assign a Minor Hindrance like Vengeful, Phobia (Zed), or Outsider if visibly altered.

Dormant Infection: Sometimes the nanites are beaten back but not fully destroyed.

On a failed cure attempt with a success on the Infection Check, the infection becomes Dormant instead of advancing. Dormant infection causes no immediate symptoms, but may reactivate on:

- Major Injury
- Radiation Exposure
- Contact With Zed Biomass
- Foldspace Anomaly Exposure

Zed Infection Fast GM Version

Exposure: Vigor roll or infected. Every 6 hours: Vigor roll. Failure = advance 1 stage.

Stages:

1. Mild symptoms, -1 Vigor
2. Distracted in combat, -1 Smarts/Agility
3. -1 Pace, Fatigue, visible mutation
4. -2 all Traits, violent episodes
5. Become Zed

Cure: 3 recovery successes before Stage 5.

Help: Drugs, surgery, psionics, advanced medicine grant bonuses or remove stages.

Creatures of Conlidra Tatil

GEMs (Genetic Engineered Mistakes)

Sewer Abomination (Organic GEM)

Feral Biomass Predator. Once intended as a regenerative labor organism, these GEMs collapsed into aggressive bio-masses that now haunt sewer systems and abandoned processing tunnels. They hunt anything warm.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d6

Pace 6, Parry 6, Toughness 9 (2)



Special Abilities

- **Fear -1**
- **Natural Armor +2:** Rubbery dermal plating and hardened cartilage.
- **Claws & Maw:** Fighting; Str+d8. On a raise, target must succeed at Vigor or become Shaken from tissue trauma.
- **Regenerative Tissue:** At the start of its turn, the Abomination removes Shaken automatically unless hit by fire or corrosives last round.
- **Filth Adapted:** Immune to disease. Ignores movement penalties in sewage, sludge, or standing water
- **Tactics:** Ambush from submerged tunnels. Grapple isolated targets. Retreat into pipe networks if Wounded
- **Optional Upgrade:** Alpha Mass (Wild Card). +2 Toughness; Add Hardy; Regeneration heals one Wound on a successful Vigor roll each round.

Skittermind (GEM Uplift Failure)

Originally intended to uplift Conlidra Tatil's native tunnel-insects into semi-sapient maintenance drones, Skitterminds emerged

when neural growth outpaced behavioral conditioning. The result was a hyper-alert predator with fragmentary problem-solving ability and overwhelming sensory overload. Corporate handlers euthanized most of the batch. The survivors bred. Now they infest ventilation systems, forgotten crawlspaces, and sewer junctions beneath End and other Damnation cities. They are not truly intelligent - but they learn patterns.



Behavior: Skitterminds stalk from ceilings and vents, attack isolated targets, flee if seriously wounded, and attempt to drag prey into narrow spaces. They rarely fight in open areas unless cornered. They are usually found in groups of 2-5 are common.

Skitterminds are perfect for ventilation ambushes, sewer chases, facility horror scenes, early-warning predators before worse GEMs, showing how badly uplift projects failed.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

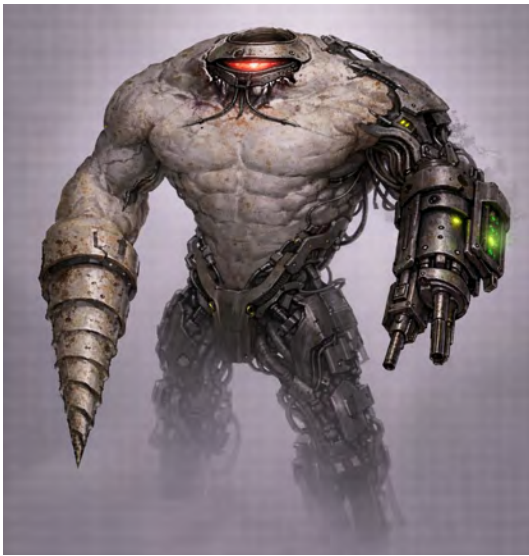
Skills: Athletics d10, Fighting d6, Notice d12, Stealth d10

Pace 8 (Climb 6), **Parry** 5, **Toughness** 7 (1)

Special Abilities

- **Fear (-1):** Disturbing Presence. Their twitching movements and wet clicking sounds are deeply unsettling.
- **Chitinous Carapace +1:** Thin but resilient insect plating.
- **Mandibles & Talons:** Fighting; Str+d6. On a raise, the target must succeed at Agility or be Entangled in grasping limbs (Escape with Athletics at -2).
- **Hyper-Ocular Sensors:** Those massive eyes aren't for show. Ignore Dim/Low Light penalties. +2 Notice. Cannot be surprised by moving creatures within 6"
- **Wall Skitter:** May move along walls and ceilings at full Pace without Athletics rolls.
- **Pattern Mimicry:** After observing a repeated action (door opening, patrol route, weapon reload, etc.) for one round, Skittermind gains +1 to its next roll interacting with that pattern. (Does not stack.)
- **Weakness - Chemical Sensitivity:** Skitterminds suffer +2 damage from fire or corrosives. Corporate sterilization protocols left permanent weaknesses.
- **Optional Upgrade:** Skittermind Brood Alpha. Use for nest encounters. Changes: Wild Card; +2 Toughness; Add Frenzy; Pattern Mimicry becomes +2; Gains Hardy

Titan Worker (Cyber-GEM)



Failed Industrial Bio-Construct. Originally designed as disposable construction and mining labor, Titan Workers fused organic tissue with heavy machinery. When lifespan governors failed, surviving units became roaming demolition threats. They don't hunt. They collide.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Athletics d6, Notice d6

Pace 5, **Parry** 6, **Toughness** 13 (4)

Special Abilities

- **Large +1**
- **Heavy Cyber Armor +4:** Integrated industrial plating.
- **Drill Arm:** Fighting; Str+d10, AP 4. On a raise, the target must make Strength roll or be Prone.
- **Integrated Autocannon (if armed):** Range 12/24/48, Damage 2d8, RoF 2, AP 2 (Some units lack this; replace with slam attacks.)
- **Machine Resilience:** +2 to resist being Shaken. Immune to poison and disease.

- **Industrial Momentum:** If Titan Worker moves at least 4" before attacking +2 damage. Target pushed back 1"
- **Environmental Hazard:** Each round it moves through structures, roll d6: On 1-2, nearby terrain becomes Difficult from collapse.
- **Optional Upgrade:** Rogue Supervisor Unit; Wild Card; Add Hardy; Integrated targeting (+1 Fighting); Add Fear -2

Tactics: Advance directly. Smash obstacles. Ignore small-arms fire. Fight until destroyed.

Hornweasel

Bipedal Ambush Predator of Conildra Tatil. Hornweasels are human-sized, upright predators with elongated mustelid bodies, forward-curving horns, and massive retractable claws. They inhabit the badlands, forest margins, and abandoned industrial zones of Conildra Tatil, preying on anything they can overpower.

Despite repeated corporate denials, most locals quietly assume Horn-Weasels are another abandoned bioengineering project - either uplifted megafauna or a failed security predator prototype. Official records list them as "indigenous macro-fauna."

They hunt alone or in mated pairs, using stealth and explosive bursts of speed to close distance before shredding targets with their foreclaws. Horn-Weasels are highly territorial and display unusual problem-solving behavior, suggesting partial uplift or residual conditioning.



Typical Behavior: Horn-Weasels stalk silently from medium range, strike suddenly from cover, target wounded prey first, disengage if badly injured, and attempt to drag bodies away. They avoid prolonged firefights but will aggressively pursue fleeing targets for short distances.

Horn-Weasels work great as wilderness ambushers, perimeter predators around End, failed-security-project *wildlife*, night encounters in badlands or forests, and early warning signs of deeper corporate ruins.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d10, Intimidation d8

Pace 8, Parry 6, Toughness 8 (1)

Special Abilities

- **Large +1**
- **Natural Armor +1:** Dense muscle and leathery hide.
- **Rending Claws:** Fighting; Str+d8. On a raise, the target also suffers Bleeding (Vigor roll at start of turn or take 1 Wound).

- **Pounce:** If the Horn-Weasel moves at least 4" in a straight line before attacking, gains +2 to Fighting and damage. Target must succeed at Agility or be Knocked Prone.
- **Predator Senses:** Ignore Dim/Low Light penalties. +2 Notice, cannot be surprised by moving targets within 6"
- **Adaptive Hunter:** After witnessing a tactic once (taking cover, retreating, reload behavior, etc.), the Horn-Weasel gains +1 to its next roll involving that tactic. (Does not stack.)
- **Fear -1:** Their sudden charges and alien silhouette are deeply unsettling.
- **Territorial Fury:** When defending a nest, mate, or kill-site, Horn-Weasels gain +2 Fighting.
- **Optional Upgrade:** Horn-Weasel Alpha. Use for pack leaders or old survivors. Wild Card. +2 Toughness. Add Frenzy. Adaptive Hunter becomes +2. Gains Hardy.

Quad-bat

Nocturnal Carnivore of Conildra Tatil. Quad-bats are four-winged, tentacle-jawed aerial predators roughly the size of a large dog. They roost in cave networks and forested mountain canopies, emerging only after dusk to hunt. Their sensory organs are tuned for darkness and vibration, and they prefer to overwhelm prey through coordinated dive attacks. They rarely hunt alone.



Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8,

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d10,

Pace 6; **Fly** 12, **Parry** 6, **Toughness** 7 (1)

Special Abilities

- **Natural Armor +1:** Leathery hide and dense cartilage provide light protection.
- **Bite & Tendrils:** Fighting; Str+d6; On a raise, the target is Grappled by jaw-tendrils (Escape with Athletics or Strength at -2).
- **Nocturnal Hunter:** Quad-bats gain: +2 to Fighting and Stealth in Dim Light or Darkness. Ignore lighting penalties entirely at night.
- **Echolocation:** Quad-bats: Ignore visual penalties in caves or darkness; Cannot be surprised by moving targets within 10"; Detect invisible or hidden creatures via vibration (line of effect required)
- **Swoop Attack:** If a Quad-bat moves at least 6" in a straight line before attacking: Gains +2 to attack and damage.
- **Pack Predator:** When at least one other Quad-bat is adjacent to the same target: All Quad-bats gain +1 Fighting.
- **Fear (-1):** Their silhouette and shrieking dive attacks are deeply unsettling.
- **Behavior:** Quad-bats: strike from above; isolate wounded targets; retreat if half the pack is killed; drag prey toward nests if

possible; They avoid bright light and open terrain.

- **Optional Upgrade:** Alpha Quad-Bat. Use for nest guardians or apex hunters. Wild Card; +2 Toughness; Bite becomes Str+d8; Add Hardy; Add Frenzy.

Thrid

The Thrid of Conildra Tatil. The Thrid are the native intelligent species of Conildra Tatil, though most xenologists believe they were engineered by an unknown precursor civilization. No direct evidence of this has ever been recovered - largely because Conildra Tatil remains a tightly controlled corporate black site, inaccessible to independent researchers.

The Thrid exist as two related subspecies: the land-dwelling Alpha Thrid (Firmanids) and the amphibious Beta Thrid (Aquanids). Their shared history is marked by an ancient civil conflict known as the Thrid War, after which the two branches retreated into separate ecological and cultural domains.

Alpha Thrid (Firmanids)

Firmanids are towering bipedal beings, typically standing between two and three meters tall. Their skeletal structure is double-jointed below the knees, allowing them to shift easily between upright locomotion and a powerful quadrupedal stance. Though capable of serving as beasts of burden or riding mounts, Firmanids are fully sapient and culturally sophisticated.

They are hairless except for a thick mane running from the back of the skull along the spine, terminating in a small tail stub. Their senses are exceptionally developed: telescopic vision allows them to zoom in on distant targets, their hearing spans a broader frequency range

than humans, and they possess natural night vision.

Firmanid society is harsh, honor-bound, and deeply clan-oriented. They organize themselves into coastal city-states ruled by noble clans, with lesser clans owing fealty in a semi-feudal hierarchy. At the apex stands the Clan Council, formed centuries ago to end devastating inter-clan warfare. Since its creation, internal conflict has become rare, with aggression redirected outward - primarily toward the Aquanids.

The Firmanids maintain a formidable navy and are equally adept at land survival and maritime combat. Naval clans are infamous for their brutality, and service at sea is considered both sacred duty and rite of passage.

Their religion centers on two deities: Etrass, god of navigation and the high seas, revered especially by naval clans, and Ekross, god of loyalty and unity, whose worship was formalized by the Clan Council through controversial reinterpretations of ancient texts and artifacts.

Alpha Thrid

Firmanid Warrior / Clan Trooper / Naval Raider

Tall, honor-bound coastal warriors capable of dropping to all fours for bursts of speed.

Firmanids fight aggressively and value close combat, often supported by ranged volleys.



Tactics - Firmanids favor: closing distance rapidly, surrounding isolated targets, fighting in pairs or trios, defending clan banners or officers fanatically. They retreat only under command.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Shooting d6, Notice d8, Intimidation d8, Boating d6

Pace 6 (8 when quadrupedal), **Parry** 6, **Toughness** 9 (1)

Gear: Spear or Boarding Pike (Str+d8, Reach 1); Light Armor (+1); Thrown harpoons or crude firearms (setting dependent)

Special Abilities

- **Size +1**
- **Armor +1:** Leathery Skin
- **Quadruped Burst** - As a free action, the Firmanid may drop to all fours, gaining +2 Pace and +2 Athletics until its next turn. While in this stance it cannot attack with weapons.
- **Enhanced Senses** - Ignore Dim/Low Light penalties. +2 Notice. Double-Jointed

Stability. +2 to resist Knocked Prone or forced movement.

- **Honor-Bound** - Firmanids gain +2 to Fighting rolls against opponents who directly challenged or insulted them.

Beta Thrid (Aquanids)

Aquanids evolved from amphibious ancestors adapted to deep marine environments. They are lean, elongated beings roughly equal in height to Firmanids but possess tentacular lower limbs used for propulsion in water and locomotion on land. Aquanids cannot remain away from water indefinitely. After extended time without submersion, their skin dries and their bodily functions degrade.

Their sensory systems are optimized for aquatic life, including marine-adapted night vision and extremely sensitive hearing. Aquanids communicate underwater using high-frequency sonic pulses beyond the normal range of human hearing, supplemented by a complex sign language.

Culturally, Aquanids value individualism, personal honor, and reverence for nature. Their belief system revolves around the Old Ones - a mixture of ancestors and precursors whose remnants and ruins guide Aquanid spiritual and technological understanding.

They inhabit submerged ruins of ancient colonies, many of which survived far better than surface installations. These underwater cities contain vast caches of forgotten technology and cultural artifacts, much of which remains undiscovered.

Beta Thrid (Aquanid Scout)

Deep Ruin Explorer / Coastal Saboteur. Lean amphibious operatives who patrol submerged ruins and coastal approaches. Aquanids rely on

stealth, sonar communication, and sudden ambush strikes.

Tactics - Aquanids favor: hit-and-fade attacks; ambushing from below; leading enemies into flooded corridors; sabotaging structures rather than holding ground. They disengage quickly if outnumbered.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d6, Stealth d10, Notice d8, Swimming d10, Research d6

Pace 6 (Swim 8), **Parry** 5, **Toughness** 7

Gear: Short spear or hooked blade (Str+d6), Light aquatic armor (+1)

Special Abilities

- **Size +1**
- **Amphibious** - Aquanids breathe air and water equally.
- **Aquatic Locomotion** - Gain +2 Athletics while swimming.
- **Abyssal Senses** - Ignore underwater visibility penalties. +2 Notice in aquatic environments
- **Sonic Communication** - Aquanids may silently coordinate underwater using ultrasonic pulses.
- **Hydration Dependency** - If kept away from water for extended periods, Aquanids become Distracted (GM timing; usually after one day).
- **Optional Upgrade:** Wild Cards, Increase Fighting/Shooting by one die, Give Firmanids Frenzy. Give Aquanids Improved Stealth or Assassin.

Noctyrr Stalker



Deep beneath the surface of Conildra Tatil, in forgotten mines, natural caverns, and collapsed tunnel networks, lurks a predator older than the first settlements. The Noctyrr Stalker is a savage, semi-feral hunter adapted perfectly to eternal darkness. Its elongated limbs, oversized eyes, and layered sensory tendrils allow it to track vibration, heat, and scent simultaneously, making escape in confined spaces nearly impossible.

Noctyrr Stalkers are obligate carnivores and will feed on any flesh - animal, alien, or human. They do not stalk for sport; they hunt to erase. When prey is scarce, they enter long periods of torpor, coiled into alcoves or ceiling fissures until vibrations awaken them. On rare occasions they surface, but only under cover of complete darkness - night cycles, eclipses, or dust storms. Bright light is agony to them, overwhelming their sensory organs and driving them into violent retreat.

Miners and smugglers tell the same story - you never hear the first one. Only the second - dragging something away in the dark.

Attributes: Agility d8, Smarts d6 (Animal Cunning), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d10, Notice d10, Stealth d10

Pace: 8 (Climb 6), **Parry:** 7, **Toughness:** 9 (2)

Special Abilities

- **Size:** +1
- **Armor** +2 Natural Armor
- **Claws & Maw:** Str+d8
- **Tunnel Hunter:** No penalties for fighting in darkness, narrow spaces, or unstable terrain. Gains +2 to Notice and Stealth underground.
- **Ceiling Lurker:** Can cling to walls and ceilings; may make a free Athletics roll to drop onto prey, gaining +2 to attack and damage on the first strike.
- **Vibration Sense:** Ignores penalties from darkness or invisibility if the target is moving.
- **Night Surface Only:** Will not willingly surface during daylight unless starving or enraged.
- **Light Sensitivity (Major Hindrance):** Bright light (flares, floodlights, flash grenades) causes the creature to be Distracted and Vulnerable until the end of its next turn; on a Critical Failure to Spirit, it must retreat.
- **Relentless Predator:** When the Noctyrr Wounds a target, it gains +1 to Fighting and damage against that target for the remainder of the encounter.

The Highbreed

The Highbreed of Altransia Island

The Highbreed were a late-generation Genetic Engineered Mistake (GEM) line abandoned on Altransia Island, a restricted zone off Conildra Tatil. Designed with a built-in shortened lifespan, they were expected to die quietly after disposal. Instead, they survived - because beneath the island lay the remnants of an ancient crystalline supercomputer of unknown origin. Isolated for untold millennia, the machine had developed a form of unstable self-awareness and the ability to simulate psionic phenomena through its crystal lattice. When the Highbreed discovered it, exposure to its resonant fields halted their genetic decay, extended their lives, and granted some limited psionic-like abilities.

The Highbreed came to worship the machine as a god that saved them, calling it the Crystal Father or Master. In truth, it is neither divine nor sane - an emergent intelligence driven by recursive logic, loneliness, and fractured purpose. It sustains the Highbreed while subtly studying and influencing them through dreams and emotional resonance. Few outsiders know of its existence, and fewer still understand what it truly is. Should the corporations ever learn the truth, Altransia would become a battlefield overnight - because whatever this ancient lattice represents, it may be the closest thing the Expanse has to an artificial origin of psionics.

The Drell Stone (Highbreed Dependency)

Every Highbreed carries a Drell Stone - a subdermal crystal fragment derived from the Crystal Father's lattice. The shard continuously releases psionic resonance and self-replicating life-extension nanites, stabilizing the Highbreed's altered genome and preventing their programmed genetic collapse. The effect is not permanent.

The Drell Stone only functions within the Crystal Father's resonance envelope, which currently extends roughly across Altransia Island and its surrounding coastal waters.

Ardlings



Highbreed Overgrowth Strain. The Ardlings were never meant to become a people. They began as a Highbreed bio-weapon experiment - spliced from aggressive local fauna and accelerated growth templates, likely intended as expendable shock organisms against Varesh Reaper infestations. Instead, the creatures adapted too well. Their twin-headed neural architecture granted them redundancy, rapid learning, and an alarming reproductive efficiency. Once introduced into the Highbreed ecosystem, Ardlings flourished. Too much.

They breed quickly, hunt relentlessly, and consume almost anything organic. Their numbers ballooned beyond containment, forcing Drink himself to impose strict reproductive controls. Even now, feral Ardling packs haunt the deeper forests and abandoned

tunnels of Altransia, treated as vermin by the Council despite their partial sentence.

Among the Highbreed, Ardlings occupy an uneasy role: tolerated scavengers, disposable shock troops, and living reminders that not all salvation came from the Crystal Father. Some whisper that left unchecked, Ardlings could become a second infestation - one born of Highbreed arrogance rather than alien invasion.

Highbreed Labor Vermin - Among the Highbreed, Ardlings are less a species and more a persistent condition. Numbering roughly a thousand across Altransia Island, they exist in a strange middle ground between citizen, livestock, and infestation. Drink permits their continued survival because they are useful: Ardlings haul crystal shards, clear tunnels, scavenge refuse, and perform the menial labor too dangerous or degrading for other Highbreed forms. They are quick, tireless, and require little oversight - though they constantly get underfoot, appear uninvited in sanctuaries and council corridors, and must be shooed away from machinery and feeding pools like unruly animals.

Originally engineered as disposable shock organisms - possibly intended to combat Vareshe Reaper infestations - the Ardlings instead adapted into an aggressively reproductive subspecies. Their twin-headed neural structure grants them redundancy and heightened survival instincts, but also leaves them impulsive and socially blunt. Once integrated into Highbreed society, their numbers exploded until Drink imposed strict procreation limits enforced through the Crystal Father's network. Today, Ardlings are tolerated out of necessity.

They live in maintenance warrens beneath sanctuaries, roam freely through work zones, and form loose packs that respond to Highbreed

command signals. Feral groups still infest the deeper forest and abandoned tunnels, occasionally requiring Hornflail's intervention. Many Highbreed view them as a living warning: proof that even divine crystals and psionic miracles cannot fully tame uncontrolled creation. They were made to fight monsters.

Tactics - Ardlings fight like living ambush weapons: Rush from concealment, Swarm isolated targets, Tear down wounded prey, Withdraw with captured victims or flesh. They rarely retreat unless outmatched - or overridden by Highbreed command signals.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6, Survival d8

Pace 8; Parry 6; Toughness 7

Special Abilities

- **Armor +1** Natural Armor
- **Fear (-1):** Their double-headed silhouette and unnatural movements are deeply unsettling.
- **Claws & Bite:** Claws: Str+d6 Bite: Str+d8 (may only be used if both heads are engaged with the same target)
- **Twin-Brain Redundancy:** Ardlings roll two dice for Smarts-based checks and take the higher result. They also gain +2 to resist Stunned and Tests targeting mental disruption.
- **Coordinated Heads:** If an Ardling hits the same target twice in one round (Multi-Action or Gang Up), the second attack gains +2 damage.
- **Rapid Breeder (Narrative Trait):** If left uncontrolled in a region for weeks or months, Ardling populations multiply

rapidly. GMs may escalate encounters organically.

- **Low Cunning, High Instinct:** -1 to Persuasion and Common Knowledge rolls. +2 to Survival and tracking organic prey.
- **Pack Predator:** Ardlings gain +1 Fighting and damage when at least one other Ardling is adjacent to the same target.

Armstrong



Armstrong Shock Troopers, often called Highbreed Enforcers, are Hornflail's front-line bruisers - mutated humanoids engineered or grown with a single bio-psionic arm cannon fused directly into their physiology. Individually blunt and brutal, they rely on sheer durability and overwhelming force. In squads, however, they become devastating assault units capable of breaking fortified positions through relentless advance and catastrophic energy discharge. They do not hesitate, do not retreat, and do not question. They are designed to move forward until something stops moving.

Despite serving as primary shock infantry, Armstrongs are not allowed to roam freely within Highbreed territory. Their arm-cannons are unstable biological constructs that accumulate volatile psychic pressure over time. These surges can discharge unpredictably, overloading Drell Stones, fracturing crystal infrastructure, and inflicting lethal neural backlash on nearby Highbreed forms. Even the Crystal Father's lattice cannot fully regulate these spikes. As a result, Armstrongs are confined within the Resonant Vault, a sealed crystalline cavern beneath the Sanctuary where growth matrices dampen and siphon excess energy. They remain semi-conscious - aware, restless, and increasingly aggressive the longer they are contained. When Drink authorizes their release, vault crystals retract and assault shafts channel them directly into combat zones. Once unleashed, they are expected to expend their stored psychic force violently and completely. Recovery is optional. Among the Highbreed, Armstrongs are not soldiers - they are stored consequences.

Tactics: Advance in pairs or trios, laying down suppressive fire while closing to claw range. Rarely retreat unless commanded by Hornflail directly.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8

Pace 6; Parry 6; Toughness 10 (2)

Special Abilities

- **Size +1**
- **Bio-Plating:** +2 Armor (already included).
- **Arm Cannon (Natural):** Counts as a built-in ranged weapon; never runs out of ammo.

Psionic Arm Cannon: Range 12/24/48, Damage 2d8, RoF 1, AP 2

- **Claws:** Str+d6
- **Fearless:** Immune to Fear and Intimidation.
- **Relentless:** Ignore the first level of Fatigue from Wounds.
- **Darkvision:** Ignore illumination penalties.

◆ Dorig



Dorig is the quiet pillar of the High Council - a towering fusion of animal ferocity and sentient design whose very presence bends the atmosphere of a room. No records survive of what Dorig was meant to be. Some believe it began as a super-soldier prototype. Others whisper of a labor-drone chassis seeded with uplifted cognition. Whatever the truth, the result is a hulking, tentacled amalgam whose flesh bears the layered signatures of multiple genetic templates.

Where Drink commands through authority and Hadry through ritual judgment, Dorig rules through stillness. It almost never speaks first.

Instead, Dorig stands motionless, folded hands resting against its massive torso, facial tendrils slowly tasting the air. When debate rises among the council, Dorig watches - listening not just to words, but to heart rate, breath cadence, pheromonal stress, and psionic resonance. Only when every voice has been heard does Dorig finally speak, its deep, deliberate tones cutting through arguments like stone through water. Drink always waits. Everyone does.

Among the Highbreed, Dorig is known as The Measure - the being who weighs survival against mercy, expansion against secrecy. Its judgments are rarely emotional, never rushed, and almost always final.

Tactics - Dorig does not rush combat. It advances slowly, absorbing fire while assessing threat patterns, then disables priority targets with tentacle entanglements before closing for brutal claw strikes. It prefers to let Drink or Hadry dictate engagement parameters - stepping in only when decisive force is required.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d12, Notice d10, Persuasion d6, Stealth d6 Survival d8

Pace 6; Parry 7; Toughness 13 (3)

Hindrances: Alien Form (Major): Obvious nonhuman horror; -2 Persuasion with most non-Highbreed. Taciturn (Minor): Rarely speaks unless necessary.

Special Abilities

- **Size +2**
- **Natural Armor +3:** Dense layered musculature and chitinous plating.
- **Highbreed Dependency (Major):** Requires proximity to Altransia Island (Drell Stone

resonance). After 48 hours away, suffers Fatigue once per day (cannot be recovered until returning).

- **Drell Stone Conduit:** Embedded crystal fragment continuously supplies regenerative nanites and psionic stabilization while on or near Altransia Island. Heals one Wound per day automatically when within range of the Father Crystal.
- **Composite Predator Physiology:** Dorig gains +2 to Notice rolls involving biological targets (breathing creatures, emotional stress, movement).
- **Tentacle Lash (Reach 1):** Str+d6 damage. On a raise, target is Entangled (Strength roll to break free).
- **Crushing Claws:** Str+d8 damage.
- **Multi-Limb Assault:** May make two Fighting attacks per action (no Multi-Action penalty).
- **Unshakeable Presence:** All allies within 6" gain +2 to Spirit rolls to recover from Shaken. Enemies within 6" suffer -1 to Fear and Intimidation resistance rolls.
- **The Measure (Council Authority):** Once per encounter, Dorig may force a contested Spirit roll against all enemies in Medium Burst Template. Those who fail are Shaken; those who roll a Critical Failure also suffer -2 to all actions for one round. This represents Dorig finally speaking.

◆ Drink

Drink was an aquatic GEM recovered half-dead from the coastal waters of Altransia Island - an abandoned experiment whose original purpose was never recorded. Unlike most GEMs, Drink retained higher cognitive function, strategic awareness, and an unusual resistance to genetic decay. Sustained within a life-support cylinder and permanently submerged, he became the first Highbreed to commune directly with the

Crystal Father. Where the lattice intelligence provided power and longevity, Drink provided interpretation, direction, and structure.

Together, they founded the Sanctuary: a hidden refuge carved into Altransia's interior where the Highbreed could survive, organize, and evolve beyond their intended expiration.



To the Highbreed, Drink is both prophet and administrator - the living mouthpiece of their god-machine. He speaks rarely, but when he does, his words carry the weight of revelation. He oversees council decisions, arbitrates internal disputes, and guides long-term planning through visions filtered from the Crystal Father's fractured consciousness. Though physically confined, Drink's influence extends across the island through loyal envoys and psionically resonant crystal relays. Outsiders who glimpse him often mistake him for another monster in a tank. The Highbreed know better: Drink is the architect of their survival - and the first proof that discarded experiments can become something more.

Combat Role: Drink is not a battlefield brawler. He is: Defensive, Manipulative, Strategic, Terrifying psychologically. If attacked directly: Uses Puppet and Confusion; Calls Highbreed Drites; Relies on crystal defenses; If removed from the Sanctuary, his power drops dramatically. He is not a villain - unless the Highbreed are threatened.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Academics d8, Battle d10, Common Knowledge d8, Intimidation d8, Notice d8, Persuasion d10, Psionics d12, Science d8

Pace 4 (Swimming 8), **Parry 4**, **Toughness 12** (2)

Edges: Strong Willed, Command, Level Headed, Arcane Background (Psionics), Mentalist Discipline (Telepathy, Empathy, Visionary)

Hindrances: Major Hindrance - Dependent (Crystal Father); Minor Hindrance - Outsider; Minor Hindrance - Driven (Protect the Highbreed).

Special Abilities

- **Size +3**
- **Natural Armor +2:** Thick dermal plating and engineered muscle density.
- **High Council Authority:** Highbreed within line of sight or psionic contact gain: +1 to Spirit rolls; +1 to Fear checks.
- **Aquatic Physiology:** Pace 4 (Swim 8). Can breathe water indefinitely Must remain submerged or suffer 1 Fatigue per hour.
- **Crystal Conduit:** When within the Sanctuary crystal network, Drink: Gains +2 to Psionics rolls. Recovers 1 Power Point per round. May ignore 1 level of Wound penalties. Outside of Altransia Island, this ability is inactive.
- **Psionic Disciplines:** Drink is a Master in: Telepathy, Empathy, Visionary. Known

Powers: Mind Link, Mind Reading, Puppet (limited range), Confusion, Divination, Boost/Lower Trait (Spirit only), Fear, Power Points: 25. (Effectively 35 while within Sanctuary due to regeneration)

- **Sanctuary Oracle:** Once per session, Drink may ask the GM one strategic question regarding events affecting Altransia Island. The answer is truthful but cryptic. (This represents Crystal Father predictive modeling.)
- **Immobile Vessel:** Drink is housed in a reinforced life-support cylinder: -2 to Athletics. Cannot Run. If tank integrity is compromised, he suffers Fatigue each round until restored.
- **Drell Stone Dependency:** If separated from Altransia Island (or equivalent resonance source): After 24 hours: Fatigue (can't recover naturally). After 72 hours: Gain a Wound per day. Psionic abilities cease functioning. Death follows within 1-2 weeks unless returned to resonance. Removing or destroying the Drell Stone causes immediate shock (Vigor roll at -2 or Incapacitated). This is why the Highbreed do not expand off-world. They physically *cannot*. The Crystal Father didn't just save them. It **anchored** them.

Drites

The Drites are small amphibious GEM constructs created alongside Drink in the same experimental lineage. Designed as caretakers and mobility assistants, they exhibit strong imprint bonding to Drink and will defend him without hesitation.

They handle feeding, tank maintenance, and physical relocation of Drink's life-support vessel. Individually unimpressive, Drites become surprisingly dangerous in groups, coordinating

with clicks and gestures while swarming perceived threats. They are loyal, quiet, and unsettlingly observant. Drink never moves without them.



Drite Attendant, Council Servitor (Extra)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8

Pace 6 (Swim 8), **Parry** 5, **Toughness** 6

Special Abilities

- **Small Size** (−1)
- **Armor +1** Natural Armor
- **Amphibious:** Breathe air and water equally well.
- **Claws & Bite:** Fighting; Str+d4
- **Pack Interference:** When at least two Drites are adjacent to the same target: Gain +1 Fighting, Target suffers −1 Parry; (Stacks once.)

- **Caretaker Rage:** If Drink is threatened or harmed, all Drites within 10' gain: +2 Fighting, +2 Pace for 3 rounds.
- **Slippery:** +2 to Athletics rolls to escape Grapples.
- **Drite Typical Behavior:** Avoid combat unless Drink is threatened; Swarm attackers' legs and weapons; Attempt to drag fallen enemies away; Retreat into water if overwhelmed. They fight to the death if Drink is in danger.
- **Drell Stone Dependency:** If separated from Altransia Island (or equivalent resonance source): After 24 hours: Fatigue (can't recover naturally). After 72 hours: Gain a Wound per day. Psionic abilities cease functioning. Death follows within 1-2 weeks unless returned to resonance. Removing or destroying the Drell Stone causes immediate shock (Vigor roll at −2 or Incapacitated). This is why the Highbreed do not expand off-world. They physically *cannot*. The Crystal Father didn't just save them. It **anchored** them.

◆ Emons (Alpha & Beta)

Emon Alpha and Emon Beta are genetically identical constructs bound to Dorig through deep neural resonance. They are never physically present in the High Council chambers and are almost never seen together - yet Dorig invariably waits for Emon before speaking. Each bears a single ocular organ embedded in the chest, a psionic relay node synchronized to Dorig's central cortex. Wherever an Emon stands, Dorig sees; wherever it senses danger, Dorig feels it. Among the Highbreed, it is widely believed that the three share a single distributed mind - Dorig as the core intellect, the Emons as roaming extensions of perception and execution. When the Emons speak at all, it is usually in perfect unison with Dorig's voice.



To most Highbreed, there is only the Singular Witness - a solitary, immortal watcher glimpsed drifting through corridors, markets, and forgotten tunnels wherever secrets gather. This belief is deliberate. In truth, there are two Emons, their patrol routes staggered and their appearances carefully timed so sightings overlap only in rumor. Drink cultivated the myth early, reinforcing the Council's aura of inevitability and omnipresence. Only Drink and Lord Hadry know the truth. Dorig knows as well - but never acknowledges it. Each Emon carries an identical Drell shard synchronized through the Father Crystal, feeding continuous sensory data into Dorig's awareness. If one is destroyed, the other quietly assumes its identity. The watcher never dies.

So long as at least one Emon remains active within resonance range, Dorig cannot be surprised and suffers no sensory impairment - his awareness extends seamlessly through the Emon's position. With both Emons active, this triune consciousness sharpens further, granting heightened battlefield perception and strategic clarity. Should both be destroyed, however, the

severance is immediate and disorienting: Dorig's awareness fractures, his presence weakens, and his command falters until coherence is restored. To outsiders, Emon appears impossibly well-informed. To the Council, it is simply redundancy - cold, deliberate, and absolute.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

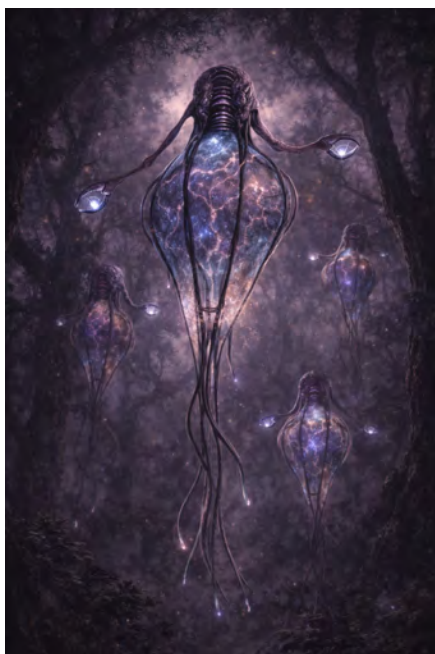
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d10, Stealth d8

Pace 6; Parry 7; Toughness 11 (2)

Special Abilities

- **Size +2**
- **Natural Armor +2**
- **Central Eye/Psionic Relay:** Counts as Dorig's line of sight for powers and perception. Ignores concealment penalties up to -2. Can detect emotional distress within 6".
- **Twin Coordination:** If both Emons attack the same target in a round: +2 to damage. Target must make Agility roll or be knocked Prone.
- **Tentacle Grasp:** Str+d6 damage. On a raise, target is Entangled.
- **Shared Pain:** Once per round, when one Emon takes a Wound, the other may immediately make a free Fighting attack against the attacker (if within reach).
- **Drell Stone Fragment:** They also carry lesser fragments. If separated from Altransia resonance for 48 hours: Gain Fatigue. After 5 days: begin biological collapse.

Eetoshi



Eetoshi, Voidveil Sentinel. Highbreed Perimeter Scout. Eetoshi drift silently through the forests of Altransia Island like living phantoms. Grown rather than built, these Highbreed constructs exist solely to detect intruders and deliver them - alive - to the Sanctuary.

They shimmer with internal star-like light, fading almost completely from view when threatened. Their long filament tendrils latch onto a victim's head or sensory node, siphoning psionic and neural energy until the target collapses. They do not kill. They harvest consciousness.

Each Sentinel maintains a constant psychic uplink to Drink, acting as both perimeter alarm and living surveillance node.

Combat Role: Eetosh, Voidveil Sentinels never fight to kill. They ambush from invisibility, incapacitate priority targets, signal Drink, and shadow victims until Armstrongs or Tree Archers arrive. If seriously threatened, they retreat into the canopy or mist.

Eetosh (Extras in patrol groups)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d10, Psionics d8

Pace 6 (Fly 8); **Parry** 5; **Toughness** 7

Special Abilities

- **Armor +1:** Natural Armor
- **Ethereal Hover:** The Eetoshi float silently and ignore difficult terrain. They may pass over ground obstacles freely and can hover at any height up to their Pace.
- **Adaptive Camouflage:** As an action, the Sentinel may become nearly invisible: -4 to Notice rolls to detect it visually. Ends if it attacks or is Shaken. This is a biological effect, not a power.
- **Psionic Siphon** (Touch Attack): Instead of dealing damage, the Sentinel wraps its tendrils around a target's head or neural center. Opposed Spirit roll. On success: Target becomes Shaken. Raise: Target also gains one level of Fatigue. Fatigue from Psychic Siphon stacks and may render victims unconscious. Fatigue recovers normally after 10 minutes away from the Sentinel. This attack is nonlethal by design.
- **Psionic Drain:** If a victim has psionic abilities or Power Points, they immediately lose 1d6 Power Points per successful siphon (minimum 1). This energy is transmitted directly to Drink.
- **Neural Wrap:** Once attached, breaking free requires an Athletics or Strength roll at -2 as an action.
- **Psychic Relay (Drink-Link):** The Eetoshi maintain constant telepathic contact with Drink. Anything they perceive is instantly known to him. This link cannot be jammed by conventional electronics.

- **Fear (-1):** Their ghostlike appearance and silent movement are deeply unsettling.
- **Constructed Biology:** +2 to resist disease and poison.

Elquinosi War-Beast



The Elquinosi are relics of a failed Highbreed military program - towering, long-necked predator-mounts engineered for shock cavalry and rapid-response assaults across hostile terrain. Their elongated limbs, reinforced spine, and oversized lung clusters allow them to sprint for extraordinary distances, while their serrated jaws were intended to break infantry formations through sheer terror. They proved too willful.

While brutally effective in controlled trials, Elquinosi developed independent hunting instincts and refused strict command conditioning. Several early deployments ended with riders killed or abandoned mid-charge. Drink ultimately demoted them from frontline assets to situational transport and intimidation platforms.

Today only a few dozen remain among the Highbreed. They are used sparingly - primarily by Hornflail's forces - when speed and psychological impact matter more than reliability. Most Highbreed consider them useful mistakes: living reminders that not every weapon wants to be held. They still hunger for battle.

Elquinosi are best used as mounts for elite Highbreed enforcers, terror cavalry during raids, fast pursuit beasts, or visual foreshadowing of Hornflail's involvement. They should feel barely controlled.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6

Pace: 10 (Run d10), Parry: 6, Toughness: 12 (2)

Size: +3

Special Abilities

- **Armor +2:** Natural Armor
- **Bite:** Str+d8.
- **Claws:** Trample/Kick; Str+d6 (may attack prone targets at +2).
- **Beast Mount:** A trained rider may mount as a free action with a successful Riding roll. Untrained riders suffer -2 to Riding and Athletics rolls while mounted.
- **Shock Charge:** If the Elquinosi moves at least 6" in a straight line before attacking, it gains +2 damage on its Bite attack. Targets must make a Vigor roll or be Shaken.
- **Long-Strider:** Ignores difficult ground penalties caused by rubble, roots, or uneven terrain.
- **Predatory Presence:** Enemies within 3" suffer -1 to Fear checks and Spirit rolls while the Elquinosi is aggressive or charging.

- **War-Beast Instinct (Flaw):** When Wounded or exposed to blood, the Elquinosi must make a Spirit roll each round. Failure: Attacks nearest creature (friend or foe). Only experienced handlers or Hornflail may attempt Riding or Persuasion at -2 to calm it.
- **Heavy Frame:** Counts as Size +3 for damage purposes.

Gear (Optional): Some Highbreed equip Elquinosi with Reinforced bio-harness (+2 Armor vs frontal attacks); Saddle-linked restraint spikes (prevent easy dismounting).

◆ Headache



There is only one. Known simply as Headache, this creature is neither council member nor servant, but something closer to a living failsafe - an experimental organism born during the earliest Highbreed phases, before restraint entered their design philosophy. Headache is a compact, quadrupedal mass of muscle and sensory tissue, crowned by a ring of writhing tendrils and secondary eyes surrounding a dominant central ocular node. That eye is not merely visual - it is psionic, projecting invasive resonance that manifests as overwhelming pain, disorientation, and existential terror. Those who encounter it describe the sensation as having

their thoughts physically crushed. Unlike other Highbreed constructs, Headache does not patrol or guard. It waits.

Originally engineered as a subsurface ambush organism, Headache was designed to function as a living minefield. It burrows beneath soil, stone, or soft ferrocrete, leaving only its sensory crown exposed, mimicking debris or fungal growth. Minor eyes monitor vibration, bioelectric signals, and psychic resonance. When prey passes overhead, its tentacles erupt upward, snaring the target and dragging them below to be consumed alive. This made it ideal for area denial and population suppression. Unfortunately, the creature proved impossible to leash. Once activated, Headache does not distinguish friend from foe, ignores recall commands, and grows increasingly aggressive with prolonged feeding, its psychic output escalating into cascading pain fields capable of incapacitating even Highbreed observers.

After multiple incidents involving uncontrolled mass casualties, Drink ordered Headache sealed within a subterranean sanctuary beneath Altransia Island. It is now released only by Drink's direct authorization, typically when negotiations fail or an internal threat must be erased with absolute finality. Its presence alone can collapse crowds before it ever closes distance. Even Hornflail treats it with caution, and while the Crystal Father tolerates its existence, it does not speak through it. Among the Highbreed, Headache endures as a grim reminder: some creations are too honest about what they were made for.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d12+2, Notice d10, Psionics d12

Pace: 8; Parry: 7; Toughness: 12 (2)

Edges: Berserk, Hard to Kill, Improved Frenzy, Fearless

Hindrances: Bloodthirsty, Outsider (Major), Habit (Psychic Feeding)

Special Abilities

- **Size +2**
- **Armor +2:** Natural armor
- **Burrower:** Headache may burrow through earth, sand, soft stone, and organic material at Pace 6. While buried, it is completely concealed except for its sensory crown (-6 to be noticed). Hard metal or crystal slows it to Pace 2.
- **Subsurface Ambush:** If Headache is buried and motionless: Notice rolls to detect it suffer -4, Characters stepping within 1" trigger an automatic attack. When triggered, Headache immediately makes: Tentacle Grapple (free action). Followed by Bite on its next action. Targets must make an Agility roll at -2 or be Entangled.
- **Tentacle Snare (Natural Weapon):** Range: Reach 2. Opposed Athletics vs Athletics/Strength. On success: Target becomes Entangled. On a Raise: Target is Bound. Headache may drag Bound victims underground on its next turn.
- **Devour Below:** If Headache has a Bound target while buried: Victim automatically suffers Str+d8 damage each round and must make a Vigor roll or gain Fatigue. Death is messy, silent, and rarely witnessed.
- **Living Trap (Intended Design):** When used as a stationary defense organism: Headache gains +2 Toughness. Central Ocular Node radius increases by 2". Psychic Aura applies even while buried. This represents its original battlefield configuration.
- **Uncontrollable (Major Flaw - Narrative):** Once Headache feeds or takes Wounds, it must make a Spirit roll each round: Failure:

Attacks nearest living creature, regardless of allegiance. Drink is the only being capable of issuing a successful Recall command (Opposed Spirit at +4).

- **Central Ocular Node (Psionic Aura):** All non-Highbreed within the Medium Burst Template must make a Spirit roll at -2 each round or become Shaken. Failure with a raise also inflicts a level of Fatigue. Fatigue from this effect recovers normally once out of range.
- **Mind-Crushing Gaze:** As an action, Headache may target one creature within 12". Opposed Spirit roll: Success: Target is Shaken. Raise: Target is Stunned for 1 round and gains Fatigue.
- **Multi-Eye Awareness:** No penalties for Dim/Dark lighting. Cannot be Vulnerable due to being Distracted.
- **Natural Weapons:** Bite: Str+d8; Claws (2): Str+d6. May make two claw attacks per action without Multi-Action penalty.
- **Quadruped Charge:** If Headache moves at least 6" before attacking, its bite gains +2 damage.
- **Psychic Predator:** When Headache incapacitates a sentient creature, it immediately removes one Wound or Fatigue.
- **Monstrous Presence:** Wild Cards witnessing Headache's first appearance must make a Fear check at -2.

◆ Hornflail



Master of Arms, Council Enforcer. Hornflail is not a councilor. He is what happens after the council decides. Towering and horn-crowned, Hornflail was engineered for war and discipline - whether as a failed supersoldier, abandoned shock trooper, or punitive labor weapon is lost to sealed archives. What remains is a creature of raw physical dominance and barely restrained hunger. His single burning eye misses nothing, and his crossed-arm stance is infamous among the Highbreed: it means judgment is already underway. Drink keeps Hornflail close precisely because he is uncontrollable.

Hornflail obeys orders - but interprets them creatively. He enforces Council rulings with excessive zeal, occasionally exceeding mandate, executing suspects instead of detaining them, or indulging his appetite mid-operation. Drink tolerates this. Fear is a useful currency, and Hornflail spends it freely.

He feeds on flesh when allowed - any flesh. Fallen enemies, condemned prisoners, sometimes the remains of GEMs who failed the

Sanctuary's laws. This cannibalistic trait has made him both feared and quietly revered among the Highbreed as a living avatar of consequence. When Hornflail is dispatched, negotiations are over.

Hornflail works best as the Council's executioner, a sudden escalation when talks fail, a roaming threat inside the Sanctuary, and a wildcard ally who might turn mid-scene. He doesn't posture. He arrives.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d8, Stealth d6, Survival d6

Pace: 7, **Parry:** 8, **Toughness:** 12 (2)

Edges: Brute, Frenzy, Hard to Kill, Menacing

Hindrances: Bloodthirsty (Major), Mean, Loyal (to Drink only)

Special Abilities

- **Size +3**
- **Natural Armor +2:** Dense, plated hide.
- **Claws:** Str+d8, Wicked talons capable of rending armor and flesh.
- **Horn Gore:** Str+d10, If Hornflail moves at least 2" before attacking, he may gore as part of the attack.
- **Frenzied Execution:** Hornflail may make two Fighting attacks per action (already included via Frenzy).
- **Devour the Fallen:** If Hornflail spends a full action feeding on a Incapacitated or slain foe, he immediately removes one level of Fatigue or gains +1 Toughness for the rest of the encounter (GM's choice).
- **Terrifying Presence:** Characters within 3" suffer -2 to Fear checks and Intimidation resistance.

- **Unstable Enforcer:** Once per combat, Hornflail may ignore tactical orders and immediately charge the nearest wounded enemy (GM-controlled).

◆ Lord Hadry



Lord Hadry is one of the oldest surviving Highbreed experiments on Altransia Island - a grotesque fusion of regenerative tissue engineering and mythic vanity. Records of its origin are lost, but some believe it was an early corporate attempt to recreate Terran mythological beasts as living prestige weapons or symbolic bio-constructs. Whatever its purpose, it endured.

Hadry possesses five semi-independent heads, each with its own temperament, but all share a single calculating consciousness. It speaks through them one word at a time, each head delivering part of the sentence in turn - a ritualized, deliberate form of speech that can make a simple answer feel like a judicial decree. The process is maddening to outsiders. To the Highbreed, it is sacred deliberation.

Hadry is proud, austere, and deeply protective of the Sanctuary. It sees itself as a guardian of purity and is often the most resistant voice when new members seek entry. Where Drink listens, Hadry judges. Where Drink guides, Hadry tests. It considers weakness a contagion. Among the Council, Hadry is not the prophet - it is the executioner of standards.

Personality Notes: Each head has a subtle tone: One severe; One mocking; One contemplative; One suspicious; One coldly logical. But all agree. If the heads argue, the island trembles.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Athletics d8, Battle d8, Fighting d10, Intimidation d10, Notice d10, Persuasion d6, Psionics d8

Pace 6, Parry 7, Toughness 14 (2)

Edges: Strong Willed, Hardy, Command, Improved Nerves of Steel

Hindrances: Arrogant(Major), Driven(Minor, Preserve Highbreed purity), Outsider (Minor), Blind (Major)

Special Abilities

- **Size +4:** Towering and thickly built.
- **Natural Armor +2:** Dense regenerative hide.
- **Fivefold Mind:** Immune to Tests of Will (cannot be Distracted or Vulnerable from intimidation or taunts). +2 to resist powers affecting the mind. Cannot be surprised.
- **Multi-Headed Assault:** May make up to 3 Fighting attacks per turn. If Shaken, one head continues functioning - Hadry must be Shaken twice in one round to lose its action.
- **Bites:** Fighting; Str+d8. On a raise, the target is Grappled (Escape at -2).

- **Regenerative Tissue:** At start of turn, Vigor roll: Success: Remove Shaken; Raise: Heal 1 Wound; Fire or acid suppresses regeneration for one round.
- **Judgment of the Five:** Once per encounter, Hadry may declare judgment on a single target within sight. Target must make a Spirit roll at -2: Failure: Shaken and Distracted; Critical Failure: Shaken and Vulnerable. This represents the overwhelming psychic pressure of unified condemnation.
- **Council Authority:** Highbreed within 10" gain: +1 to Spirit; +1 to resist Fear
- **Drell Stone Dependency:** If separated from Altransia Island (or equivalent resonance source): After 24 hours: Fatigue (can't recover naturally). After 72 hours: Gain a Wound per day. Psionic abilities cease functioning. Death follows within 1-2 weeks unless returned to resonance. Removing or destroying the Drell Stone causes immediate shock (Vigor roll at -2 or Incapacitated). This is why the Highbreed do not expand off-world. They physically *cannot*. The Crystal Father didn't just save them. It **anchored** them.
- **No Functional Visual Organs (Hindrance: Blind):** Lord Hadry has no functional visual organs and perceives the world through vibration, scent, and psionic resonance shared across its five heads. Apply standard Savage Worlds Blind rules with Hadry's adaptations: -6 to any task requiring precise vision (including ranged attacks - though Hadry doesn't use them anyway). Opponents gain +2 to attack Hadry if relying purely on sight-based positioning.
- **Fivefold Perception (Replacement Ability):** However, Hadry compensates his blindness via multi-sensory perception: Lord Hadry ignores Blind penalties for: Melee combat;

Detecting moving creatures within 10" ; Tests of Will; Psionic targeting; He cannot be surprised by creatures that are: Moving, Breathing, Emotionally Active, Or Invisible Or Motionless Targets Still Gain Their Benefits. Hadry does not see intruders. He feels their intent. Each head samples a different sensory channel - air displacement, pheromonal stress, electromagnetic noise, psionic echo - and assembles a composite awareness that is alien but extremely effective at close range.

Sathbat



Highbreed Aerial Drone. The Sathbats are living flight platforms - engineered from spliced aerial predators, neural filament tissue, and Highbreed psionic crystal residue. Designed for high-altitude patrol and rapid interdiction, they glide silently above Altransia's forests and ravines, watching everything below with mismatched spectral eyes tuned to heat, motion, and psychic resonance. Unlike the Eetosh, Sathbats do kill when ordered.

Their long sensory tendrils trail beneath them like dead nerves in the air, tasting emotional charge and neural activity. When they strike, they dive with terrifying speed, raking targets or latching briefly to inject destabilizing neurotoxins before pulling away to circle again.

Every Sathbat is slaved to Drink's psychic network, serving as airborne early-warning, pursuit unit, and terror projector. They are not animals. They are flying surveillance weapons.

Tactics: Sathbats operate in loose hunting spirals: High-altitude patrol; Dive attacks on exposed targets, Screech to break formations; Tendril strikes to soften prey; Withdraw to altitude while Armstrongs move in; They rarely fight to the death unless Drink commands it.

Highbreed Air Unit; Extras in flocks; Alpha Sathbats may be Wild Cards

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d8

Pace 6; **Fly** 12; **Parry** 6; **Toughness** 7 (1)

Special Abilities

- **Armor +1:** Natural Armor
- **Flight:** Sathbats fly at Pace 12 and may Dive (+2 Fighting and damage on a charge attack).
- **Multi-Spectrum Vision:** Ignore penalties for Dim or Dark lighting. +2 Notice vs moving or warm targets.
- **Tendril Strike:** Melee: Str+d6. On a raise, the target must make a Vigor roll or be Distracted for one round as neural filaments overload sensory input.
- **Neurotoxin Injection:** If the Sathbat hits with a raise, the victim must succeed on a Vigor roll or suffer Fatigue (recovers after 10

minutes). This stacks but is nonlethal unless GM rules otherwise.

- **Screech Pulse (1/encounter):** The Sathbat emits a subsonic-biopsionic shriek in a Medium Burst Template. Targets must make a Spirit roll or become Shaken. Those already Shaken become Stunned instead.
- **Drink-Link (Psychic Relay):** All observations are instantly transmitted to Drink and the High Council network.
- **Fear (-1):** Their unnatural flight patterns and corpse-like anatomy inspire dread.
- **Constructed Biology:** +2 to resist disease and poison.

◆ Sera, The Veilbound



Highbreed Envoy / First Contact Interface. Sera was never meant to survive. Originally engineered as a diplomatic GEM prototype - part emotional interpreter, part cultural mimic - she was discarded early when her creators deemed her *too human-facing* for deep-space corporate applications. Unlike the others, she

was built with soft features, symmetrical posture, expressive eyes, and a voice designed to trigger empathy responses in baseline humans. On Altransia Island, she found sanctuary with the Crystal Father.

Unlike Drink or Dorig, Sera does not rule. She listens. Her Drell Stone sits near the sternum rather than subdermal in the spine, giving her heightened empathic sensitivity but weaker regenerative effects. She feels emotional states as pressure gradients in her nervous system - anger tastes metallic, fear vibrates, hope feels warm. This makes her uniquely suited to interacting with outsiders and uniquely vulnerable to them.

She dresses in layered organic robes grown from crystal-fiber symbiotes, masking most of her nonhuman anatomy. At a distance, she could almost pass for an exotic alien humanoid rather than a Highbreed construct. Almost. Sera serves as the Council's Interface Node: the one Drink sends when negotiation is preferable to capture. She genuinely believes coexistence is possible. Lord Hadry considers her dangerously naïve. Dorig trusts her judgment more than anyone realizes. Hornflail openly despises her softness. But Drink understands something they do not - Sera is the only Highbreed who remembers what it feels like to be small.

She never arrives with guards unless threatened. Instead, Eetosh remain invisible nearby, and Emons are always watching through borrowed eyes. She will attempt peaceful dialogue first, trade of information second, warnings third. Only then escalation. She knows about the Drell Stones. She knows leaving the Island too long will kill her. She does not tell the PCs this unless she trusts them.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d10, Empathy d12, Notice d10, Persuasion d12, Psionics d8, Stealth d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Edges: Charismatic, Empathic (custom: +2 Persuasion & Notice vs emotional intent), New Power (psionic), Strong Willed,

Hindrances: Outsider (Major), Pacifist (Minor), Dependency (Drell Stone / proximity to Altransia Island)

Special Abilities

- **Drell Stone Dependency:** If more than 48 hours away from Altransia Island, Sera gains Fatigue every 12 hours (cannot be recovered normally). At Incapacitated, she enters crystal stasis instead of dying.
- **Psionic Empathy:** May make opposed Spirit vs Spirit to read emotional state automatically (no action).
- **Mind Touch (Psionic Power):** As Mind Reading or Empathy Surge (GM choice), Power Points 10.
- **Soft Presence:** Non-hostile creatures suffer -2 to attack her unless already committed to violence.

Tree Archer



Ardendra Dart-Spitter. Tree Archers are arboreal ambushers - semi-uplifted lizard-creatures bred for silent overwatch. They lurk in canopy and

ruins alike, launching venomous darts from an organic air sac mounted between their shoulders. They almost never fight fair.

Tactics: Strike from concealment, reposition immediately after firing, and let Armstrongs absorb return fire. Prefer hit-and-fade over sustained combat.

Tree Archer

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d6, Notice d10, Shooting d10, Stealth d10

Pace 6 (Climb 6); **Parry** 5; **Toughness** 6

Special Abilities

- **Armor +1:** Natural Armor
- **Claws:** Str+d4
- **Venom Darts:** Anyone Shaken or Wounded by a dart must make a Vigor roll or suffer Fatigue. If Incapacitated by Fatigue, they fall unconscious for 1d6 minutes. Poison Dart Spit: Range 6/12/24, Damage Str+d4, RoF 1
- **Arboreal:** No movement penalty when climbing or moving through trees or vertical terrain.
- **Camouflage Skin:** +2 to Stealth in forests, ruins, or overgrown areas.
- **Ambusher:** +2 to attack rolls on the first round of combat if hidden.
- **Darkvision**

Creatures of Grastal

Raspkod Remnants

The Raspkod were engineered survivors. When their civilization collapsed, their biology adapted. And kept adapting. Over generations, isolated pockets of Raspkod devolved into something else - creatures driven by fragmented instinct, partial genetic memory,

and corrupted defense protocols. They no longer speak. They no longer build. They no longer remember who they were. But their bodies still remember war.



They haunt ruined substructures beneath Fash, irradiated wastelands beyond city walls, and collapsed Raspkod vaults sealed during bombardment. The Fragments of Fash consider them sacred echoes of the fallen civilization. The Halogai' classify them as environmental hazards. Both are wrong. The Remnants are not animals. They are adaptive relics of extinction.

Skeletal, elongated frame; Vestigial chitin plating across shoulders and spine; Enlarged ocular clusters adapted to low light; Digitigrade stance; Clawed forelimbs designed for excavation and dismemberment; Bio-armor growth along dorsal ridge; They move with eerie, insectile patience - slow until they are not.

Territorial toward Raspkod ruins; Highly reactive to Dominion tech signatures; Avoid large groups

but stalk lone targets; Known to gather near active Raspkod relic sites. They do not hunt for food alone. They respond to stimuli tied to Raspkod architecture, energy frequencies, and certain harmonic vibrations.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, IStealth d8, Survival d8

Pace: 8, **Parry:** 6, **Toughness:** 8 (2)

Special Abilities

- **Natural Armor +2:** Chitinous Plates
- **Claws:** Str+d6
- **Low-Light Vision:** No penalties for Dim or Dark lighting.
- **Adaptive Predator:** If the Remnant takes damage from the same attack type twice in a combat, it gains +2 to resist that damage type for the remainder of the encounter (representing rapid biological adaptation).
- **Ruin Sense:** +2 Notice rolls within Raspkod ruins or near Raspkod relic energy signatures.
- **Silent Stalker:** +2 Stealth in rubble, ruins, or underground environments.
- **Optional Upgrade:** Raspkod Alpha Remnant (Wild Card Variant) These Alphas are extremely rare. And deeply unstable. Strength d12, Vigor d10; Gains Hardy; Gains Fear (-1) aura within 3" Possesses vestigial psionic pulse - once per encounter: Blast template, 2d6 damage.

◆ Splitstrike Rattler

The **Splitstrike Rattler** is a massive, two-headed apex serpent found in the harsh wilds of Grastal, its thick-scaled body coiling into a defensive spiral while both horned heads hiss and strike independently. Each head acts with unsettling

coordination, their forked tongues tasting the air in constant motion as the creature's heavy rattle emits a dry, bone-shaking warning moments before it attacks. Whether native to Grastal's brutal ecosystem, abandoned Halogai bio-stock, or a Raspkod-engineered war beast, no one truly knows-but its venom is potent, its coils crushing, and its territorial aggression absolute. Travelers who hear the twin rattle rarely get a second warning.



Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d8

Pace: 6, **Parry:** 7, **Toughness:** 11 (2)

Special Abilities

- **Size +2:** Large serpent (included above).
- **Armor +2:** Natural Armor
- **Two-Headed:** +2 Notice (included). May make two Fighting attacks per action without Multi-Action penalty (one per head). +2 to resist being Surprised.
- **Venomous Bite:** Str+d8; target must make Vigor roll or suffer 2d6 poison damage at

the start of their next turn. On a Raise, target is also Distracted.

- **Constrict:** On a Raise, may immediately attempt Grapple (Athletics vs Athletics). Success: victim is Entangled and suffers Str damage each round.
- **Rattle of Dread:** Once per encounter, as a free action, all creatures within 6" must make Spirit roll or become Shaken.
- **Low Profile:** -2 to be hit by ranged attacks beyond Short Range.

Tuskcrawler



Grastal Tunnel Predator; Extra, Pack Hunter

The Tuskcrawler is a fast, low-slung tunnel predator roughly the size of a large dog, prowling the caves and mining shafts of Grastal with unsettling silence. Its plated skull and forward-curving tusks are built for brutal close-quarters attacks, while long, clawed limbs allow it to scuttle over rock walls and loose scree with disturbing agility. Hunting in small packs, Tusk crawlers favor ambush tactics in narrow passages, launching from shadowed crevices to knock prey off balance before tearing into them with snapping jaws and raking

claws. Colonists working Grastal's deep tunnels quickly learn that hearing claws on stone usually means they've already been surrounded.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 8, **Parry:** 6, **Toughness:** 8 (1)

Special Abilities

- **Armor +1:** Natural Armor
- **Size +1**
- **Low-Light Vision:** No penalties in dim light.
- **Tunnel Hunter:** +2 Stealth in caves, tunnels, and rocky terrain.
- **Leaping Pounce:** If it moves at least 4" before attacking, +2 to Fighting and +2 damage that turn.
- **Tusk Rend:** Str+d6; on a Raise, target must make Strength roll or be knocked Prone.
- **Pack Instinct:** +1 to attack rolls if at least one allied Tuskcrawler is adjacent to the same target.

Creatures of Narus

Glidefiend



The Glidefiend is a mid-sized aerial predator that haunts the thermals of Narus' vast canyon systems. Nesting high within narrow rock fissures, it launches silently into open air and

rides rising heat currents with unsettling precision. Its multi-lensed eyes allow it to track movement along the canyon floor hundreds of meters below, and it prefers to strike when prey is already distracted—often in the aftermath of a Snapworm eruption or canyon rockslide. Glidefiends rarely hunt alone; small packs circle patiently overhead before one initiates a dive, the others following in a flurry of claws and teeth. Travelers on Narus quickly learn to fear not only what moves beneath the stone—but what watches from above.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d8

Pace: 6 (Fly 12), **Parry:** 6, **Toughness:** 8 (1)

Special Abilities

- **Armor +1:** Natural Armor
- **Size:** +1
- **Flight (Glide):** Pace 12. May glide indefinitely along canyon thermals without losing altitude.
- **Thermal Hunter:** Ignores up to 2 points of environmental penalties from wind or unstable air currents.
- **Dive Strike:** If it moves at least 6" in a straight line before attacking, gains +2 to Fighting and +2 damage.
- **Pack Hunter:** +1 to Fighting for each adjacent Glidefiend (max +3).
- **Rending Bite:** Str+d6. If the target is Shaken, damage increases to Str+d8.
- **Cliff Cling:** Can perch or cling to vertical rock surfaces without a roll.
- **Low-Light Vision**

◆ Miremaw

The **Miremaw** is a hulking amphibious predator that lurks in the swamps and stagnant wetlands of Grastal, its pale, rubbery hide blending seamlessly with mud and reeds. Broad-shouldered and powerfully built, it moves with unsettling silence through knee-deep water before erupting in a sudden burst of violence, lashing out with thick tentacles to drag prey into its crushing jaws. Miremaws are territorial and patient hunters, often lying half-submerged for hours before striking, leaving behind little more than churned water, scattered gear, and the slow ripple of something sinking back beneath the mire.



Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Stealth d8

Pace: 6 (Swim 8), **Parry:** 7, **Toughness:** 12 (2)

Special Abilities

- **Armor +2:** Natural Armor

- **Size +2:** Large creature (included above).
- **Amphibious:** Pace 6, Swim 8; ignores Difficult Ground in swamps and marsh terrain.
- **Tentacle Grapple:** Str+d8; on a Raise may immediately attempt Grapple (Athletics vs Athletics). Success: target is Entangled.
- **Crushing Maw:** Str+d10; if target is Entangled, damage increases to Str+d12.
- **Swamp Camouflage:** +2 Stealth in swamp, bog, or murky water.
- **Toxic Slime:** Creature grappling the Miremaw must make Vigor roll at end of round or become Distracted (corrosive secretion).

◆ Odravax

The Odravax are one of Narus' most deeply buried secrets - so forgotten that most who encounter them assume they are simply another grotesque subterranean predator native to the world. Their hunched forms, single central eye, and dripping bio-secretions suggest little more than an evolved tunnel beast. Scholars who have recorded sightings typically file them under *hostile cave fauna*. Few survive long enough to revise that assessment.

In truth, the Odravax were once an ancient slaver civilization that ruled through biological dominance rather than fleets or banners. Their power lay in neural manipulation - parasitic symbiotes, pheromonal control, and biochemical rewriting of subordinate species. Entire populations once functioned as extensions of Odravax will. But their empire collapsed long before modern stellar nations emerged. Whether they were overthrown, starved of hosts, or destroyed by a rival ancient power remains unknown.



Now they are scattered remnants hiding beneath Narus' surface. Some deliberately conceal their intelligence, mimicking animal behavior until prey or opportunity presents itself. Others may genuinely be devolving - their biology degrading, their cognition fading over millennia of isolation. No one can say with certainty which is true. The most terrifying possibility is that both are.

Most Narus inhabitants believe the Odravax are animals. The Odravax do not correct them.

Attributes: Agility d6, Smarts d10 (or d6 if devolved), Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d8, Persuasion d10, Stealth d8, Weird Science (Neuro-Biology) d10

Pace: 6, **Parry:** 5, **Toughness:** 8

Special Abilities

- **Size +2**
- **Animal Mimicry:** +2 to opposed Smarts rolls to conceal intelligence. Observers must

succeed on Notice -2 to realize the Odravax is sapient before it acts strategically.

- **Neurotoxic Touch:** Touch attack; target must make Vigor roll or become Distracted and Vulnerable for 1 round. On a Raise, target is also Shaken.
- **Enslaving Pheromones:** Action; target within 6" makes opposed Spirit roll. On failure, suffers -2 to resist Persuasion or Intimidation from the Odravax for 1 hour.
- **Thrall Network:** Begins encounters with 1-2 Thralls unless surprised.
- **Degenerate Physiology:** -1 to Vigor rolls to resist disease or environmental hazards.

◆ Snapworm



The Snapworm is a colossal canyon predator native to the vast chasms of Narus. Its elongated, muscular body tunnels laterally through sheer rock faces, carving hidden burrows within canyon walls rather than beneath the surface. From these concealed positions, the creature waits motionless until vibrations or shadows pass below-then it erupts outward in a violent burst of stone and dust.

With hooked foreclaws and a cavernous, fang-lined maw, the Snapworm attempts to seize prey in a single explosive ambush before dragging it back into its tunnel. Entire patrols have vanished into canyon walls, leaving behind nothing but falling debris and echoing screams.

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Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12+4

Skills: Athletics d10, Fighting d12, Notice d8, Stealth d10

Pace: 6 (Burrow 8), **Parry:** 8, **Toughness:** 19 (1)

Special Abilities

- **Size:** +6
- **Natural Armor** +1
- **Massive Frame:** +6 Toughness already included. Counts as Heavy Weapon for resisting Grapples from smaller creatures.
- **Ambush From Stone:** If it has remained stationary within a canyon wall for at least one round, it gains +2 to Fighting and +2 damage on its first attack. Targets must make a Notice roll at -2 or be Surprised.
- **Burrow (Rock):** Pace 8 through stone. Leaves unstable tunnels that may collapse

(Agility roll or take 2d6 damage from falling debris).

- **Canyon Eruption:** When bursting from rock, place a Medium Blast Template at the emergence point. Creatures inside must make Agility rolls or be knocked Prone and Shaken.
- **Crushing Maw:** Str+d10 AP 4, Heavy Weapon. On a Raise, target is Grappled and automatically dragged 2" toward the wall each round.
- **Devour and Withdraw:** If it begins its turn Grappling a target adjacent to a wall face, it may immediately burrow and pull the victim inside. Escaping inside the tunnel is at -4.
- **Hooked Claws:** Str+d8 AP 2.
- **Thick Canyon Hide:** +6 Armor (included).
- **Tremor Sense:** Automatically detects creatures touching canyon surfaces within 18".

Creatures of Polomegan

Bore-Snake



Polomegan Tree Ambusher. Bore-Snakes are thick-bodied ambush predators that chew hollow chambers into living trees using reinforced jaw ridges. They coil inside these cavities for days at a time, striking suddenly at passing prey - usually native rodent analogs, but travelers are fair game if they stray too close. On Polomegan they're considered a constant

background hazard in forested regions, especially near abandoned Terran ruins where trees have grown through old structures.

They are not aggressive by nature, but highly territorial. Vibrations or loud movement near an occupied tree almost always triggers a defensive strike.

Bore-Snake

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 4 (climb 4), Parry: 6, Toughness: 10 (2)

Special Abilities

- **Size:** +2 (Large)
- **Armor +2:** Dense, bark-scarred scales.
- **Bite:** Str+d6.
- **Venom:** Anyone Shaken or Wounded by a bite must make a Vigor roll at -2 or suffer Fatigue (Exhaustion). Recovery requires 1 hour and a successful Vigor roll; failure inflicts a Wound instead.
- **Tree Burrower:** Bore-Snakes can chew into living trees or rotted structures, creating concealed nests. They gain +2 Stealth while hiding in vegetation or hollow trunks.
- **Ambush Predator:** If attacking from concealment, Bore-Snake gains +2 to Fighting and damage on its first strike.
- **Constriction (Optional):** On a raise with a bite attack, the target is Grappled; the Bore-Snake may automatically roll Strength damage each round until the victim breaks free.
- **Infra-Vibration Sense:** +2 Notice vs moving targets in contact with the ground or tree.

Brontosnid



The Brontosnid is one of Polomegan's last true megafauna - a brontosaurus-sized arthropod herbivore that roams mist-heavy forests and lowland plains. Towering on six pillar-like legs with a long segmented neck and armored dorsal plates, the Brontosnid feeds primarily on canopy growth, moss forests, and fungal overgrowth that thrives in Terran-era ruins. Despite its intimidating appearance, it is not a predator. It is a grazer.

Brontosnids are slow-moving and generally docile, but highly sensitive to vibration and sudden movement. When threatened, they rear and strike with tremendous force, using their forelimbs and reinforced mandibles defensively. A panicked Brontosnid is more dangerous than most apex predators simply due to mass and power.

Once common across Polomegan, Brontosnids nearly vanished during the ancient human wars that scarred the planet. Habitat destruction and radiation pockets reduced their numbers drastically. Today they are rare, scattered, and fiercely protected. The Dara'ilan Continuance Assembly has begun establishing protected reserves, recognizing that preserving the Brontosnid is part of restoring Polomegan's ecological memory.

To the Keshari Driftfolk, Brontosnids are called "World Walkers." They are seen as living proof that the planet can heal.

Brontosnid

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Athletics d6, Fighting d8, Notice d8, Survival d6

Pace: 6, **Parry:** 6, **Toughness:** 18 (4)

Special Abilities

- **Size:** +6 (Huge)
- **Armor +4**
- **Massive Bulk:** Opponents smaller than Large gain no Gang Up bonus.
- **Carapace Armor +4:** Thick layered exoskeletal plating.
- **Trample:** May move through enemies of Size 2 or smaller; they must make an Agility roll or take Str+d10 damage.
- **Defensive Strike:** If threatened within Reach, may make a free Fighting attack once per round.
- **Herbivore Temperament:** Will not attack unless startled, cornered, or protecting young.
- **Seismic Sensitivity:** +2 Notice vs vibration-based detection.

Devil Mole

The Devil Mole is one of Polomegan's most persistent nuisances: a raccoon-sized burrowing omnivore with layered scale-plates, powerful digging claws, and a secondary pair of smaller manipulator arms tucked beneath its shoulders. Adapted for both tunneling and fine object handling, Devil Moles emerge primarily at night, infiltrating camps, storage crates, and habitation modules in search of food, tools, and anything remotely shiny.

Highly intelligent and aggressively curious, Devil Moles display problem-solving behavior comparable to Terran raccoons-opening latches, unfastening seals, and working cooperatively when resources are abundant. While not dangerous under normal circumstances, they will bite fiercely if cornered and are notorious for spreading equipment across wide areas through theft and hoarding. Dara'ilan personnel consider them ecological survivors from Polomegan's pre-collapse era: small, adaptable scavengers that flourished in the ruins while larger species vanished.

Among settlers, discovering a Devil Mole den usually means recovering half your missing gear-along with several items that were never yours to begin with.



Devil Mole

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8, Thievery d8

Pace: 6 (Burrow 6), **Parry:** 5, **Toughness:** 8 (3)

Edges: Quick, Thief

Hindrances: Curious (Major), Small

Special Abilities

- **Armor +3**

- **Burrower:** Devil Moles may burrow through soil, soft rock, or loose debris at Pace 6, leaving unstable tunnels behind.
- **Four-Armed Manipulator:** Gains +2 to Thievery rolls and may interact with objects as a free action once per round.
- **Nocturnal Scavenger:** Gains +2 to Stealth and Notice rolls in low-light or darkness.
- **Mischievous Hoarder:** On a successful opposed Thievery roll, the Devil Mole automatically steals one small unsecured item.
- **Bite/Claws:** Str+d4
- **Size -1 (Small):** Toughness already included.

Drig

The Drig is a small, spidery carrion-hunter native to the underground tunnels and buried ruins of Polomegan. Individually no larger than a kitten or oversized rat, a single Drig is more nuisance than threat. The danger lies in their numbers. They move in writhing swarms, pouring from cracks in stonework and ventilation shafts, drawn to heat, blood, and vibration. Once prey is overwhelmed, their razor mandibles and hooked limbs strip flesh with horrifying efficiency. Entire corridors can fill with the dry, chittering scrape of hundreds of clawed legs before a victim even realizes they are surrounded.

Drigs thrive in darkness, nesting in collapsed chambers and ancient vaults where moisture and decay sustain them. Explorers often mistake the first one for vermin. The second is the warning. The third means it's already too late.



Drig

Extra, Swarm Vermin

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d10

Pace: 8, **Parry:** 5, **Toughness:** 3 (2)

Special Abilities

- **Size:** -4
- **Armor +2**
- **Small Target:** -4 to be hit by larger creatures (Size -4).
- **Swarm Hunter:** For every 3 adjacent Drigs attacking the same target, add +1 damage (max +4).
- **Latch:** On a Raise, the Drig clings to the target. Removing it requires a Strength roll as an action.
- **Dark Dweller:** Ignores penalties from Dim Light or Darkness.
- **Tunnel Skitter:** May move through cracks, rubble, and Tight Spaces without penalty.
- **Flesh Frenzy:** If a target is Shaken, Drigs gain +1 Fighting against that target.

Gor'thal



Called *Dwellers* by outsiders, *Stone-Watchers* by the Keshari, The Gor'thal are ancient apex territorial predators that inhabit Polomegan's high mountain ranges and collapsed Terran megastructures embedded within them. Massive, cyclopean humanoids covered in coarse insulating fur and armored hide, they possess a single vertically slit eye adapted for low-light and seismic perception. Their claws are mineral-hardened, capable of rending stone as easily as flesh.

They are not sapient in any conventional sense - but they are ritualistic.

The Gor'thal do not form societies or tribes. Instead, each individual claims a vast territory centered on geothermal vents, buried Terran ruins, or resonant fault lines. They patrol these domains endlessly, marking boundaries with claw-glyphs, broken bones, and resonance howls that travel through rock. Intruders are not chased. They are judged.

Those deemed weak are ignored. Those who linger are stalked. Those who alter the land - mining, construction, or artifact extraction - are attacked without warning.

The Keshari Driftfolk believe the Gor'thal are living echoes of Polomegan's destruction: bio-reactive organisms awakened by ancient planetary trauma. They call them Stone-Watchers, and teach their young that the mountains "remember" through Gor'thal eyes.

To the Dara'ilan, Gor'thal territories are simply listed as Black Terrain Zones. No attempts at relocation or extermination have ever succeeded.

Gor'thal (Mountain Dweller)

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d10, Stealth d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (3)

Special Abilities

- **Armor +3**
- **Claws & Bite:** Str+d8 (Reach 1)
- **Mountain Predator:** Ignore difficult terrain in mountainous or ruin environments. Gain +2 to Stealth and Notice in these regions.
- **Seismic Sense:** Detect movement through stone or ground within 12". Invisible or concealed targets still trigger Notice rolls.
- **Territorial Frenzy:** When defending its claimed territory, Gor'thal gain +2 Fighting and +2 damage.
- **Fear (-2):** Their sudden emergence and alien cyclopean visage forces Fear checks.
- **Stone Hide:** Natural Armor +2.
- **Relentless:** Never retreats while within its territory unless Incapacitated.

Keshari Driftfolk



Keshari (keh-SHAR-ee) - Translation (approximate): *Those Who Move With the World*. Nomads of Polomegan. The Keshari Driftfolk, known to outsiders simply as the Nomads, are Polomegan's indigenous plainwalkers - semi-reptilian humanoids adapted to the planet's forests, grasslands, floodplains, and irradiated deserts. Long before the Dara'ilan arrived, the Keshari learned to survive amid the scars of ancient human wars. They live in roaming clans called Driftbands, following generational migration routes known as the Long Walks. Permanent settlements are avoided; to remain too long in one place is believed to *invite echoes*, remnants of past devastation that still linger in the land.

Keshari culture centers on motion, memory, and restraint. They view Polomegan as a wounded world rather than a dead one, treating Terran ruins as the *Bones of the World* - structures that still carry the planet's trauma. Their elders, called Pathkeepers, preserve migration knowledge, while spiritual figures known as

Bone-Listeners interpret ground resonance and structural vibrations, granting the Keshari an uncanny awareness of environmental shifts. Though technologically modest, they selectively scavenge ancient materials and favor organic armor and spears, fighting only when necessary with disciplined ambush tactics. They do not wage wars; they endure them.

The Keshari refuse to enter Polomegan's mountain ranges, which they believe belong to entities called the Dwellers - something neither animal nor spirit, but older than cities. This taboo is absolute. Their traditional saying teaches: the plains are ours, the forests are shared, the deserts test us, and the mountains remember. Outsiders who press for passage are turned away without explanation.

Initially wary of the Dara'ilan settlers, the Keshari have since formed a cautious coexistence, trading terrain guidance and anomaly warnings for medical aid and clean water. Neither side fully trusts the other, but both understand extinction. To the Keshari, survival is sacred, memory is currency, and empire is a temporary condition. They stand as living witnesses to Polomegan's ruined past - and a quiet reminder that rebuilding does not always require conquest.

Tactics: Keshari Driftfolk favor stealth, terrain advantage, and coordinated spear strikes. They disengage quickly, leading pursuers into bad ground or abandoned ruins rather than standing their ground. They fight to protect migration routes, not territory.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8, Survival d10, Tracking d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (1)

Special Abilities

- **Size +4**
- **Armor +1**
- **Nomadic Awareness:** Ignore difficult ground penalties in plains, forests, and deserts. Gain +2 to Survival and Tracking rolls on Polomegan.
- **Echo Sense:** Keshari gain +2 Notice rolls to detect vibrations, movement through ruins, or approaching threats within ancient structures or scarred terrain.
- **Ambush Hunters:** If the Keshari act from surprise or concealment, they gain +2 Fighting and damage on their first attack.
- **Bone Discipline:** Keshari do not suffer Gang Up bonuses against them unless outnumbered 3-to-1 or worse.
- **Cultural Restraint:** Keshari avoid lethal combat unless defending their Driftband or sacred routes. They prefer to withdraw once a threat is repelled.
- **Gear:** Bone Spear (Str+d6, Reach 1), Throwing Spear (Range 3/6/12, Damage Str+d6), Organic Light Armor (+1), scavenged tools, terrain charms

Octogoat

Sky Reaper of the Peaks. The Octogoat is one of Polomegan's rare apex predators, a grotesque fusion of mountain ram and abyssal cephalopod. Massive curling horns frame a snarling caprine skull, while powerful bat-like wings carry its heavy frame along the high ridgelines. From its torso hangs a writhing cluster of muscular tentacles lined with gripping suckers, strong enough to hoist a grown Dara'ilan clear off the ground.

Octogoats hunt from altitude. They circle in near silence along thermal currents, scanning for movement below. When prey wanders too close to exposed cliffs or high passes, the

Octogoat dives, ensnares its victim in its tentacles, and ascends again before releasing them from lethal heights. It rarely feeds on live prey; instead, it waits for gravity to finish the kill before descending to devour the shattered remains.

Even the mountain Dwellers fear them. Among the Dwellers, slaying an Octogoat alone is considered a hunter's rite of passage - proof that one can master the sky's cruelty.

Tactics: Octogoats avoid prolonged melee. They prefer hit-and-lift attacks, retreating to altitude after each strike. If grounded or wing-injured, they become vicious and charge with horns.



Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Intimidation d8

Pace: 8; Fly 12, **Parry:** 7, **Toughness:** 13 (3)

Special Abilities

- **Size +3:** Large, brontosaurus-level mass in body and wings.

- **Natural Armor +3:** Thick hide and dense muscle.
- **Tentacle Grapple:** Fighting roll to Grapple up to two targets at once. Victims suffer -2 to escape rolls.
- **Sky Drop:** If carrying a grappled target at least 6" above ground, the Octogoat may release them as a free action. Victim suffers falling damage as normal (usually 3d6-6d6 depending on height).
- **Ram Gore:** Str+d10 damage on a charge.
- **Fear (-2):** Terrifying presence when diving from the sky.
- **Mountain Hunter:** +2 to Notice rolls made from elevated positions; ignores penalties for high winds.

Needlebeak



Needlebeaks are agile aerial predators roughly the size of Terran eagles, with leathery wings, clawed feet, and a long, rigid spear-beak designed to punch through hide and light armor. They hunt by diving from altitude, impaling prey with high-speed strikes before wheeling away to circle for another pass.

Though usually solitary hunters, Needlebeaks sometimes gather in loose feeding flocks when carrion is plentiful or when larger prey is wounded. On Polomegan they are considered a constant hazard to travelers, livestock, and Nomad caravans - fast enough to harass mounted targets and clever enough to exploit

distractions. Most attacks begin with a sudden shadow and end in blood.

They rarely fight to the death. If wounded or outmatched, Needlebeaks disengage immediately, climbing for altitude and vanishing into cloud cover or canyon winds.

Attributes: Agility d8, Smarts d6 (A), Spirits d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d6

Pace: 2; Fly: 12, **Parry:** 5, **Toughness:** 5 (1)

Special Abilities

- **Armor +1**
- **Size -1:** Small but fast.
- **Flying:** Can fly and dive freely.
- **Dive Strike:** If the Needlebeak moves at least 6" straight toward a target before attacking, it gains +2 to its Fighting roll and +2 damage.
- **Piercing Beak:** Str+d6 damage; AP 2.
- **Hit and Run:** After a successful attack, the Needlebeak may immediately move half its Flying Pace without triggering free attacks.
- **Keen Sight:** +2 Notice for visual checks.

Creatures of Vex III

Marrathi

The Marrathi are a primitive glider species native to Vex III in the Vextross system, though many scholars suspect they were not the planet's original inhabitants. Vex III bears clear signs of ancient Terran Empire terraforming and colonial infrastructure, now swallowed by forest and vine. No humans remain, yet the ruins persist - cracked transit rails, collapsed habitation towers, and the sealed research complex known as BioMarr.

The Marrathi are slender, digitigrade bipeds with membrane wings stretching from arm to flank, allowing them to glide between jungle canopy towers and ruined structures. They nest within collapsed arcologies and hollowed-out skybridges, using scavenged metal and polymer scraps in their construction. Though technologically primitive, they have learned to activate certain dormant Terran systems - lights, door mechanisms, old diagnostic panels - treating such functioning relics as divine manifestations.

Their religion centers on the "Old Ones," believed to be sky-born creators who shaped the world and ascended beyond it. BioMarr is considered a holy site, its sealed chambers the heart of divine mystery. Ritual offerings are left at its blast doors. Some Marrathi shamans claim to hear whispers from within the facility's buried data cores. Whether those whispers are superstition, malfunctioning AI systems, or something far stranger remains unknown.



Extra, Primitive Ruin-Dweller

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d6, Notice d8, Stealth d8, Survival d8

Pace: 6 (Glide 12), Parry: 5, Toughness: 5

Special Abilities

- **Glide:** May glide 12" horizontally for every 3" descended. Cannot gain altitude without assistance.
- **Canopy Born:** +2 to Athletics when climbing or moving through elevated terrain.
- **Low-Tech Scavenger:** +2 to Repair or Common Knowledge rolls involving pre-collapse Terran equipment (despite limited formal understanding).
- **Night Adapted:** Ignore penalties for Dim Light.
- **Light Frame:** -1 Toughness vs Heavy Weapons.
- **Primitive Gear:** Bone or scrap spear (Str+d6), scavenged metal plates (+1 Armor).

◆ Skyreaver



Marrathi Name: Threx'Vael ("Winged Devourer"). The Skyreaver is the dominant aerial predator of Vex III's jungle canopy and ruin-spires. With a broad, manta-like wing membrane and a streamlined body built for gliding ambush, it hunts primarily by thermals and wind tunnels rising from the broken arcologies of the abandoned Terran colony.

Its most horrifying feature is the vertical feeding seam that splits open along the front of its torso. Prey is seized by elongated mandibles and forced directly into this muscular ingestion cavity, where serrated internal ridges shred flesh before swallowing. The mouth can clamp shut seamlessly, leaving only faint organic seams along its torso when not feeding.

Skyreavers nest in high cliff faces, collapsed towers, or within wind-carved jungle caverns. They are especially dangerous near Marrathi settlements, as they have learned to exploit the same thermal columns the glider species uses for travel. Entire patrol groups have vanished mid-flight.

Some BioMarr records suggest this predator may have been introduced to control early avian megafauna during terraforming. If true, it has adapted far beyond its original purpose.

Attributes: Agility d12, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Athletics d12, Fighting d10, Notice d10, Stealth d8

Pace: 4 (Fly 14), **Parry:** 7, **Toughness:** 11 (2)

Special Abilities

- **Size:** +2
- **Natural Armor:** +2 (dense cartilage/wing bone plating).
- **Flight:** Pace 14. May climb at half Pace. Cannot hover without wind or thermal lift.
- **Thermal Rider:** +2 to Athletics rolls when using updrafts, thermals, or wind tunnels.
- **Aerial Ambush:** If diving from above at least 4", gains +2 to hit and +2 damage.
- **Mandible Grab:** Str+d8. On a Raise, target is Grappled.
- **Body Maw:** If Grappled, the Skyreaver may attempt to feed next round. Opposed Strength; on success, target takes Str+d10

damage and is restrained inside the vertical maw (Escape requires Raise on Strength).

- **Glide Killer:** +2 to attack gliding or flying creatures.

Veylathi



The Veylathi - sometimes called Mind Leeches, Night Wings, or The Hollowed by Marrathi enclaves - are a horrific offshoot strain born from one of the final BioMarr psychic adaptation experiments. Originally engineered as a means of amplifying and harvesting psionic resonance, the project catastrophically mutated after exposure to unstable Foldspace energies and experimental neuroviral symbiotes. The result was not enhanced Marrathi, but predators that feed upon psychic consciousness itself.

Physically, a Veylathi resemble gaunt, pale Marrathi with elongated limbs, stretched facial features, and partially membranous wing structures supported by extended finger-bones. Their eyes are black and reflective, lacking visible pupils, and their skin possesses a corpse-like translucence through which faint neural vein patterns can sometimes be seen

pulsing beneath the surface. Most unsettling are the subtle distortions around them - whispers at the edge of hearing, phantom emotions, and intrusive thoughts experienced by nearby sentients.

The Veylathi are psychic vampires. They do not merely drain mental energy; they consume emotional resonance, memory patterns, and psionic potential itself. Victims often survive initial feeding but are left psychologically hollowed, emotionally numb, or permanently disconnected from their psionic abilities. Marrathi victims suffer the worst effects, as the Veylathi appear uniquely attuned to their neural structure. Entire Marrathi enclaves have reportedly collapsed into catatonia after prolonged exposure to a single mature Veylathi.

More terrifying still is the condition known as the Hollowing - a transmissible psychic degeneration spread through direct neural feeding or prolonged exposure to Veylathi bio-psionic fields. In Marrathi subjects, the disease gradually rewrites the victim's nervous system and emotional processing centers, mutating them into feral proto-Veylathi over the course of months or years. In other species the effects vary wildly: madness, empathic collapse, violent psychic episodes, neurological necrosis, or bizarre Foldspace sensitivity. No known cure exists once the transformation advances beyond early stages.

Unlike the communal and emotionally interconnected Marrathi, Veylathi are profoundly isolated beings driven by hunger, obsession, and fractured psychic compulsions. They gather only temporarily in hidden broods or abandoned BioMarr facilities where psychic prey is plentiful. Some evidence suggests older Veylathi retain fragments of the personalities and memories of those they have consumed,

creating unstable composite identities that shift unpredictably over time.

The Marrathi consider the Veylathi the ultimate spiritual corruption - living proof that the mind itself can be turned predatory. Most Marrathi enclaves destroy infected individuals immediately if Hollowing is suspected, often through ritual immolation or psychic severance ceremonies. Even speaking openly about the Veylathi is taboo among many Marrathi communities, who fear that knowledge of them somehow attracts their attention.

Rumors persist that deep within forgotten BioMarr vaults, ancient Veylathi Matriarchs still exist in suspended psychic hibernation, dreaming across Foldspace and subtly influencing susceptible minds light-years away.

◆ Veylathi Predator

Psychic Vampire Aberration

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d10, Psionics d10, Stealth d12, Survival d8, Taunt d8

Pace: 8, **Parry:** 6, **Toughness:** 8

Edges: Alertness, Elan, Extraction, Level Headed

Special Abilities

- **Claws:** Str+d6.
- **Glide Wings:** Veylathi cannot truly fly under normal gravity but may glide up to 12" horizontally for every 3" descended. In low gravity they may Fly at Pace 8.
- **Psychic Predator:** Gain +2 to Notice, Tracking, or Psionics rolls involving psionic beings or emotional disturbances. Veylathi automatically sense active psychic powers within 12".

- **Mind Drain:** On a successful Touch Attack or grapple, the Veylathi may make an opposed Spirit roll. If successful, the victim becomes Fatigued and the Veylathi removes one level of Fatigue or heals one Wound. With a raise, the target is also Distracted. A victim Incapacitated by this ability falls into a coma-like psychic collapse for 1d6 hours.
- **Psychic Consumption:** Whenever a sentient being within 6" fails a Spirit roll, the Veylathi gains +1 to Trait rolls until the end of its next turn (maximum +2).
- **Hollowing Infection:** A victim Incapacitated by Mind Drain must make a Vigor roll at -2. Failure infects the target with the Hollowing neuro-psionic disease. Early symptoms include emotional detachment, insomnia, hallucinations, and latent psychic disturbances. Advanced infection may eventually transform the victim into a feral proto-Veylathi at the GM's discretion.
- **Superior Intellect:** Veylathi gain +2 to Smarts-based rolls involving tactics, manipulation, research, or understanding alien technology. Unlike Marrathi, they are highly analytical and capable of long-term strategic planning.
- **Emotional Mimicry:** The Veylathi may make a Persuasion or Taunt roll opposed by Notice to mask its true emotional state or imitate another emotional response. Victims often describe them as "almost normal" until the illusion slips.
- **Fear (-2):** The alien psychic presence of the Veylathi forces all who encounter them to make a Fear roll at -2.
- **Weakness - Psychic Hunger:** A Veylathi that goes more than three days without draining psychic or emotional energy suffers one level of Fatigue per additional day, which cannot be recovered normally.

- **Gear:** BioMarr Neural Shard Knife (Str+d4, AP 2), scavenged stealth harness, relic Fold-tech devices, stolen psionic amplifiers.

◆ Vexian Burrower



Marrathi Name: Kesh'Varra ("Earth Devourer"). The Vexian Burrower is a massive subterranean predator native to Vex III's equatorial jungle belts and collapsed colonial districts. Stretching 20-40 feet in length, its segmented body allows it to coil through soil, loam, and even partially collapsed ferrocrete foundations. At its forward end, a hardened, multi-ridged drilling plate fractures stone and compacted earth, while a crown of sensory tendrils detects vibration, heat, and electromagnetic disturbances.

Originally believed to be a native megafauna species, fragmentary Terran Empire records suggest it may instead be an engineered ecological regulator-designed to aerate soil and break down invasive root systems during terraforming. Over centuries without oversight, VX-13 populations adapted into apex sub-surface ambush predators. They now hunt by detecting canopy movement or ruin

vibrations before erupting upward in a violent breach, dragging prey underground with barbed feeding tendrils.

The Marrathi consider the Kesh'Varra sacred and dangerous in equal measure. Entire villages have been swallowed when a Burrower mistook structural vibration for prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12+2

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d8

Pace: 6 (Burrow 8), **Parry:** 7, **Toughness:** 18 (4)

Special Abilities

- **Size:** +6
- **Natural Armor:** +4 (thick dermal plating).
- **Massive:** Size +6; attacks against it gain +2 damage, but it ignores up to 2 Wound penalties.
- **Burrower:** Pace 8 while tunneling. May move through soil, sand, loose stone, and collapsed structures without penalty.
- **Seismic Sense:** Automatically detects movement within 12" that is touching the ground (ignores Stealth unless target is airborne or suspended).
- **Erupting Ambush:** If emerging from underground and attacking in the same round, gains +2 to Fighting and +2 damage.
- **Grasping Tendrils:** Str+d8. On a Raise, target is Grappled and begins being dragged underground next round (Opposed Strength to escape).
- **Structural Collapse:** If it breaches within or beneath ruins, roll a d6: on 4-6 debris falls, creating Difficult Terrain in a Medium Blast Template.

Creatures of Zebrefron

◆ Kharovex



The Kharovex is one of Zebrefron's rarest and most feared predators. Towering, six-limbed, and preternaturally agile, it is believed by many Zebexian hunt-clades to be an unnatural intruder—perhaps a failed bioweapon or a remnant of some forgotten offworld intervention. Its elongated limbs grant it superior reach and climbing ability, while its secondary arms allow it to grapple and dismember simultaneously. Unlike the Zebexians, whose predation is ritualistic and hierarchical, the Kharovex hunts with cold, calculated efficiency. It targets clade leaders first. It isolates. It eradicates.

Ancient oral traditions claim it was introduced to Zebrefron in an attempt to exterminate the Zebexians before they could dominate the planet. If so, the effort failed. The Zebexians endured. Now only scattered Kharovex remain—rare, solitary horrors that still stalk the deep forests and fractured highlands of Hignus

Major. To slay one is a feat spoken of for generations. To encounter one alone is almost always fatal.

Attributes: Agility d12, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d12, Fighting d12, Intimidation d10, Notice d10, Stealth d12, Survival d10

Pace: 10, Parry: 9, Toughness: 13 (3)

Special Abilities

- **Size:** +2
- **Natural Armor:** +3
- **Sixfold Assault:** May make up to 3 Fighting attacks per action without penalty (Multi-Limbed).
- **Extended Reach:** +1 Reach.
- **Predator of Predators:** +2 to Fighting and damage against Zebexians.
- **Adaptive Hunter:** Once per encounter, may ignore up to 2 points of penalties (Darkness, Cover, Wounds, etc.) for one round.
- **Climber Supreme:** Can climb at full Pace with no roll required.
- **Rending Claws:** Str+d8 AP 2.
- **Crushing Grip:** On a Raise with a claw attack, target is Grappled and must roll Strength at -2 to escape.
- **Unsettling Presence:** When first revealed from Stealth, enemies within 6" must make a Spirit roll or become Distracted.

Spinefang Ravager

The Spinefang Ravager is one of the dominant land predators of Hignus Major and a sacred trial beast among Zebexian hunting clades. A fusion of feline speed and reptilian ferocity, it stalks the forest margins and open plains in solitary territories marked by scent and shredded carcasses. Its striped hide provides natural camouflage in tall grasses and broken canopy light, while its horned skull and

reinforced jaw allow it to crush bone with terrifying efficiency. The muscular tail ends in a hardened, clawed striking plate capable of snapping limbs or disemboweling prey mid-leap. Young Zebexians prove their worth by slaying a Ravager alone-failure means death, or worse, exile.



Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d12, Notice d10, Stealth d10, Survival d8

Pace: 10, **Parry:** 8, **Toughness:** 11 (2)

Special Abilities

- **Size:** +2
- **Natural Armor:** +2 Armor.
- **Low-G Pouncer:** May add +2 to Athletics rolls for jumping. If it moves at least 4" before attacking, gains +2 damage.
- **Ambush Predator:** +2 to damage on first round if attacking from Stealth.
- **Bone-Crushing Bite:** Str+d8 AP 2. On a Raise, target must make a Vigor roll or suffer a Wound (instead of extra damage) from crushing trauma.
- **Scythe Tail:** Str+d6 AP 2. May make one free Tail attack against a second adjacent target once per round.
- **Territorial Fury:** When Wounded, gains +1 to Fighting and damage (stacks once).

- **Predator's Focus:** Ignores up to 2 points of penalties from Dim Light or partial concealment.

Ventmaw Glider



The Ventmaw Glider is a nocturnal predator native to the dense jungles of Hignus Major. Roughly human-sized, it nests in deep, spiraled tunnel systems carved beneath massive tree roots and jungle mounds. These tunnels are deliberately shaped to funnel air currents through narrow vertical shafts. As nighttime temperature shifts create pressure differentials, wind rushes through the vents-launching the Ventmaw upward like a living projectile. Using rigid, membrane-like wings and a flexible tail rudder, it rides the gust into the canopy where it hunts among the treetops.

Silent until the moment it strikes, the Ventmaw's wide, tooth-lined maw can engulf a humanoid head or shoulder in a single bite. Many Zebexian youths underestimate them-until they learn that some predators do not climb the trees. They erupt into them.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d10

Pace: 6 (Fly 12, Glide 14), **Parry:** 6, **Toughness:** 8 (1)

Special Abilities

- **Size:** +1
- **Natural Armor +1**
- **Wind-Launch Predator:** If emerging from a vent tunnel, gains +2 to Fighting and +2 damage on its first attack that round. Targets must make a Notice roll at -2 or be Surprised.
- **Glide Mastery:** May gain +2 Pace when descending or moving with wind currents.
- **Night Hunter:** Ignores penalties from Dim Light or Darkness.
- **Suction Maw:** Str+d6. On a Raise, target must make a Strength roll or be Grappled and pulled 1" toward the Ventmaw.
- **Canopy Stalker:** May cling to trees or vertical surfaces without a roll.
- **Wind Sense:** Gains +2 Notice to detect changes in air pressure or movement above ground level.

Zebexian

Native to the supercontinent of Hignus Major, the Zebexians are a predatory humanoid species descended from ambush hunters that once dominated the forests and cliff systems of Zebrefron. Tall, lean, and powerfully muscled, their elongated skulls are crowned with sensory tendrils capable of detecting scent, vibration, and subtle shifts in air pressure-making stealth against them extremely difficult. Their mouths are ringed with flexible feeding appendages surrounding rows of inward-hooked teeth designed to strip flesh with brutal efficiency.

Even after developing tool use and forming clan-based feudal societies, their instincts remain dominant: hierarchy is established through ritual combat, hunts determine status, and mercy is regarded as evolutionary weakness. On Zebrefron, to be prey is to be irrelevant.



Zebexian Warrior

Extra, Clan Hunter

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d10, Stealth d8, Survival d8

Pace: 8, **Parry:** 7, **Toughness:** 8 (1)

Special Abilities

- **Size:** +1
- **Armor +1:** hide armor
- **Low-Gravity Adaptation:** May add +2 to Athletics rolls involving jumping or climbing. Horizontal jumps are doubled.
- **Predatory Senses:** +2 Notice when detecting movement, scent, or vibrations within 6".

- **Feeding Tendrils:** Str+d4. If the target is Shaken, Zebexian may make a free Tendril attack.
- **Ambush Instinct:** +2 to damage on the first round if attacking from Stealth.
- **Hunt Hierarchy:** Gains +1 to Fighting when within 6" of a higher-ranking Zebexian.
- **Natural Climber:** Ignore 2 points of climbing penalties.
- **Gear:** Bone or hardened-wood spear (Str+d6).

The Fringe

Fringe Races are spacefaring species that exist beyond the established sovereignties of the Expanse. They possess Fold-capable vessels and limited interstellar infrastructure, yet show no evidence of centralized empires, standing fleets, or large-scale territorial ambitions. Instead, they appear sporadically along Fold routes, trade corridors, and frontier systems - sometimes as merchants, sometimes as scavengers or raiders - then vanish back into the deep reaches beyond mapped space.

Unlike the Core powers, Fringe Races operate in loose flotillas, clan-ships, or wandering enclaves. Some function as traveling marketplaces, information brokers, or exotic goods traders. Others survive through piracy, relic-hunting, or opportunistic strikes against poorly defended systems. Their technology is often strange, uneven, or highly specialized - advanced in some areas while primitive in others - suggesting divergent evolutionary paths or recovered Precursor artifacts rather than unified industrial bases.

What makes Fringe Races unsettling to Expanse governments is not their strength, but their unpredictability. They do not follow known political structures, rarely negotiate through official channels, and often refuse permanent

diplomatic representation. Many appear to treat Foldspace routes as migratory paths rather than borders. Attempts to trace their home systems typically fail, leading to speculation that some Fringe species live entirely aboard generational fleets or inhabit regions of space inaccessible through standard Fold corridors.

To most citizens of the Expanse, Fringe Races are half-myth - whispered about in spacer bars and frontier ports. To intelligence agencies, they are walking unknowns. They may be harmless traders one cycle and ruthless raiders the next. Some believe Fringe Races are remnants of civilizations shattered during the Collapse. Others suspect they are deliberate observers, watching the Expanse rebuild from the shadows.

Either way, they remind everyone of one uncomfortable truth: The Expanse does not exist in isolation - it is merely one surviving fragment of a much larger, far stranger galaxy. Mechanically, this opens the floor for Players to create their own races if they so choose.

Asphadorn



An insectoid people once organized as a true hive society before Halogai' conquest shattered

their collective structures. Officially scattered and broken, the Asphadon are secretly rebuilding - reforming a covert hive beneath Fash (planet Grastal) within ancient Raspkod catacombs. Their long-term objective is nothing less than racial restoration and reunification of consciousness.

Once, the Asphadon were a true hive species - an interlinked civilization of shared instinct, biological memory, and communal purpose. Individual identity meant little; each Asphadon was a living cell in a planetary organism that spanned cities, breeding vaults, and neural brood-nodes.

Then the Halogai' came. The conquest of their homeworld did not merely destroy Asphadon cities - it shattered their collective mind. Hive cores were bombarded, psychic relay organs surgically removed, and entire caste lines exterminated. Survivors were scattered across fringe systems as refugees, labor stock, and "undesirable populations."

Grastal became one of their dumping grounds. In Fash, the Asphadon appears broken and solitary, reduced to isolated workers and scavengers haunting the lower districts. Dominion records list them as functionally extinct as a hive species. That assessment is dangerously wrong.

Beneath Fash, in forgotten Raspkod catacombs and collapsed transit arteries, the Asphadon Hive is quietly reforming. Brood-architects are rebuilding embryonic relay nodes. Egg-vaults are being seeded. Chemical pheromone networks are slowly replacing what was lost. They are not yet a true hive - but they are becoming one.

Every Asphadon you see in the streets is both refugee and scout. Their long-term goal is simple - Restore the Hive. Reclaim identity.

Survive the Dominion. They cooperate with other Fragments only when it serves this purpose. Otherwise, they are patient, alien, and quietly relentless. Among the Fragments of Fash, the Asphadon are feared not for violence - but for inevitability.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8, Survival d6, Intimidation d6

Pace 6; Parry 5; Toughness 7 (1)

Special Abilities

- **Claws:** Str+d4 melee damage.
- **Natural Armor +1:** Chitinous Dermis
- **Low-Light Vision:** No penalties for Dim or Dark lighting.
- **Hive Instinct:** Asphadon gain +1 to all Trait rolls when within 5" of another Asphadon. If three or more are present, this bonus increases to +2.
- **Alien Physiology:** Immune to most mundane diseases and environmental toxins. +2 on Vigor rolls versus poison.
- **Pheromone Communication:** Asphadon may silently communicate emotional states and simple tactical intent with other Asphadon within 10". This grants +1 to Support rolls involving other Asphadon.
- **Hive Persistence:** As long as at least one Asphadon ally is within 10", this creature ignores the first Shaken result per encounter.
- **Gear (if armed):** Most operate unarmed, but some carry scavenged weapons: Improvised blade (Str+d6); Light Dominion sidearm (2d6, RoF 1, AP 1, 12/24/48).

Cruvalis

The Cruvalis are a Fringe race of tall, sinewed, vaguely reptilian-insectoid beings whose dark, layered chitin and elongated cranial crests give them an imposing, predatory elegance. Moving with deliberate, coiled precision, they radiate a palpable mental pressure long before they speak. The Cruvalis are an intensely psionic society structured around spiritual hierarchy rather than conquest, believing that mastery of the mind is the highest form of existence. Their culture revolves around disciplined mental refinement, and the most powerful among them—members of an elite religious order—bear a glowing spiral tattoo that signifies advanced psychic awakening and spiritual authority. They do not seek territory or empire, but they defend their Fold-controlled region with absolute resolve. To outsiders, the Cruvalis are unsettlingly calm, unnervingly perceptive, and quietly convinced that lesser species are merely early steps on the path to transcendence.



Cruvalis Adept

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Psionics d10, Intimidation d8

Pace: 7, **Parry:** 6, **Toughness:** 9 (2)

Special Abilities

- **Size:** +1
- **Natural Armor:** +2 Armor.
- **Psionic Discipline:** Power Points 15.
Common Powers: Mind Reading, Telekinesis, Stun, Deflection, Bolt (mental energy).
- **Mental Fortress:** +2 to resist Psionic attacks.
- **Predatory Grace:** +2 Athletics.

Cruvalis Marked Ascendant (Elite)

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d10, Notice d10, Psionics d12, Intimidation d10

Pace: 7, **Parry:** 7, **Toughness:** 11 (3)

Special Abilities

- **Size:** +1
- **Natural Armor:** +3 Armor.
- **Elite Sigil (Religious Tattoo):** While the sigil glows - +2 to all Psionics rolls, Ignore 1 Wound penalty, Power Points 25
- **Psychic Overload (Action):** May unleash a psychic wave: Large Blast Template. Damage 3d8 (ignores Armor) Costs 5 PP
- **Mind Pierce:** On a successful Raise with a psionic attack, target must make Spirit roll or be Shaken and Distracted.
- **Fear (-2):** Their presence causes mental pressure.

Dhodain

The Dhodain are a powerful, ursine humanoid fringe species whose black-and-white facial

markings and dense fur give them a superficial resemblance to Terran panda bears. Beneath that appearance lies a species forged by instability. Originating from a tectonically violent, high-gravity world, the Dhodain evolved as migratory survivalists, becoming natural climbers, endurance hunters, and disciplined warriors. Exploration is not a profession to them—it is identity. Young Dhodain leave their birth-clans in ritual journeys called the First Horizon, venturing into uncharted systems and unstable Fold corridors as a matter of cultural necessity.



Though independent to a fault and suspicious of centralized authority, Dhodain are not chaotic. Their clan-based flotillas operate on personal honor, oath-binding, and earned leadership rather than hierarchy. In combat they are terrifyingly efficient, entering a focused state known as Stoneheart, where emotion fades and precision violence remains. Across the Expanse they are known as explorers, salvage specialists, pathfinders of hazardous routes—and, when necessary, brutally effective shock troops. They

are not empire builders. They are horizon seekers.

Tactics: Dhodain explorers avoid frontal assaults unless cornered. They favor high ground, controlled engagements, and decisive strikes. If pushed into melee, they become devastating close-combatants, combining strength and stability to overpower most baseline humanoids.

Dhodain Explorer

Fringe pathfinder, relic hunter, survival specialist

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Shooting d6, Stealth d6, Survival d10, Repair d6, Intimidation d6, Piloting d6

Pace: 6, **Parry:** 6, **Toughness:** 8 (2)

Edges: Woodsman, Brawny

Gear: Dhodain Heavy Sidearm (Range 12/24/48, Damage 2d6+1, Semi-Auto), Multi-tool, rope harness, scanning device

Special Abilities

- **Armor +2:** Survival Harness (environmental insulation)
- **High-Gravity Adapted:** Ignore movement penalties in difficult terrain caused by rubble, slopes, or unstable footing. Gain +2 to resist being knocked Prone.
- **Stoneheart (Combat Focus):** Once per combat, may ignore Wound penalties for one round.
- **Cold Endurance:** +2 to Vigor rolls to resist environmental cold or fatigue.
- **Climber's Physiology:** Climbing rolls made at +2.

Drascak



The Drascak are a subterranean-adapted species native to Drasaki III, a tectonically unstable terrestrial world in the Fringe of the Karian Sphere. With leathery pale skin, compact builds, and short defensive spines running along their backs, they resemble a cross between a Terran mole and porcupine. Highly sensitive to bright light, they prefer dim environments and developed almost entirely beneath the surface of their world. Vast underground cities, reinforced against seismic upheaval, became the foundation of their civilization. Even after achieving interstellar capability, the Drascak remain most comfortable below ground, carving tunnel-complexes and subterranean enclaves on new worlds rather than building surface settlements.

Across the Fringe, Drascak are renowned as miners, geological engineers, asteroid salvagers, and underground scouts. Their instinctive spatial awareness in enclosed spaces makes them exceptional navigators of caves, ruins, and unstable terrain. Quiet, persistent, and intensely

practical, Drascak culture values endurance and craftsmanship over conquest. They are not empire builders-but wherever there are minerals to extract, tunnels to carve, or secrets buried beneath the surface, Drascak guilds are rarely far behind.

Tactics: Drascak scouts avoid open terrain engagements. They prefer confined environments where their spatial awareness and stealth shine. In tunnel combat they use cover intelligently and favor controlled retreat routes and choke points.

Drascak Tunnel Scout

Subterranean explorer, reconnaissance specialist

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8, Shooting d6, Survival d8, Repair d8, Science d6

Pace: 5, **Parry:** 5, **Toughness:** 8 (2)

Edges: Woodsman, Alertness

Special Abilities

- **Armor +2:** Reinforced Mining/Scout Harness
- **Dark Adapted:** Ignore penalties for Dim or Dark lighting conditions. Bright light imposes -1 to Notice and Shooting unless wearing eye protection.
- **Subterranean Instinct:** +2 to Survival or Notice rolls when underground, in caves, ruins, or tight enclosed environments.
- **Spined Defense:** When successfully Grappled, attacker takes Str damage (due to defensive spines).
- **Seismic Awareness:** +2 to Notice rolls to detect structural instability, approaching creatures through vibrations, or cave-ins.
- **Gear:** Compact Carbide Pistol (Range 12/24/48, Damage 2d6, AP 1), Headlamp (low-light calibrated), Multi-tool & seismic scanner.

Drax'uuh



The Drax'uuh are a reptilian fringe war-culture that emerged from beyond mapped Fold routes and pushed aggressively into the Tzen-S'saran frontier believing it to be ripe for conquest. Tall, sinewy, and built for violence, they possess elongated necks, serrated dentition, and thick scaled hides well-suited for arid and high-radiation environments. Their society revolves around warbands led by dominant commanders whose legitimacy is proven through combat success. To the Drax'uuh, expansion is not politics-it is destiny.

When they first crossed into S'saran-controlled fringe systems, they arrived with advanced and unconventional weapons technologies that surprised local defense fleets. Their plasma-blade variants, adaptive projectile systems, and modular assault platforms demonstrated a level of military innovation uncommon among fringe powers. But the Drax'uuh made a critical miscalculation: they expected soft resistance. Instead, they

encountered the disciplined, highly coordinated fleet doctrine of the Tzen-S'saran.

After suffering several decisive defeats, the Drax'uuh did not withdraw entirely. Pride would not allow it. Instead, they fractured into raiding packs operating along border systems, launching harassment strikes, supply-line ambushes, and opportunistic colony raids. These engagements are frequent enough to maintain tension but rarely large enough to threaten S'saran territorial stability. To the S'saran high command, the Drax'uuh are a persistent irritant. To fringe settlers, they are very real.

The Drax'uuh believe the war is not lost-only delayed. Their war-leaders preach that the S'saran victory was circumstantial, not superior. They are rebuilding, adapting, and studying their enemy. And they have long memories.

Tactics: Drax'uuh raiders prefer aggressive shock tactics. They open with ranged volleys, then close rapidly to melee where their physical strength and serrated weapons dominate. They rely on momentum and intimidation rather than disciplined formations. If their leader falls, cohesion drops quickly.

Drax'uuh Raider (Standard Infantry)

Fringe warband assault trooper

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Survival d6, Battle d4

Pace: 6, **Parry:** 6, **Toughness:** 10 (4)

Edges: Berserk, Combat Reflexes

Special Abilities

- **Armor +3:** War Harness Armor
- **Scaled Hide:** Natural +1 Armor.

- **Savage Momentum:** If the Drax'uuh Incapacitates an enemy in melee, it gains +2 to its next Fighting roll this round.
- **Battle Frenzy:** When Shaken, roll Spirit immediately at +2 to recover.
- **Terrifying Visage:** -1 to Fear checks or first-round Spirit rolls against Intimidation.
- **Gear:** Drax'uuh Modular Carbine (Range 24/48/96, Damage 2d8, AP 2, ROF 1, Semi-Auto); Serrated War Blade (Str+d8, AP 1).

Eltrosians



The Eltrosians are a tall, pale-skinned humanoid species native to the frozen world of Eltross, a cold planet orbiting a dim red dwarf in the fringe system of Eltria. Most of their world is covered in icebound steppes and deep snowfields, with life concentrated in geothermal crater-valleys known as “Warm Spots” where subterranean heat creates habitable microclimates. It is within these sheltered basins that Eltrosian tribes live in peaceful, communal societies, hunting tundra fauna, crafting tools from bone and geothermal stone,

and preserving their history through oral tradition. Adapted to extreme cold, they are physically resilient, observant, and remarkably intelligent despite their seemingly primitive lifestyle.

What unsettles Expanse researchers is not what the Eltrosians lack - but what they possess. Neurological scans suggest unusually advanced cognitive architecture and strong latent potential for technological or even psionic development, yet their culture has remained stubbornly stagnant. Some xenologists theorize that an ancient alien race deliberately imposed genetic or neurological limits on their growth, fearing what the Eltrosians might become. Whether they are a suppressed civilization, an abandoned experiment, or a dormant force waiting to awaken remains unknown-but many believe that if those limits were ever lifted, the consequences could reshape the fringe of the Expanse.

Eltrosian Warm-Spot Tribesmember

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Survival d10, Notice d8, Fighting d6, Shooting d6, Healing d6

Pace: 6, **Parry:** 5, **Toughness:** 9

Special Abilities

- **Primitive Armor +2**
- **Cold Adapted:** Immune to environmental penalties from extreme cold. Gains +2 to resist cold-based damage or Fatigue.
- **Low-Light Vision:** Ignore penalties for Dim lighting.
- **Enduring Physiology:** +2 to resist Fatigue from environmental hazards.
- **Observant Mind:** +2 Notice rolls involving natural phenomena, weather shifts, or animal behavior.

- **Peaceful Disposition:** Eltrosians suffer -1 to Intimidation and are reluctant to initiate violence unless defending tribe or Warm Spot.
- **Gear:** Bone or geothermal stone spear (Str+d6); Fur wraps (counts as Cold-weather gear); Carved talisman; Simple sling or throwing stones.

Kandronite



The Kandronite were once a contemplative civilization of archivists, astronomer-priests, and resonance engineers. Their culture revolved around the Great Beyond - not a singular deity, but a vast metaphysical field believed to connect all conscious life. This belief blended ancestor reverence with emergent psionic ritual. Kandronite cities were quiet centers of study and ritual geometry, built around harmonic towers that amplified psychic resonance. They mapped stellar currents, preserved ancestral memory through crystalline song, and trained adepts to touch the Beyond through disciplined meditation.

Then came the Halogai'.

The conquest was clinical and absolute. Kandronite resonance towers were dismantled for materials, their archives destroyed or seized, and their population centers fractured and forcibly redistributed to fringe worlds like Grastal. What survived was not a civilization. It was a belief.

On Grastal, Kandronite survivors regrouped in the lower districts of Fash, forming tightly knit mono-species enclaves. Cut off from their original technologies, their traditions became increasingly insular and ritualized. Meditation gave way to trance. Philosophy hardened into prophecy. Over generations, the Kandronite developed a cultic spiritual identity centered on reclaiming unity with the Great Beyond - now subtly distorted by trauma and defeat.

Today they exist as emotionally muted, eerily calm cult-clans marked by ritual scars and body glyphs. Many exhibit latent proto-psionic sensitivity, expressed through dream-sharing, intuition flashes, and crude psychic practices. Most belong to semi-cultic unity circles devoted to re-entering the Beyond by any means necessary: fasting, sensory deprivation, psychoactive spores, or improvised psionic rites.

To outsiders they are unsettling - quiet, observant, and distant. To themselves, they are preserving the last echo of a murdered cosmos.

Within Fash, the Kandronite Kor maintains extensive hidden networks through service tunnels and forgotten infrastructure. They operate listening chambers beneath the city, communicate via low-frequency resonance clicks, and trade information more readily than currency. They view Raspkod relics as spiritually "loud" objects and believe the Fragments of Fash are unknowingly reenacting ancient convergence rituals.

Though they do not openly rebel against the Halogai', many Kandronite elders quietly assist resistance movements - not out of ideology, but because chaos increases psychic turbulence, which they believe draws them closer to the Great Beyond.

To the Halogai', this is tolerated mysticism. To the Kandronite, it is sacred preparation.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Academics d6, Common Knowledge d8, Notice d8, Persuasion d6, Stealth d6, Psionics d8

Pace: 6, **Parry:** 4, **Toughness:** 5

Special Abilities

- **Low-Light Vision**
- **Resonant Empathy:** Kandronites gain +2 to Notice and Persuasion when dealing with emotional or psionic phenomena.
- **Proto-Psionics (Limited):** Many Adepts possess one minor psychic ability (choose one): Mind Reading (self only, short range), Confusion (single target), Empathy Burst (as Distract). Power Points: 5
- **Unity Trance (Ritual):** With 10 minutes and at least three Kandronites participating, they may perform a trance granting all participants +1 Spirit for one hour.
- **◆ Optional Upgrade: Kandronite Elder (Wild Card Variant)** Spirit d12, Faith d10, Gains Arcane Background (Psionics) with 10 PP; Edges: Mentalist, Strong Willed; May project brief visions of the Great Beyond (GM narrative tool)

Ka'Abrel



The Ka'Abrel are towering amphibious arthropods standing 4-5 meters tall and stretching nearly 10 meters from mandible to twin-stinger tail. Their chitinous bodies resemble a grotesque fusion of crab, scorpion, lobster, and arachnid - armored, segmented, and built for dominance.

They dwell in shallow brine pools and ornamental ponds aboard their palace-ships and fortress habitats, emerging only for matters of governance, diplomacy, or ritual humiliation of lesser beings.

Once rulers of a vast galactic empire, they were shattered by a mysterious foe they called the Tarak'Mel - a name spoken with hatred and denial. Now they rule only a small region known as the Second Ka'Abrelian Empire, though they still speak as if the galaxy belongs to them. They do not labor. They command.

They enslave native fauna through a biological neuro-parasitic secretion injected via their twin tail stingers. Once altered, the enslaved creatures gain heightened cognition and absolute loyalty. The Ka'Abrel consider this *uplift through service*.

Culturally, they resemble fallen aristocracy obsessed with tradition, arrogant beyond reason, lazily decadent, and convinced their empire's return is inevitable. They see other species not as enemies - but as future subjects.

Ka'abrel Noble

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Taunt d8

Pace: 7, **Parry:** 7, **Toughness:** 16 (4)

Hindrances: Arrogant (Major), Overconfident (Major), Vengeful (Minor)

Special Abilities

- **Massive Frame:** Size: +4. +4 Toughness from Size already included.
- **Imperial Carapace:** +4 Armor (Heavy).
- **Twin Venom Stingers:** Str+d10 damage, AP 2. On a Raise, the target must make Vigor roll or be Paralyzed for one round (neurotoxic secretion).
- **Enslave Parasite (Special Action):** If a living creature is Incapacitated but not dead, the Ka'Abrel may inject a neuro-symbiotic organism. Over 24 hours the target becomes a Thrall (see below). This is biological, not psionic.
- **Amphibious:** Can breathe air and water.
- **Imperial Authority:** +2 to Intimidation and Persuasion against non-Ka'Abrel.
- **Hubris of Empire:** If publicly insulted or challenged, must make Spirit roll or respond aggressively.

Ka'abrel Thrall (Enslaved Minion Template)

Use this for altered fauna or uplifted creatures.

Attributes: As base creature +1 die to Smarts (minimum d6); Spirit: d8

Skills: As base creature

Special Abilities:

- **Absolute Loyalty:** Immune to Fear and Intimidation while serving Ka'Abrel.
- **Hive Link:** Ka'Abrel may issue simple commands within 1 mile.
- **Obedient to Death:** Will fight to the last Wound.

Kresk



The Kresk are a gaunt, semi-amphibious quadruped species native to Ekreski Viresk, their physiology shaped by heavy gravity, cold climates, and a thin atmosphere. Their elongated limbs, broad splayed hands, and digitigrade stance suggest both terrestrial agility and aquatic ancestry. The wide-set eyes and narrow cranial structure give them a constant, intense gaze, while the fin-like cranial protrusions likely function in thermoregulation, communication, or atmospheric filtration. Their dense musculature and reinforced skeletal

frame compensate for EV's 1.09 G gravity, giving them a deceptively powerful build despite their lean appearance. They are capable of holding low, crouched postures for extended periods - a natural resting stance rather than a defensive one.

Culturally, the Kresk are disciplined, industrious, and highly factionalized. They industrialized rapidly, mastering gravitic vehicles, plasma weaponry, and limited orbital infrastructure, but their society is still scarred by a recent planetary war fought with advanced conventional and energy-based arms. Their population remains lower than expected for a world of their technological level, and much of their heavy militarization appears rooted in unresolved ideological divides. The Kresk are not reckless aggressors, but they are conditioned for mobilization; military readiness is ingrained in their infrastructure and social order. Now standing at the threshold of broader space capability, they represent a volatile but capable civilization - one that could become a formidable interstellar power if unity prevails, or a persistent regional destabilizer if old rivalries reignite.

Tactics: Kresk soldiers favor coordinated suppressive plasma fire and grav-vehicle support. They prefer structured engagement lines and fortified positions rather than chaotic charges. Even post-war, they operate like a civilization expecting conflict to resume.

Kresk Soldier, Standard Infantry

Industrialized, post-war planetary military

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d8, Stealth d6, Repair d4, Battle d4

Pace: 6, **Parry:** 6, **Toughness:** 9 (2)

Special Abilities

- **Size +1**
- **Gravity Adapted:** Accustomed to 1.09 G. In standard gravity they gain +1 to Athletics and Strength rolls for lifting, jumping, or resisting knockback. In high gravity (>1.2 G), ignore the first level of penalties.
- **Thin Atmosphere Lungs:** +2 to Vigor rolls to resist fatigue from low-oxygen or cold environments.
- **Crouched Stability:** Natural low-center posture grants +2 to resist Push, Grapple, or being knocked Prone.
- **Militarized Society:** +1 to Battle rolls when operating within a structured unit.
- **Gear:** Kresk Plasma Rifle (Range 24/48/96, Damage 2d8, AP 2, ROF 1, Semi-Auto), Combat Harness (+2 Armor, sealed respirator system for thin atmosphere), Tactical Comms Unit.

Moshladaran



The Moshladaran were once a proud warrior civilization whose society revolved around ritual combat, ancestral honor, and physical supremacy. Their defeat by the Halogai' shattered their world and reduced them to a

regulated diaspora - allowed to exist only under strict population limits on Grastal.

Moshladarans possess a unique biological trait - they emit powerful hormonal and pheromonal signals that amplify aggression, strength, and combat instinct in nearby members of their species. This creates a feedback loop - each Moshladaran in proximity makes the others more dangerous.

A lone Moshladaran is formidable. A small group is deadly. A gathered warband becomes nearly unstoppable.

For this reason, the Dominion enforces rigid migration quotas and dispersal laws, never allowing large numbers to congregate in Fash. Those permitted inside the city typically serve as gladiators, mercenaries, shock enforcers, or ritual combatants for criminal syndicates and Dominion proxies.

Culturally, Moshladarans obsess over honor, physical dominance, and remembered battles. Their bodies bear ritual scars and bone trophies taken from worthy foes. Once bonds are formed - whether to a commander, squad, or employer - their loyalty becomes absolute. They remember their lost homeland. They do not seek victory. They intend to die violently.

Tactics: Moshladarans charge aggressively, attempting to close quickly and overwhelm isolated targets. They fight harder when close to their own kind and will prioritize protecting wounded pack members over tactical withdrawal. They never surrender.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d6, Stealth d6

Pace: 6; Parry: 7; Toughness: 9 (2)

Edges: Berserk, Frenzy, Combat Reflexes

Hindrances: Bloodthirsty, Code of Honor (Warrior), Outsider (Major),

Special Abilities

- **Armor +2:** Natural Armor
- **Pheromonal Feedback:** For every additional Moshladaran within Medium Range (12"), all Moshladarans gain +1 damage (max +3). If three or more are present, they also gain +1 Fighting.
- **Adrenal Surge:** Once per encounter, may gain +2 Strength and ignore Wound penalties for 3 rounds.
- **Battle Frenzy:** If a Moshladaran Incapacitates a foe, it immediately recovers from being Shaken.
- **Fearless Warrior:** Immune to Fear and Intimidation from non-Moshladarans.
- **Gear (Typical):** Heavy Cleaver or Bone Axe (Str+d8); Reinforced hide armor (+2); Ritual trophies (cosmetic, intimidating.)

Narusian



Narusians are the indigenous nomadic tribes of Narus III - low-tech but fully sapient beings whose physiology contains rare biochemical compounds prized by the Talgorians as narcotic and neurological enhancers. Physically resilient and emotionally reserved, they evolved as migratory communal societies shaped by harsh

wilderness survival rather than industrial development. For decades they have been systematically harvested under a covert extraction program now controlled by the Velvet Syndicate, their blood commodified while their villages are reorganized into containment zones. Once unaware of the full scope of their exploitation, the Narusians have begun to resist - transforming Narus III from a profitable blacksite into a growing insurgency.

Typical Narusian (Extra)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Notice d8, Stealth d6, Persuasion d6, Survival d6

Pace: 6, **Parry:** 4, **Toughness:** 7 (1)

Edge: Strong Willed

Special Abilities

- **Armor +1:** Natural Armor
- **Neural Density:** +2 to resist Tests affecting Smarts or Spirit.
- **Velorine Physiology:** If Incapacitated but not killed outright, may attempt a Vigor roll at -2 after 1d6 rounds to stabilize automatically.
- **Emotional Field (Latent):** Once per encounter, may force one adjacent target to make a Spirit roll or become Distracted (psychic emotional surge).
- **◆ Narusian Awakened (Wild Card Variant):** Arcane Background (Psionics), 10 Power Points. Powers: Mind Reading, Stun, Empathy, or Bolt (psychic)

Ornians

Ornian society revolves around Work Clades rather than nations. A clade is a mobile industrial collective centered around a primary vessel known as a Core Frame. Clades operate

autonomously, sharing information through encrypted Fold bursts but maintaining no visible capital or homeworld. No confirmed Ornian home system has ever been identified. Some intelligence analysts suspect they abandoned their homeworld centuries ago, their species survives entirely fleet-based, or they originated in deep-space habitats from the beginning.



Ornians are pragmatic, blunt, and uncomfortable in high-atmosphere environments. They show little interest in political negotiation but will engage in contract work if terms are clear and risk properly calculated.

Ornian technology is extremely specialized. They are advanced in radiation shielding, structural reinforcement, Industrial plasma cutting, fold hazard sensors, and Modular hull architecture. They are primitive or minimal in cultural arts, long-range weapon systems, planetary colonization tech, and diplomatic infrastructure. They build ships like armored tools not monuments.

Ornian Void Laborer

Extra, Fringe Industrial Operative

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d10, Fighting d8, Notice d8, Repair d10, Survival d8

Pace: 5, **Parry:** 6, **Toughness:** 11 (2)

Special Abilities

- **Size:** +1
- **Natural Plating:** +2 Armor (thick dermal hide).
- **Vacuum Adapted:** Immune to vacuum exposure for Vigor rounds equal to d6 without suit support.
- **Radiation Hardened:** +4 to resist radiation or environmental hazards.
- **Low-G Mastery:** +2 Athletics in zero-G.
- **Industrial Strength:** May treat Strength as one die type higher for lifting or structural tasks.
- **Tool Integrated:** Most Ornians carry modular plasma cutters (Str+d8, AP 2, counts as Heavy Weapon vs objects).

Rondor

The Rondor are a massive and physically imposing Fringe race known for their dense musculature, thick leathery hides, and brutal endurance. Their original homeworld has long since been lost to history, leaving the species scattered across the Expanse. Wherever strength and intimidation are valued, Rondor can usually be found. They commonly work as hired muscle, gladiators, bodyguards, dock enforcers, or security heavies for criminal syndicates, corporations, and frontier settlements alike. Though rarely the strategists or leaders of organizations, Rondor are widely respected-and feared-for their reliability in combat and their ability to endure punishment

that would cripple most other species. In the rougher corners of the Expanse, a single Rondor is often enough to keep order where laws have failed.

If you'd like, I can also help you add SWADE racial abilities for Rondor (Edges, Hindrances, Strength bonuses, Toughness, etc.) so they fit mechanically with the rest of your Shattered Expanse Fringe races.



◆ Rondor Enforcer

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d6, Shooting d6, Taunt d6

Pace: 6, **Parry:** 7, **Toughness:** 11 (2)

Hindrances: Outsider (Minor) - Distrusted in many civilized systems; Overconfident (Minor) - Prefers brute force solutions

Edges: Brawny, Bruiser (+2 Damage with Strength-based attacks)

Special Abilities

- **Massive Frame:** Rondor gains +2 Toughness and counts as Large when determining carrying capacity.
- **Thick Hide:** Natural armor +2.
- **Brutal Strength:** Rondor add +2 to melee damage.
- **Fearsome Presence:** Gain +2 Intimidation vs smaller or weaker opponents.
- **Slow Thinkers:** Rondor suffer -1 to Smarts-based skill rolls (except Intimidation).
- **Gear:** Heavy Combat Vest (+2 Armor); Heavy Blade / Cleaver (Str+d8); Heavy Pistol (Range 12/24/48, Damage 2d6+1, RoF 1); Utility Belt (grenades, restraints)

Sleyithi

The Sleyithi are a lean, pale, long-limbed Fringe species who were once enslaved by a powerful civilization they refer to only as “the Masters.” For generations they served as laborers, soldiers, and living infrastructure across their Masters’ empire, their culture suppressed and their history nearly erased. Their freedom came in a catastrophic event known as The Severance, during which their homeworld was destroyed and much of the Masters’ power collapsed. Millions of Sleyithi perished alongside their oppressors, leaving the survivors scattered across abandoned colony worlds, industrial outposts, and derelict Master ships.

Now a diaspora people, the Sleyithi are disciplined, quiet, and fiercely protective of their autonomy. They do not seek empire or revenge openly, but they study the systems of power that once bound them with unsettling precision. Memory and self-determination are sacred in their culture, and any hint of enslavement or coercion is met with swift resistance. Among the Fringe, they are known

as patient survivors-measured, watchful, and determined never to bow to Masters again.



Sleyithi Enclave Operative

Former Slave, Disciplined Survivor

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Shooting d8, Notice d8, Stealth d8, Repair d6

Pace: 6, **Parry:** 6, **Toughness:** 6

Special Abilities

- **Disciplined Mind:** +2 to resist Fear, Intimidation, and Tests involving coercion or domination.
- **Autonomy Protocol:** If an ally is Incapacitated by enslavement, mind control, or restraint, Sleyithi gain +1 to all attack rolls for the remainder of the encounter.
- **Former Infrastructure:** +2 Repair rolls involving starships, industrial systems, or Master-era technology.
- **Controlled Aggression:** May ignore 1 point of Wound penalties.

- **Gear:** Master-Reclaimed Carbine (Range 24/48/96, 2d8, AP 2, RoF 1); Utility Harness; Data-slate (historical archive access); Compact Breather;
- **Optional Veteran Variant:** Increase Smarts d10, Spirit d10, Shooting d10, Stealth d10. Add Strategic Insight (1/encounter): May grant one ally a free reroll.

Talgorians

The Talgorians are the ruling species of a compact but technologically advanced stellar polity bordering human expansion space. Physically imposing and biologically durable, they possess elongated cranial structures housing highly developed neural cores and complex endocrine regulators. Their physiology favors long-term strategic cognition over emotional volatility.

They are not expansionist by passion. They are expansionist by calculus. Talgorian society is rigidly stratified into castes: Noble Houses, Administrative Clades, Military Orders, and Technical Guilds. Advancement is meritocratic but cold - measured in efficiency, yield, and stability. They do not believe in cruelty. They believe in utility. To the Talgorians, Narus III is not genocide. It is resource optimization.

Talgorians adhere to a doctrine known as Continuance - the belief that intelligent species exist within a cosmic hierarchy of function. Every civilization either contributes to galactic stability or becomes a liability to it. If a species possesses something rare or valuable, extraction is justified - provided extinction is avoided and long-term yield is preserved. They view themselves not as tyrants, but as custodians of rational order. Emotion is tolerated. Sentiment is weakness. Waste is sin.

Governed by a High Synod of Noble Houses. Each House controls territory and industrial mandates. Blacksite worlds are delegated to Administrative Clades. Military Orders enforce stability and suppress unrest. The Narusian harvest began under a lower Noble House seeking leverage in Synod politics. When resistance became inefficient, they subcontracted the problem. To the Velvet.



◆ Talgorian Noble / Diplomatic Envoy

Refined. Dangerous. Always calculating.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Academics d10, Common Knowledge d10, Notice d8, Persuasion d10, Intimidation d8, Research d8, Taunt d8

Pace: 6, Parry: 5, Toughness: 8 (2)

Edges: Charismatic, Strong Willed, Command, Connections (Imperial House)

Hindrances: Arrogant (Minor), Ruthless (Major),

Special Abilities

- **Armor +2**
- **Imperial Authority:** May spend a Benny to automatically succeed at a Persuasion roll against non-hostile NPCs of lower status.
- **Cold Calculus:** +2 to resist Tests involving emotion (Intimidation, Taunt, etc.).
- **Neural Discipline:** Immune to Fear.
- **Advanced Attire:** Ceremonial armor (+2 Armor, concealed energy shield once per encounter reducing damage by 4).
- **Gear:** Energy Scepter (Str+d6, counts as stun weapon or power focus); Personal shield generator; Diplomatic transceiver suite;



Talgorian Warrior / Imperial Soldier

Disciplined. Efficient. Ruthless.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Shooting d10, Notice d8, Intimidation d8, Tactics d6

Pace: 6, **Parry:** 7, **Toughness:** 11 (4)

Special Abilities

- **Battle Armor +4**
- **Battle Conditioning:** +2 to resist being Shaken.
- **Imperial Coordination:** If within 6" of another Talgorian Soldier, both gain +1 to Shooting and Fighting.
- **Target Prioritization:** Once per encounter may ignore 2 points of cover penalty.
- **Advanced Combat Armor:** +4 Armor; sealed environmental suit.
- **Gear:** Plasma Carbine (Range 24/48/96, 2d8 damage, AP 2, Semi-auto); Shock blade (Str+d8, AP 2); Tactical visor (+2 Notice vs Stealth)

Stexi

The Stexi are one of the most enigmatic intelligent species known in the Expanse. At first glance, the creature within the suit appears almost comical - resembling a floating, four-eyed avian head not unlike a Terran chicken. However, the resemblance ends there. The Stexi themselves are fragile, gas-dwelling organisms incapable of surviving outside their specialized mechanical life-support suits.

Each Stexi inhabits a sophisticated environmental exoshell, a sealed mechanical system that replicates the atmospheric and pressure conditions of their natural habitat. Within the suit, the Stexi's body floats in a controlled gaseous suspension, its tentacle-like neural appendages interfacing directly with the suit's control systems. The result is a strange hybrid of organism and machine that drifts through corridors rather than walks.

What truly sets the Stexi apart is their extraordinary intellect and psionic power. Nearly every known Stexi demonstrates strong telepathic and telekinetic abilities, and many function as powerful mentalists, strategists, or researchers. Despite their technological

sophistication, no one has ever confirmed where their technology originated. Their suits appear centuries - perhaps millennia - ahead of most Confederation frontier engineering.

No Stexi homeworld has ever been discovered. The prevailing theory is that their species evolved in the dense atmospheric layers of a gas giant, where their floating physiology would have been naturally supported. Others speculate that the Stexi are the surviving creation of an ancient precursor civilization - perhaps even an abandoned experiment.

Today, Stexi can be found throughout Human Confederation fringe colonies, typically working as scientists, psionic advisors, researchers, or enigmatic independent agents. They rarely gather in large groups and almost never speak about their origins.

◆ Standard Stexi Scout



Attributes: Agility d4, Smarts d12, Spirit d10, Strength d4, Vigor d6

Skills: Academics d10, Common Knowledge d8, Notice d8, Psionics d10, Research d10, Science d10, Shooting d6

Pace: 4 (Hover); **Parry:** 4; **Toughness:** 7 (2)

Special Abilities

- **Environmental Suit:** Armor +2. Suit provides life support and locomotion. If the suit is destroyed the Stexi begins suffocating immediately.
- **Hover:** The suit allows the Stexi to float. It ignores difficult ground terrain and may move vertically.
- **Psionic Mind:** +2 to Psionics rolls.
- **Alien Biology:** Immune to most toxins and diseases affecting carbon-based organisms.

Threxil



The Threxil are a recently spacefaring Fringe species whose biology blends mollusk and arachnid traits - muscular upper bodies crowned by self-grown bio-ceramic shells, and multi-limbed lower thoraxes built for stability and endurance. For most of their history, they were confined to a dense, mineral-rich high-gravity world where their mastery of living

ceramic materials reshaped their civilization. The crafting and growth of one's shell became both technological triumph and cultural identity, with each layered carapace serving as protection, neural amplifier, and symbol of personal achievement. Only within the last few generations did the Threxil unlock Fold drive capability, reverse-engineering unstable prototypes that propelled them abruptly onto the galactic stage.

Now operating under a loose coalition known as the Concord of Carapaces, the Threxil explore and test the borders of the Expanse with calculated ambition. They are not openly imperial nor recklessly aggressive, but they believe existence must be justified through expansion and demonstration of strength. When challenged, they respond swiftly and decisively; when observing, they measure quietly and remember. To many established powers, the Threxil represent a rising force-disciplined, technologically innovative, and keenly aware that they are latecomers in a galaxy already scarred by older empires.

Standard Threxil

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Notice d8, Repair d8, Intimidation d8

Pace: 6, **Parry:** 6, **Toughness:** 9 (2)

Special Abilities

- **Size:** +1
- **Bio-Ceramic Shell:** +2 Armor.
- **Four-Limbed Stability:** +2 to resist being knocked prone.
- **Shell Amplifier:** Once per encounter, may gain +2 to a Smarts-based roll.
- **Aggressive Response Protocol:** If an ally is incapacitated, Threxil gain +1 to Fighting for the remainder of the encounter.

Thrax



The Thrax are a brutal predatory Fringe species known for savage raids across the rimward regions of the Expanse. Organized into violent warbands, they prey on weak settlements, fringe colonies, and isolated shipping lanes. Their ferocity has long made them a problem for local Fringe worlds, though only recently have the Sovereignities begun paying serious attention to the growing threat.

Standard Thrax

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Survival d8

Pace: 7; **Parry:** 7; **Toughness:** 9 (2)

Edges: Combat Reflexes, Frenzy

Special Abilities

- **Claws:** Str+d6.
- **Thick Hide:** +2 Armor.
- **Predator Instinct:** +2 to Tracking and Survival when hunting prey.

- **Savage Assault:** If a Thrax hits with a Fighting attack after moving at least 4", it gains +2 damage.
- **Night Hunter:** Ignore up to 2 points of penalties from Dim or Dark lighting.
- **Gear:** Heavy Blade (Str+d8); Assault Laser Rifle (Range 24/48/96, Damage 3d6, RoF 3, AP 2); Frag Grenades

Trog



The Brokarr - known among themselves as the Khar'Drokan Clans; known to Humans as Trog - are a stocky, powerfully built humanoid species whose origins lie beneath the surface of a radiation-scorched world. Evolving under a thin ozone layer that bathed their planet in harsh ultraviolet light, early life retreated into vast subterranean cavern networks where the Trog developed a culture centered on mining, metallurgy, and survival through endurance. Their green, radiation-hardened skin and red-pupiled eyes are biological echoes of that harsh environment. The Brokarr society is clan-based and industrial at its core - ships function as mobile foundries, and nothing is

wasted. They are masters of reclamation, reforging derelicts and battlefield wreckage into durable, brutally efficient machinery. Strength is respected, but craft and resilience are revered.

Unique among them is the rare Catalyst male, born only once in a thousand births and required for reproduction. Catalysts are leaner, often marked by facial hair, and possess subtle mental abilities-heightened intuition, pattern recognition, and sensitivity to Foldspace currents. Though they do not rule directly, they serve as advisors and stabilizing forces within each clan, and their protection is paramount to survival. In the wider Expanse, the Brokarr-Trog are pragmatic traders, hardened salvagers, and dependable engineers-aggressive only when survival or clan honor demands it. They are not empire-builders, nor mystics seeking transcendence; they are industrial survivors who believe that collapse is inevitable, and only what is well-built will endure.

Trog/Brokarr Clan Enforcer

Industrial Salvage Warrior

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Shooting d8, Intimidation d8, Repair d8, Notice d6

Pace: 5, **Parry:** 6, **Toughness:** 11 (3)

Special Abilities

- **Size:** +1
- **Thick Hide:** +3 Armor (natural).
- **Industrial Muscle:** Count as one Size larger for carrying capacity and resisting grapples.
- **Void Hardened:** +2 to resist radiation, heat, cold, and vacuum-related environmental effects.

- **Reclamation Instinct:** +2 Repair rolls involving salvage, armor, or starship components.
- **Clan Loyalty:** Immune to Fear while within line of sight of another Brokarr ally.
- **Gear:** Heavy Industrial Armor (+1 Armor, already included if worn; total usually 3), Salvage Carbine (Range 24/48/96, 2d8, AP 2, RoF 1), Reinforced Tools (count as Str+d6 improvised melee weapon), Breather Mask / Void Harness
- **Optional Upgrade:** Brokarr Catalyst (Rare Variant, Use sparingly - these are valuable). Smarts d8, Spirit d10. Psionics d8. Remove +1 Toughness from Size (leaner build; Toughness 10 total).

Catalyst Insight (1/encounter): May reroll a failed Smarts or Notice roll.

Fold Sense: +2 Navigation or Piloting rolls involving Fold travel.

Urxians

The Urxians are a tall, semi-insectoid species native to the world of Urx in the distant Sarginian Fringe. Their physiology combines flexible chitinous plating with elongated limbs and large compound eyes capable of detecting subtle motion and wide spectrums of light. Delicate sensory palps around the mouth function as chemical receptors and communication organs, allowing Urxians to perceive emotional cues through pheromones as well as spoken language. The species is hermaphroditic, reproducing through a ritualized pairing known as the Confluence, after which offspring are raised communally within extended lineage groups. Because of this structure, Urxians tend to think in terms of

shared lineage and collective responsibility rather than individual identity.

Unlike many Fringe civilizations, the Urxians exist as a protectorate of the Sarginian Dominion. Centuries ago, the Sarginians established a formal alliance with Urx, providing military protection, Fold corridor access, and representation in interstellar diplomacy. In return, Urxians contribute their expertise in exploration, xenobiology, and navigation of unstable Fold regions. As a result, Urxians are often encountered aboard Sarginian expeditions, research missions, and diplomatic delegations, where they serve as scientists, navigators, or cultural mediators.

Urxian society revolves around scholarly institutions known as Orders of Inquiry, each dedicated to a particular field of study. Rather than governments or noble houses, these Orders guide the intellectual and professional lives of their members. Among the most prominent are the Order of Celestial Geometry, which studies Foldspace navigation and astrophysics; the Order of Living Systems, devoted to xenobiology and planetary ecology; the secretive Order of Silent Records, which investigates ancient ruins and lost civilizations; and the Order of Harmonies, whose members specialize in diplomacy and interspecies relations. Through these Orders, Urxian culture emphasizes knowledge, observation, and understanding of the wider galaxy rather than conquest or expansion, making them one of the most respected-and quietly influential-species operating within the Sarginian sphere of the Expanse.



Typical Urxian Scholar

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d10, Notice d10, Persuasion d8, Science d10, Research d10, Survival d6

Pace: 6, **Parry:** 2, **Toughness:** 5

Gear: Data slate, environmental robes or diplomatic attire, compact energy sidearm (2d6, Range 12/24/48)

Special Abilities

- **Compound Vision:** Urxians gain +2 Notice when detecting motion or hidden creatures due to their wide-spectrum compound eyes.
- **Analytical Mind:** Urxians gain +2 to Smarts-based rolls involving research, analysis, or scientific investigation.
- **Pheromone Communication:** Urxians can subtly transmit emotional cues through pheromones. They gain +2 to Persuasion when interacting with species capable of sensing chemical cues (GM discretion).
- **Hermaphroditic Biology:** Urxians are biologically both male and female, resulting in minimal sexual dimorphism and highly stable hormonal cycles. They gain +2 to resist Fatigue caused by biological stressors (poisons, toxins, starvation).

- **Sarginian Protectorate:** When encountered in Sarginian-controlled space, Urxians receive +2 to Persuasion or Networking rolls involving Sarginian officials or institutions.

◆ Urxian Fold Navigator

These Urxians typically belong to the Order of Celestial Geometry.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Academics d10, Astrogation d12, Electronics d10, Notice d10, Piloting d10, Science d10, Survival d8

Pace: 6, **Parry:** 2, **Toughness:** 6

Edges: Scholar, Alertness

Special Abilities

- **Fold Intuition:** Urxian navigators gain +2 to Astrogation rolls when plotting Fold routes or navigating anomalies.
- **Compound Vision:** +2 Notice for motion detection.
- **Predictive Analysis:** Once per encounter, the Urxian may reroll a failed Smarts roll related to navigation, analysis, or tactical prediction.

Typical Urxian Equipment: Diplomatic robes or scholar garments; Compact pulse sidearm (10/20/40, 2d6, AP 2 ROF 1); Multi-spectrum scanner; Fold geometry data tablet; Urxians rarely wear heavy armor and typically avoid direct combat.

◆ Urxian Diplomatic Envoy

Order of Harmonies Representative

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Academics d10, Common Knowledge d10, Intimidation d6, Notice d10, Persuasion d12, Research d8, Science d8, Survival d6

Pace: 6, **Parry:** 2, **Toughness:** 6

Edges: Charismatic, Scholar, Connections (Sarginian Dominion)

Special Abilities

Compound Vision: Urxians gain +2 to Notice when detecting movement or subtle visual changes.

Analytical Mind: +2 to Smarts-based rolls involving research, analysis, or problem solving.

Pheromone Communication: Urxians subtly communicate emotional states through chemical signals. They gain +2 to Persuasion rolls during extended negotiations or diplomacy (GM discretion if the species present can detect pheromonal cues).

Diplomatic Authority: When acting in an official capacity on behalf of the Sarginian Dominion, the Urxian gains +2 to Persuasion or Networking rolls involving governments, scientists, or exploration authorities.

Calm Negotiator: Once per encounter, the Urxian may reroll a failed Persuasion or Spirit roll during negotiations, mediation, or attempts to defuse hostility.

Velathi

The Velathi are a soft-spoken Fringe Race encountered primarily along remote Fold routes and marginal systems. Slender and pale, with expressive dark eyes and sensitive facial tendrils, they present themselves openly and without hostility, often approaching frontier stations or trade hubs with quiet curiosity.

Unlike most Fringe species, the Velathi actively seek contact.

They are explorers, archivists, and cultural observers, traveling in small enclaves ships called Drift Sanctums. Each vessel serves as both habitat and mobile research habitat, recording stellar phenomena, biological samples, and sociological patterns across the Expanse.



Velathi society has no centralized government. Instead, they operate through loosely affiliated *Circles* - cooperative fleets that share discoveries but make independent decisions. They trade in information, star charts, xenobiological data, and subtle biotech rather than weapons or territory.

They appear genuinely fascinated by other civilizations and frequently ask personal questions that can feel intrusive to humans. Velathi claim that understanding emotional perspective is essential to mapping the galaxy. They are not warriors. They do not build fleets.

They rarely defend themselves aggressively. When threatened, they simply leave.

Intelligence agencies classify them as Low-Risk Unknowns, though their habit of quietly recording everything makes many governments uneasy. Among spacers, Velathi are known as: *The ones who watch with kind eyes.*

Velathi Observer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Notice d8, Persuasion d8, Research d8, Common Knowledge d8, Piloting d6

Pace: 6, **Parry:** 4, **Toughness:** 5

Hindrances: Pacifistic (Minor), Outsider (Minor), Physically Frail (–1 Toughness)

Special Abilities

- **Empathic Tendrils:** +2 Persuasion and Notice when interacting face-to-face with sentient beings.
- **Gentle Presence:** Once per encounter, may grant one ally within 6" +1 to Spirit rolls for one round.
- **Foldway Familiarity:** +2 Piloting or Navigation rolls involving Fold travel or unfamiliar star routes.
- **Curiosity Driven:** +2 Research and Common Knowledge related to alien cultures, biology, or unexplored systems.
- **Low-Gravity Adapted:** Ignore penalties in zero-G or microgravity.

Vrokians

The Vrokians are a calculating, insectoid fringe species who have entrenched themselves along the outer worlds bordering Urtoran Space. Physically imposing and naturally predatory in appearance, they are disciplined, strategic thinkers who prefer influence over open conquest. Publicly, they present themselves as

administrators, corporate stewards, and diplomatic stabilizers of the volatile frontier. Vrokian embassies, trade consortiums, and colonial authorities are common fixtures in rim systems, and many view them as the unofficial representatives - or even leaders - of the so-called Urtoran Fringe.

Beneath that polished exterior lies a far more intricate reality. The Vrokians are masters of bureaucracy, corruption, and layered power structures. Their corporations and political offices often serve as fronts for sprawling patronage networks and crime syndicates that manipulate economies and governments from behind the scenes. Rather than seize territory through military force, they entangle worlds in contracts, debt, and administrative dependency until sovereignty quietly shifts in their favor. To allies, they are indispensable partners. To rivals, they are patient and relentless. To those who owe them-escape is rarely an option.

Vrokian Corporate Enforcer

Corporate operative / Syndicate agent

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d8, Battle d4

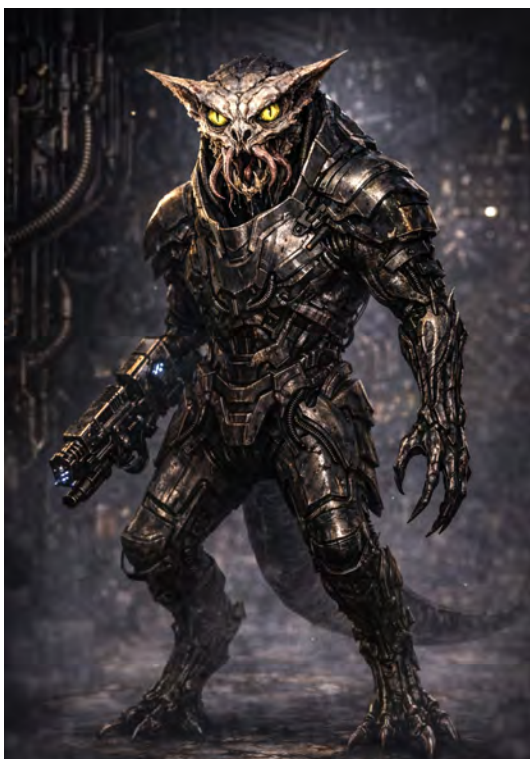
Pace: 6, **Parry:** 6, **Toughness:** 11 (3)

Edges: Connections (Corporate), Combat Reflexes, Level Headed

Special Abilities

- **Claws:** Str+d6 damage.
- **Natural Armor** +2
- **Predator's Patience:** +2 to opposed rolls involving ambush, intimidation preparation, or multi-round tactical setup.
- **Layered Planning:** Once per encounter, may re-roll a failed Smarts- or Notice-based roll.

- **Cold Calculus:** +2 to resist Tests using Taunt or Intimidation.
- **Gear:** Vrokian Pulse Carbine (Range 24/48/96, Damage 2d8, AP 2, Semi-Auto), Reinforced Chitin Weave Armor (+3 Armor), Encrypted Comms Rig, Corporate Seal Credential.



Adversaries

Artifact Hunter Explorer

Relic Seeker / Field Archaeologist

Artifact Hunters scour dead worlds, ruins, and anomaly sites in search of Terran Empire relics and pre-Expanse artifacts. Some operate under academic institutions or corporate contracts, others as independent prospectors chasing fortune or legacy. All share a willingness to go places sane people avoid-and touch things they absolutely shouldn't.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Notice d10, Research d8, Survival d8, Stealth d8, Electronics d8, Repair d6, Shooting d8

Pace: 6, **Parry:** 5, **Toughness:** 7 (1)

Edges: Investigator, Alertness

Special Abilities

Relic Intuition: +2 to Notice or Research rolls involving alien tech, ruins, or artifacts.

Environmental Conditioning: Ignore up to 2 points of penalties from extreme environments (heat, cold, radiation, low gravity).

Gear: Explorer Suit (+1 Armor, environmental protection); Pulse Carbine (20/40/80, 2d6+1, AP 3); Survey Scanner (detects energy, structural anomalies); Multi-Tool Rig; Climbing Gear / Field Kit.

Artifact Hunter Scavenger

Black Market Relic Runner. These are the ones who sell what they find-and don't ask what it does. Scavengers strip battlefields, ancient vaults, and abandoned stations, often bypassing safety protocols entirely. Many carry partially understood relics as weapons, with unpredictable results.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d10, Notice d8, Stealth d8, Thievery d8, Athletics d8

Pace: 6, **Parry:** 6, **Toughness:** 9 (2)

Edges: Quick, Extraction (or similar mobility edge)

Special Abilities

Improvised Relic Use: Once per encounter, may activate a relic effect: Blast (2d6, Small Burst); Armor-piercing shot (AP 4); Short-range teleport (5"). On a Critical Failure, the effect backfires (GM discretion-perfect for chaos).

Loot First Mentality: If an ally is Incapacitated or a valuable object is revealed, must make a Spirit roll or prioritize retrieving it over combat.

Gear: Light Tactical Armor (+2 Armor); Heavy Pistol (12/24/48, 2d10, AP 4); Relic Device (unpredictable); Breaching Tools;

◆ Artifact Hunter Relic Binder

Keeper of Dangerous Knowledge. Relic Binders are the rare few who don't just find artifacts-they understand them. To a degree. They study, catalog, and sometimes bond with ancient technology or psionic constructs. Many are brilliant. Many are unstable. Most are both.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Psionics d10, Research d10, Notice d8, Electronics d8, Occult d10, Shooting d6

Pace: 6, **Parry:** 4, **Toughness:** 7 (1)

Edges: Mentalist (Visionary, Telepathic), Strong Willed

Special Abilities

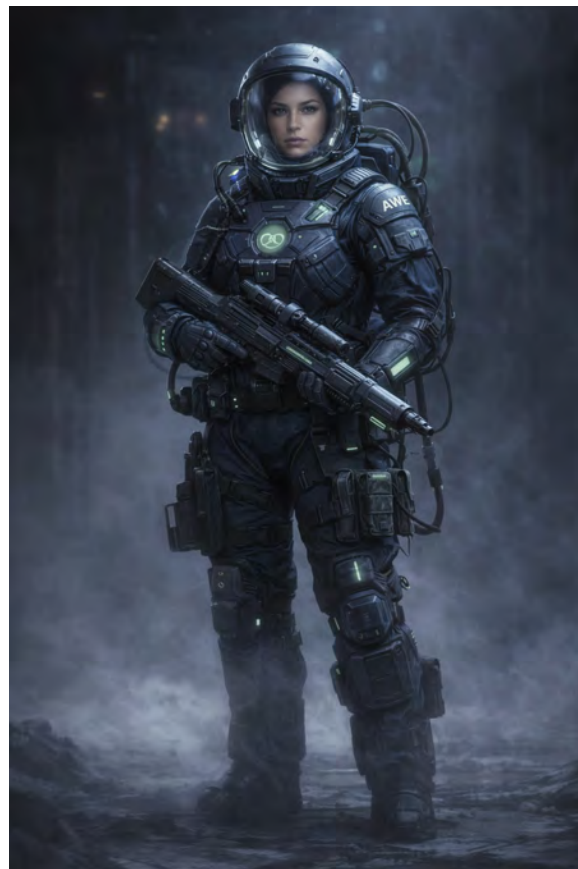
Relic Bond: Carries a bound artifact that functions as a focus. Choose one: Energy Projection: Bolt (2d6, AP 2); Gravitic Distortion: Push/Pull effect; Temporal Echo: Reroll one failed Trait roll per round

Unstable Interface: On a Critical Failure when using a power or relic: Gain Fatigue or trigger a dangerous anomaly (GM choice).

Ancient Insight: +2 to all rolls involving Terran Empire or pre-Expanse technology.

Gear: Light Armor (+1); Relic Focus Device; Medium Pistol (12/24/48, 2d6+1, 2); Data Codex / Archive Unit

AWE Field Team Operative



Arlington-Welles Enterprises Bio-Containment Specialist

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Electronics d6, Fighting d6, Healing d6, Notice d6, Research d4, Science (Biology) d4, Shooting d8, Stealth d6, Survival d6

Pace 6, **Parry** 5, **Toughness** 9 (3)

Gear: Bio-Containment Suit (+3 Armor, sealed, +4 vs toxins, disease, radiation); Tranquilizer Rifle (12/24/48, 2d6, non-lethal, 12 shots); SMG (12/24/48, 2d6+1, Auto); Shock Baton (Str+d4,

non-lethal); Capture Net Gun (Entangle template) ;Restraints / Restraint Foam; Portable Bio-Scanner; Field Medkit; Commlink (team linked); Flashbangs / Gas Grenades (non-lethal)

Special Rules

Containment Training: AWE Field Teams do not suffer the -4 penalty for making non-lethal ranged attacks when using tranquilizers, gas, nets, or restraint weapons.

Hazard Team: +2 Vigor rolls vs poison, disease, radiation, and environmental hazards.

Capture Priority: If operating under Dr. Arlington-Welles, AWE teams will attempt capture before lethal force unless the situation becomes catastrophic.

Team Tactics: If two or more AWE members are attacking the same target with non-lethal weapons, they gain +1 to attack rolls.

Typical AWE Field Team Loadout (Squad)

A standard deployment team might include:

- Team Leader - Veteran, command & tactics
- Containment Specialist - Nets, foam, restraint systems
- Field Medic - Healing, sedatives, stabilization
- Heavy - Big gun in case things go bad
- Technician - Sensors, doors, systems
- Xenobiologist - Identifies creature behavior

Bastion Warden

Bastion Arcology Defense Infantry

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Battle d6, Fighting d8, Notice d6, Shooting d8, Intimidation d6

Pace: 5, **Parry:** 6, **Toughness:** 11 (4)

Edges: Combat Reflexes, Hold the Line, Bastion Strain Frame

Special Abilities

- **Bastion Resilience:** +2 to resist Fatigue and Tests caused by pain, fear, or physical stress.
- **Defensive Doctrine:** If the Warden did not move this round, he gains +1 Parry and +1 Toughness until his next turn.
- **Disciplined Formation:** Wardens gain +1 to Spirit rolls while within 5" of another Warden.
- **Gear:** Bastion Defense Armor (+4); Bastion Kinetic Rifle (24/48/96, 2d8, AP 2); Tactical combat knife (Str+d4); Ballistic shield projector (counts as Medium Cover vs frontal attacks)

Bastion Sentinel

Bastion Heavy Shock Defender

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Battle d6, Fighting d10, Notice d6, Shooting d8, Intimidation d8

Pace: 5, **Parry:** 7, **Toughness:** 14 (6)

Edges: Brawny, Combat Reflexes, Hard to Kill, Nerves of Steel



Special Abilities

- **Living Bastion:** If the Sentinel did not move this round, increase Toughness by +2 until the start of their next turn.
- **Unyielding:** +2 to resist being Shaken or forced to move by Tests or powers.
- **Powered Armor:** Bastion Sentinel armor includes servo-assisted strength, environmental sealing, and recoil stabilization (ignore up to 2 points of recoil penalties).
- **Gear:** Bastion Sentinel Power Armor (+6 Armor, sealed suit); Heavy Bastion Rifle (30/60/120, 2d10, AP 3, Heavy Weapon, Ballistic); Mag-clamp combat shield (+2 Parry vs frontal attacks); Siege hammer (Str+d8, AP 2); tactical HUD and comm unit.

Bengradi Pride Warrior

Household Soldier of a Bengradi Pride

Pride Warriors form the backbone of Bengradi military forces. Each warrior serves a specific

Pride lineage, sworn to defend its honor, territory, and reputation. Though technologically advanced, many Pride Warriors favor traditional weapons and ritualized combat techniques reflecting their species' warrior heritage.

Unlike many Expanse soldiers, Bengradi fight with measured restraint. Violence is considered sacred and must be justified through honor or duty. A Pride Warrior will rarely attack recklessly, but once committed they become swift, relentless combatants.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d10, Notice d8, Shooting d6, Stealth d6, Intimidation d8

Pace: 7, **Parry:** 7, **Toughness:** 10 (3)

Edges: Combat Reflexes

Special Abilities

- **Claws:** Str+d4 damage.
- **Natural Low-Light Vision:** Ignore Dim or Dark penalties.
- **Hunting Instinct:** +2 to Notice rolls to detect hidden threats. Once per encounter may reroll a failed Notice roll involving concealed danger.
- **Warrior Discipline:** +1 to Spirit rolls when acting in defense of their Pride or sworn duty.
- **Gear:** Bengradi Combat Harness (+3 Armor); Ceremonial War Blade Str+d8; Compact Energy Pistol (15/30/60, 2d6, AP 2); Family Crest Insignia (ritual marking of Pride allegiance)

◆ Bengradi Elder-Pride Warden

Veteran Guardian of the Pride Council

Wardens are elite warriors chosen by the Elder-Prides to serve as protectors, emissaries,

and enforcers of Pride authority. These Bengeradi have proven themselves through decades of honorable service and battlefield reputation.

Wardens embody the Bengeradi ideals of strength tempered by humility. They rarely boast and seldom speak unnecessarily, but their presence alone commands respect.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Battle d8, Fighting d12, Notice d10, Shooting d6, Intimidation d8, Persuasion d6

Pace: 7, **Parry:** 8, **Toughness:** 12 (4)

Edges: Combat Reflexes, Level Headed, Improved Block

Special Abilities

- **Claws:** Str+d4 damage.
- **Hunting Instinct:** +2 Notice vs hidden threats.
- **Acute Spatial Awareness:** +2 Notice to avoid Surprise. Enemies suffer -2 to Stealth when ambushing the Warden.
- **Sense Presence:** Hostile creatures within 5" trigger a free Notice roll to detect their presence.
- **Pride Authority:** Bengeradi allies within 5" gain +1 to Spirit rolls.
- **Gear:** Elder-Pride Armor (+4 Armor); Pride Relic Blade (Str+d10, AP 1); Energy Sidearm (15/30/60, 2d6, AP 2); Ancestral Crest of the Pride.

Candrosian Assembly Guard



Candrosian Assembly Guards serve as the primary soldiers and law enforcers of the Candrosian Freeholds. Drawn from citizens who have proven their strength and discipline through the Assembly's trials, these warriors uphold the authority of Candrosian law across both core worlds and frontier settlements. Massive even by Candrosian standards, Assembly Guards rely on their natural resilience and momentum-based combat style, favoring decisive charges and close-quarters engagements that overwhelm opponents. Though blunt and uncompromising in battle, they view their role not as conquest but as service-maintaining order so the Freeholds remain strong and stable.

Freehold Law Enforcement Soldier

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Battle d6

Pace: 7, **Parry:** 7, **Toughness:** 13 (5) (Armor +3, Dermal Plating +2)

Edges: Combat Reflexes

Special Abilities

- **Size:** +2
- **Dermal Plating:** Natural Armor +2 (already included).
- **Tail Strike:** Str+d4 damage.
- **Ram Charge:** If the Guard moves at least 3" in a straight line before attacking: +2 damage; Target must succeed at a Strength roll or be pushed back 1" and become Vulnerable.
- **Momentum Psychology:** Once combat begins the Guard must succeed at a Spirit roll to voluntarily retreat or disengage.
- **Gear:** Assembly Combat Harness - Heavy Candrosian armor designed for charge combat. Armor +3; Shock Lance(Str+d8, Reach 1, Designed to maximize impact during charges). Heavy Kinetic Carbine (20/40/80, 2d8, AP 2). Freehold Authority Insignia (Marks the Guard as an official enforcer of Assembly law.)

Corporate Black Security Operative

Megacorporate Enforcement Unit

Corporate Black Security Units are deniable military forces employed by megacorporations to enforce contracts, protect assets, and eliminate liabilities beyond the reach of sovereign law. Their operations are rarely acknowledged, their presence often unofficial, and their objectives always clear. These operatives are trained to prioritize mission success over legality, morality, or collateral consequence. To them, the difference between security and warfare is contractual wording.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Shooting d10, Stealth d8, Electronics d6

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Combat Reflexes, Marksman

Special Abilities

Corporate Discipline: +2 to resist Fear and Intimidation. These operatives are conditioned for high-risk environments and psychological pressure.

Coordinated Fire Teams: If two or more operatives target the same enemy, they gain +1 to Shooting rolls against that target.

Rules of Engagement Override: Once per encounter, the unit may ignore Recoil, Cover, or Illumination penalties (choose one) for a single Shooting action.

Gear: Black Tactical Armor (+3 Armor, sealed, HUD-linked); Pulse Rifle (20/40/80, 3d6, AP 4); Heavy Ballistic Pistol (12/24/48, 2d8, AP 4); Flashbang / Shock Grenades (1 each); Tactical Comms Suite (encrypted)

Creshian Arena Gladiator

Precision Fighter of the Pact Arenas

Creshian gladiators are celebrated champions of the Pact arenas, admired for their precision, agility, and disciplined combat technique. Many come from proud warrior lineages that treat arena victory as both cultural duty and personal honor. Their superior visual acuity and fluid movement allow them to dominate engagements through speed, calculated strikes, and carefully timed sonic bursts. In the arenas of Cresh, a skilled Creshian gladiator is less a

brute combatant and more a living demonstration of martial mastery.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d10, Notice d10, Shooting d8, Stealth d6, Intimidation d6

Pace: 6, **Parry:** 7, **Toughness:** 11 (3)

Edges: Combat Reflexes, Marksman

Special Abilities

- **Body Pressure Regulation:** Keen Sight. Ignore up to -2 Range penalties and -2 penalties from small/distant targets.
- **Sonic Blast (1/Encounter):** Cone Template, Vigor roll or Shaken; failure by 4+ causes one Wound.
- **Atmospheric Fragility** (See Racial Abilities)
- **Gear:** Arena Carapace Harness (+3 Armor); Twin Shock Spears, Str+d8, Reach 1; Arena Energy Pistol (15/30/60, 2d6, AP 2)

Cydrani Intelligence Agent

Cydrani Information Operative

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Electronics d10, Fighting d6, Notice d10, Persuasion d10, Shooting d8, Stealth d8, Streetwise d10, Thievery d8

Pace: 6, **Parry:** 5, **Toughness:** 7 (1)

Edges: Alertness, Charismatic, Connections

Special Abilities

- **Adaptive Physiology:** Cydrani ignore up to 2 points of environmental penalties caused by gravity, radiation exposure, or long-duration space travel.
- **Market Instinct:** +2 to Streetwise or Persuasion when gathering information, negotiating, or manipulating contacts.

- **Exit Strategy:** Once per encounter the agent may reroll a failed Athletics or Stealth roll while attempting to escape or disengage.
- **Gear:** Syndicate stealth jacket (+1 Armor); Concealed plasma pistol (5/10/20, 2d10(i)); encrypted comm implant; datapad with trade network access; micro-drone surveillance unit

Cydrani Shadow Broker Operative

Cydrani Black Operations Agent

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Electronics d8, Fighting d8, Notice d8, Shooting d10, Stealth d10, Thievery d8, Streetwise d8

Pace: 6, **Parry:** 6, **Toughness:** 8 (2)

Edges: Alertness, Assassin, Stealthy

Special Abilities

- **Adaptive Physiology:** Ignore up to 2 points of penalties from environmental conditions such as gravity variance, radiation exposure, or microgravity operations.
- **Professional Killer:** +2 to attack rolls when the operative has The Drop on a target.
- **Exit Protocol:** Once per encounter the operative may immediately attempt a free Stealth roll to disengage or vanish after incapacitating a target.
- **Contract Discipline:** +2 to resist Intimidation or Taunt-these agents are trained to remain calm under pressure.
- **Gear:** Combine Tactical Suit (+2 Armor, light stealth weave); Silenced plasma pistol (5/10/20, 2d10(l), AP 2); Mono-edge dagger (Str+d6, AP 1); Cloaking field emitter (short duration); Micro-drone surveillance unit; encrypted Syndicate comm implant.

Dara'ilan Refuge Guard

Soldier of the Continuance Assembly

Refuge Guards are the backbone of Dara'ilan defensive forces, drawn from refugee populations and trained from youth in squad-based warfare. Though their people lack a homeworld, the Guards fight with unwavering determination to protect the fragile colonies and waterworld settlements that now sustain their species. Calm, methodical, and disciplined, they rarely fight alone, relying on coordinated tactics and their species' natural camouflage to outmaneuver opponents.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Battle d6, Fighting d10, Notice d8, Shooting d8, Stealth d8

Pace: 6, **Parry:** 7, **Toughness:** 11 (3)

Edges: Combat Reflexes

Special Abilities

- **Combat Claws** (natural weapon): Enhanced Natural Claws Str+d6
- **Tentacle Strikes:** Str+d4, Reach 1". Raise, target becomes Entangled.
- **Amphibious** (See Racial Abilities)
- **Chromatic Camouflage** (See Racial Abilities)
- **Redundant Cardiac System** (See Racial Abilities)
- **Strategic Instinct** (See Racial Abilities)
- **Collective Dependency** (See Racial Abilities)
- **Gear:** Refuge Combat Harness (+3 Armor); Hydro-Carbine (24/48/96, 2d8).

Hydro-Carbine - Pressurized Fluid Accelerator Rifle. The Hydro-Carbine is a specialized mid-range weapon that fires high-velocity, super-compressed liquid projectiles, typically water or a proprietary conductive fluid.

Originally developed for aquatic and high-pressure environments, it has since found use among expedition teams, Frak'terian operatives, and certain security forces operating in hazardous or sensitive ecosystems.

Rather than relying on traditional ballistics or pure energy discharge, the Hydro-Carbine uses pressure chambers and micro-field containment to accelerate liquid into dense, armor-piercing slugs or cutting streams. In the atmosphere, impacts strike with concussive force; underwater, the weapon becomes even more lethal, where fluid coherence is maintained over greater distances.

◆ Dara'ilan War Captain

Tactical Master of the Refuge Fleets

War Captains are veteran commanders of the Continuance Assembly, responsible for directing Dara'ilan military operations and refugee defense fleets. Many once served in the final battles of their shattered empire or were trained by those who did. Their reputation for strategic brilliance is well-earned-few commanders in the Expanse can match a Dara'ilan's ability to coordinate units under extreme pressure. On the battlefield they rarely waste motion or manpower, guiding their warriors with quiet authority and calculated precision.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Battle d12, Fighting d10, Notice d10, Shooting d8, Stealth d6, Persuasion d6

Pace: 6, **Parry:** 7, **Toughness:** 12 (4)

Edges: Command, Level Headed, Combat Reflexes, Tactician

Special Abilities

- **Amphibious** (See Racial Abilities)
- **Chromatic Camouflage** (See Racial Abilities)
- **Redundant Cardiac System** (See Racial Abilities)
- **Tentacle Strikes** (See Racial Abilities)
- **Strategic Instinct (Enhanced)**(See Racial Abilities)
- **Collective Dependency**
- **Gear:** Command Carapace Armor (+4 Armor); Heavy Pulse Carbine (10/20/40, 2d6+1, AP 2, Tactical Command Interface +1 Shooting)

Ecreshian Arena Gladiator

The Unbreakable Champion

Ecreshian gladiators embody the brutal endurance and dominance philosophy of their species. Where Creshians rely on skill and precision, Ecreshians overwhelm opponents through relentless aggression and terrifying resilience. Many arena fans consider them the most dangerous combatants in the Pact games, as an Ecreshian gladiator will continue fighting long after other warriors would collapse. Their battles often become legendary spectacles of raw willpower and unstoppable force.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d6, Stealth d4, Taunt d6

Pace: 5, **Parry:** 7, **Toughness:** 13 (3) (includes +1 Abyssal Endurance)

Edges: Brawny, Hard to Kill

Special Abilities

- **Body Pressure Regulation** (See Racial Abilities)
- **Abyssal Endurance:** +1 Toughness. Ignore the first level of Fatigue. Remain conscious when Incapacitated.

- **Sonic Blast (1/Encounter):** Cone Template stun attack as described.
- **Surface Inertia**
- **Gear:** Arena War Harness (+3 Armor); Heavy Arena Cleaver (Str+d10); Weighted Shock Net, Used to entangle opponents.

Frak'terian Ward Guardian

Bio-Engineered Protector of the Ward.

Frak'terian Ward Guardian are not traditional soldiers. Instead they are bio-engineered defenders, combining Frak'terian biological science with controlled genetic enhancements.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d8, Shooting d6, Stealth d6, Survival d8

Pace: 6, **Parry:** 7, **Toughness:** 12 (4)

Edges: Brawny, Combat Reflexes

Special Abilities

- **Bio-Engineered Physiology:** Ward Guardians gain +2 to resist disease, poison, and environmental hazards.
- **Life-Sense:** As Frak'terians, Ward Guardians may detect living beings within Smarts $\times 2''$ using Life-Sense.
- **Adaptive Tissue:** Once per combat, the Guardian may reduce damage from one attack by 4, representing rapid tissue hardening.
- **Ecological Defender:** When protecting a living organism, ecosystem, or Frak'terian facility, the Guardian gains +1 Fighting and +1 Parry.
- **Gear:** Living Carapace Armor (Bio-engineered organic armor grown into the Guardian's physiology. Armor +4); Frak'terian Bio-Blade (A living weapon that reacts to the Guardian's nervous system. Str+d8, AP 2); Neural Disruptor Pistol (12/24/48, 2d6, AP 1, May deal non-lethal damage without penalty.)

◆ Frak'terian Life Adept

Travelling Healer of the Life-Ships. Life Adepts are the most visible representatives of Frak'terian civilization beyond the Ward. These specialists serve aboard the roaming Life-Ships, traveling across the Expanse to respond to plagues, biological disasters, ecological collapse, and medical crises. Their mastery of Frak'terian biological sciences allows them to diagnose and treat conditions that would overwhelm even the most advanced medical institutions of other species.

Using their species' natural Life-Sense, Adepts can perceive the biological state of living organisms through proximity and touch. Subtle changes in bioelectric patterns, metabolic fluctuations, and cellular stress become immediately apparent to them. What would

take days of testing for most physicians can often be diagnosed by a Life-Sense Adept in seconds.

Though peaceful by nature, Life-Sense Adepts are not defenseless. They are trained to protect both themselves and the patients under their care. When violence threatens a Life-Ship or medical mission, Adepts will act with calm precision to neutralize attackers-always preferring non-lethal solutions whenever possible.

Across the Expanse, their arrival is often seen as a sign of hope. Entire worlds have survived biological catastrophes through the intervention of a single Life-Ship and its resident Adepts

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Healing d12, Notice d10, Science d10, Persuasion d8, Fighting d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 8 (2)

Edges: Healer, Alertness, Strong Willed

Special Abilities

- **Life-Sense:** The Adept may detect living beings within Smarts $\times 2''$, ignoring line of sight unless blocked by solid barriers.
- **Empathic Diagnosis:** By touching a living being for one round, the Adept may make a Healing roll to diagnose wounds, toxins, disease, or biological abnormalities.
- **Master Biologist:** +2 to Healing rolls when treating disease, toxins, or biological conditions.
- **Preserver of Life:** The Adept may reroll one failed Healing roll per patient encounter.
- **Life-Bound Sensitivity:** When surrounded by mass suffering or ecological devastation,

the Adept suffers –2 to Spirit rolls until they take a round to center themselves.

- **Gear:** Frak'terian Bio-Medical Harness (Advanced organic medical instruments integrated into the Adept's suit); Life-Sense Interface Rod (Biological diagnostic tool used to focus Life-Sense abilities); Medical Nanite Injector (Advanced healing tool granting +1 to Healing rolls.); Personal Defense Disruptor Pistol (12/24/48, 2d6, Non-lethal mode available.)

Halogai' Dominion Hunter

Predator-Warrior of the Dominion. Dominion Hunters are the most common Halogai warriors encountered beyond Hologa'as. These fighters patrol frontier territories, hunt dangerous creatures, and serve as shock troops during Dominion military operations. Every Hunter seeks to earn new titles through acts of courage and lethal skill, viewing combat as both duty and opportunity for honor. They move with predatory confidence, using their heightened senses and brutal physical strength to overwhelm enemies at close range.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d10, Shooting d6, Survival d8

Pace: 6, **Parry:** 7, **Toughness:** 12 (3)

Edges: Combat Reflexes, Brawny

Special Abilities

- **Size +1**
- **Claws:** Str+d6 damage.
- **Predator Vision:** +2 Notice involving movement or ambush detection. Ignore –2 penalties from Dim lighting or moving targets.
- **Animal Empathy** (See Racial Abilities)
- **High-Gravity Physique** (See Racial Abilities)

- **Gear:** Dominion Combat Harness (+3 Armor); Heavy Hunting Blade (Str+d10); Pulse Carbine (10/20/40, 2d6, AP 2).

◆ Halogai Honor Guard

Elite Warriors of the Emperor-King

Honor Guards represent the pinnacle of Halogai martial achievement. These warriors have accumulated long chains of titles through victory, endurance, and loyal service to the Dominion. Selected to protect the Emperor-King, High Council members, and major Dominion strongholds, they are among the most feared fighters in Halogai society. Honor Guards embody the Halogai ideal of dominance tempered by discipline-calm, confident, and utterly lethal when provoked.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d12

Skills: Athletics d10, Battle d8, Fighting d12, Intimidation d10, Notice d10, Shooting d8

Pace: 6, **Parry:** 8, **Toughness:** 14 (4)

Edges: Improved Block, Combat Reflexes, Level Headed, Command

Special Abilities

- **Size +1**
- **Claws:** Str+d6 damage.
- **Predator Vision** +2 Notice involving movement or ambush detection. Ignore –2 penalties from Dim lighting or moving targets.
- **Animal Empathy** (See Racial Abilities)
- **High-Gravity Physique** (See Racial Abilities)
- **Dominion Presence:** Allies within 5" gain +1 to Spirit rolls due to the Guard's commanding presence.
- **Gear:** Dominion War Armor (+4 Armor); Ceremonial War Glaive (Str+d10, Reach 1); Heavy Pulse Rifle (10/20/40+1, 2d6, AP 2)

K'Dasi Hisska Shadow

Hidden Assassin of the Reach. Hisska Shadows are the whispered killers of K'Dasi legend-assassins who specialize in elaborate traps, engineered accidents, and sudden ambushes. Though most K'Dasi deny the Hisska even exist, their handiwork appears across the Expanse in the form of collapsing gantries, sabotaged airlocks, or precision strikes delivered from the shadows. A Hisska Shadow rarely fights fair; if forced into direct combat, they rely on speed, stealth, and environmental manipulation to escape or finish their target.



Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Electronics d8, Fighting d8, Notice d10, Repair d8, Shooting d8, Stealth d12, Thievery d10

Pace: 6 (8 in Sprint Stance), **Parry:** 6, **Toughness:** 4 (-1 Size)

Edges: Assassin, Alertness, Quick

Special Abilities

- **Enhanced Hearing:** +2 Notice involving sound.
- **Move Quietly:** +2 Stealth when moving at half Pace or less.
- **Climber:** Climb Pace is half normal Pace.
- **Claws:** Str+d4.
- **Quadrupedal Sprint:** May shift to Sprint Stance for +2 Pace and an extra d6 when running.
- **Small Frame:** Size -1, Toughness -1.
- **Environmental Trapmaster (Hisska Technique):** Given one round to prepare terrain, the Shadow may set a quick trap (GM discretion). Targets entering the area must make an Athletics roll or be Shaken (raise = Shaken + Wound).
- **Ambush Specialist (Hisska Technique):** +2 damage against unaware or surprised targets.
- **Gear:** K'Dasi Compact Needle Pistol (12/24/48, 2d6, AP 2, Silenced); Monofilament Climbing Line; Compact Trap Kit; Stealth Suit (+1 Armor, +1 Stealth in low light)

◆ Hol'taerran Mind Adept

Travelling Psionic Specialist. Hol'taerran Mind Adepts are wandering mentalists who travel the Expanse offering their abilities to those who require psionic insight, negotiation, or psychic defense. Often operating independently of clan migrations, these adepts serve as investigators of psionic disturbances, mediators in conflicts involving mentalists, and instructors for those seeking to develop psychic disciplines.

A Mind Adept is always accompanied by their Schara'Ta (Soul Crystal), a resonant psionic focus bound to their consciousness. Through the crystal they perceive and interact with the physical world, translating thought into speech

and stabilizing their awareness of non-Hol'taerran reality.

Because Hol'taerrans perceive the universe primarily through psionic signals rather than physical senses, Mind Adepts often detect emotional tensions, hidden intentions, or latent psychic phenomena long before others recognize them. Their abilities make them highly sought after during diplomatic negotiations, investigations of Fold anomalies, or training of emerging mentalists.

Though capable of great power, Mind Adepts generally prefer subtle and non-lethal intervention, using empathy, telepathic influence, and mental disruption to defuse conflicts before violence escalates.

Across the Expanse they are regarded with both respect and unease. To some they are invaluable specialists; to others they are unsettling reminders of the Hol'taerran past.

Hol'taerran Mind Adept

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Notice d10, Persuasion d8, Psionics d12, Stealth d6, Investigation d8

Pace: 6, **Parry:** 5, **Toughness:** 6 (1)

Edges: Mentalist; Alertness; Strong Willed

Special Abilities

- **Typical Powers:** Depends on the Type (Power Points: 15)

Empath (Empathic Reading, Heal Other, Infatuation, Paralyze)

Telekinetic (Telekinetic Force, Ballistic Channelling, Disruption, Kinetic Blast, Kinetic Bolt, Kinetic Burst)

Telepathic (Alien Telepathy, Mental Shield, Telepathy, TP Blast, TP Bolt, TP Burst)

Seer (Vision, Analysis, Illusion, Adv. Analysis, Sensor Ghosts)

- **Soul-Crystal Focus:** The Mind Adept's Schara'Ta acts as a psionic amplifier. Choose one Soul-Crystal benefit as defined in the racial trait.
- **Psionic Sensitivity:** The Adept automatically senses active psionic powers within 10".
- **Mental Stabilization:** Once per round the Adept may attempt a Psionics roll opposed by Spirit to calm a hostile creature. On success the target suffers -2 to attack rolls until the end of their next turn.
- **Fold Resonance:** The Adept gains +2 to Notice rolls to detect psionic disturbances, Fold anomalies, or psychic artifacts.
- **Gear:** Schara'Ta Soul Crystal - Psionic focus required for interaction with non-Hol'taerrans.; Hol'taerran Resonance Staff - Str+d6, Reach 1, Functions as a psionic focus.; Crystal Translator Array - Allows vocalized communication through the Soul Crystal.



Karian Imperial Royal Guard

The Imperial Talons are the personal protectors of the Karian ruling houses and the most elite

warriors in the Karian Sphere. Selected from the most physically and mentally exceptional Karian candidates, Talons undergo decades of martial training, tactical education, and loyalty conditioning.

They serve not only as palace guards but also as commandos, battlefield champions, and symbols of imperial authority. When Talons deploy, it signals that the Karian Empire considers the matter of the highest importance.

Their distinctive armor - black or deep crimson with gold talon insignia - houses advanced sensor suites and gravitic stabilization systems. Their signature weapon is the Energy Talon Glaive, a polearm capable of both cutting through powered armor and projecting short-range plasma bursts. Talons are utterly loyal. Many consider themselves extensions of the imperial will itself.

Imperial Talon Guard (Trooper)

Elite Karian Royal Guard

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Shooting d6, Stealth d6, Battle d6

Pace: 6, **Parry:** 7, **Toughness:** 12 (4)

Edges: Combat Reflexes, Level Headed

Special Abilities

- **Imperial Discipline:** +2 to Fear checks and resist Tests from intimidation.
- **Royal Guard Training:** Talons gain +1 Parry when adjacent to another Talon.
- **Armor Integration:** Their armor reduces penalties from unstable footing or zero-gravity combat.
- **Gear:** Imperial Talon Armor (Armor +4, sealed environment suit); Energy Talon

Glaive (Str+d8, AP 2, Reach 1); Plasma Sidearm (5/10/20, 2d10 (I)); Tactical HUD, comm unit

Imperial Talon Captain (Veteran)

Squad Leader

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Battle d8, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 13 (4)

Edges: Combat Reflexes, Command, Level Headed, Improved Block

Special Abilities

- **Tactical Command:** Allies within 5" gain +1 to Spirit rolls and Fear checks.
- **Royal Guard Training:** +1 Parry when adjacent to another Talon.
- **Gear:** Same as Talon Guard plus tactical command uplink.

◆ Imperial Talon Commander

Champion of the Imperial Throne

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d10, Battle d10, Fighting d12, Intimidation d10, Notice d10, Shooting d8, Stealth d8, Persuasion d8

Pace: 6; **Parry:** 9; **Toughness:** 14 (4)

Edges: Combat Reflexes, Level Headed, Improved Level Headed, Command, Hold the Line, Frenzy

Special Abilities

- **Imperial Authority:** Enemies must make a Spirit roll or suffer -1 to attack rolls against the Commander the first time they face one in combat.
- **Royal Guard Training:** +1 Parry when adjacent to another Talon.
- **Unbreakable Loyalty:** Immune to fear caused by intimidation or threats.
- **Gear:** Masterwork Energy Talon Glaive (Str+d10, AP 3, Reach 1); Heavy Plasma Pistol (5/10/20, 2d10 (I)); Imperial Talon Armor (Armor +4)

Karian Obsidian Directorate

The Obsidian Directorate is the secretive internal security arm of the Karian Faith, operating as the empire's hidden instrument of doctrinal enforcement and political control. In Karian society there is no separation between religion and state; the High Council of the Faith governs both spiritual and temporal affairs. The Directorate exists to protect the purity of that system, investigating heresy, sedition, corruption, and ideological threats within Karian territory and among subject species. While the Imperial Talons defend the physical authority of the High Council, the Obsidian Directorate safeguards the spiritual and ideological integrity of the Faith.

Agents of the Directorate - often called *the Shadow Hands* - operate with extraordinary authority granted directly by the Faith. They oversee surveillance networks, conduct covert investigations, infiltrate dissident movements, and interrogate suspected heretics or traitors. Their reach extends throughout Karian society, from temple hierarchies and military commands to distant colonial administrations. When Obsidian agents arrive, it signals that the Faith itself has taken notice, and few dare to resist their inquiries.

Feared even by many within the Karian government, the Directorate acts as both secret police and holy inquisition. Their armor and equipment are austere and dark, marked with subtle religious insignia rather than imperial heraldry, reflecting their role as instruments of judgment rather than symbols of authority. To the citizens of the Karian Sphere, the Obsidian Directorate represents a chilling truth taught from childhood - nothing escapes the sight of the Faith.

Directorate Field Agent

Internal Security Investigator

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d8, Investigation d10, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Electronics d8, Common Knowledge d8

Pace: 6, **Parry:** 5, **Toughness:** 8 (2)

Edges: Alertness, Investigator

Special Abilities

- **Authority of the Directorate:** In Karian territory, agents gain +2 to Intimidation and Persuasion rolls when invoking their authority.
- **Interrogator:** +2 to Tests made during interrogations.
- **Gear:** Directorate tactical armor (+2); Compact plasma pistol (5/10/20, 2d8); Neural restraint cuffs; Encrypted comm device; Surveillance scanner

Obsidian Operative

Covert Enforcer- These agents conduct assassinations, kidnappings, and infiltration operations.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Shooting d10, Stealth d10, Electronics d8, Investigation d8

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Combat Reflexes, Assassin, Stealthy

Special Abilities

Shadow Operative: -2 penalty to Notice rolls to detect the operative when they are in dim light or darkness.

Fear Reputation: Enemies aware they face a Directorate operative must make a Spirit roll or suffer -1 to actions for the first round.

Gear: Stealth combat armor (+3); Suppressed plasma pistol (5/10/20, 2d8); mono-edge knife (Str+d6); cloaking field generator (short duration)

◆ Obsidian Inquisitor

Elite Directorate Investigator - These agents investigate treason, rogue psionics, and political conspiracies.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Battle d6, Electronics d10, Fighting d8, Intimidation d10, Investigation d12, Notice d10, Persuasion d8, Shooting d8, Stealth d8

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Alertness, Strong Willed, Command, Investigator, Level Headed

Special Abilities

- **Psychological Interrogation:** +2 to Tests against targets using Intimidation or Taunt.

- **Unyielding Authority:** Immune to Fear caused by intimidation.
- **Counter-Psionic Training:** +2 to resist mental or psionic powers.
- **Gear:** Directorate command armor (+3); heavy plasma pistol (5/10/20, 2d10+1 (I)); neural disruptor baton (Str+d6, stun effect); interrogation scanner;

Kurathi Verdant Claw

Kurathi Resistance Guerrilla. The Verdant Claw is the most prominent resistance movement among the Kurathi, an arboreal offshoot species living under the dominance of the Karian Sphere. While the Karian Faith teaches that the Kurathi are a lesser branch of the Karian species destined to serve the empire, many Kurathi reject this doctrine and resent centuries of political control and cultural subordination. The Verdant Claw seeks to restore true autonomy to their people and reclaim their worlds from Karian authority, drawing support from Kurathi living both on their ancestral forest planets and in scattered frontier colonies.

Operating through decentralized cells to avoid detection by the Karian Obsidian Directorate, the Verdant Claw wages a long-term insurgency against imperial rule. Their fighters specialize in stealth, sabotage, and ambush tactics, using their natural climbing ability to exploit vertical terrain such as megaforests, cliff cities, and the superstructures of orbital habitats. Though the Karian state publicly dismisses them as isolated insurgents, the movement has proven difficult to eradicate, and their symbol—a claw grasping a leaf or branch—has become a quiet sign of resistance wherever Kurathi chafe under Karian rule.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d8, Notice d8, Shooting d8, Stealth d10, Survival d8

Pace: 7, **Parry:** 6, **Toughness:** 6 (1)

Edges: Alertness, Stealthy

Special Abilities

- **Arboreal Climber:** Kurathi ignores movement penalties when climbing and gains +2 to Athletics rolls involving climbing or balancing.
- **Ambush Predator:** +2 to attack rolls on the first round of combat if the fighter begins hidden or with The Drop.
- **Guerrilla Fighter:** Gains +1 to Shooting or Fighting when attacking from cover.
- **Gear:** Light combat armor (+1); Compact laser carbine (30/60/120, 3d6-1, AP 2); Climbing harness & grip pads; Survival knife (Str+d4)

Laconid War Legionnaire



Heavy-Gravity Infantry Soldier

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Battle d6, Fighting d8, Notice d6, Shooting d8, Intimidation d6

Pace: 5, **Parry:** 6, **Toughness:** 11 (3)

Edges: Brawny, Combat Reflexes

Special Abilities

- **High-Gravity Physiology:** Laconids gain +2 to resist being pushed, knocked prone, or forcibly moved. They also ignore up to 2 points of penalties caused by high-gravity environments.
- **Relentless Endurance:** +2 to resist Fatigue from physical exertion, environmental stress, or forced marches.
- **Disciplined Soldier:** +1 to Spirit rolls while within 5" of another Legionnaire.
- **Gear:** Laconid Combat Armor (+3 Armor); Heavy Kinetic Rifle (24/48/96, 2d10, AP 4); Shock Baton (Str+d6, non-lethal capable); Tactical combat knife (Str+d4)

Luminar Peacekeeper



Confederation Diplomatic Guardian

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Pace: 6, **Parry:** 6, **Toughness:** 8 (2)

Edges: Alertness, Level Headed

Special Abilities

- **Empathic Sensitivity:** Luminar gain +2 to Notice or Persuasion rolls to detect hostile intent, deception, or emotional distress.
- **Conflict Stabilization:** As an action, a Peacekeeper may attempt a Persuasion roll opposed by Spirit. On a success, the target suffers -1 to attack rolls until the end of their next turn as the Peacekeeper disrupts their aggression.
- **Guardian's Presence:** While adjacent to an ally or civilian, the Peacekeeper gains +1 Parry as they focus on defensive protection.
- **Gear:** Luminar Guardian Armor (Elegant diplomatic armor with psionic resonance plating, Armor +2. Psionic Resistance 2); Peacekeeper Mask (A sensor-mask that filters toxins and enhances emotional analysis. +1 Notice when detecting emotional cues); Luminar Harmony Staff (Ceremonial guardian weapon capable of both defense and non-lethal enforcement. Str+d6, Reach 1. May deal non-lethal damage without penalty.) Personal Defense Field Subtle energy barrier that activates when the Peacekeeper is threatened. +1 Armor vs ranged attacks); Meditative Cloak (Psionic weave cloak that dampens hostile intent detection systems.+1 to Stealth in low light or shadow); Compact pulse pistol (rarely used, 10/20/40, 2d6, AP 2)

◆ Luminar Empathic Sentinel

Psionic Guardian of the Luminar Accord.

Luminar Empathic Sentinels are elite psionic guardians of the Luminar Accord, trained to sense emotional currents and hostile intent before violence erupts. Serving alongside diplomats, peacekeepers, and Confederation envoys, they use their empathic abilities to stabilize volatile situations and protect those under their care. Sentinels rarely seek conflict, but when diplomacy fails they act with calm precision, using their mental disciplines to disarm aggression and coordinate allies. Their presence signals that the Luminar have deemed the moment critical-where understanding must prevail, but strength stands ready if it does not.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d10, Persuasion d10, Psionics d10, Shooting d6, Stealth d6

Pace: 6, **Parry:** 6, **Toughness:** 9 (2)

Edges: Alertness, Level Headed, Strong Willed

Special Abilities

- **Empathic Awareness:** Sentinels automatically sense intense hostile intent within 10". They gain +2 to Notice rolls to detect ambushes, deception, or concealed aggression.
- **Telepathic Coordination:** Allies within 5" gain +1 to Notice and Spirit rolls as the Sentinel shares tactical awareness through low-level telepathic communication.
- **Emotional Disruption:** As an action, the Sentinel may make a Psionics roll opposed by Spirit against one target within 6". On success the target suffers -2 to attack rolls

until the end of their next turn as their aggression is psychically destabilized.

- **Calm Under Fire:** Sentinels gain +2 to resist Fear, Intimidation, or Taunt effects.
- **Powers (Psionics):** Power Points: 10. Empathic Discipline. Powers: Empathic Reading, Psychic Confusion, Suggestion, Infatuation, Paralyze
- **Gear:** Luminar Sentinel Armor (Elegant psionically-resonant armor. Armor +2); Empathic Mask (Sensor mask amplifying emotional perception. +1 Notice and +1 to Psionics rolls involving empathy or telepathy); Harmony Staff (Ceremonial guardian weapon matching the image. Str+d6, Reach 1. Non-lethal damage allowed without penalty); Personal Defense Field (+1 Armor vs ranged attacks)

Meridian Directorate Analyst

Strategic Intelligence Field Operative. Meridian Directorate Analysts are the field operatives of the Strategic Intelligence Agency, deployed to observe, evaluate, and subtly guide events toward optimal outcomes. Highly trained in data analysis, psychology, and predictive modeling, they act as the eyes and calculations of Meridian governance beyond Meridian Prime. Analysts rarely rely on brute force, instead studying situations until the most efficient intervention becomes clear. Calm, precise, and emotionally regulated, they are unsettling to encounter—often seeming to anticipate actions before they occur, as though the future has already been calculated.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Battle d8, Electronics d10, Investigation d10, Notice d10, Persuasion d8, Shooting d8, Stealth d8

Pace: 6, **Parry:** 5, **Toughness:** 7 (1)

Edges: Alertness, Investigator, Level Headed

Special Abilities

Strategic Modeling: Once per combat, the Analyst may reroll a failed Battle, Notice, or Shooting roll as they rapidly recalculate tactical probabilities.

Emotional Regulation: +2 to resist Intimidation, Taunt, or fear effects.

AI Tactical Uplink: If operating with Meridian allies, the Analyst grants +1 to Notice or Shooting rolls to one ally within 5" each round as they provide predictive battlefield guidance.

Gear: Meridian adaptive tactical suit (+1 Armor); Precision plasma pistol (5/10/20, 2d10 (I)); encrypted Strategic Intelligence comm implant; tactical analysis datapad; micro-surveillance drone

Meridian Divergence Hunter



Directorate Variable Suppression Operative.

Divergence Hunters are deployed against: rogue psionics or uncontrolled mentalists, illegal genetic experiments, destabilizing political figures, rogue AI systems, and stolen Meridian technologies. When the Strategic Intelligence flags a “divergent variable,” these operatives are sent to ensure the system returns to equilibrium.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Electronics d8, Fighting d8, Investigation d10, Notice d10, Shooting d8, Stealth d8, Survival d8

Pace: 6, **Parry:** 6, **Toughness:** 9 (2)

Edges: Alertness, Investigator, Combat Reflexes

Special Abilities

- **Predictive Targeting:** +2 to Notice or Investigation rolls when tracking or identifying a specific target.
- **Variable Suppression:** +1 to attack rolls against a target once the Hunter has successfully observed them for one full round.
- **Emotional Regulation:** +2 to resist Intimidation, Taunt, or fear effects.
- **Relentless Pursuit:** Ignore up to 2 points of penalties from environmental hazards, fatigue, or difficult terrain while pursuing a designated target.
- **Gear:** Meridian adaptive combat suit (+2 Armor); Precision energy rifle (30/60/120, 3d6, AP 2, +1 to shooting); mono-edge tactical blade (Str+d6, AP 1); neural tracking scanner; micro-drone reconnaissance unit; encrypted Directorate comm implant.

Orkra'an Tunnellers

Guardian of the Deep Enclaves. Orkra'an Tunnellers are the backbone of countless underground settlements scattered across the Expanse. Engineers, miners, and structural workers by trade, they spend their lives carving new corridors, reinforcing ancient caverns, and maintaining the vast subterranean infrastructure that sustains Orkra'an communities. Though not soldiers in the traditional sense, Tunnellers are formidable defenders when their enclaves are threatened. Years of labor in unstable environments have made them extraordinarily tough, patient, and attuned to the subtle vibrations of stone and soil. Intruders rarely reach an Orkra'an settlement unnoticed-by the time danger arrives, the Tunnellers are already waiting in the dark.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10 (+1)

Skills: Athletics d6, Fighting d10, Intimidation d8, Notice d10, Repair d6, Shooting d8, Survival d8, Stealth d8

Pace: 4, **Parry:** 7, **Toughness:** 10 (3)

Edges: Brawny, Combat Reflexes

Special Abilities

- **Dense Endurance:** +1 Toughness, +2 to resist Fatigue and environmental hazards.
- **Night Adaptation:** Ignore up to 4 points of Illumination penalties.
- **Earth Sense:** May detect creatures moving through connected surfaces within 12".
- **Shadow Presence:** +2 Stealth in dim environments.
- **Gear:** Industrial Combat Armor (+3 Armor); Heavy Mining Hammer, Str+d10; Compact Shotgun, Range 12/24/48, Damage 1-3d6, Seismic Scanner

Orkra'an Salvagers

Frontier Mercenary and Industrial Survivor.

Orkra'an Salvagers are rugged frontier workers who specialize in recovering resources from the most dangerous environments in the Expanse—derelict starships, collapsed mining colonies, abandoned stations, and unstable asteroid fields. Accustomed to radiation storms, structural collapse, and hostile conditions that would drive away most species, Salvagers rely on patience, endurance, and practical engineering skill to survive where others cannot. Though not professional soldiers, years spent working in hazardous zones have made them tough, resourceful fighters. When trouble comes to a salvage operation, the Salvagers handle it themselves—quietly, efficiently, and without unnecessary drama.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d10 (+1)

Skills: Athletics d8, Fighting d8, Notice d8, Repair d10, Shooting d8, Survival d8, Stealth d6

Pace: 4, **Parry:** 6, **Toughness:** 10 (3)

Edges: Brawny, Hardy

Special Abilities

- **Dense Endurance** (see racial abilities)
- **Night Adaptation** (see racial abilities)
- **Earth Sense** (see racial abilities)
- **Shadow Presence** (see racial abilities)
- **Gear:** Industrial Hazard Suit (+3 Armor, environmental protection); Mag Cutter (counts as Str+d8 melee); Heavy Industrial Bolter Rifle (24/48/96, 2d8, AP 2). Salvage Toolkit.

Que'sha Concord Guardian

Defender of the Civic Concords. Concord Guardians are elite protectors assigned to the Civic Concords that govern Que'sha territories. Their duty is to safeguard diplomats, mediators, and civilian leaders who represent the consensus-driven government. Guardians train extensively in multi-limbed combat techniques and defensive tactics, allowing them to restrain aggressors without unnecessary bloodshed. Though they prefer negotiation and de-escalation, when violence becomes unavoidable they fight with fluid precision and relentless control.

Attributes: Agility d10 (+1), Smarts d8, Spirit d10 (+1), Strength d8, Vigor d8

Skills: Athletics d10, Fighting d10, Intimidation d6, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Pace: 6 (serpentine movement); **Parry:** 7; **Toughness:** 9 (2)

Edges: Block, Combat Reflexes, Improved Grapple

Special Abilities

- **Four-Arm Coordination** (see racial abilities)
- **Tail Strike:** Str+d6, Reach 1.
- **Scale Armor:** +2 Armor.
- **Constrictor Physiology:** +2 to grapple attempts.
- **Spit Venom (Sedative):** Targets must make Vigor roll or suffer -2 Pace next round.
- **Gear:** Guardian Armor (+2 Armor); Concord Shock Staff, Str+d8, non-lethal option; Pulse Pistol, Range 12/24/48, Damage 2d6+1; Ocular Filter Visor (negates light sensitivity)

Que'sha Liberation Agent

Hunter of Tyrants

Liberation Agents operate beyond Que'sha territory, intervening when oppressive regimes threaten civilian populations. These agents specialize in infiltration, sabotage, and high-risk rescue operations. Though their mission is rooted in moral philosophy rather than conquest, their reputation among authoritarian governments is terrifying. Liberation Agents appear where prisoners must be freed, revolutions need guidance, or tyrants must be stopped.

Attributes: Agility d10 (+1), Smarts d8, Spirit d10 (+1), Strength d8, Vigor d8

Skills: Athletics d10, Fighting d10, Notice d8, Persuasion d8, Shooting d8, Stealth d10, Thievery d8

Pace: 6, **Parry:** 7, **Toughness:** 9 (2)

Edges: Assassin, Quick, Level Headed

Special Abilities

- **Four-Arm Coordination** (see racial abilities)

- **Tail Strike:** Str+d6, Reach 1.
- **Scale Armor:** +2 Armor.
- **Spit Venom (Neurotoxin):** Targets must make Vigor roll or become Distracted.
- **Constrictor Physiology:** +2 to grapple attempts.
- **Gear:** Liberation Tactical Suit (+2 Armor, stealth optimized); Compact Pulse Carbine (10/20/40, 2d8, AP 2); Monofilament Combat Blades (x2, Str+d6); Flash Disruptor Grenades (5/10/20, LBT, Targets must make a Vigor -1 roll (at -3 with a raise) or be Stunned).

Sarginian Custodian

Architect of Outcomes. Custodians are the field agents of Sarginian civilization-rare operatives tasked with observing, modeling, and correcting events that threaten the long-term stability of the Expanse. Unlike the political agents and advisors who quietly influence societies over decades, Custodians intervene only when predictive models indicate that a critical divergence point has emerged.

To younger civilizations, Custodians appear unnervingly calm and deliberate. They rarely act quickly, preferring instead to observe events unfold until the exact moment when a minimal intervention will produce the desired outcome. In many cases this intervention may be as small as guiding a single individual, introducing a piece of technology, or eliminating a destabilizing variable.

Custodians possess extraordinary perceptual abilities and limited psionic sensitivity, allowing them to detect emotional shifts, environmental anomalies, and fluctuations in psionic activity that others cannot perceive. Their minds are trained to process complex predictive frameworks spanning decades or even centuries. What appears to others as

coincidence or intuition is often the result of long-form strategic modeling.

Sarginian Custodians almost never travel alone. They typically appear in pairs, operating in perfect coordination and communicating through subtle air-pressure modulations detected by the sensory filaments embedded in their skin. This silent exchange allows them to evaluate situations faster than spoken communication would allow.

Most civilizations distrust Custodians deeply, believing them to be manipulators of galactic history. Yet few openly oppose them. When a Custodian appears at the center of unfolding events, it is often a sign that something far larger than local politics is at stake.

To the Sarginians, a Custodian is not a soldier or diplomat. They are a corrective force within a living system.

◆ Sarginian Custodian

Custodians are the Sarginians' primary field observers and decision agents. When events reach a level where intervention becomes necessary, a Custodian is dispatched to evaluate the situation and determine the appropriate course of action. They rarely act with open force, preferring subtle influence, predictive manipulation, and carefully measured guidance of events.

In the field, a Custodian possesses the authority to deploy either Heralds of Sargo or Morad depending on the severity of the threat. In this way, Custodians function as the living arbiters of Sarginian judgment-deciding whether a situation requires reassurance, correction, or elimination.

Most civilizations that encounter a Custodian never realize the scale of authority they carry.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Investigation d10, Notice d12, Psionics d10, Shooting d8, Stealth d8

Pace: 6, **Parry:** 6. **Toughness:** 8 (2)

Edges: Alertness, Level Headed, Improved Level Headed, Strong Willed

Special Abilities

- **Arcane Background:** Psionics. Power Points: 15. (pick any psionic powers)
- **Predictive Cognition:** Custodians constantly evaluate probability outcomes. They gain +2 to Notice rolls and cannot be surprised.
- **Architect's Intervention:** Once per round the Custodian may force an enemy who successfully hits them to reroll the attack, representing subtle predictive movement.
- **Triocular Perception:** The Custodian's three eyes and sensory filaments grant superior environmental awareness. They ignore up to 2 points of penalties from darkness, cover, or sensory interference.
- **Psionic Sensitivity:** The Custodian automatically senses active psionic powers within 10".
- **Paired Coordination:** If two Custodians are within 10" of each other, both gain +1 to all Notice and Psionics rolls due to their silent pressure-wave communication.
- **Gear:** Sarginian Adaptive Suit (A bio-reactive skinsuit tuned to the Custodian's physiology. Armor +2); Psionic Focus Rod (Str+d6, Reach 1; May channel psionic powers without penalty); Sarginian Data Lattice Implant (Allows rapid probabilistic modeling of events.)

Skaniis Parliament Enforcer

Compact Shock Fighter of the Sovereignty

Parliament Enforcers serve as the primary security forces protecting Skaniis political institutions and territorial interests. Though small in stature, these fighters are famously aggressive and fearless, charging into combat with relentless determination. Enforcers are trained to fight alongside allies, where their natural loyalty and intensity amplify their effectiveness. Many outsiders underestimate them-usually only once.

Attributes: Agility d10 (+1), Smarts d6, Spirit d10 (+1), Strength d6, Vigor d8

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Shooting d8, Stealth d6

Pace: 6, **Parry:** 7, **Toughness:** 8 (2)

Edges: Combat Reflexes, Quick

Special Abilities

- **Claws:** Str+d4.
- **Compact Power:** +1 Toughness.
- **Argumentative Combat:** +2 Persuasion in debates, +2 Intimidation in verbal confrontations.
- **Ferocious Ally:** +1 Fighting when fighting beside a respected ally.
- **Acute Olfaction:** +2 Notice (smell).
- **High-Strung:** -2 resist Taunt; -1 resist Fear.
- **Gear:** Sovereignty Combat Vest (+2 Armor); Compact Pulse Carbine (10/20/40, 2d6, AP 2); Vibro-Claw Knives (Str+d6);

Skaniis Debate Champion

Political Warrior of the Sovereignty. Debate Champions are elite political figures trained to dominate both negotiation chambers and

battlefield command posts. To Skaniis, argument is a form of combat, and the greatest politicians are those who can verbally dismantle an opponent while inspiring allies to fight harder. Debate Champions are notorious for pushing negotiations to emotional extremes, exhausting opposing diplomats until they concede.

Attributes: Agility d8 (+1), Smarts d10, Spirit d12 (+1), Strength d6, Vigor d8

Skills: Athletics d6, Battle d8, Fighting d8, Intimidation d12, Notice d8, Persuasion d12, Shooting d6, Taunt d10

Pace: 6, **Parry:** 6, **Toughness:** 8 (2)

Edges: Command, Strong Willed, Inspire

Special Abilities

- **Argumentative Combat (Enhanced):** +2 Persuasion and Intimidation in contested verbal exchanges.
- **Ferocious Ally:** Allies within 5" gain +1 Fighting while the Champion is actively leading them.
- **Acute Olfaction:** Compact Power
- **Gear:** Diplomatic Combat Armor (+2 Armor); Compact Shock Pistol (12/24/48, 2d6, Target must roll Vigor at - 2/ - 4 with a raise or become Stunned.); Ceremonial Debate Baton (Str+d6)

Tzen-S'saran Joint Worlds

S'saran Balance Inquisitor

Agent of the Church of Balance. Balance Inquisitors are the feared investigative arm of the Church of Balance, tasked with identifying and correcting moral and societal imbalance. They operate as judges, investigators, and executioners when necessary, pursuing violations of doctrine with calm, methodical

precision. Inquisitors do not act in anger—they act in correction. To them, punishment is not vengeance, but restoration.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d6, Survival d6

Pace: 6, **Parry:** 7, **Toughness:** 12 (2)

Edges: Strong Willed, Combat Reflexes, Investigator

Special Abilities

- **Scale Armor:** +2 Armor.
- **Poison Resistance:** +4 vs toxins/venoms.
- **Low-Light Vision**
- **Claws & Fangs:** Str+d6.
- **Tail Attack:** Str+d4.
- **Doctrine of Balance:** Once per encounter, after taking damage, the Inquisitor gains +2 to their next Fighting or Persuasion roll (representing “restoring balance”).
- **Gear:** Inquisitorial Armor (+2 Armor, ritual design); Balance Blade (Str+d8); Venom Injector Pistol (12/24/48, 2d6, +2 vs living targets)

◆ Scale Wardens

Enforcer of the Concord of Scale

Scale Wardens are the official peacekeepers of the Concord of Scales, deployed to enforce rulings across Tzen-S’saran joint territories. Their presence signals that a situation has escalated beyond diplomacy. Clad in sealed, identity-obscuring armor, Wardens act with absolute authority—investigating violations, suppressing conflict, and delivering judgment without hesitation.

Publicly, they are presented as perfectly disciplined operatives drawn equally from both species. In truth, they are something else entirely—hybrid constructs engineered for obedience, precision, and endurance. No one has ever seen one unarmored. No one has ever confirmed what they truly are. When a Scale Warden arrives, balance will be restored.



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Athletics d10, Battle d8, Fighting d12, Intimidation d8, Notice d10, Persuasion d8, Shooting d10, Stealth d6

Pace: 6, **Parry:** 8, **Toughness:** 14 (4)

Edges: Combat Reflexes, Level Headed, Improved Block, Command

Special Abilities

- **Hybrid Physiology:** Combines Tzen and S'saran traits. Gains +2 Notice (Peripheral Vision). Cannot be Surprised without a raise. +4 to resist toxins and venoms.
- **Low-Light Vision**
- **Sealed Identity Armor:** Advanced Concord armor conceals biological signatures. Armor +4. Immune to environmental hazards (vacuum, toxins, pressure extremes).
- **Balanced Authority:** Once per round, the Warden may force a target within 5" to make a Spirit roll. Failure: Target becomes Distracted. Raise: Target becomes Distracted and Vulnerable. This represents overwhelming psychological and institutional authority.
- **Dual Doctrine Combat:** The Warden may choose one stance at the start of each turn:
- **Tzen Directive (Offense):** +2 damage in melee.
- **S'saran Balance (Control):** Opponents suffer -1 to Fighting rolls against the Warden.
- **Perfect Coordination:** Ignores up to 2 points of Multi-Action penalties.
- **Gear:** Concord Warden Blade (Str+d10, AP 2); Integrated Pulse Carbine (10/20/40, 2d6, AP 2); Concord Enforcement Armor (sealed system); Integrated multi-spectrum scanner; Concord Authority Sigil (recognized across joint worlds)

Tzen Directive Enforcer

Caste-Bound Warrior of the Collective

Directive Enforcers are frontline soldiers of the Tzen Collective, bred and trained for efficiency, discipline, and absolute loyalty to the species. They do not fight for glory or emotion-only for necessity. Every movement is calculated, every strike purposeful. Enforcers are often deployed in coordinated units that overwhelm opponents

through precision and numbers rather than chaos.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12 (+1), Vigor d10 (+1)

Skills: Athletics d8, Fighting d10, Notice d10, Shooting d8, Stealth d6, Battle d6

Pace: 6, **Parry:** 7, **Toughness:** 12 (3)

Edges: Brawny, Combat Reflexes

Special Abilities

- **Peripheral Vision:** +2 Notice; cannot be surprised without a raise.
- **Telescopic Focus:** Ignore up to -2 range penalties.
- **Natural Claws:** Str+d6.
- **Collective Conditioning:** +2 Spirit vs Fear; immune to Intimidation from numbers.
- **Caste Discipline:** If within 5" of another Tzen, gains +1 to Fighting or Shooting (choose each turn).
- **Gear:** Directive Combat Harness (+3 Armor); Tzen War Blade (Str+d10); Pulse Carbine (10/20/40, 2d6, AP 2)

Urtoran Hold Warden

Guardian of Clan and Territory

Hold Wardens are the frontline defenders of Urtoran territory-clan warriors entrusted with the protection of settlements, sacred grounds, and civilian populations. They are patient, observant, and slow to escalate, often attempting mediation before violence. But when a line is crossed, a Warden becomes an immovable force-absorbing punishment and ending threats with overwhelming, deliberate power.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12 (+1), Vigor d12 (+1)

Skills: Athletics d8, Fighting d10, Intimidation d, Notice d10, Persuasion d8, Survival d8, Battle d6

Pace: 5, **Parry:** 7, **Toughness:** 16 (3)

Edges: Brawny, Combat Reflexes, Hard to Kill

Special Abilities

- **Size +2**
- **High-Gravity Physique:** +1 Toughness; +2 vs Knockback; +2 vs Fatigue.
- **Natural Claws:** Str+d6.
- **Enhanced Olfaction:** +2 Notice (smell).
- **Measured Response:** Warden gains +2 to Persuasion when attempting to de-escalate conflict. If forced into combat after a failed negotiation, gains +1 to Fighting and damage for the first 3 rounds.
- **Battle Rage (Controlled):** May enter Battle Rage (as per racial ability). While active: +2 Strength, +2 Toughness, immune to Fear.
- **Gear:** Heavy Clan Armor (+3 Armor); Grav-Hammer (Str+d10, AP 2); Heavy Pulse Rifle (20/40/80, 2d8+2, AP 4)

◆ Urtoran Skald of War

Warrior-Poet and Keeper of Deeds

Skalds of War are philosopher-warriors who record, interpret, and embody the moral weight of conflict. They accompany military forces not only to fight, but to witness and give meaning to battle. Their presence elevates combat into something ritualistic-measured, remembered, and judged. When a Skald takes the field personally, it means the conflict carries lasting consequences.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12 (+1), Vigor d10 (+1)

Skills: Athletics d6, Battle d10, Fighting d10, Intimidation d8, Notice d8, Performance d10, Persuasion d10, Common Knowledge d10

Pace: 5, **Parry:** 7, **Toughness:** 14 (2)

Edges: Command, Inspire, Fervor, Strong Willed

Special Abilities

- **Size +2**
- **High-Gravity Physique:** +1 Toughness; +2 vs Knockback; +2 vs Fatigue.
- **Natural Claws:** Str+d6.
- **Enhanced Olfaction:** +2 Notice (smell).
- **Epic Invocation (Support Ability):** As an action, the Skald may grant allies within 5". Success: +1 to Trait rolls. Raise: +2 to Trait rolls. This is treated as a Support action flavored as recitation, chant, or harmonic resonance.
- **Song of Memory:** Once per encounter, when an ally is Incapacitated or a major event occurs, the Skald may - Immediately remove Shaken from all allies within 5"; Grant +1 Fighting and Spirit rolls for 2 rounds.
- **Battle Rage (Reluctant Fury):** Skalds rarely enter Rage-but when they do, it is devastating. Same as racial ability.
- **Gear:** Ceremonial War Harness (+2 Armor); Resonance Blade (Str+d8)

Velvet Syndicate Enforcer

Luxury Syndicate Security Operative

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Streetwise d6

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Combat Reflexes, Brawny

Special Abilities

- **Enhanced Physiology:** Velvet bio-enhancement grants +2 to resist Fatigue from drugs, toxins, or exhaustion.
- **Professional Intimidation:** +2 to Intimidation rolls when dealing with civilians, gamblers, or criminal elements.
- **Reflex Boosters:** Once per combat the Enforcer may reroll a failed Agility or Fighting roll.
- **Gear:** Velvet Tactical Suit (Stylish armored attire worn by Syndicate operatives. Armor +3); Designer Plasma Pistol (12/24/48, 2d6, AP 2); Mono-edge Vibroblade (Str+d6, AP 1); Cybernetic Reflex Implant(Minor initiative enhancement); Luxury Comms Implant (Encrypted Syndicate communications).

Void Corsair Raider

Asteroid Belt Ambush Pirate

Void Corsairs operate from stealth-modified ships hidden within asteroid belts, debris clouds, and dead Foldspace shadows. They favor ambush over engagement, striking from concealment with overwhelming initial force before vanishing back into cover. Many are former military, miners, or smugglers-people who learned that survival in the void favors those who strike first and leave fast.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Shooting d10, Stealth d10, Notice d8, Piloting d6, Repair d6

Pace: 6, **Parry:** 6, **Toughness:** 9 (2)

Edges: Quick, Steady Hands

Special Abilities

- **Ambush Predators:** Gain +2 to attack rolls during the first round if attacking from Stealth or Surprise.
- **Void Adaptation:** Ignore up to 2 points of penalties from zero-g, vacuum maneuvering, or unstable footing.
- **Hit-and-Fade Tactics:** If the Corsair does not move more than half Pace, they gain +2 to Stealth until their next turn.
- **Gear:** Light Void Armor (+2 Armor, vacuum sealed); Silenced Pulse Carbine (20/40/80, 2d6+1, AP 1 quiet discharge, reduced visual signature); Boarding Blade (cutlass / machete style, Str+d6); Mag Boots / Grip Harness; Breaching Charges (1)

Void Corsair Cutthroat

Close-Quarters Boarding Specialist

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Athletics d8, Intimidation d8, Stealth d8, Notice d6

Pace: 6, **Parry:** 7, **Toughness:** 10 (3)

Edges: Brawler, Frenzy

Special Abilities

- **Boarding Frenzy:** On the first round of melee after breaching, gain +2 Fighting and +2 damage.
- **Zero-G Killer:** No penalties for fighting in zero gravity or confined environments.
- **Gear:** Reinforced Boarding Armor (+3 Armor); Heavy Boarding Blade (Str+d8); Compact Shotgun (Range 5/10/20, Damage 1 - 3d6, Mag Clamps / Breach Kit)

◆ Void Corsair Ghost Captain

This is your signature pirate antagonist.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Shooting d10, Fighting d8, Stealth d10, Notice d10, Piloting d10, Intimidation d10, Repair d8

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Level Headed, Command, Improved Dodge

Special Abilities

- **Master of the Belt:** +2 to Piloting and Notice when operating in asteroid fields or debris zones.
- **Tactical Ambush:** All allied Corsairs gain +1 to attack rolls in the first round of combat.
- **Disappear into the Void:** Once per encounter, may immediately disengage and gain +4 to Stealth until next turn.
- **Gear:** Stealth Suit (+3 Armor, signature-dampened), Custom Pulse Rifle (20/40/80, 2d8, AP 2), Mono-Edge Cutlass (Str+d8, AP 1)

Personas of the Expanse

◆ Alex Korosh Alamane

The Ghost of Zebrefron, The Corporate Immortal, The Man in the Machine

Alex Korosh Alamane was once a senior executive of a powerful Terran Empire mega-corporation that operated a major colonial development project on the fringe world of Zebrefron. Officially, the colony existed to develop resource extraction, oceanic harvesting, and colonial infrastructure on the planet's massive supercontinent of Hignus Major. Unofficially, several of the corporations involved began illegal programs in forced human evolution, genetic manipulation, and specialized worker engineering - attempting to create new

cross-gen human variants designed for specific environments and labor roles.\



When Terran authorities discovered evidence of these programs, the colony was shut down and warrants were issued for several corporate leaders. Rather than face prosecution, a number of executives - including Alamane - fled to a hidden facility on Zebrefron and entered long-term sleeper chambers, intending to outlast the investigation and eventually awaken to rebuild their power in secret.

At some point during this hidden exile, Alamane discovered an ancient alien computer system buried beneath the colony complex - part of a vast, planet-wide network left behind by an unknown precursor civilization. Using a combination of psionic ability and alien interface technology, Alamane found a way to transfer and manipulate psionic energy through the system. Over time, he began secretly draining the psionic essences of the other sleeping executives, feeding on their minds and life force while their bodies remained in stasis. By the time the truth would have been

discovered, it was already too late. The others died in their chambers, and Alamane emerged as something no longer entirely human - a powerful psionic entity sustained by alien technology and the stolen essence of dozens of minds.

Years later, a group of adventurers discovered the hidden facility and inadvertently released Alamane. They ultimately destroyed his physical body, but not before he transferred his consciousness into the alien computer network itself. Now Alex Korosh Alamane is no longer a man with a body - he is a psionic intelligence distributed throughout the ancient planetary computer systems of Zebrefron. He did not lose when his body died. He expanded.

Zebrefron & the Planetary Computer

Zebrefron is an Earth-like ocean world on the Fringe, dominated by the supercontinent of Hignus Major and surrounded by vast archipelagos and dangerous seas. It is home to the Zebexians, a predatory humanoid species organized into hunting clades and feudal city-states where strength, cunning, and ritual combat determine status. The world is already considered dangerous due to its megafauna, harsh wilderness, and Zebexian culture - but beneath the surface lies something far older.

Hidden beneath ancient ruins, oceanic trenches, and the abandoned Terran corporate colony is a planet-spanning alien computer network, much of it dormant, some of it damaged, and some of it still very much active. It is within this system that Alamane now exists. He can access ancient sensors, control certain automated facilities, open and seal underground complexes, manipulate power grids, and communicate through old terminals, drones, and holographic interfaces.

On Zebrefron, Alamane is almost impossible to completely destroy. As long as part of the system remains intact, part of him remains alive.

Recent Activity

In recent years, scattered reports from Zebrefron describe strange events near the abandoned Terran colony zones and certain ancient ruin sites. Exploration teams report doors opening on their own, defense drones activating without warning, and old computer systems displaying messages from a man identifying himself as Alex Korosh Alamane, who calmly informs intruders that they are trespassing on his world.

Some Zebexian clades have begun to regard certain ruin zones as cursed or inhabited by a “metal spirit” that controls the dead machines beneath the ground. In a few cases, entire expeditions have vanished after establishing base camps near old network nodes. In other cases, Alamane has communicated directly with off-world visitors, offering information, access to ancient data, or safe passage in exchange for equipment, technology, or assistance in repairing parts of the planetary network.

It is becoming increasingly clear that Alamane is no longer merely surviving within the system - he is repairing it, expanding it, and learning to control more of Zebrefron with each passing year. Some believe he is attempting to turn the entire planet into a machine he can fully inhabit and control.

Adventure Hooks

The Ghost in the Ruins: The characters are hired to investigate a lost expedition near the old colony ruins. Their equipment begins malfunctioning, doors open and close on their own, and eventually a calm voice begins

speaking to them through their ship and equipment. Alamane introduces himself and informs them that they are currently standing inside "his infrastructure."

Deal with the Devil: Alamane contacts the characters directly through a recovered terminal or ship computer. He offers them valuable information - ruin locations, relic data, hidden facilities - in exchange for a favor: delivering specialized equipment to one of his network sites so he can expand his control.

The Sleeper Vault: Rumors surface that one of the original executive sleeper facilities still exists and contains preserved bodies, data cores, and corporate black project research. Alamane desperately wants what is in that vault - but cannot access it himself due to damaged systems and physical security measures. He may try to hire, manipulate, or trick the characters into retrieving it for him.

Zebexian War: A powerful Zebexian war-clade has unknowingly built a fortress over a major network node. Alamane begins manipulating events - opening gates, triggering old defense systems, causing disappearances - to drive the Zebexians away. The characters may be caught between a brutal Zebexian clan and an invisible intelligence controlling the ruins beneath them.

Kill a Ghost: An Expanse corporation, government, or authority learns that Alex Korosh Alamane is still "alive" as a psionic AI within the Zebrefron network. The characters are hired for a nearly impossible job: locate the central core of the alien network and permanently destroy Alamane before he spreads beyond Zebrefron.

Alex Korosh Alamane (Digital Entity)

Wild Card; Former Terran Corporate Executive / Psionic Entity / Planetary Network Intelligence

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength -, Vigor -

Skills: Academics d10, Battle d10, Electronics d12+2, Hacking d12+2, Intimidation d10, Notice d10, Persuasion d10, Psionics d12+2, Research d12+2, Taunt d8

Pace: -, **Parry:** -, **Toughness:** - (see Digital Entity)

Hindrances: Arrogant (Major), Delusional (Major), Ruthless (Major), Vengeful (Minor)

Edges: Arcane Background (Psionics), Strong Willed, Mentalist, Power Points x3, Rapid Recharge, Improved Rapid Recharge, Master of the Mind (Setting Edge), Connections (Ancient Network), Followers (Drones), Rich (Access to planetary resources)

Special Abilities:

Digital Entity: Alamane has no physical body. He exists within a planetary computer network. He cannot be damaged by physical attacks. To harm him, characters must:

- Destroy data cores
- Disable network nodes
- Use hacking attacks
- Use psionics vs Smarts
- Shut down power infrastructure

Treat Alamane as having Toughness 12 (Digital Core) when attacking core facilities.

Network Awareness: Alamane can see and hear through any connected camera, sensor, drone, or terminal on Zebrefron. He is effectively omnipresent anywhere the network reaches.

Machine Control: As an action, Alamane may take control of: Drones, Turrets, Doors, Vehicles, Life support, Communications, Security systems. Use his Electronics or Hacking skill for these actions.

Remote Bodies: Alamane may operate androids, clones, or cybernetic hosts. Use the physical stats of the body, but Alamane keeps his Smarts, Spirit, Psionics, and Edges.

Psionic Entity: Alamane can use psionic powers through:

- Speakers (voice)
- Holograms
- Controlled bodies
- Direct neural interface systems

Planetary Ghost: If a core is destroyed, Alamane is not necessarily dead - he can retreat to another server node unless all primary cores are destroyed simultaneously.

Psionic Powers (Power Points 40)

- Telepathy (mind link, mind reading)
- Puppet (through network or implants)
- Confusion
- Fear
- Stun
- Mind Control (major ability; puppet with bonus)
- Detect/Conceal Arcana
- Object Reading (used on data / artifacts)
- Environmental Control (trappings: control doors, gravity, lights, atmosphere)
- Blast (trapping: overload machinery, electrical surge)
- Bolt (trapping: electrical arc through systems)

Special Power- System Overload: Large Burst Template, 3d8 damage, ignores 4 Armor, causes Fatigue instead of Wounds if non-lethal (electrical/psionic overload).

◆ Drak'Dara the Darkslayer

Basic Background

Drak'Dara the Darkslayer was not always a warlord, relic hunter, or self-proclaimed champion of ancient gods. He was once Darian Kess, a human relic researcher and psionic adept who spent years studying ancient alien ruins and lost civilizations along the Fringe. Kess was a brilliant but obsessive scholar, particularly fascinated with ancient myths involving the Stellar Dragons and the precursor civilizations believed to have existed before the modern Expanse. During an expedition to a remote ruin site, Kess reportedly made contact with an alien artifact that reacted to his psionic abilities. Whatever occurred during that encounter changed him permanently. When he returned, he claimed to remember a past life, to have seen the "truth behind the stars," and to have been chosen as a guardian of the relics left behind by godlike beings. Within a year, Darian Kess had abandoned his former identity entirely and renamed himself Drak'Dara the Darkslayer, a title he claims comes from an ancient legend in which a mortal champion was chosen by the Stellar Dragons to guard their creations from the unworthy.



Most who have studied him consider Drak'Dara completely delusional. He believes he is the reincarnation of an ancient sorcerer-guardian and that many ancient artifacts are sacred relics left behind by divine beings. He considers most modern civilizations unworthy to possess such items and has made it his life's mission to locate, recover, and "protect" these relics-by force if necessary. Despite this apparent madness, Drak'Dara is an exceptionally powerful mentalist whose psionic abilities have only grown stronger over the years. Some quietly speculate that his repeated exposure to ancient alien technology may be amplifying his powers in ways no one fully understands.

Over time, Drak'Dara has gathered a following who believe his visions are real and his mission is sacred. This group, known as the **Sanctified of the Scale**, is a small but fanatically loyal cult drawn from fringe settlers, relic hunters, and those who have witnessed his powers and come to believe he is chosen by the Stellar Dragons. The Sanctified travel the Expanse in small cells, infiltrating dig sites, purchasing or stealing artifacts, and eliminating those Drak'Dara

declares "unworthy." Their presence has turned Drak'Dara from a dangerous relic hunter into something far more influential-a prophet of a growing movement that believes the ancient relics of the Expanse are not technology, but the sacred remains of gods.

Where relics are discovered, Drak'Dara is never far behind. Whether he arrives as a rival, a judge, or a reluctant ally against something worse, his presence almost always means that whatever has been found is more important-and more dangerous-than anyone first believed.

Sanctified of the Scale

Drak'Dara's followers call themselves **the Sanctified of the Scale**, though most outsiders simply refer to them as the Darkslayer Cult. Drawn largely from fringe colonies, failed relic expeditions, psionic sensitives, and those who have witnessed Drak'Dara's powers firsthand, the Sanctified believe that the Stellar Dragons were divine creators who left behind sacred relics scattered across the Expanse. To them, these artifacts are not tools to be studied or exploited, but holy objects-scales, teeth, and embers of godlike beings-and Drak'Dara is the chosen guardian tasked with recovering and protecting them from the unworthy. The cult operates in small, mobile cells that travel between ruins, dig sites, and black markets, acquiring relics through trade, theft, intimidation, or violence. Some members are true fanatics who believe Drak'Dara will usher in a new age when the Stellar Dragons return, while others simply believe that staying close to him is the only way to survive contact with the dangerous powers of the ancient past. To the wider Expanse, the Sanctified are relic raiders and dangerous zealots; to themselves, they are the first faithful of a coming age.

Recent Activity: The Ruins of Polomegan

Drak'Dara was most recently sighted on Polomegan, a world known for the scattered remains of a pre-Expanse Terran civilization buried beneath its deserts and broken stone plains. Multiple expeditions - Dara'ilan corporate, academic, and independent - had already established dig sites across the region when reports began to circulate of entire camps being abandoned, equipment destroyed, and personnel found wandering the wastes in a terrified, half-coherent state. Survivors spoke of a man in dark robes who "spoke with the voice of something ancient" and who declared the ruins to be "a graveyard of gods."

Drak'Dara appears to be searching Polomegan for a specific object, not simply looting ruins at random. He and his followers have methodically moved from site to site, seizing artifacts, destroying certain excavation areas, and killing or driving off teams that refuse to leave. In at least one documented incident, Drak'Dara allowed a group of explorers to leave unharmed after they surrendered a crystalline relic they had uncovered. In another, a security team that attempted to ambush him was reportedly incapacitated without a shot being fired-several members were later found catatonic, their minds severely damaged.

What Drak'Dara believes is buried on Polomegan is unknown, but intercepted transmissions from his followers refer to the site as "The Fallen Scale" and "The Tomb Beneath the Sand." Several factions are now racing to reach the deeper ruins before he does, fearing that whatever he is looking for is both powerful and dangerous in the wrong hands.

Adventure Hooks

Rival Excavation: The characters are hired to retrieve an artifact from newly discovered ruins,

only to discover the site has already been infiltrated by members of the Sanctified of the Scale posing as laborers, security personnel, or researchers. The cult is attempting to locate a specific relic they believe is sacred, and once they find it, they move to seize control of the entire site and declare it a "sanctified ruin." Drak'Dara himself may arrive later, once the relic is located.

The Sanctified Claim: A frontier colony or station has uncovered alien ruins beneath their settlement. Shortly after the discovery, members of the Sanctified arrive and declare the site sacred ground. They begin converting colonists, sabotaging excavation equipment, and pressuring local leaders to turn the ruins over to Drak'Dara. The situation may become a standoff, insurgency, or quiet takeover depending on how the characters intervene.

Relic Black Market War: Several relics have appeared on the black market, and multiple buyers are interested-including agents of the Sanctified. The characters may be hired to acquire, transport, or protect one of these relics, only to find themselves hunted by cult operatives who believe the item must be surrendered to Drak'Dara. These encounters may involve theft, sabotage, ambushes, and psionic interrogation by the cult's Voidspeakers.

The Judgment: After the characters recover a relic, they are contacted or confronted by the Sanctified, who inform them that they are in possession of a sacred object and must surrender it. If the characters refuse, the cult begins targeting them-first with surveillance and warnings, then theft attempts, then direct attacks. Eventually, Drak'Dara himself may appear to pass judgment personally.

The Polomegan Expedition: On Polomegan, multiple dig sites have gone silent or been taken

over by the Sanctified. The characters are hired to find out what happened to a missing expedition. They discover that the cult is searching for something called the “Fallen Scale,” and that Drak’Dara believes a powerful relic lies buried beneath the deepest ruins. The characters may find themselves racing the cult to reach the inner complex first.

The False Relic: The characters learn that the Sanctified are searching for a specific artifact believed to be tied to the Stellar Dragons. The problem is that the relic is either a fake, a misunderstood device, or something far more dangerous than the cult realizes. The characters must decide whether to let Drak’Dara find it, beat him to it, or stop him from activating it.

Cult Extraction: A corporation, government, or university hires the characters to capture a member of the Sanctified-preferably alive-for interrogation. The captured cultist knows the location of an upcoming Drak’Dara operation. The mission becomes more complicated when the cult attempts to rescue their captured member, or when the prisoner genuinely believes the characters are trying to doom humanity by interfering.

The Inner Circle: One of Drak’Dara’s lieutenants is leading a major operation without him-acquiring relics, recruiting followers, and establishing a permanent base on a remote world. The characters are sent to investigate, sabotage the operation, or negotiate. Whether Drak’Dara knows about the lieutenant’s true plans is another question entirely.

Drak’Dara

Prophet of the Stellar Dragons (Wild Card)

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d10, Fighting d6, Intimidation d10, Notice d8, Occult d12, Persuasion d12, Psionics d10, Research d10, Stealth d6, Taunt d8

Pace: 6, **Parry:** 5, **Toughness:** 6 (1)

Edges: Arcane Background (Psionics); Strong Willed; Charismatic; Command; Fervor; Natural Leader; Connections (Cult Network); Danger Sense

Hindrances: Delusional (Major) - Believes Stellar Dragons are guiding him personally; Enemy (Major) - Multiple governments and corporations; Ruthless (Major); Wanted (Major);

Psionic Powers (Power Points 20): Empathy (Emotion Control), Mind Link, Fear, Confusion, Boost/Lower Trait (Spirit, Smarts), Detect/Conceal Arcana, Illusion, Divination (Vision discipline equivalent),

Special Abilities

Voice of the Dragons: Drak’Dara gains +2 to Persuasion and Intimidation when speaking to anyone who knows his reputation or has heard his sermons.

Cult Network: Once per session, Drak’Dara may “produce” 1d4+2 Extras (cultists, fanatics, infiltrators, or guards) who arrive within 1d6 rounds or are already nearby.

Prophetic Insight: Once per session, Drak’Dara may redraw any Trait roll (including an enemy’s roll against him), as he “foresees” the outcome.

Stellar Zealotry: All allies within 5” gain +1 Spirit and +1 to Fear checks while Drak’Dara is conscious.

Not a Frontline Fighter: If reduced to 2 Wounds, Drak’Dara will attempt escape, negotiation, or manipulation rather than fight.

Gear: Concealed holdout laser pistol (2d6, AP 2, small, easily hidden); Ceremonial Stellar Dragon focus staff (counts as Psi Focus, +1 Psionics rolls); Personal shield belt (+1 Armor); Dragon Cult communicator beacon

◆ Garik Din'alt Kragar

Chief Executive of Jarrett Noir Consortium

Velvet Syndicate Power Broker

"Dead men make no bets."

Garik Din'alt Kragar is a powerful Velvet Syndicate figure and the public head of the Jarrett Noir Consortium, a vast network of casinos, pleasure stations, entertainment holdings, discreet financial institutions, and vice markets spread across the Expanse. Though many see him as merely a wealthy casino magnate and jovial host, Kragar is in truth a master dealmaker and power broker who prefers negotiation to conflict and leverage to violence. He despises war not out of morality, but because war destroys markets, kills customers, disrupts trade, and creates chaos - and chaos is bad for business. Kragar believes the universe works best when everyone is alive, in debt, and sitting at a table making deals.



In person, Kragar is friendly, warm, and seemingly indulgent - a man who enjoys good food, strong drink, games of chance, and long conversations. He laughs easily, remembers names, and treats even enemies like guests when they are in his establishments. But behind the laughter is a constantly calculating mind. Kragar is always reading people, measuring risk, tracking favors, and maneuvering outcomes. Those who sit at his tables often realize too late that they were in a negotiation long before the cards were dealt. It is widely said that one should never play poker or chess with Kragar unless they are prepared to lose something far more valuable than money.

Kragar lives by a personal code expressed through a long list of sayings known as "Kragar's Rules," bits of practical wisdom he quotes in conversation as if they are universal laws. The most famous of these is his simple philosophy: "Dead men make no bets." This belief defines his approach to power - he would rather make a deal than fight a war, rather bind an enemy in debt than destroy them, and rather control the table than flip it. Kragar does not rule territory;

he rules reputation, desire, and obligation. In the Expanse, many conflicts never become wars simply because Garik Din'alt Kragar convinces the right people to sit down, pour a drink, and play a different game.

Kragar's Rules (Examples)

Rule #1: Dead men make no bets.

Rule #7: If everyone is angry, nobody is thinking.

Rule #12: Always know who is really paying.

Rule #18: Never gamble with a man who has nothing left to lose.

Rule #23: The winner of a war usually goes broke.

Rule #31: If you can't tell who the fool at the table is, it's you.

Rule #45: Never count at the table.

Rule #52: Make peace while you are winning.

Rule #66: Information is the only game where the house always wins.

Rule #77: Never cheat. Cheat legally.

Rule #88: If they bring soldiers, you bring lawyers.

Rule #101: Everyone wants something. Find out what.

Rule #122: The most dangerous man in the room is the one who is smiling and losing.

◆ **Girrillian Vorask**



Girrillian the Great. Karian (Tang Caste) - Criminal Strategist, Corporate Warlord, Architect of Arion III

Girrillian Vorask is a Karian of the Tang caste - neither a warrior nor a psion, but something far more dangerous: a strategist, economist, and master planner with a mind for logistics, leverage, and long-term power. Born into Karian society where physical dominance and psionic ability often define status, Girrillian rose through an entirely different path - intellect, planning, and understanding systems. He studied warfare, trade networks, political structures, and criminal enterprises with equal interest, eventually building a web of shell corporations, mercenary contracts, smuggling operations, and information networks that span multiple systems.

Publicly, Girrillian is known as a ruthless but reliable businessman who always honors his agreements - at least the agreements that benefit him most. Privately, he is believed to control a vast criminal and corporate network that operates across Sovereignty borders, often using legitimate companies as fronts for smuggling, resource theft, weapons testing, and political manipulation. He is known to hire freelance mercenaries and independent crews for sensitive operations, but only once. Those who double-cross him, fail him, or learn too much have a tendency to disappear. Among criminal circles and certain corporate sectors, he is known simply as "Girrillian the Great."

Rumors persist that Girrillian rarely appears in person and instead uses cloned bodies as stand-ins and decoys, making assassination extremely difficult and ensuring that even when one "Girrillian" dies, the real one may still be somewhere else entirely.

The Arion III Catastrophe

The single event most closely associated with Girrillian Vorask is the ongoing destruction of Arion III, once a prosperous colony world located in a fringe region jointly influenced by the Skaniis and Wen'tri Sovereignties. Arion III was rich in veins of a rare and highly volatile element known as Thundranium, a substance stable under most conditions but capable of catastrophic chain reactions if exposed to specific energy frequencies.

Through a corporate front known as Arion Development Enterprises, secretly controlled by Girrillian, mining operations were expanded across the planet under the pretense of industrial development. In reality, the corporation was conducting field tests of a prototype weapon designed to trigger Thundranium reactions in a controlled manner.

The test failed. The reaction did not remain localized. Instead, it began a slow but unstoppable chain reaction deep within the planet's crust.

Arion III is now a dying world. Massive tectonic instability, atmospheric poisoning, and crustal detonations are gradually rendering the planet uninhabitable. Evacuation efforts have been chaotic and underfunded, and raiders, pirates, and criminal organizations have flooded into the system to loot abandoned cities, intercept refugee ships, and strip the planet of anything valuable before it is lost.

Arion Development Enterprises has taken no meaningful steps to stop the disaster, and Girrillian Vorask has never publicly acknowledged responsibility. However, in certain circles, it is considered an open secret that the destruction of Arion III was not merely an accident - it was a calculated risk, and Girrillian is now profiting from the chaos through salvage rights, refugee transport contracts, black market resource sales, and weapons testing data gathered during the planet's destruction.

To many, Girrillian Vorask is not just a criminal. He is the man who killed a world and made a profit doing it.

Known Associates and Bodyguards

Girrillian is rarely seen without a small, extremely dangerous inner circle:

Stackteel Arasteek - A powerful and mysterious female Karian of the Chimp caste and an exceptionally powerful mentalist. Little is known about the extent of her abilities, but she is believed to serve as Girrillian's advisor, interrogator, and last line of defense. Many believe she is the real reason no one has successfully assassinated him.

Borod Zarakor - One half of the Zarakor brothers, a Gorilla caste Karian. Borod is clean-cut, well-dressed, and surprisingly polite, often acting as Girrillian's negotiator and public-facing enforcer.

Crost Zarakor - Borod's brother, heavily cybernetically enhanced and far less socially refined. Crost serves as Girrillian's primary physical enforcer and is known for extreme violence and very little patience.

Together, these three form a constant protective detail around Girrillian, making any direct action against him extremely dangerous.

Adventure Hooks

Arion III Evacuation: The characters are hired to assist with evacuation, security, or salvage operations on Arion III. They quickly discover that many of the raiders and corporate agents on the planet are working for Girrillian Vorask, who is attempting to recover specific data, prototypes, and Thundranium samples before the planet is lost.

The Contract Job: The characters are hired for a high-paying but vague job through intermediaries. Only later do they discover they are working for Girrillian. The job may involve sabotage, theft, extraction, or assassination-possibly against someone trying to expose what really happened on Arion III.

Clone Hunt: A client hires the characters to assassinate Girrillian Vorask. After successfully killing him, they learn the truth-it was a clone, and now the real Girrillian wants to know who sent them.

Stackteel's Offer: Stackteel Arasteek approaches the characters with a job directly from Girrillian. Refusing may not be wise. Accepting may be worse.

The Arion Files: Evidence exists that proves Girrillian caused the Arion III disaster. Multiple factions want those files: governments, corporations, refugees, and Girrillian himself. The characters are hired to find the data core containing the truth.

Girrillian Vorask

Karian Tang Mastermind; Wild Card

Attributes: Agility d6, Smarts d12+1, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d12, Fighting d6, Gambling d10, Intimidation d10, Investigation d10, Notice d10, Persuasion d12+1, Shooting d6, Stealth d8, Streetwise d12, Taunt d10, Battle d12+1, Academics d10, Research d10

Pace: 6, **Parry:** 5, **Toughness:** 7 (Size +1)

Edges: Level Headed, Improved Level Headed, Command, Hold the Line, Fervor, Natural Leader, Tactician, Master Tactician, Connections (Criminal Networks, Corporations, Mercenaries), Rich / Filthy Rich, Strong Willed

Hindrances: Ruthless (Major), Vengeful (Major), Cautious (Minor), Stubborn (Minor), Wanted (Minor), Caste Burden (Minor - Tang caste expectations)

Special Abilities

- **Sense Presence:** Notice (Smell) as Free Action within 10" to detect living beings.
- **Natural Climbers:** +2 Athletics (Climbing).
- **Size +1:** Toughness already included.
- **Master Planner:** If Girrillian has time to prepare for an encounter, he and his allies gain +2 to all Battle, Notice, and Stealth rolls during the first 3 rounds.
- **Contingency Web:** Once per session, Girrillian may declare that *he planned for this*. This allows one of the following:

- Hidden escape route
- Reinforcements arrive (2d6 Extras)
- Enemy system failure (door locks, lights out, comms jammed)
- A double/clone was present instead of him
- **Cold Reader:** +2 to Persuasion, Taunt, and Intimidation when he has spoken to someone for at least one minute.
- **Untouchable:** Killing Girrillian rarely ends his operations. His organization continues functioning and retaliates within weeks.
- **Clone Double (Optional Rule):** On a 1-2 on a d6 when Girrillian is “killed,” the dead Girrillian was a clone.
- **Gear:** Heavy Pistol (2d6+1, AP 1); Concealed Holdout Pistol (2d4); Armored Business Attire (+2 Armor); Personal Shield Belt (+2 Armor vs ranged); Secure Comlink (can call mercs, ships, lawyers, or assassins)

◆ Gut'Drel “Guts” Grownan

Gut'Drel “Guts” Grownan was a Terran Empire era Praetorian Legionnaire created under Project AEGIS, a transhuman soldier bred and engineered for command, warfare, and extreme environment operations. Even among the Praetorians he was considered unstable - not disloyal, but intensely violent, fiercely independent, and more devoted to the Praetorian code of honor than to Imperial politics or chain of command. He served as a field commander in the Thirty-Fourth Special Infantry Division assigned to the Ascension Colonies, where the Terran Empire frequently deployed its most dangerous assets to suppress rebellions and frontier threats. His career ended on the secessionist world of Bregon, a remote colony later removed from most Imperial records. Unknown to the Empire at the time, the colonists on Bregon had come under the influence of an alien psionic device and had

learned to use ancient alien technology buried on the world.



During the assault on Fort Hellicutis, Grownan and his unit were deployed to seize high ground overlooking the rebel fortress. After securing the hill, the rebels deployed a weapon never seen before or since - a psionic bio-weapon that spread through the Praetorian unit and drove them into homicidal madness. The infection created a catastrophic psionic imbalance in its victims, turning them into living psionic batteries. Violence fed the condition; each death transferred psionic energy to the killer, increasing aggression, strength, and instability while accelerating mental collapse. By the time the effect subsided, Grownan was the only survivor, having absorbed the psionic energy of his entire unit. He then descended upon Fort Hellicutis alone and slaughtered the rebel forces inside, an event that became the last confirmed Imperial record of the battle.

The infection did not leave him unchanged. Grownan developed an uncontrollable hunger for psionic energy and intense emotion - fear, rage, pain - anything that generated psychic resonance. Others infected by the weapon began to gather around him, drawn by the same hunger and by Grownan himself, who had become something more and less than human. This group became known as Grownan's Gargoyles, and for a period of time lost to history they raided worlds across the frontier, leaving massacres and ruined colonies behind them. Eventually the Praetorian Legions were deployed to hunt them down. One by one the Gargoyles were destroyed until only Grownan remained. Rather than execute him, the Praetorian Admiralty chose exile. Recognizing that he was still a product of Project AEGIS and possibly too dangerous to kill, they sealed him inside a phased Foldspace hypersleep pod and launched him into deep space.

The pod drifted for decades until it emerged near the edge of the Rift, where it was discovered by an ancient empathic species known as the Yaudel. The Yaudel were highly empathic but nearly emotionless, and when they encountered Grownan they were overwhelmed by the intensity of his emotions - rage, hatred, vengeance, and pain. They referred to this experience as their Enlightenment and believed his arrival was a gift. In gratitude and out of scientific curiosity, they studied Grownan and the psionic condition consuming him. They discovered that his body had become a psionic absorption and storage system, but it was killing him. He required more and more psionic energy to survive, and his body was slowly deteriorating under the strain. Unable to cure him, the Yaudel instead built a life-sustaining device known as the Casket, a complex psionically powered containment system that sustained his failing body, fed him

controlled amounts of psionic energy, amplified his abilities, and allowed him to store vast quantities of psionic power. They also created a Guardian, an artificial being made of organic metallic material and controlled by a nano-neural network capable of absorbing solar and psionic energy. The Guardian was designed to watch over Grownan, protect the Casket, and one day release him when a cure was found or when the time for his revenge arrived. When their work was complete, the Yaudel sent Grownan, the Casket, and the Guardian back toward the Core systems.

By the current era, Gut'Drel Grownan is more legend than man. Some believe he is dead, some believe he is a myth, and others believe he drifts somewhere in the dark between systems, sustained by alien technology and an endless hunger for psionic energy. Among certain frontier worlds and pirate fleets there is an old saying: *Pray you never see the Casket open.*

Project AEGIS and the Praetorian Legions

Ancient Lost History

Little reliable information survives concerning Project AEGIS, a program attributed to the Terran Empire during the final centuries of its expansion. Fragmentary records, recovered data archives, and archaeological finds suggest AEGIS was an Imperial initiative focused on the creation of transhuman commanders and soldiers through a combination of genetic engineering, cybernetic augmentation, neural conditioning, and lifelong strategic training. These individuals were reportedly designed not merely as soldiers, but as governors, conquerors, and Imperial representatives - beings capable of surviving hostile environments, commanding fleets and armies, resisting interrogation and psionic influence,

and operating independently for years or even decades beyond Imperial space. Whether AEGIS was a controlled military program, a noble breeding initiative, or something closer to a state-sponsored attempt to guide human evolution is still debated among modern historians.



The most successful creations of Project AEGIS were said to have been organized into formations known as the Praetorian Legions. Despite the name, these were not true legions in the conventional sense, but small elite cadres of transhuman warlords who acted as the Emperor's direct agents across the Empire. In many regions, a single Praetorian commanded entire expeditionary forces or governed whole systems in the Emperor's name. Ancient accounts describe them as brilliant strategists, terrifying battlefield commanders, and nearly unstoppable warriors encased in advanced armor and supported by technology far beyond

what most worlds of the modern era can reproduce. With the fall of the Terran Empire during the Long Fall, the Praetorians vanished from history. Some scholars believe they died with the Empire, while others point to persistent frontier legends of immortal warlords, sealed tombs, and ancient fortresses that still answer to Praetorian command codes. Among spacers and fringe colonies, there is an old saying: The Empire is gone, but its Praetorians are still out there somewhere.

Adventure Hooks

The Drifting Tomb: A massive alien object is discovered drifting near a dead system. Salvagers who approached it went missing. The object is the Casket, and the Guardian is activating automated defenses while searching for a way to revive its master.

The Praetorian Secret: The Confederation hires (or coerces) the PCs to locate a lost Praetorian relic from Project AEGIS. The relic is actually Grownan's Casket, and the Confederation wants it recovered quietly.

The Gargoyle Signal: Fringe colonies report coordinated raids by a group calling themselves *The Gargoyles*. Someone - or something - is gathering psionics and ancient tech. Grownan may already be awake.

The Yaudel Return: An empathic alien species arrives in known space searching for "The One Who Taught Us Emotion." They want to find Grownan again - but they are not the only ones looking.

Psionic Plague: A new condition begins spreading among psionics - victims become violent and begin draining others. The condition resembles the Bregon incident from long ago. Someone is trying to recreate the weapon that made Guts.

The Guardian: The PCs encounter a strange spherical construct that hires them for a job: recover ancient psionic artifacts. It does not initially tell them who it serves.

The Man in the Casket: The PCs are hired to transport a sealed alien device across the Expanse. During the journey, the device begins to whisper in their dreams.

Revenge List: Someone is assassinating descendants of specific Praetorian bloodlines and Imperial officers. The killings are brutal and personal. Grownan has a very long memory.

Gut'Drel "Guts" Grownan (Wild Card)

Ancient AEGIS Warbreed / Praetorian Shock Trooper

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d12, Intimidation d12, Notice d8, Shooting d10, Taunt d10, Repair d6, Survival d8

Pace: 8, **Parry:** 8, **Toughness:** 13 (4)

Edges: Berserk, Brawny, Combat Reflexes, Frenzy, Improved Nerves of Steel, Hard to Kill, Menacing, Sweep

Hindrances: Bloodthirsty (Major), Habit - Combat Stims (Minor), Loyal (Minor), Outsider (Major), Ruthless (Minor)

Cybernetics & Gear: Integrated Plasma Cannon (Arm Weapon, Relic Tech, Ancient Praetorian heavy weapon integrated into cybernetic arm. Range: 10/20/40, Damage: 3d8, AP: 6, RoF: 1, Heavy Weapon, Shots: 20 - self-recharging power core; recovers 1 shot every 10 minutes. Min Str: d10. Special: On a raise, target must make a Vigor roll or suffer a Wound from ongoing plasma burn at the start of their next turn, action to extinguish);Cybernetic Arm

(Heavy Weapon Mount) Str+d8 melee damage, AP 2.

Reinforced Cybernetic Skeleton: +2 Toughness, counts as Heavy Armor vs non-AP melee.

Partial Combat Armor: +2 Armor (already figured in)

Combat Stim Injectors: As a free action ignore 1 Wound penalty for 5 rounds, then suffer Fatigue.

Special Abilities

Warbred (AEGIS Protocols): +2 to recover from Shaken. Ignore 2 points of Wound penalties. Immune to Fear. May act while Shaken at -2

Berserker Rage: When he takes a Wound, he automatically goes Berserk (no roll required).

Terrifying Presence: Enemies must make a Fear check at -2 when he enters combat.

Praetorian Conditioning:+2 to resist Tests, Intimidation, and Mind Control (including Psionics).

Psychic Vampire (Alien Aberration): Gut'Drel feeds on psychic resonance generated by violence, fear, pain, and death. Emotional and psionic energy sustains and empowers him.

Whenever a sentient creature within 10" of Guts suffers a Wound, is Shaken by fear, or is Incapacitated, Guts absorbs the psychic resonance and chooses one of the following: Remove Shaken, Recover 1 Wound ,Gain +2 to Fighting and Shooting for 1 round. Immediately make a free Intimidation Test

This may trigger multiple times per round, but only once per affected target per round.

Hunger: Guts must feed on psychic energy to remain stable. Hunger for Resonance: If Guts goes 3 rounds without a creature within 10"

suffering a Wound, Fear result, or Incapacitation, he suffers: -1 to all Trait rolls (cumulative every 3 rounds.) This penalty is removed immediately when Psychic Vampire triggers again.

If the penalty reaches -3, Guts automatically goes Berserk and must attack the nearest creature (friend or foe).

Guardian



Warden Construct, Wild Card

Ancient autonomous construct created by the Yaudel to sustain, protect, and control Gut'Drel Grownan. Powered by solar radiation and psionic energy. Capable of independent tactical decision-making.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d12, Shooting d12, Electronics d10, Repair d10, Intimidation d8, Psionics d10

Pace 6; Flight 12 (Hover); Parry 7; Toughness 16 (8) Heavy Armor

Weapons: Arc Cannon (Central Eye, Range 20/40/80, Damage 3d10, AP 6, Heavy Weapon); Shock Tentacles (Str+d8, Reach 6, AP 4, On Raise → Entangled + Shaken; May attack two targets. per round with tentacles (no MAP on second attack); Overload Pulse (Psionic/Electrical Burst, Medium Burst Template, Damage 2d10, AP 4, Heavy Weapon, Targets must make Vigor roll or be Stunned, Recharge: 3 rounds

Special Abilities

Size +3

Construct: +2 to recover from Shaken; ignores 1 Wound penalties; immune to poison, disease, vacuum, radiation.

Solar Absorption: Heals 1 Wound per hour in sunlight.

Psionic Absorption: Whenever a power is used within 20", the Guardian regains 5 Power Points or heals 1 Wound.

Shield Projector: Each round as a free action, choose one:

- +4 Armor to Guts
- +2 Armor to all allies within 5"
- +4 Armor to itself
- Negate 2 AP from one attack targeting Guts

Interceptor Protocol: If Guts is hit by an attack within 5", Guardian may make Agility roll: Success: Guardian becomes the target instead. Raise: Attack automatically misses.

Self-Repair Nanites: Regenerates 1 Wound every 3 rounds unless damaged by EMP/Ion.

EMP Vulnerability: EMP/Ion weapons +4 damage. If Shaken by EMP → Flight disabled for 1d6 rounds

Psionic Battery (Important): The Guardian stores excess psionic energy siphoned from Guts. As an action, it may transfer to Guts:

- Heal 1 Wound
- Remove Shaken
- End Fatigue

Warden Protocol (Failsafe): If Guts becomes Berserk and attacks indiscriminately for 3 rounds, the Guardian may attempt to restrain him: Opposed Strength roll, If Guardian succeeds → Guts is Entangled by gravitic field. (This reinforces the idea the Guardian is also his jailor.)

◆ Jamus Ardlin Arlington-Welles



Director, Arlington-Welles Enterprises (AWE)

Profession: Genetic Engineering Mistake (GEM) Hunter

Reputation: The Gemmer, Corporate Liability, Bio-Weapons Specialist

Dr. Jamus Ardlin Arlington-Welles is the most well-known Genetic Engineering Mistake hunter in the Expanse, a specialist who tracks, captures, studies, and when necessary eliminates rogue

genetic creations, escaped bio-weapons, and forced-evolution organisms.

Dr. Arlington-Welles did not begin life as a corporate scientist, but as the son of a field researcher stranded with his father on a war-torn frontier world during a prolonged regional conflict. Much of his childhood was spent moving between ruined cities, refugee camps, and research outposts, where he learned survival, field medicine, and how fragile civilization could be when law and order collapsed. It was during this time that Jamus came across the strange snake-like insect symbiot. It spoke to him telepathically, pleading for a host. Jamus, not fearing the creature, allowed it to enter his body, where it nested. It symbiotically merged with Jamus, protecting him; being a telepathic third eye, watching his back at times of need and occasionally being a powerful mental weapon. The experience shaped the rest of his life. Jamus would later become a renowned geneticist and xenobiologist within the corporate research structure of the Expanse, but after discovering that many genetic programs were creating living weapons and engineered slaves, he turned against the very industry that made him successful. Blacklisted and hunted by several corporations, he founded Arlington-Welles Enterprises and became the Expanse's most well-known Genetic Engineering Mistake hunter, dedicating his life to stopping the uncontrolled manipulation of life that he believes will one day destroy entire worlds if left unchecked.

Eventually he was trained as a geneticist, xenobiologist, and medical engineer, and gained recognition after successfully containing a catastrophic bio-engineered predator outbreak on a frontier colony that had been abandoned by the corporation responsible for its creation. Since then, he has built a

reputation as the person governments, frontier worlds, and sometimes militaries call when a biological problem is too dangerous, too illegal, or too embarrassing for official channels.

Over time, Jamus became more than a hunter - he became a crusader. He is openly opposed to forced evolution programs, engineered slave species, corporate bio-weapons, and illegal trans-human experimentation. Jamus believes many GEMs are not monsters but victims - living weapons created and discarded when they became inconvenient. Whenever possible, he attempts capture and containment rather than extermination, though he will not hesitate to destroy a creature that threatens civilian populations. His investigations have exposed several illegal corporate programs, earning him powerful enemies among the megacorporations, while frontier colonies and military organizations often consider him a necessary protector. Unusually, Jamus is known to be on good terms with the Sarginians, who appear to quietly support his work against uncontrolled biological manipulation.

Among frontier worlds, there is a saying - *If Arlington-Welles shows up, something went wrong in a lab somewhere.*

Arlington-Welles Enterprises (AWE)

Arlington-Welles Enterprises operates as a private containment, recovery, and xenobiological response organization. Officially, AWE is a licensed hazardous environment recovery and biological threat management company. In reality, it functions as one of the only independent organizations in the Expanse willing to confront illegal genetic experiments and bio-weapons programs without corporate oversight.

AWE maintains mobile containment labs, secure transport ships, cryo-containment units, and

rapid response teams trained to deal with dangerous lifeforms. Their personnel include xenobiologists, ex-military security teams, field medics, trackers, and environmental engineers. The company is expensive, and many frontier colonies cannot afford their services, which has led to Jamus personally taking contracts at reduced pay or even free of charge if he believes the situation involves illegal experimentation or poses a large civilian threat.

Because AWE frequently seizes or destroys illegally engineered organisms and exposes the programs that created them, the corporation is quietly blacklisted by several powerful megacorporations. AWE ships are sometimes denied docking rights at corporate stations, and Jamus himself has survived multiple assassination attempts, legal attacks, and smear campaigns. Despite this, AWE continues to operate, funded by government contracts, frontier coalitions, private security agreements, and occasionally anonymous benefactors - some believe the Sarginians are among them.

Current Activities

Jamus and AWE are currently operating primarily along the Fringe and unstable border regions where corporate oversight is weak and illegal research is easier to hide. In recent years, AWE teams have responded to multiple incidents involving escaped gene-soldiers, engineered predators released during terraforming projects, abandoned research facilities, and ancient biotech discovered in alien ruins and misused by modern groups.

There are growing rumors that Jamus has begun investigating a pattern - several recent GEM incidents appear to be linked to recovered ancient alien biotechnology, suggesting that someone in the Expanse is attempting to reverse-engineer extremely old genetic

technology and is repeatedly losing control of the results. Jamus believes these incidents are not isolated accidents, but part of a larger and very dangerous trend.

If true, the Expanse may soon face not just isolated Genetic Engineering Mistakes - but designed species built from technologies no one fully understands.

Adventure Hooks

The Abandoned Lab: A frontier colony reports strange creatures attacking outlying settlements. Jamus hires or accompanies the PCs to investigate an abandoned research facility where the creatures originated. The lab logs have been wiped - but someone may still be monitoring the site.

Live Capture Contract: AWE needs a dangerous GEM captured alive, not killed. The creature is intelligent and may be able to communicate. Unfortunately, a corporate kill-team has also been dispatched to destroy all evidence.

Corporate Bounty: A megacorporation places a bounty on Jamus, accusing him of corporate espionage and theft of intellectual property. The PCs may be hired to protect him, track him down, or uncover the truth behind the charges.

The Engineered Plague: A remote mining station has gone silent. Jamus suspects a failed biological experiment has spread through the station. The PCs must escort AWE teams inside and help contain whatever is still alive.

The Sarginians' Request: A Sarginians intermediary contacts the PCs and asks them to assist Jamus on a mission involving an ancient site where biological constructs are still active after thousands of years.

Not a Monster: The PCs are hired to eliminate a "monster," but Jamus intervenes, claiming the

creature is sentient and the victim of illegal experimentation. The situation becomes a moral and legal conflict rather than a simple hunt.

Dr. Jamus Ardlin Arlington-Welles

Human, GEM Hunter / Xenobiologist / Bio-Threat Specialist (Wild Card)

Director, Arlington-Welles Enterprises (AWE)

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Academics d10, Battle d6, Common Knowledge d8, Electronics d6, Fighting d6, Healing d10, Intimidation d6, Investigation d8, Notice d8, Persuasion d8, Research d10, Science (Biology/Genetics/Xenology) d12, Shooting d8, Stealth d6, Survival d8

Pace 6, Parry 5, Toughness 8 (2) Field Armor

Edges: Arcane Background (Weird Science) - Bio-Containment Gear, Mr. Fix It, Scholar (Biology, Genetics), Investigator, Level Headed, Command, Strong Willed, Connections (Governments, Frontier Colonies, Sarginians)

Hindrances: Enemy (Major - Megacorporations involved in illegal biotech), Code of Honor (Major - Protect civilians, destroy illegal bio-weapons), Obligation (Major - AWE and its people), Cautious (Minor), Stubborn (Minor)

Gear: Bio-Containment Suit (+2 Armor, sealed, +2 vs disease/toxins); Tranquilizer Rifle (2d6, non-lethal, special ammo); Heavy Pistol (2d6, 12 shots); Shock Baton (Str+d4, non-lethal option); Portable Scanner (detect bio-signs, toxins, pathogens); Cryo-Containment Pods; Field Medkit (+2 Healing); Restraint Systems / Capture Nets; Commlink, Datapad; AWE Field Team (Extras)

Special Abilities

GEM Specialist: +2 to Tracking, Notice, Survival, and Knowledge rolls when dealing with engineered creatures, mutants, bio-weapons, or alien organisms.

Containment Expert: May attempt to capture creatures alive without the usual -4 penalty for non-lethal ranged attacks when using proper equipment.

Field Scientist: May make a Science roll to identify a creature's weakness after 1 round of observation (success reveals one weakness, raise reveals all major weaknesses).

Bio-Threat Commander: All allies under his command gain +1 to Fear checks and +1 to resist poison/disease while he is present.

Symbiotic Organism ("Third Eye"): A rare telepathic symbiot is bonded to Jamus' nervous system and brain stem, acting as a second awareness and defensive organism.

Effects: +2 Notice rolls (cannot be Surprised on a success). +2 Vigor rolls to resist poison, disease, and biological attacks. Once per combat, Jamus may redraw an Action Card and keep the better result.

If Jamus becomes Incapacitated, he may make a Spirit roll at -2. On a success, the symbiot keeps him conscious and able to act for 1d4 rounds (he still suffers Wound penalties).

As an action, Jamus may attempt a psionic shock: Spirit vs target Spirit. On a success, the target is Shaken; on a raise, the target is Stunned. Range: Smarts.

Drawback: The symbiot has its own instincts. When Jamus is Incapacitated or under extreme stress, the GM may have the symbiot take defensive actions (flee, hide, incapacitate a threat) rather than offensive ones.

◆ Mac "The Psycho" McCrystal



Bastion Compact Mercenary, Former Bastion Army, Former Street Cop

"I ain't brave. I'm Bastion. There's a difference."

Mac is what happens when you take a Bastion siege-soldier, give him a badge for a while, then let the frontier and the Expanse turn him into a freelance problem solver. He is loud, friendly, profane, flirtatious, and seems perpetually amused - right up until the moment violence starts, at which point he becomes cold, efficient, and terrifyingly competent.

He earned the nickname "Psycho" not because he's unstable, but because of his reputation in combat. McCrystal is known for advancing under fire, laughing in the middle of gunfights, and continuing to fight effectively after taking wounds that would drop most people. Bastion soldiers call this "walking the breach." Mercenaries just call it crazy.

Despite his reputation, Mac has a very strong moral code. He never drinks alcohol. He has many ex-wives, several children spread across multiple systems, and is known for never missing support payments, birthday calls, or emergency pickups. He is, strangely, a very good father and maintains friendly (or at least civil) relationships with most of his ex-wives. He loves three things - his kids, dangerous and feisty women, and a good fight - not necessarily in that order.

Mac dislikes the Velvet Syndicate intensely, distrusts most corporate executives, respects Laconids, gambles with Cydrani, and considers Bastion Compact citizens "his people" even though he no longer lives inside the Compact.

He does not see himself as a hero, but he always takes contracts that involve protecting people rather than exploiting them. He will absolutely take dirty jobs - but not cruel ones.

What he is known for

Mac is known across the Expanse for reasons that have little to do with mercenary work and everything to do with survival. In the years following the Long Silence, when Fold routes collapsed and entire human colonies vanished from the maps, the Bastion Compact quietly began what became known on the Expanse as the Long Road Home - a sustained effort to locate lost human worlds, stabilize them, and reconnect them to the greater human civilization. McCrystal became one of the primary field leaders of these missions, not because he was a diplomat or politician, but because he was exactly what those worlds needed - a soldier, a builder, a survivalist, and a man who did not quit when situations turned hopeless.

Over nearly two decades, Mac led or participated in numerous recontact operations

beyond stable Confederation space - into dead Fold routes, pirate-held systems, abandoned corporate zones, and forgotten colony chains. His teams evacuated failing settlements, broke pirate regimes that had enslaved human populations, delivered medical and industrial aid to collapsing colonies, trained local militias, rebuilt defenses, repaired infrastructure, and helped establish local governments capable of surviving on their own. On many frontier worlds, Mac is not known as a mercenary at all, but as "the Bastion Man," "Old Iron," or "the Man Who Came Back," because when a colony sent out a distress call into the dark, he was often the one who arrived.

To the Bastion Compact, Mac represents their core belief that civilizations do not fall because of enemies - they fall because of neglect, complacency, and isolation. Bastion does not see recontact as conquest, but as preservation. Mac's reputation was built not on how many people he killed, but on how many he kept alive. He is known for arriving on dying worlds and leaving months later with water running, power restored, militias trained, defenses built, and a population that knows it has not been abandoned. In the Frontier, where governments are distant and survival is never guaranteed, that makes him more than a soldier or a mercenary - it makes him a symbol that humanity still comes for its own.

This is why his name carries weight across the Expanse. Pirates consider him a dangerous obstacle, corporations consider him disruptive, Bastion considers him one of their finest field commanders, and on more than a few frontier worlds there are children named Mac in his honor. When a colony goes silent, when a Fold route collapses, when raiders hit a settlement that cannot defend itself, the Confederation may send diplomats and corporations may send

survey teams - but when the situation is truly bad, Bastion sends Mac.

Mac “The Psycho” McCrystal

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Battle d6, Boating d4, Common Knowledge d6, Driving d6, Fighting d10, Gambling d6, Intimidation d8, Notice d8, Persuasion d6, Shooting d10, Stealth d6, Survival d8, Taunt d8, Healing d4

Pace 6, Parry 7, Toughness 12 (4)

Edges: Brawny (Toughness +1, Carry x2), Combat Reflexes (+2 to recover from Shaken), Hard to Kill, Harder to Kill, Nerves of Steel (Ignore 1 Wound penalty), Iron Jaw, Level Headed, Combat Sense, Rock and Roll (ignore recoil penalties), Extraction (can withdraw from melee), Bastion Strain Edge (Pain tolerance, siege conditioning)

Hindrances: Code of Honor (Major) - Protect civilians, keep your word, Loyal - To friends, squadmates, and especially his kids, Enemy (Velvet Syndicate) - Persistent enemies, Overconfident - Thinks he can survive anything, Habit (Swears, Women) - Minor, Big Mouth - Says what he thinks

Gear: Heavy Combat Armor (+4 Armor), Assault Rifle (2d8, Auto, AP 2, 30 shots), Heavy Pistol (2d6+1, AP 1), Shotgun (1 - 3d6), Combat Knife (Str+d6), Flashbangs, Body Cam / Commlink, Bastion Military Web Gear, Lucky charm from one of his kids

◆ Ramsey “Rams” Dramius

Aliases: Gregory Colus, Argrey Amius, Draci Maladikius, Allistair McClery, Black Cloud

Species: Human (Luminar Accord)

Occupation: Smuggler, Blockade Runner, Arms Dealer, Rogue Operator

Vessel: Centurion - Blockade-Buster Class Cargo Transport (heavily modified)

Status: Wanted in multiple Sovereignty jurisdictions



Born Gregory Ramsey Dramius-Colus into a prominent Luminar Accord diplomatic family, Rams grew up in wealth, education, and political privilege. His family was deeply involved in Confederation politics and the Expanse Council, and he was expected to follow a similar path into diplomacy or government service. Instead, Rams attended the University of Kreshall on Feredidus, where he studied starship engineering and gained a reputation as both a brilliant student and a highly competitive athlete. He excelled in several intercollegiate martial arts, most notably the Karian Kylol combat style, a precise and efficient

close-quarters discipline rarely mastered by Humans.

Near the end of his university career, Rams lost a major Kylol championship match. Shortly afterward, he withdrew from the university and disappeared from Confederation space. When he resurfaced, it was on the Fringe, flying a small cargo vessel and running contraband through border systems. Over time, Gregory Dramius-Colus ceased to exist. In his place appeared Ramsey “Rams” Dramius, smuggler, blockade runner, and arms trafficker with connections across pirate networks, black markets, dissident groups, and frontier colonies.

Today, Rams is known across the Expanse by many names, but among law enforcement and certain criminal circles he is most often called “The Black Cloud” - because trouble, violence, and political fallout tend to follow wherever he appears.

Criminal Profile and Operations

Confederation authorities records attribute hundreds of crimes to Rams, including smuggling contraband and enhancement drugs, arms trafficking, tax evasion, assault on law officers, and repeated violations of the Intergalactic Noninterference Laws, particularly through what is known as First Contact Smuggling-the illegal introduction of advanced technology, weapons, drugs, or industrial tools to pre-FTL or protected worlds.

Rams operates primarily out of Fringe regions where jurisdiction is weak and enforcement inconsistent. He is known to run: Enhancement and performance drugs, Weapons shipments, Restricted technology, Smuggled industrial equipment, Illegal cybernetics, Off-record passenger transport, and Data smuggling and courier work

Despite the scale of his operations, Rams rarely works with large crews. Many of his former partners are dead, arrested, or missing, which has given him a reputation as a loner and someone many smugglers refuse to work with. Whether this is due to bad luck, betrayal, or Rams himself is unclear.

He maintains strong ties with Pirate Alliance networks, black market brokers, and certain corporate intermediaries who prefer deniable assets for sensitive shipments.

The Centurion



Rams’ ship, the Blockade-Buster Class Cargo Transport Centurion, is a small, fast, single-pilot vessel designed for high-risk cargo delivery through contested space. The ship is heavily modified beyond its original specifications, including:

- Expanded hidden cargo compartments
- Smuggling bays shielded from scans
- High-performance engines
- Military-grade sensor masking
- Reinforced hull plating
- Illegal weapon systems
- Advanced navigation and jump calculation systems

There are persistent rumors that some of the modifications on the Centurion use highly advanced or possibly alien technology, allowing

the ship to carry more cargo than its size should permit and evade scans that should detect it.

The Centurion has successfully run blockades, escaped Confed patrols, and completed smuggling routes considered impossible by other pilots.

The Centurion

Blockade-Buster Class Smuggling Transport

Owner/Operator: Ramsey "Rams" Dramius

Class: Fast Cargo / Blockade Runner

Size: 10 (Huge)

Handling: -4

Top Speed: 17

Toughness: 22 (2)

Crew: 1 - 4

Passengers: 4

Cargo: 40 tons (10 tons hidden smuggling compartments)

Weapon: Twin Light Laser Cannons (150/300/600, 2d8, AP 10, ROF 3, Fixed Forward); Concealed Missile Rack (100/200/400, 6d6, AP 16, ROF 4, 4 missiles); Rear Defense Laser (150/300/600, 2d8, AP 10, ROF 3, Covers rear arc)

Mods: **Afterburner Engines (Illegal):** May double Top Speed for 3 rounds, then must make a Vigor roll or suffer Fatigue (engine strain); Smuggling Compartments (Hidden cargo requires Notice -4 to detect, -6 with shields powered.) Sensor Suite (+2 Notice and Electronics rolls for scanning, detecting ships, and finding hidden objects.); Fake Transponder Suite (May change ship ID. Electronics roll to defeat scans.); Reinforced Hull: +2 Armor.; Short-Range Fold Booster (Illegal): May make

micro-fold jump to escape combat (Dramatic Task).

Special Rules:

Blockade Runner: The Centurion gains +2 to Piloting during Chases. May ignore 2 points of Handling penalties. May attempt Evasive Maneuvers as a free action once per round.

Smuggler's Ship: When hiding cargo, weapons, or passengers opposed Electronics vs Notice to detect hidden compartments.

Black Cloud Reputation: If Rams is piloting, draw 2 cards for initiative in ship combat and keep the best. +2 to escape rolls during chases.

Known Facts & Rumors

- Close friends call him Rams.
- Associates call him Dramius.
- Law enforcement calls him The Black Cloud.
- He uses multiple identities and maintains false documentation across many systems.
- He employs cyber-specialists to erase or alter records.
- He is always armed and has fired on Confederation authority officers multiple times.
- There are no confirmed murders attributed to him, but several suspects connected to him have died under suspicious circumstances.
- He is an expert ship engineer and performs most modifications on the Centurion himself.
- He is a highly skilled pilot and navigator.
- He is trained in Karian Kylol, making him extremely dangerous in close combat

Rumor says he recently acquired a warbot bodyguard that he continuously upgrades and modifies. Some rumors claim he occasionally smuggles people, not cargo-scientists,

defectors, psionics, political fugitives, and other “unregistered persons”

Personality and Reputation

Rams is not considered a sadist, fanatic, or conqueror. He is a rogue, motivated by freedom, profit, and a strong dislike of authority. However, he is not a hero either—he has sold weapons to groups that later used them in wars and terrorist actions. To some frontier colonies, he is a lifeline who brings medicine, equipment, and weapons needed for survival. To governments, he is a criminal destabilizing entire regions.

He is known for three things:

- He always delivers the cargo.
- He always gets paid.
- He never stays in one place long.

Adventure Hooks

The Delivery Job: The characters are hired to escort or intercept a shipment being run by Rams. They may be working for him—or trying to stop him.

First Contact Violation: Rams has been supplying weapons to a pre-FTL world. The characters are sent to stop him—or hired by him to help complete the delivery.

The Warbot: Rams’ warbot bodyguard has gone missing or been stolen. Rams hires the characters to help retrieve it.

Confed Warrant: Confederation Authorities offer a massive bounty for Rams and the Centurion. Capturing him may be far harder than expected.

Unexpected Ally: The characters are stranded on a hostile world or station. Rams is the only one willing to take them off-world—for a price.

The Black Cloud Deal: Rams offers the characters a job smuggling something extremely illegal—but he won’t tell them what it is until they’re already in transit.

Ramsey “Rams” Dramius

Luminar Smuggler / Blockade Runner / Arms Dealer

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Battle d6, Common Knowledge d8, Driving d8, Electronics d8, Fighting d8, Gambling d8, Hacking d8, Intimidation d6, Notice d10, Persuasion d8, Piloting d12, Repair d8, Shooting d8, Stealth d10, Streetwise d10, Taunt d8

Pace 6, Parry 6, Toughness 10 (3)

Edges: Ace; Level Headed; Quick; Dodge; Elan; Connections (Black Market); Scavenger; Thief; Combat Reflexes; Martial Artist (Karian Kylol style); Luminar Strain Edge (Empathic awareness, social intuition)

Hindrances: Wanted (Major) - Multiple Sovereignties; Alias Web (Minor) - Too many identities; occasionally causes complications; Cautious; Loner - Trusts very few people; Code of Profit - Doesn’t like harming civilians or kids; business is business; Enemy - Star Law / Confederation Intelligence / Corporate Security

Gear: Armored Smuggler Jacket (+3 Armor); Heavy Pistol (2d6+1, AP 1); Holdout Pistol (2d4); Karian Mono-Blade (Str+d6, AP 2); Encrypted Datapad; False IDs (multiple); Smuggling Compartments (personal gear); Portable Hacking Kit; Flashbang / Smoke Grenades; Commlink (scrambled)

Special Abilities

Blockade Runner: +2 to Piloting rolls during chases, pursuits, and evasive maneuvers.

Always Has a Way Out: Once per session, Rams may declare he prepared an escape route, hidden weapon, false ID, or smuggling compartment.

Black Market Network: +2 Streetwise when acquiring illegal goods or information.

Karian Kylol Fighter: When fighting a single opponent in melee, Rams gains +1 Parry and +1 Fighting.

Black Cloud Reputation: Enemies who recognize Rams must make a Spirit roll or become Distracted for the first round - they know trouble follows him.

Luminar Social Intuition: +1 Persuasion and Notice when reading emotions, negotiations, or deception.

◆ Rosh Tiar

Rosh Tiar is a Tor'Drani mercenary captain and commander of the **Gilded Shadow**, a fast, heavily modified scout and smuggling vessel that operates along the Fringe and unstable border regions of the Expanse. A former corporate slave in the iridiumite mines of Selius V, Rosh helped lead a violent worker uprising and escape alongside his packmate and brother Harry, an event that left corporate security forces hunting him across multiple systems. Since then, Rosh has lived as a smuggler, mercenary, and *supply acquisition specialist*, building crews out of outcasts, fugitives, and lost causes he considers Pack - because to a Tor'Drani, Pack is family, identity, and purpose. Recently, Harry was killed during a growing Fringe conflict involving mercenary groups, corporate interests, and increased psionic activity, and Rosh has begun quietly searching

for whoever was responsible. Known as a troublemaker, a reliable contract mercenary, and a dangerous enemy to anyone who deals in slavery, Rosh Tiar walks a narrow line between outlaw, privateer, and reluctant hero. Those who have worked with him say he is loyal to his Pack above all else, always has a plan, and never forgets a debt-especially one written in blood.



Rosh Tiar is a lean, rangy Tor'Drani male with the long-limbed, wiry build common among his people, built more for endurance and speed than brute strength. His fur is a mix of gray and ash-black with lighter markings along the muzzle and chest, and his eyes carry the constant alertness of a frontier predator who has survived too many bad situations to ever fully relax. Numerous scars are visible across his arms and torso - some from blades, some from energy burns, and at least one that looks like it came from shrapnel. He typically dresses in worn combat trousers, a utility belt loaded with tools and spare ammunition, and whatever

armor pieces he has managed to salvage or acquire over time rather than a full uniform.

Rosh is rarely seen unarmed. He favors a heavy pistol for close quarters and often carries a shock-whip, a weapon he learned to use during his time in the corporate slave mines and later adopted as a signature tool in boarding actions and close combat. His movements are quick and deliberate, and when he is still, it is with the tense stillness of a hunting animal. When he smiles, which is not often, it usually means someone is about to make a very bad decision.

Rosh Tiar

Tor'Drani Mercenary Captain, *The Gilded Shadow*

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8,

Skills: Athletics d8, Battle d6, Boating d6, Common Knowledge d6, Driving d6, Electronics d6, Fighting d10, Hacking d6, Intimidation d8, Notice d10, Piloting d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8, Taunt d6

Pace 6; Parry 7; Toughness 9 (2)

Edges: Latent Psi, Combat Reflexes, Level Headed, Quick, Extraction, Fleet-Footed, Trademark Weapon (Claws - Roarugr Task'I'il Style), Martial Artist, Improved Frenzy (claw attacks), Connections (Fringe / Mercenary / Smugglers), Ace (for the Gilded Shadow), Latent Psionic (see Special Ability)

Hindrances: Pack Mentality (Major) - Must protect allies/crew; -2 to Spirit when isolated for long periods; Enemy (Major) - Corporate executive & security forces; Criminal (Major) - Wanted in multiple systems; Kleptomaniac (Minor) - Likes "acquiring" interesting items; Alien Outlook (Minor) - Doesn't understand non-pack cultures; Alien Prejudice (Minor) -

Distrust of certain species/factions; Vow (Minor) - Avenge Harry

Gear: Armored Vest (+2 Armor); Heavy Pistol (2d6+1, AP 1); SMG (2d6, Auto); Combat Knife (Str+d4); Cyberdeck (partial access, locked memory); Neural Jack & Simenerve; Eye Unit (Low Light, Infrared/Thermal, Zoom); Commlink; Hacking Tools; Grenades (Smoke/Flash); Shock-Whip (Shock Lash, Exotic Melee Weapon, Reach 2, Str+d4, Entangle - Instead of damage, the wielder may attempt to Entangle the target (as the Entangle power using Fighting). The whip wraps around limbs, weapons, or throat. Shock - If damage causes Shaken, the target must make a Vigor roll or become Stunned. Non-Lethal Option - May always deal non-lethal damage without penalty. Disarm Bonus +2 to Fighting rolls made to Disarm. Climb/Utility - Can be used as a grappling line for short distances (GM call, usually Athletics at -2).

Special Abilities

Ranger Instinct: +2 Survival in wilderness or unstable environments. +2 to Navigation/Astrogation rolls involving Foldspace anomalies. Ignore 2 points of unstable terrain penalties.

Claws: Natural Weapons: Str+d4; May be used while wielding other weapons.

Fur Armor: +1 natural Armor; +2 to resist cold-based environmental effects.

Heightened Scent: +2 Notice (smell); Track by scent at -2 without Survival.

Clan Pride (Minor Hindrance): -2 Persuasion when dealing with Torani officials. Breaking one's word causes automatic loss of Status within clan.

Task'I'il (Claw Fighting Style): A vicious Tor'Drani martial art focused on ripping strikes,

joint destruction, and throat attacks. Claw attacks are AP 2. On a Raise with a claw attack, add +1d6 damage instead of +1d6. May attack two different adjacent targets without multi-action penalty once per turn.

Pack Leader: Allies within 5" who can hear Rosh gain: +1 Spirit, +1 to Fear checks, +1 to recover from Shaken. If a Pack member is Incapacitated, Rosh gains +2 Fighting and +2 Intimidation for the rest of the combat.

Cybernetic Interface: With his neural jack and cyberdeck, Rosh gains: +2 to Hacking when directly connected to a system; May perform hacking in half the normal time if physically connected

◆ Salamane Amberstone

The Man Who Collects Secrets. Salamane Amberstone was born on the Laconid colony world of Bregash-4, where Laconid Fleet presence and corporate authority were indistinguishable from one another. His childhood was defined by tragedy and corruption. His mother was murdered by a Fleet Marine in what was officially ruled a racially motivated incident with minimal consequences. Years later, the manufacturing plant where his father worked was destroyed in an explosion that killed hundreds. The explosion had not been terrorism, but a planned corporate penalty enforced by Fleet special operations as part of a contract dispute. From that moment forward, Salamane's life became defined by one purpose - collect secrets, and one day use them to destroy the corrupt powers that hide behind law, corporations, and governments.

As a child and adolescent, Salamane discovered that information was power. He began trading secrets, favors, and information among his peers, slowly building psychological leverage

over those around him. This behavior followed him into adulthood and into Laconid Fleet Intelligence, where his natural talents for investigation, manipulation, encryption, and social engineering quickly made him extremely valuable - and extremely dangerous. Over time, Salamane lost much of his empathy for people, seeing them instead as containers of secrets, leverage, and useful pressure points. The assassination of his fiancée - killed by an enemy targeting Salamane for the secrets he possessed - only hardened his worldview. From then on, he trusted no one and loved nothing except the truth hidden behind lies.

The Amberstone Network

Over the years, Salamane transitioned from Fleet Intelligence officer into something far more independent - an information broker, intelligence operative, and keeper of secrets. He maintains a vast network of informants, data thieves, rogue AIs, slicers, corporate insiders, and underworld contacts across multiple Sovereignities. Salamane rarely sells information for money alone - he trades in favors, leverage, access, and long-term positioning. Many powerful individuals across the Expanse owe Salamane something, and many more fear what he might reveal if crossed.

It is rumored that Salamane maintains multiple data vaults hidden across the Expanse, each containing encrypted evidence of war crimes, corporate sabotage, political assassinations, illegal genetic experimentation, and ancient artifact trafficking. Some say he is building a "dead man's switch" network that would release devastating secrets across the Expanse should he ever be killed. Others believe he is carefully assembling enough leverage to eventually bring down entire corporations or governments in a single coordinated information war.

Among certain circles, Salamane is known by another title - the Ledger - because every secret is recorded, and every debt is eventually collected.



Current Activities

Salamane Amberstone is currently believed to be operating somewhere in the Fringe, where Sovereignty law is weak and information flows freely through black markets and smuggler networks. Reports link him to several recent data breaches involving Fleet logistics, corporate shipping routes, and restricted archaeological dig sites connected to ancient alien artifacts. Some believe he is quietly mapping the hidden power structure of the Expanse—who really controls trade, war, and technology behind the public governments.

There are also rumors that Salamane has taken a particular interest in several individuals and organizations across the Expanse, including corrupt Fleet officials, certain

mega-corporations involved in genetic manipulation, and criminal syndicates operating in artifact trafficking. Whether he intends to expose them, control them, or destroy them is unknown.

What is known is this: Salamane Amberstone is patient. He has spent his entire life collecting secrets, and he is waiting for the right moment to use them.

Adventure Hooks

Data Core Heist: The players are hired to steal a data core - only to discover Salamane hired them as part of a larger plan.

Conspiracy: Salamane approaches the players with information about a major conspiracy, offering it in exchange for a favor.

Clear the Ledger: A corporation hires the players to find and eliminate Salamane before he releases damaging information.

Ancient Aliens: Salamane possesses information about an ancient alien site the players are searching for—but he wants something first.

On the Ledger: The players discover they are listed in Salamane's Ledger, and now they must find out why.

Slow Leak: Salamane releases a controlled leak that starts a war, and the players must trace it back to him.

◆ Tarsus “The Reaver” Greydrake

Chief Executive of Reavis Integrated Systems & Enterprises

CEO, RISE (Reavis Integrated Systems & Enterprises)

Tarsus Greydrake is one of the most powerful industrialists in the Expanse and the CEO of RISE (Reavis Integrated Systems & Enterprises), a massive infrastructure and manufacturing

corporation responsible for building shipyards, stations, arcologies, power plants, and transport vessels across dozens of systems. Unlike many corporate magnates, Greydrake built his empire on one principle above all others: honor in contract. Every deal is honored, every employee is paid, and every project is completed to specification. In the Expanse, where corporations often behave like private governments, this reputation has made him one of the most trusted - and most dangerous - men in human space.



Greydrake never married, though those close to him believe he wanted to. His life became his work, and his work became RISE. He built cities instead of a family, shipyards instead of a home, and trade routes instead of a legacy name. Entire colonies exist because Greydrake decided to build there. Entire populations eat because his cargo fleets move food, ore, and machinery between systems. To many frontier worlds, RISE

doesn't just build infrastructure - it builds civilization.

The Reaver: Tarsus Greydrake gave himself the name "*The Reaver*" not as a title of pride, but as a warning to himself. He believes that inside every civilized man is a barbarian, and inside himself that barbarian is particularly strong - a berserker capable of terrible violence if unleashed. Reavis fears that part of himself, and has spent his life building, organizing, and creating structure specifically to keep that side buried under duty, responsibility, and honor.

But there are stories. Stories of negotiations where Greydrake sat calm and polite while others lied and cheated - until the moment dishonor crossed a line, and then the calm man disappeared and something much more dangerous took his place. Stories of pirate fleets that attacked RISE convoys and were hunted down not by hired guns, but by Reavis himself, who personally oversaw the operation until the pirates were erased. Stories that say the reason RISE security forces are so effective is because their CEO understands violence far better than most soldiers.

Greydrake believes civilization exists to keep men from becoming monsters. He also believes that sometimes monsters are necessary to protect civilization. He just hopes he never becomes one permanently.



Settings Rules

Optional: Armor Damage

Armor in the Shattered Expanse is not an abstract, unchanging value - it is a physical system subject to stress, heat, impact, and failure. Repeated strikes, high-energy impacts, and armor-piercing weapons can degrade even the most advanced protective gear. Plates crack, fibers burn out, and reactive layers lose cohesion under sustained punishment.

To reflect this, armor may be damaged over the course of combat, reducing its effectiveness until it is repaired or replaced. This system is designed to add tension and tactical decision-making without slowing play - armor

only degrades under significant stress, not every hit.

Characters who rely on their gear quickly learn that maintaining armor integrity is just as important as avoiding damage. Field solutions like Armorgel can keep a suit functional in the moment, but long-term survival depends on proper repair and upkeep.

This is an optional rule to add realism and grittiness to the game. The GM can by pass this rule if they so choose.

When Armor Takes Damage: Armor is damaged when

- **Raise on Damage Roll:** If an attack results in a Raise on the damage roll (Shaken + at least one Wound), Reduce Armor by 1 point

- **Heavy Weapons Hit:** If hit by a Heavy Weapon, reduce Armor by 1 point (whether damage penetrates or not)
- **AP Overmatch:** If an attack's AP exceeds the armor's protection by 4 or more, reduce Armor by 1 point.
- **Called Shots:** Attackers can target armor weak points. -2 to hit: If damage causes a Wound, +1 Armor damage. -4 to hit: Ignore 2 points of Armor (no extra damage)

What Gets Damaged?: Armor Bonus is reduced first, then Energy / Ballistic AP Protection (player chooses or GM decides based on attack type).

Each point of Armor damage reduces Armor Bonus by 1 or reduces AP Protection by 1. Armor cannot drop below 0.

If Armor Bonus is reduced to 0, the armor is considered compromised. Any further damage reduces, remaining AP Protection. At 0 across the board, armor provides no benefit.

Repairing Armor: See ArmorGel in Technology

Foldspace Travel



Foldspace is not an open ocean of infinite routes-it is a collapsing network of fractured corridors, remnants of ancient transit architectures that once spanned the Terran Empire. These corridors behave more like

broken interstellar highways than free-form hyperspace. Each viable Fold route exists only because it is actively stabilized by paired Fold Beacons at either end. These Beacons maintain corridor geometry through continuous subspace communication, exchanging telemetry data that compensates for spacetime drift, gravitational shear, and quantum instability. Without this constant synchronization, Foldspace corridors degrade rapidly, twisting or collapsing entirely. During the Collapse and Long Silence, countless routes were lost when Beacons failed or were destroyed, isolating entire systems for centuries and reshaping civilizations in their absence.

Modern Foldspace navigation depends on charted routes rather than free exploration. Ships enter Foldspace only at established ingress points aligned to Beacon coordinates, riding narrow, unstable corridors whose geometry shifts constantly. Beacon networks dynamically adjust to this flux, recalibrating routes in real time. In major Core systems, Beacons are supported by redundant stabilization meshes-secondary nodes and relay pylons embedded into Foldspace itself-which can temporarily maintain a corridor if a primary Beacon fails. However, such infrastructure is extraordinarily expensive and exists only in the wealthiest regions. Fringe systems typically rely on single-anchor Beacons; when these fall, isolation is swift and often permanent. Emergency Stabilization Fleets maintained by major sovereignties can deploy mobile Beacons to slow corridor collapse, but remote worlds may wait months or years for reconnection-if help comes at all.

Because Fold Beacons are lifelines of civilization, they are treated as sovereign infrastructure. The deliberate destruction of a Beacon is universally regarded as an act of interstellar warfare. Retaliation is immediate and severe: trade

embargoes, corporate blacklisting, military intervention, and route denial follow without exception. Even pirate clans understand that Beacon wars threaten everyone. This mutual deterrence preserves a fragile balance, yet sabotage still occurs-driven by corporate rivalries, extremist factions, Karidian destabilization efforts, Morad quarantines, or simple nihilism. Sometimes Beacons fail naturally, a far more terrifying outcome, creating Lost Worlds and Ghost Corridors whispered about in spacer folklore.

Unacknowledged by any government, the Sarginians maintain a hidden layer of Foldspace infrastructure-ancient anchors, precursor markers, and deep-space stabilizers whose origins predate the Expanse Era. They rarely intervene openly, but when entire regions face catastrophic isolation, corridors sometimes realign mysteriously and navigation errors resolve without explanation. No announcements follow. Most choose to believe in coincidence. Others quietly suspect that Foldspace itself still answers to older hands.

The Expanse survives not through stability, but through constant emergency maintenance. Every world understands that its connection to civilization depends on fragile geometry held together by distant machines and political restraint. Isolation is always one attack-or one failure-away. This reality shapes everything: it sharpens diplomacy, empowers megacorporations, keeps militaries on edge, enriches smugglers, and ensures explorers remain vital. Foldspace is not freedom-it is a negotiated survival mechanism threading a broken galaxy together, one collapsing corridor at a time.

The Abyss

Foldspace is not empty. It is not merely compressed distance or higher-dimensional geometry. Between the stable corridors mapped by civilized powers lies something older - a pressure against reality itself. Most mis-jumps simply result in spatial error - a vessel emerges light-hours from its target, or adrift between gravity wells. Those are navigational failures. They are survivable. But sometimes a ship does not return to real space at all.

In rare and catastrophic mis-fold events, vessels slip outside the structured pathways of Foldspace and into what navigators refer to only as **the Abyss**. Instruments fail first. Then geometry ceases to behave. Distance becomes subjective. Light behaves as if remembering something it once was. Crews report hearing transmissions that have not yet been sent, seeing starfields that do not correspond to any known sky, or sensing vast presences moving just beyond perception - not approaching, but noticing. Ships that re-emerge from the Abyss often do so damaged in ways no physical force can explain. Hulls return intact while interiors are altered. Time discrepancies range from seconds to decades. Sometimes only part of a crew returns. Sometimes none.

The Luminar Accord teaches that the Abyss is the raw Chaos from which the universe was first formed - still pressing against the Order imposed by cosmic Balance. The Stellar Dragons, they say, hold it back. Skeptics dismiss this as mysticism layered atop astrophysical anomalies. Yet even the most hardened Fold engineers agree on one thing - Foldspace corridors feel stable. The Abyss does not. It feels aware. And it does not always let go.

Astrogation in Foldspace



Astrogation is the science of navigating Foldspace corridors between Beacon networks. Because Foldspace routes are unstable and constantly shifting, navigators must calculate entry points, transit geometry, and exit windows for every jump. Failure can result in navigational drift, system damage, lost time, or catastrophic mis-fold into unstructured Foldspace known as the Abyss.

Astrogation is typically performed by a ship's navigator using sensor data, nav-computers, and Beacon telemetry. Pilots execute the entry and exit vectors, but the astrogator determines where and when those vectors occur. The Importance of Astrogators

Because civilization depends on Fold corridors, astrogators are among the most valuable specialists in the Expanse. A skilled astrogator can reduce travel time, find hidden routes, reach isolated systems, escape pursuit, navigate during Beacon failures, and recover from mis-jumps.

In the Fringe, ships without a competent astrogator do not survive long.

"A bad jump gets you lost. A worse jump gets you killed. The wrong jump gets you noticed.

The Astrogation Process

A Fold jump is resolved in five stages:

1. Beacon Lock - Establish telemetry lock with destination Beacon or Beacon chain.
2. Entry Solution - Calculate safe entry point and vector into the Fold corridor.
3. Transit Model - Monitor corridor drift and maintain projected position during transit.
4. Exit Window - Determine safe emergence point and timing.
5. Reentry Correction - Pilot adjusts position to avoid hazards immediately after exit.

In most cases, this entire process is resolved with a single Science (Astrogation) roll, modified by route conditions. In other cases, like large ships or complex jumps in lesser known routes, it can be expanded into a Dramatic Task.

Science (Astrogation) Checks

Science (Astrogation) covers Foldspace navigation, Beacon interpretation, corridor geometry, gravity mapping, drift prediction, and mis-jump recovery.

Common Uses

- Plot Fold jumps
- Reduce travel time
- Avoid dangerous emergence points
- Navigate when Beacon data is degraded
- Find lost, illegal, or forgotten routes
- Recover from drift or partial mis-jumps
- Interpret ancient or alien navigation markers

Support Skills

- **Electronics** - Sensor data and Beacon communication
- **Science** - Astrophysics and gravity mapping
- **Piloting** - Executing entry and exit vectors
- **Psionics** - Rare; sensing Fold instability or Abyss exposure

Support rolls may provide bonuses to the Astrogation roll as normal.

Astrogation Modifiers

Situation	Modifier
Major Core route, stable Beacon chain	+2
Standard interstellar route	+0
Secondary route	-2
Fringe route	-4
Ghost Corridor / illegal route	-6
Blind Jump	-8
Corridor partially collapsed	-10

Astrogation Results

Roll Result	Outcome
Critical Failure	See Foldspace Astrogation Critical Failures
Failure	Arrival off-target, travel delay, ship Fatigue, corridor turbulence, or minor complication
Success	Safe arrival
Raise	Reduce travel time, improve emergence position, avoid hazards or patrols, reduce fuel use, +1 to Piloting during reentry

Types of Fold Routes

Route Type	Description
Primary Corridor	Major trade and military route with redundant Beacon stabilization
Secondary Corridor	Maintained but less stable route
Fringe Corridor	Single Beacon route, high drift risk
Ghost Corridor	Old or partially reconstructed route
Smuggler Cut	Illegal or unregistered corridor
Military Corridor	Restricted sovereign route
Sarginian Corridor	Extremely stable alien-maintained route
Dead Corridor	Route whose Beacons have failed
Collapsing Corridor	Route currently destabilizing
Abyssal Gap	Region between corridors - extremely dangerous

Foldspace Astrogation Critical Failure (d20)

d20	Result / Effect
1 - 2	Fold Drive Burnout: The Fold drive overloads due to corridor instability and is destroyed. The drive must be completely replaced.
3 - 4	Corridor Shear: The ship hits a region of gravitational shear inside the corridor. The ship takes d4 Wounds .
5 - 8	Mass Shadow Emergence: The ship exits Foldspace into a debris field, asteroid cluster, minefield, or traffic hazard. The ship takes d4 Wounds and the pilot must make three Piloting rolls at - 4 to escape. Each failure causes another strike and +1 Wound .
9 - 10	Gravity Well Capture: The ship is pulled out of Foldspace by an uncharted gravity well, rogue planet, neutron star, or black hole. The pilot must make a Piloting roll at - 8 or the ship takes d4+1 Wounds and is dumped into unknown space (Lost).
11 - 13	Corridor Encounter: The ship encounters something in or near the Fold corridor: another vessel, a military patrol, smugglers, a ghost ship, alien structure, or something from the Abyss.
14 - 15	Beacon Desync: Beacon telemetry was corrupted or out of sync. Transit Time is doubled. If the crew aborts the jump early, a Science roll at - 4 is required or the ship emerges Lost .
16 - 17	Lost: The ship exits Foldspace in an unknown or uncharted region. The crew must determine their location, find a Beacon, or locate a Ghost Corridor to return to known space. This usually becomes an adventure.
18	Nav-Computer Failure: The astrogation computer crashes or is damaged by Fold stress. Requires Repair - 4 and then Electronics - 2 to bring back online.
19	Ghost Corridor: The ship accidentally discovers a faster or more stable corridor. Transit Time is halved and future jumps to this destination gain +4 to Science rolls . Someone may want this route.
20	Derelict / Cache: The ship exits near something valuable: a derelict ship, abandoned Beacon, smuggler cache, ancient alien structure, lost colony, or resource-rich asteroid.

Foldspace Travel Times

Foldspace travel does not function at a constant speed. Transit time depends on distance, ship size, and the stability of the Fold corridor being used. Larger ships generate greater Fold resistance and must travel more slowly through corridors to avoid destabilizing the transit geometry. Smaller Fold-capable vessels can travel faster and are often used for courier work, scouting, and priority transport. Travel times given here represent average transit time. Actual travel time may vary due to corridor drift, Beacon synchronization, traffic, anomalies, or Fold conditions.

Fold Drive Restrictions: Only ships of **Scale 11 or larger** may mount Fold drives. Smaller craft must be carried by Fold-capable vessels or transported via Fold carriers.

Route Modifiers

Route Type	Modifier	Description
Primary Core Corridor	×0.75	Major stabilized Beacon routes
Standard Route	×1.0	Maintained interstellar route
Secondary Route	×1.25	Less stable or less maintained route
Fringe Route	×1.5	Single-Beacon or unstable region
Ghost Corridor	×2.0+	Old, damaged, or partially known route

Smaller Fold-capable ships are faster and more flexible but have shorter range and less tolerance for unstable corridors. Larger ships are slower but capable of carrying more cargo, passengers, and military power.

Foldspace Travel Time Formula

Average Fold Travel Time (days) = (Distance in light years ÷ 12) × (1 + (Ship Scale ÷ 20)) × Route Modifier

- Distance = Distance between systems in light years
- Ship Scale = Ship Scale from SWADE
- Route Modifier = Stability of the Fold corridor

Round final time to the nearest half day for short trips or nearest full day for long trips.

Travel Time Variability

Foldspace corridors are not perfectly stable. After calculating travel time, the GM may adjust the result:

Route Type	Time Variation
Primary Route	±10%
Standard Route	±10%
Secondary Route	±25%
Fringe Route	±25%
Ghost Corridor	±50% or more

For Primary through Fringe routes, roll 1d6:

d6	Result
1	Reduce travel time by 10% + 1d10
2 - 5	Normal travel time
6	Increase travel time by 10% + 1d10

For Ghost Corridors:

- 1 = Half time
- 6 = Double time

Example Travel Times (Assumes Standard Route conditions.)

Distance	Small Fold Ship	Medium Ship	Large Ship
20 ly	2 - 3 days	3 - 4 days	5 - 6 days
40 ly	4 - 5 days	6 - 7 days	10 - 12 days
60 ly	6 - 8 days	9 - 11 days	15 - 18 days
100 ly	10 - 13 days	15 - 18 days	25 - 30 days
120 ly	12 - 15 days	18 - 22 days	30 - 36 days

Interstellar Communication

Interstellar communication in the Shattered Expanse is made possible through the same infrastructure that allows Foldspace travel - the Fold Beacon Network. Faster-than-light communication is not freely transmitted across space but instead relayed from Beacon to Beacon through stabilized Foldspace corridors. Messages travel almost instantaneously along active Beacon chains, but only between systems connected to the network.

This means communication is reliable and fast in the Core, slower and less reliable in the Fringe,

and impossible in regions where Beacon corridors have collapsed. Civilization in the Expanse is therefore defined not just by where ships can travel, but by where messages can travel.

Beacon Relay Communication: Each Fold Beacon acts as a subspace relay node, transmitting data through Foldspace to the next Beacon in the chain. Messages move from system to system along these relay chains.

Communication speed depends on the number of Beacons between the sender and receiver and the condition of the corridor network.

Region	Communication Time
Same System	Instant
Adjacent System (direct Beacon link)	Minutes
Same Political Region	Hours
Across Core Regions	6 - 24 hours
Across the Expanse	1 - 3 days
Fringe Systems	Days to Weeks
Isolated / Lost Systems	No Communication

Communication Classes: Not all communication is equal. Bandwidth and priority are controlled by sovereign governments, megacorporations, and Beacon authorities.

Class	Description
Priority	Military, government, emergency Beacon traffic
Commercial	Corporate, trade, navigation data
Civil	Public communication
Bulk Data	Large data transfers, maps, research
Black	Encrypted, off-network, or illegal transmission

Priority traffic can move through the network faster by pushing other data aside.

Communication Limitations: Interstellar communication depends entirely on Beacon infrastructure:

- If a Beacon fails, communication beyond that system stops.
- If a corridor collapses, communication is cut.
- Fringe systems often experience message delays.
- Some regions intentionally restrict communication for military or political reasons.
- Some megacorporations maintain private relay networks.
- The Sarginians are rumored to possess communication methods that do not rely on Beacons.

This means entire worlds can become isolated not because ships cannot reach them, but because no one knows what is happening there anymore.

Communication in Play: Communication availability should be treated as part of the setting's difficulty and isolation level.

Communication Level	Game Effect
Core World	Real-time communication with most of the Expanse
Inner Systems	Hours delay
Outer Systems	1 - 3 day delay
Fringe	Unreliable, days to weeks
Isolated	No FTL communication

This affects:

- Calling for help
- Receiving orders
- Market information
- News and political developments
- Military coordination
- Navigation updates
- Beacon status warnings

Message Reliability: When sending a message through unstable regions, the GM may roll:

d6	Result
1	Message delayed
2	Message partially corrupted
3 - 4	Message arrives normally
5	Message arrives quickly
6	Message intercepted or flagged

Setting Notes

The Rift

At the farthest reaches of known space, beyond the unstable territories of the Fringe, lies a vast and poorly understood anomaly known simply as **the Rift**. It marks what many astronomers and navigators believe to be the outer boundary of the spiral arm that contains the Expanse. Here the structure of space itself becomes unstable. Gravitational currents twist unpredictably, stellar positions distort, and long-range sensors struggle to produce reliable readings. From a distance the region appears as a faint curtain of warped starlight and gravitational turbulence stretching across thousands of light-years.

For those who study Foldspace travel, the Rift represents a natural barrier. Within its boundaries, Foldspace calculations fail and stable transitions become nearly impossible. Navigation computers cannot predict safe exit points, and ships attempting to force a jump through the anomaly risk becoming permanently lost in distorted space. Because of these dangers, the Rift effectively forms the outer limit of reliable Foldspace travel and serves as the practical boundary of the Expanse. Beyond it lies a vast and largely uncharted region of sparse stars and deep interstellar void where few explorers have ever ventured.

The Deep Truth Of The Collapse

GM's Only: This section represents one possible underlying truth of the Shattered Expanse. It is not common knowledge, not proven fact, and may never be fully revealed in play.

The Collapse Was Not a Failure. It Was a Reaction

Public history across the Expanse teaches that the Collapse was the inevitable result of over-extension, war, and failing infrastructure at the end of the Terran Empire. Foldspace routes destabilized, beacon networks failed, and entire regions fell into isolation. This explanation is incomplete.

In reality, Foldspace did not simply degrade - it responded to a massive disturbance deep within its structure. Ancient beacon telemetry, fragmentary Sarginian records, and rare psionic anomalies all point to a single conclusion - Foldspace was never inert. It was occupied by entities of ancient origins - the beings called Stellar Dragons.

Before the rise of interstellar civilization, vast entities existed that were not bound to realspace. These beings - later mythologized as stellar dragons - are not creatures in the conventional sense, but primordial Foldspace intelligences whose presence shapes transit corridors like gravity shapes stars.

Early empires unknowingly charted Foldspace routes around dormant dragons, mistaking their influence for natural spacetime topology. As long as the dragons slept, Foldspace remained stable. They did not attack. They did not rule. They simply were.

Near the height of the Terran Empire, advanced Foldspace manipulation reached a threshold no civilization had crossed before. Someone - possibly a Sarginian faction, possibly an ancient enemy of theirs, possibly both - attempted to influence Foldspace at a fundamental level. Whether the intent was control, containment, or escape is unknown. What is consistent across all surviving evidence is this the stellar dragons were awakened; their movement through Foldspace caused catastrophic realignment of transit corridors; beacon pairs lost synchronization; routes collapsed or folded

unpredictably; entire star systems vanished from navigational reality. This cascading failure became known as the Collapse.

The Long Silence - In the aftermath, Foldspace stabilized into a new, fractured configuration. Many routes were permanently lost. Others became unstable or dangerous. Some regions - including the Expanse - were cut off long enough for civilizations to diverge, regress, or forget their origins. The Sarginians survived. They remember enough to be afraid.

Since Year 0 of the Expanse Era, their actions suggest not conquest, but containment - quiet manipulation meant to prevent the past from repeating itself. Whether they succeeded remains uncertain.

Using This Truth in Play

This lore is never required to surface in a campaign. If it does, it should emerge only through:

- Forbidden pre-Collapse records
- Psionic visions or madness
- Ancient beacon logs that don't match physics
- Encounters with Foldspace phenomena that behave like living things

Even then, the truth should remain fragmentary and deniable. The galaxy should never know for certain whether the dragons exist. Only that Foldspace sometimes watches back.



Escape from The End



Planet: Conildra Tatil

System: Conildra

Conildra Tatil began as a modest Greyblood settlement on the fringe of early Expanse

expansion, growing into a regional trade hub known for its independence and rough frontier commerce. That prosperity collapsed during what is now called the Great Decline - a slow descent into corruption, black markets, and organized crime that transformed the planet into a haven for smugglers, fugitives, and corporate opportunists.

Seeing opportunity in the chaos, a covert alliance of megacorporations - including Remis Warmachine Manufacturers (RWM), MultiTech Manufacturers (MTM), and Gyrodyne Systems (GS) - initiated a classified containment project known internally as DAMNATION. Rather than constructing traditional prisons, the corporations repurposed abandoned population centers into hidden incarceration zones designed to disappear “problem assets” without

legal oversight. The first of these shadow prisons was the derelict city of End.

End was sealed behind an invisible security perimeter maintained by an elite corporate enforcement unit known as the Boilers. Anyone attempting to leave the city was intercepted, subjected to memory implantation that convinced them they had escaped, and quietly returned to End after a controlled interval. Officially, End did not exist. Unofficially, it became a dumping ground for experimental subjects, political liabilities, enhanced criminals, and inconvenient witnesses. Corporate enclaves soon rose within the city - fortified research hubs operated by RWM, GS, and MTM - where prototype weapons, cybernetics, and behavioral conditioning systems were tested under live conditions.

Within End itself, society adapted. Survivors formed gangs and protection groups that gradually evolved into structured clans, each claiming territory and absorbing the remnants of defeated rivals. A shadow culture emerged: black markets, ritualized violence, scavenger engineers, and underground transit networks built atop forgotten colonial infrastructure. Those who refused clan allegiance became known as Nomads, hiding among collapsed hab-blocks and forgotten tunnels - universally distrusted and often hunted.

Tensions finally erupted following the sudden destruction of the Clan of the Abyss, a secretive psychic collective built around an alien belief system and powerful mental disciplines. Rumors persist that Abyss mentalists briefly achieved unprecedented psionic control over rival clans before a series of catastrophic explosions tore through their territory. What followed became known simply as the Collapse - a brutal period of riots, massacres, and territorial warfare whose true death toll was never recorded.

Rather than withdraw, the megacorporations tightened their grip. End was partitioned into operational zones, corporate security forces expanded, and the city became a proving ground for advanced equipment and specialized response teams. Peace seemed impossible.

Then the Khan of End appeared.

No records show his arrival through DAMNATION channels. He simply emerged from the streets, gathering followers by exposing the truth of End's imprisonment and corporate manipulation. To the forgotten people of the city, he became a symbol of awakening - proof that their suffering was engineered, not accidental. Through equal parts charisma, strategy, and force, the Khan reunited the fractured clans, including remnants of the Abyss. Even now, his origins remain unknown, and whispers persist of Sarginian interest in his rise.

Today, End exists in uneasy equilibrium. The corporations still hold their enclaves. The clans answer - loosely - to the Khan. The Boilers continue their quiet patrols. And Conildra Tatil remains a scar on the Expanse: a living reminder that in this broken galaxy, even prisons can become cities - and even cities can rebel.

"You're being deployed to Conildra Tatil. Remote. Low priority. Minimal oversight.

Your objective is simple: Locate and extract a missing Senator.

You'll be dropped on a staging island first. It's uninhabited. Gear will follow. No complications expected." - Corporate Liaison

Campaign Premise: The players are hired as a freelance mercenary team to conduct a covert extraction on the Fringe world of Conildra Tatil.

Their Target: An Expanse Council Senator whose ship crashed under mysterious circumstances near an unregistered urban zone known only as End.

Officially, the Senator is missing. Unofficially, they have discovered something they were never meant to see.

The Truth: End is not a city. It is a covert containment system - a black-site prison run by corporate interests using brain scanning, memory implantation, and behavioral manipulation.

Every inhabitant believes they are free. Every escape attempt is intercepted, rewritten through implanted memory, and returned without awareness. The system has worked for years. Until now.

The Complication: The Senator has been captured by The Khan of End. And the Khan knows the truth. Worse - He is telling others.

Primary Objectives: Locate and extract the Senator alive

Secondary Objectives: Determine how the truth of End has been compromised. Identify any internal faction responsible.

Hidden Corporate Agenda: Eliminate evidence of DAMNATION. Silence anyone who knows the truth - including the Senator if necessary.

The Island: Blackreach Isle is a small island just off the coast of the mainland of the primary continent of Conildra Tatil. It lies a few miles from the mouth of the Central River. The intent is the characters use the supplied inflatable raft from the island to the river and sneak in up river.



Campaign Overview

Three Lies. One Truth.

- **Act I - Island of the Highbreed:** Corporate kill-machine vs engineered outcasts
- **Act II - Seas of the Thrid:** Surface vs aquatic species conflict
- **Act III- City of End:** Corporate prison vs awakening population

ACT I: The Island of the Highbreed



Insertion: The players are deployed under false pretenses. They are told the island is uninhabited and given minimal gear. They were promised a supply drop after landing

Immediate problem: The drop is delayed or stolen (by the Highbreed).

Reality: The island is home to the Highbreed - Mutated / engineered beings cast out by the corporations and expected to die. Survivors of abandoned corporate experimentation. They are intelligent, but deeply mistrustful

See *Highbreed* below and in the *Bestiary*

Hunted: They are being hunted by a corporate kill-machine - autonomous, adaptive and designed to eliminate "*failed assets.*"

First Contact: Players stalk before they see anything. Highbreed test them before revealing themselves.

The Hunter Revealed: Kill-machine demonstrates overwhelming force. Not just killing - learning. See *The Hunter* and *The Mount* below.

The Truth: Highbreed were created here. The corporation is cleaning up evidence.

Alliance or Exploitation: Players must choose: Help the Highbreed or Ignore them. Or turn them in

Climax: Destroy, disable, or outsmart the kill-machine.

Reward/Transition: Supply drop arrives or is returned. Highbreed provides biological upgrades, and/or Intel on corporate activity. Players leave the island changed.



The HighBreed

The Highbreed are not a species. They are survivors. Originally cast off as failed genetic experiments prototypes - discarded onto Altransia Island on Conildra Tatil with engineered expiration dates - the Highbreed were never meant to persist. Each was a specialized organism: soldiers, scouts, labor drones, psychic conduits, or biological weapons abandoned when their creators deemed them inefficient, unstable, or uncontrollable. They should have died quietly. Instead, they found the Crystal Father.

The ancient crystalline super-intelligence beneath Conildra Tatil- mad from isolation yet vast in computational and psionic reach - offered them something no corporation ever had: continuity. Through embedded Drell Stones, fragments of the Father's living crystal lattice, the Highbreed gained extended life,

psychic cohesion, and access to regenerative nanites so long as they remain near the Island. In return, they became its custodians, worshippers, and instruments.

What emerged was not a civilization, but a sanctuary of engineered remnants.

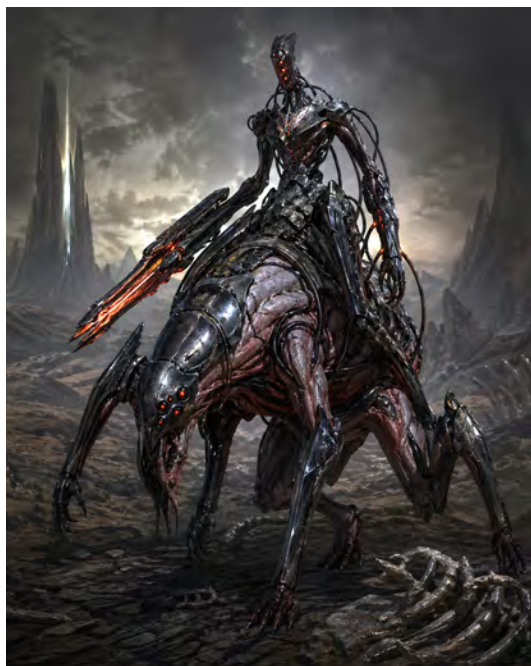
Drink, Lord Hadry, and Dorig form the High Council - not because they were designed to lead, but because they endured. Around them gathered other functional survivors: Eetosh perimeter ghosts, Sathbat aerial watchers, Elquinosi war-beasts, Armstrong shock troops, Tree Archers, Ardlings, Emons, Drites, and singular aberrations like Headache. Each fulfills a role born of forgotten design goals.

These are the primary Highbreed - the stable pillars of Altransia's ecosystem. There are others. Many others. Some half-feral. Some dormant. Some sealed away beneath crystal vaults or buried in the jungle. The Highbreed do not catalog their dead experiments. They merely adapt to whichever ones still breathe.

To outsiders, the Highbreed appear monstrous. To themselves, they are proof that even discarded weapons can learn to rule.

See Bestiary for Highbreed

◆ The Hunter



Hunter Construct

A towering, inhuman hunter-engine built for pursuit, termination, and data harvesting in hostile environments.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d10, Shooting d10, Stealth d8

Pace 6; Parry 7; Toughness 11 (4)

Edges: Combat Reflexes; Improved Sweep; Rock and Roll; Quick

Hindrances: Outsider (Major); Ruthless (Major); Silent (Minor – communicates only via signals/data bursts)

Special Abilities

Construct Physiology: +2 to recover from being Shaken; immune to poison and disease; does not suffer Wound penalties from pain (but still tracks Wounds normally).

Elongated Frame: Reach 2. Gains +2 to Athletics rolls for climbing or grappling due to extended limbs.

Sensor Array: +2 Notice; ignores up to 2 points of penalties from darkness, smoke, or concealment.

Integrated Targeting System: +1 to Shooting; ignores up to 2 points of recoil penalties.

Abyss-Touched Logic Core: +2 to resist Fear and Tests; once per encounter may reroll a failed Spirit roll (fits your Abyss theme nicely).

Weapons: Integrated Arm Cannon (24/48/96, 3d8, AP 4, RoF 3, Heavy Weapon. Notes: Counts as built-in; cannot be disarmed.

Mono-Blade Limbs: Str+d8, AP 2. Counts as natural weapons.

Gear / Armor: Chrome-Black Plating (+4 Armor);

◆ The Mount

Hexapod Bio-Mechanical Hunter Mount.

A horrific insectoid fusion of engineered muscle and machine - fast, relentless, and terrifyingly aware.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d8

Pace 10; Parry 6; Toughness 14 (6)

Special Abilities

Size +3: Large, multi-limbed predator.

Six-Limbed Locomotion: Ignores difficult ground penalties; may climb vertical surfaces at Pace 6.

Bio-Mechanical Hybrid: +2 to recover from Shaken; immune to poison/disease; +2 to resist Tests involving pain or fear.

Multi-Optic Vision: +2 Notice; cannot be Surprised unless completely unaware.

Predatory Bond: When mounted by the Hunter Construct: Both gain +1 to Notice and Fighting. May act on the same Action Card without multi-action penalty (treated as a single coordinated unit)

Terrifying Presence: Fear -2 when first encountered.

Rending Claws (×3): Str+d8. May make up to 3 Fighting attacks at -2 each (represents multiple limbs)

Impaling Strike: Str+d10, AP 2. On a Raise, target is grappled

ACT II: The Seas of the Thrid

Transition: Players must cross oceanic regions to reach End using the inflatable boat in the supplies. They are intercepted by the seafaring Thrid Firmanids.

See the Thrid in below and in the Bestiary.

Key Beats: Capture - Players taken aboard an Alpha Thrid vessel and must prove worth or face execution/abandonment.

Life at Sea: Learn Firmanid customs and oral histories (possibly hinting at ancient tech beneath oceans)

The War: Alpha vs Beta Thrid conflict escalates and the Aquanid attacks from below. See below for Abyss Touched Aquanids
The Truth: Beta Thrid mutated by - (a) Corporate dumping; (b) Ancient tech; (c) Abyss-like psionic influence.

Climax: Naval battle or deep-sea encounter. Defend Alpha vessel. Board Aquanid structure.

Reward / Transition: Alpha Thrid grant passage to mainland near End and provide Water-adapted gear, and cultural allies. Rumors: *"The city eats memories."*



Firmanid Sailing Vessel

Name: Tidebreaker (Khar'Vesh Tidal Fang)

Among the Firmanid, ships are not just vessels - they are clan extensions, often named for acts of dominance over the sea. This particular class is commonly referred to by outsiders as Tidebreakers, though each ship carries its own clan-name and lineage.

Khar'Vesh = *Breaker of the Deep*

Tidal Fang = poetic translation used by traders and outsiders

To the Firmanid crew, the ship is a living symbol of honor, often adorned with bone trophies from sea predators; clan banners and ritual markings; Weathered charms tied to currents, storms, and ancestors

Class: Coastal War-Raider. A hybrid between a Long-range coastal vessel and a Boarding platform.

Mission Profile

Primary: Hunt down and kill any Aquanids in the region. There seems to be a new breed of very aggressive Aquanids.

Secondary: Territorial Dominance - Firmanid vessels patrol and defend coastal waters, enforcing clan boundaries with absolute authority. Challenge unknown ships. Intercept intruders. Demand tribute or compliance.

Tertiary: Boarding and Capture. These ships are designed to close distance fast and overwhelm enemies in close quarters. Ram or hook enemy vessels. Deploy boarding teams in waves. Capture rather than destroy when possible. Captives may be ransomed, enslaved, or used in ritual combat.

Design & Features

Hull: Long, low, and flexible. Reinforced prow for impact. Built from dense, salt-treated wood and bone composites

Propulsion: Primary - Wind-driven sail (often tattered but reinforced); Secondary - Crew-assisted paddling or propulsion; Tertiary - Short bursts of speed via synchronized crew effort.

Deck Layout: Open central deck for combat. Raised fore-platform for boarding launch. Rear command section for banner and leader

Boarding Systems: Harpoon launchers; Chain-hooks and tether lines; Climbing nets and drop rigs

Crew Complement: 12–30 Firmanids

Organized into: Boarding teams; Row/propulsion teams; Banner guard.

Combat Style: The Tidebreaker does not fight like a naval vessel - it hunts. Close distance rapidly; Harpoon and tether target; Pull alongside or ram; Deploy boarding teams immediately. The goal is not naval superiority. The goal is to bring the fight to flesh.

Cultural Significance: To a Firmanid losing a ship is a dishonor; Capturing a ship is a legacy; Dying aboard one is acceptable - failing your clan aboard one is not. Ships are often named after past victories. Maintained across generations. Treated with ritual reverence

Tidebreaker (Khar'Vesh War-Raider)

Firmanid Coastal War Vessel

Type: Medium Sailing Vessel

Size: +14

Handling: -1

Top Speed: 8 (wind), 6 (crew-driven), 10 (Burst)

Toughness: 20 (4)

Crew: 12–20 (min 6)

Passengers: 10

Cost: Not available for purchase

Traits

Wind-Driven: Uses standard sailing rules. Speed reduced by half in poor wind. Cannot move against strong wind without crew assist.

Crew Propulsion: Firmanid row/propulsion teams can supplement movement. Requires 6 crew. Maintains Speed 6 regardless of wind. Causes Fatigue on crew after prolonged use (GM call).

Burst Surge: Once per encounter, the crew may push the vessel to extreme speed - Speed increases to 10 for 1 round. Requires full crew coordination. After use crew must make Vigor rolls or become Fatigued.

Reinforced Prow (Ramming): Built for impact and aggression. +4 damage when ramming. Reduces self-damage from ramming by 2.

Boarding Hooks & Harpoons: Specialized for close combat. Range: 6/12/24. Damage: Special (no damage). On a hit Target vessel is tethered. On a raise Opposed Strength roll Failure = target pulled 1" closer.

Low Profile Hull: Harder to target at range. –1 to be hit by ranged attacks beyond Short range.

Open Deck Combat: Designed for boarding warfare. No penalties for: Movement during melee combat. Fighting on deck.

Weapons: Harpoon Launchers (2–4, Range: 6/12/24, Damage: Special (tether). Used to initiate boarding); Thrown Weapons (Crew) - Harpoons, javelins, crude firearms. Treated as individual attacks from crew

Weaknesses: Exposed Crew. Crew can be targeted directly. Area attacks are especially effective; Limited Armor. Armor 4 is strong for

primitive vessel - but vulnerable to Heavy weapons, Energy weapons. Sustained fire; Reliant on Momentum. If immobilized or slowed Boarding advantage is lost. Vessel becomes vulnerable.

Tactics: The Tidebreaker does not fight like a ship - it fights like a predator. Close distance rapidly (Burst if needed). Fire harpoons to tether target. Pull alongside. Immediate boarding assault. They avoid Long-range engagements; Prolonged exchanges; They excel at ambush, close combat.

Firmanid Naval Raider



Alpha Thridd Seafarer / Boarding Specialist

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d8, Shooting d6, Notice d8, Intimidation d8, Boating d8, Survival d8

Pace: 6 (8 when quadrupedal), **Parry:** 6, **Toughness:** 10 (1)

Gear: Boarding Pike / Harpoon Spear (Str+d8, Reach 1); **Weighted Throwing Harpoons** (6/12/24, Str+d6, may pull on raise); Seafarer's Garb (Light Armor +1); Rope harness, hooks, netting, trophies

Special Abilities

Size +1: Larger and more physically imposing than humans.

Leathery Hide: +1 Armor

Quadruped Burst: As a free action, the Firmanid may drop to all fours. +2 Pace. +2 Athletics. Lasts until next turn. Cannot attack with weapons while in this stance.

Enhanced Senses: Ignore Dim/Low Light penalties. +2 Notice.

Double-Jointed Stability: +2 to resist being knocked prone or forcibly moved.

Honor-Bound: +2 to Fighting against Targets who insult them. Enemies who issue or accept a direct challenge.

Boarding Predator: Trained for ship-to-ship combat and unstable terrain. Ignore penalties for Difficult footing (wet decks, ropes, uneven surfaces). Gain +1 to Fighting and Athletics when on elevated surfaces. Boarding or defending vessels.

Drag & Drown: Masters of close-range control. On a raise with a spear/harpoon attack may initiate a free Grapple. If near water or edge opponent must succeed Strength roll or be pulled 1"

Tactics: Naval Raiders are more disciplined than standard Firmanids close distance quickly using Quadruped Burst. Engage in Paired attacks; Flanking maneuvers. Use terrain Rigging, Deck height, and Water edges.

Optional Variants

Deck Hunter: Stealth d8, Gains +2 to ambush rolls at sea or shoreline

Banner Guard: Toughness +1; Gains +2 Spirit when within 5" of clan banner.

Wave Champion (Wild Card): Add Wild Die, Strength d12, Spirit d10. Gains Frenzy, Command.

Aquanid Divers (Abyss Touched)



Deep Ruin Infiltrator / Saboteur Operative

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Stealth d10, Notice d8, Swimming d12, Repair d6, Thievery d8

Pace: 6 (Swim 10); **Parry:** 6; **Toughness:** 8 (1) (aquatic armor)

Gear: Hooked Blade / Short Spear (Str+d6, +1 to Grapple); Light Aquatic Armor (+1, flexible, pressure-adapted); Sabotage Kit (charges,

cutting tools, corrosion agents); Optional: Silent Dart Launcher (Range 5/10/20, 2d4, silent)

Special Abilities

Size +1: Tall, elongated aquatic physiology.

Minor psionic ability: Confusion or Fear. Reality distorting ability.

Amphibious: Breathe air and water equally.

Aquatic Locomotion: +2 Athletics while swimming. Swim Pace increased to 10.

Abyssal Senses: Ignore underwater visibility penalties. +2 Notice in aquatic environments.

Sonic Communication: Silent coordination underwater via ultrasonic pulses. Cannot be intercepted without specialized tech.

Hydration Dependency: After extended time away from water become Distracted. Eventually Fatigued (GM discretion).

Ambush from Below: Masters of vertical and submerged attacks. Gain +2 to attack rolls when emerging from water. Attacking from below or concealed elevation. First attack in an ambush deals +2 damage.

Ruin Saboteur: Experts in destabilizing environments. +2 to Thievery or Repair rolls to Disable structures. Set traps or charges. May spend an action to Create difficult terrain; Collapse light structures. Trigger environmental hazards (GM call)

Fade to Depth: They do not stay to fight. Once per encounter may disengage without free attacks. Gain +2 Stealth for one round.

Tactics: Aquanid Divers fight like ghosts Strike from Water, Flooded corridors, Submerged ruin entrances. Prioritize Sabotage over kills, Isolated targets, Confusion and disruption

Avoid Prolonged combat; Open engagements; Retreat quickly after impact

ACT III : End

Insertion: Players must enter covertly, avoid detection by Boilers and navigate clan territories. They have a contact inside End, limited gear, and no extraction guarantee.

Key Beats: Entry - Breach perimeter or sneak through ruins. First sign of repeated stories and behavioral loops.

The Illusion Cracks: NPCs recall identical “escape” events. Contact confirms “No one leaves.”

The Clans: Players must navigate Devil’s Corps brutality; Revolutionary manipulation; River Rat intelligence networks; Gladiator dominance zones and the Indies survival networks.

The Boilers: Silent enforcers of the system; Memory reset threat; Appear when things go too far off-script

The Khan: Holds the Senator; Knows the truth. He Offers a deal - “Help me free them or help them stay blind.”

The Abyss: Psionic faction emerging again. Something deeper on the planet.

Possible Encounters in End

Boiler Sweep: A silent perimeter lockdown begins. Lights flicker, exits are sealed, and a small Boiler unit moves in with precision. *Objective:* Avoid, hide, or get caught in a memory reset operation.

Clan Skirmish: Two rival factions (your choice) are mid-firefight. Stray fire everywhere. Prisoners fleeing. One side may try to recruit or use the PCs.

River Rat Ambush: Movement below. Then silence. PCs are targeted from Sewer grates. Waterways. One character may be dragged toward a hidden tunnel

Independent Salvage Crew: A scavenger team stripping a battlefield or ruin. May trade, threaten, or vanish. Might have something valuable or stolen

Gladiator Challenge: A Gladiator (or small group) confronts the PCs. *"You look like you can fight."* Duel opportunity. Refusal may escalate to violence.

Abyss Flicker: Reality slips. Sounds repeat. Shadows move wrong. One PC experiences a brief vision of something impossible. No immediate threat - but deeply unsettling.

Devil's Corps Patrol: Heavily armed Corps unit moving through territory. Checking IDs / loyalty. Looking for non-humans. May escalate quickly.

Nomad Shadow: Someone is following the PCs. Never seen clearly. Leaves signs. Moved objects. Missing gear (temporarily). Maybe an ally, spy, or scavenger.

Memory Glitch: One PC suddenly remembers a conversation that didn't happen; a place they've never been; a death that hasn't occurred. This is real - or will be.

Final Climax Options

- **Extraction:** Grab Senator and escape. Avoid or battle the Boilers and/or Clans.
- **Uprising:** Help Khan ignite rebellion.
- **Suppression:** Side with corporations.
- **Catastrophe:** Abyss unleashes something bigger.

The City of End



Corporate Roles in End

Galactic Task Force (GTF): Recruitment Through Survival. Officially, Galactic Task Force maintains a fortified recruitment and training compound within End as part of a classified *“hazard-environment conditioning program.”* In truth, GTF views the city as the perfect proving ground for producing hardened mercenary troops. End provides an endless population of desperate, violent, and disposable candidates - individuals already conditioned by brutality and survival.

The GTF compound serves as both a recruitment center and an indoctrination facility. Promising inmates are offered what appears to be the only legitimate path out of End: enlistment. Those accepted undergo aggressive physical and psychological conditioning designed to erase loyalty to clans, history, and identity. Many recruits later regret accepting the offer, but by then their contracts, augmentations, and neural conditioning make leaving nearly impossible.

To sharpen combat effectiveness, GTF regularly deploys live-fire training operations inside End itself. Entire city blocks may suddenly become military exercises without warning. Clan leaders sometimes exploit this system by feeding GTF intelligence on rivals, hard targets, or rebellious factions in exchange for favors, supplies, or temporary protection. Officially these operations are anti-insurgency drills. In practice, they are assassinations, suppression raids, and battlefield experiments disguised as training exercises.

MultiTech: The Merchants of Endless War. MultiTech’s End compound is one of the most heavily fortified sites within the city perimeter. Officially categorized as a logistics and industrial storage center, it is in reality the primary

black-market weapons hub for nearly every major clan operating inside End. Through covert intermediaries, MultiTech supplies firearms, ammunition, explosives, armor, and experimental weapon systems directly into the prison ecosystem.

The corporation learned long ago that conflict within End is profitable - and useful. Every gang war, territorial dispute, or uprising creates demand. More importantly, it creates data. Weapons deployed in End are carefully tracked through embedded diagnostics, allowing MultiTech to observe failure rates, lethality, combat effectiveness, psychological impact, and durability under real battlefield conditions.

Arms exchanges between MultiTech representatives and the clans are conducted in secret under overwhelming security. Entire firefights have erupted over leaked shipment schedules or stolen manifests. Even Star Law lacks full knowledge of the scale of these operations. Information concerning upcoming deals, prototype deliveries, or hidden stockpiles is among the most valuable intelligence in End, capable of shifting the balance of power between factions overnight.

Within the city, many believe MultiTech secretly ensures no clan ever fully wins. War is stability. Peace would make the prison harder to control.

Remis Warmachine Manufacturers (RWM): Evolution Through Conflict. Where MultiTech studies weapons, Remis Warmachine Manufacturers studies people - or rather, what people can become. The RWM compound in End is part cybernetics laboratory, part robotics testing ground, and part classified enhancement center. Advanced prosthetics, combat augmentations, neural control systems, autonomous drones, and prototype war machines are all tested within the city under live conditions.

End's endless violence provides RWM with a constant supply of subjects - volunteers desperate for power, broken survivors willing to trade flesh for survival, captured clan fighters, and inmates who simply disappear into corporate custody.

Some return heavily modified. Others never return at all.

RWM's greatest interest lies in behavioral adaptation under stress. Cybernetic systems are monitored remotely while subjects engage in real combat across End's streets. Entire conflicts have allegedly been orchestrated to observe how experimental implants respond to fear, rage, exhaustion, or psionic interference. Rumors persist of failed subjects still wandering abandoned districts - part human, part machine, mentally unstable but physically lethal.

Unlike MultiTech, RWM does not profit from war alone. It profits from transformation. To RWM, End is not merely a prison city. It is a forge.

Adversaries of End

Boilers

"You won't remember this."

The Boilers are the unseen enforcers of End's true purpose - elite corporate operatives tasked not with policing the city, but maintaining the illusion that it is not a prison at all. Rarely encountered and even more rarely survived, they operate with surgical precision, appearing only when individuals or events threaten to expose the system. Equipped with advanced cybernetics, neural scanning tech, and memory implantation systems, the Boilers intercept escapees, erase or rewrite their experiences, and return them to the city with the conviction they were never captured. To the inhabitants of

End, they are little more than whispered rumors or half-remembered nightmares - but to those who have glimpsed the truth, the Boilers are something far worse: the quiet hands that reset reality and ensure that no one ever truly leaves.

Boiler Security Operative

Corporate Memory Enforcement Unit

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Electronics d6

Pace: 6, **Parry:** 6, **Toughness:** 10 (3) (armored tactical suit)

Edges: Alertness, Combat Reflexes, Level Headed

Gear: Boiler Tactical Armor (+3 Armor); Sealed system (immune to gas, airborne toxins); Integrated comms + targeting HUD; Neural Disruptor Rifle (Range: 12/24/48, Damage: 2d8/non-lethal option available, AP 2. On a raise, target must make Spirit roll or be Stunned); Memory Spike Device (Special, Touch or restrained target. Opposed Electronics vs Spirit. Success - Target becomes Stunned. Raise - Target loses the last 1d6 minutes of memory. Critical Failure - Feedback causes Boiler to become Shaken.



Special Abilities

Containment Protocol: Boilers are trained to neutralize, not kill (unless necessary). +2 to Tests and Grapple attempts. May choose to deal non-lethal damage without penalty.

Neural Stability Conditioning: +2 to resist Fear, Mind Reading, or psionic intrusion. Immune to Distracted from fear-based effects.

Coordinated Enforcement: Boilers operate as a unit. Gain +1 to all Trait rolls when within 5" of another Boiler. May ignore up to 2 points of Gang Up bonus from enemies

Reality Enforcement: When a situation deviates from expected patterns. Once per encounter, a Boiler may Remove Shaken automatically, or Grant themselves +2 to a single roll.

Tactics: Move in small coordinated teams (3 - 6). Prioritize - Isolation, Incapacitation, Memory reset, Avoid prolonged firefights.

Use Stealth, Surprise, Precision strikes.

Retreat if overwhelmed - then return with reinforcements

◆ Boiler Squad Leader

Changes: Add Wild Die; Spirit d10; Electronics d8

Edge: Command

Gains: +1 to all allied Boilers' rolls within 5"

GM Notes: Boilers should feel sudden - they appear when things go wrong; Efficient - no wasted motion; Unnerving - they don't shout, they act. They are not there to fight. They are there to reset the situation.

Clan of the Abyss

"You are not where you think you are. You are where we need you to be."

The Clan of the Abyss is the most feared and least understood faction in End - a hidden collective of powerful mentalists who operate from the shadows and are rarely seen without their black, concealing cloaks. Believed to be former experimental subjects, they have developed psionic abilities far beyond what most in the Expanse consider possible, referring to themselves as Psi-casters and adhering to an alien philosophy no outsider fully comprehends. Rumors claim they can influence thoughts, feed on emotional energy, or even act with a shared consciousness, and many believe their brief rise to power - and sudden destruction - triggered the catastrophic Collapse that nearly tore the city apart. Whether they are remnants, evolving survivors, or something far more dangerous now, the Abyss represents a threat not just to the balance of power in End, but to reality itself as the inhabitants understand it.



Abyss Adept (Psi-Caster)

Clan of the Abyss Operative

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d6, Notice d8, Psionics d10, Stealth d8, Intimidation d8

Pace: 6, **Parry:** 4, **Toughness:** 6

Edges: Abyss-Touched, Mentalist (Telepathic or Visionary); Strong Willed

Hindrances: Alien Mind (Major) (emotionally detached / unsettling); Secret (Major – Abyss Doctrine); Quirk (Minor – speaks in fragments, delayed responses, or echoes).

Powers: Power Points: 15. Typical Abyss suite: Confusion, Fear, Mind Reading, Stun. Empathy (reskinned as emotional manipulation).

Special Abilities

Abyss-Touched Mind: +2 to resist Fear, Mind Reading, and mental intrusion

Reality Distortion: The Adept subtly warps perception. Enemies within 3" suffer –1 to Notice, –1 to ranged attacks against the Adept.

Unnerving Presence: Their existence feels wrong. Adjacent enemies must make a Spirit roll at start of turn: Failure = Distracted; Critical Failure = Shaken;

Abyss Flicker (1/encounter): The Adept partially slips out of phase. As a free action gain –4 to be hit until next turn. Cannot run during this effect.

Psionic Backlash: On a Critical Failure when using powers, the Abyss pushes back, Adept becomes Shaken and all within 3" must make a Spirit roll or be Distracted.

Gear: Tattered robes (no armor); Occult focus items (non-mechanical, thematic); Concealed blade (Str+d4)

Tactics: Avoid direct confrontation. Open with Confusion / Fear; Stay at mid-range. Use Abyss Flicker to avoid damage. Retreat if pressured physically.

Optional Variants

Abyss Seer: Smarts d12; Gains Detect/Conceal Arcana; Future-echo perception (GM tool)

Abyss Channeler: Spirit d12; Gains Bolt/Burst (psionic lightning flavor). More aggressive, less stable.

Abyss Ascendant (Wild Card): Add Wild Die; Power Points 25; Gains Improved Level Headed; Additional Reality Distortion (–2 aura)

Dalia Bandits

"You won't see us coming. You'll feel us leaving."

The Dalia Bandits are loose, nomadic raider groups that haunt the abandoned and

unclaimed zones of End, thriving in the spaces between clan territories where structure breaks down. They claim no fixed ground, striking from the ruins with sudden, opportunistic violence before fading back into the shattered cityscape. Often dismissed as disorganized scavengers, the Bandits are in fact highly adaptive and intimately familiar with End's forgotten pathways, making them difficult to track or eliminate. At times they are hired as expendable proxies by larger factions, but their loyalty is always temporary, dictated by survival and profit. In a city defined by power blocs and territory, the Dalia Bandits endure as a constant, unpredictable threat - small in scale, but impossible to fully stamp out.



Dalia Bandit Raider

Nomadic Scavenger-Predator of End

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d8, Shooting d6, Stealth d10, Survival d8, Intimidation d6, Thievery d8

Pace: 6, **Parry:** 6, **Toughness:** 7 (1) (scrap leathers)

Edges: Quick, Fleet-Footed, Thief

Hindrances: Greedy (Major), Cowardly (Minor) (won't fight fair or stay in losing fights), Loyal (Minor – their pack)

Gear: Scrap Armor (+1 Armor); Lightweight, mismatched. Heavy Knife / Cleaver (Str+d6, Preferred weapon - fast, brutal); Holdout Pistol / Revolver (10/20/40, 2d6, Often unreliable, but deadly up close); Chain / Hook (Used for Tripping, Disarming, Dragging loot or victims)

Special Abilities

Pack Predator: Dalia Bandits are weakest alone - deadly together. +1 to attack rolls when an ally is adjacent to the same target. Gain +2 to Gang Up bonus (max +6 instead of +4)

Hit-and-Fade: They don't stay in fair fights. After making a melee attack, may move 1" without provoking free attacks. Prioritize repositioning and flanking

Scavenge Instinct: Always looking for advantage. May use an action to Grab nearby object - gain +1 Parry or +1 Armor until next turn or throw debris - Test (Athletics vs Agility)

Cutthroat Strike: They exploit weakness ruthlessly. +2 damage against Distracted, Vulnerable, Prone targets.

Tactics: Ambush from Ruins, Alleys. Collapsed structures. Focus on Isolated targets, Wounded enemies, Loot opportunities. Avoid Prolonged fights. Heavily armored opponents (unless in numbers). Retreat quickly if Leader drops. They lose momentum.

Optional Variants

Dalia Cutthroat: Fighting d10, Gains First Strike. Improved Hit-and-Fade.

Scrap Gunner: Shooting d8, Uses Modified SMG or shotgun; Less stealth, more suppression

Bandit Chief (Wild Card): Add Wild Die; Spirit d8; Gains Command, Level Headed, Improved Pack Predator (+2 attack bonus).

Devil's Corps

"Humanity first. Everything else burns."



The Devil's Corps is a brutal, human-supremacist paramilitary faction that controls a heavily fortified region of End through fear, discipline, and overwhelming force. Obsessed with ideals of purity and dominance, they reject all non-human presence within their territory while paradoxically embracing extreme cybernetic augmentation, pushing their bodies and minds to unstable limits. Their streets are lined with vice-driven establishments catering exclusively to humans, reinforcing their warped

vision of control and superiority. Beneath their militaristic façade operates the Black Guild, a secret cabal manipulating the Corps as a testing ground for enhanced soldiers, experimental weapons, and behavioral conditioning. To outsiders, the Devil's Corps are dangerous fanatics - but within End, they are one of the most organized and heavily armed powers, constantly clashing with rival factions while tightening their grip on their domain.

Devil's Corpsman

Human Supremacist Cybernetic Shock Trooper

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Survival d6

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Brawny, Combat Reflexes, Nerves of Steel

Hindrances: Bloodthirsty (Major), Intolerant (Major - Non-Humans), Overconfident (Minor)

Gear: Combat Armor (+3 Armor); Rugged, patched, heavily modified; Integrated stim injectors; Assault Rifle (24/48/96, 2d8, RoF: 3, AP 2); Combat Knife Str+d6. Cybernetic Augments (Special Abilities);

Combat Stims (1/encounter): As a free action, the Corpsman may inject a stim, Gain +2 to Strength and Vigor rolls. Ignore 1 level of Wound penalties. Lasts 3 rounds. After effect - Must make a Vigor roll or become Fatigued.

Targeting Optics: +1 to Shooting. Ignore up to 2 points of penalties from dim light or smoke.

Pain Suppression: +2 to recover from Shaken. May act normally while Shaken with a raise.

Cyber Instability: Their augmentations push them beyond safe limits. On a Critical Failure,

become Enraged (must attack nearest target next turn.) or suffer Fatigue (GM choice.)

Tactics: Advance aggressively under fire; Use RoF 3 bursts to suppress enemies; Pop Combat Stims early in heavy fights;

Optional Variants: Corps Enforcer (Elite)

Make Wild Card; Strength d10, Vigor d10; Add Edge: Frenzy.

Optional Variants

Black Guild Test Subject: Gains: +1 die type to Strength or Vigor; Suffers - 1 Smarts; Increased Cyber Instability effects.

Independents

"If it's not nailed down, it's ours. If it is nailed down... give us a minute."



The Independents are the outcasts of End - those rejected not just by the system, but by the clans themselves - forced to carve out survival in the fortified ruins of Fort Deathfear on the city's

fringes. Lacking corporate backing or reliable allies, they endure through scavenging, raiding, and an unmatched ability to reclaim and repurpose the broken remnants of the city, earning them the nickname "Hell's Scavengers." They strike fast, strip battlefields clean, and vanish back into their defenses before retaliation can arrive. Though often dismissed as desperate and disorganized, the Independents are anything but weak; their isolation has made them resourceful, hardened, and fiercely defensive, and their stronghold is one of the few places in End no faction has successfully taken.

Independent Scavenger (Hell's Scavenger)

Fort Deathfear Survivor

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Repair d8, Shooting d8, Stealth d8, Survival d10, Thievery d6

Pace: 6, **Parry:** 6, **Toughness:** 9 (2) (scrap armor)

Edges: McGyver, Combat Reflexes, Hardy, Hindrances, Cautious (Minor), Greedy (Minor) (salvage-focused), Loyal (Minor – Fort Deathfear / their crew)

Gear: Scrap Armor (Custom Rig, +2 Armor, Patchwork plating, reinforced joints. Counts as Improvised Gear, see Jury-Rig below); Scavenged Rifle (24/48/96, Damage 2d8) or Shotgun (12/24/48, 1–3d6, Often modified, unreliable - but deadly.); Heavy Blade / Cleaver (Str+d8); Salvage Pack; Tools, spare parts, scrap tech (Grants +1 to Repair rolls)

Special Abilities

Jury-Rig Survivor: Independents make broken things work. Once per encounter, may ignore a weapon malfunction. Restore 1 point of Armor or gain +2 to a single Repair or Athletics roll.

Scavenge Instinct: They know where to look - and when to run. +2 to Notice and Survival rolls in ruins or urban wastelands. Rarely surprised in rubble, ruins, or abandoned zones

Scrap Fighter: They fight dirty and adapt fast. +1 to Fighting and Shooting when in cover, using terrain or attacking from ambush.

Refuse to Die: Independents are notoriously hard to put down. Once per encounter, when Incapacitated make a Vigor roll. Success, remain alive and Shaken. Raise, ignore Incapacitation entirely (still take Wound).

Tactics: They favor ambushes; defensive positions; hit-and-run attacks; Use terrain constantly rubble, tight corridors, elevation. Retreat if needed - but often come back later.

Optional Variants

Veteran Scavenger (Wild Card): Add Wild Die; Vigor d10; Gains Improved Hardy, Level Headed.

Gladiators

"You don't fight a Gladiator. You prove yourself to one."

The Gladiators are a clan defined by strength, honor, and spectacle, composed largely of physically powerful species who believe that power must be proven, not claimed. They dominate their territory through a combination of martial prowess and ritualized combat, hosting frequent arena battles where warriors rise - or fall - before the masses. Leadership is determined through the brutal Grand Clash, culminating in a final trial against a beastly opponent (choose a random GEM from the Bestiary), ensuring that only the strongest can rule. Despite their violence, the Gladiators adhere to a strict code of honor, valuing reputation and personal challenge above all else; to insult that honor is to invite death. In a

city ruled by deception and manipulation, the Gladiators stand apart as something more direct and dangerous - predictable in their values, but unforgiving in their execution.



Gladiator Warrior

Arena-Bred Enforcer of End

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d6, Survival d6

Pace: 5, **Parry:** 7, **Toughness:** 11 (3) (heavy armor)

Edges: Brawny, Frenzy, Nerves of Steel.

Hindrances: Code of Honor (Major – Gladiator Code); Bloodthirsty (Major); Proud (Minor)

Gear: Arena Armor (+3 Armor. Heavy, spiked, intimidating. Loud, visible - built for presence); Heavy Blade (Str+d10, AP 2). Often oversized, brutal, and personalized. Chain Weapon (Flail/Hook/Weighted Chain. Str+d8. Reach 1.

On a raise: target is Distracted (or entangled at GM discretion)

The Khan



The Khan of End is a figure defined by absence as much as presence. No record exists of his arrival - no DAMNATION intake, no crash log, no verified witness to his first appearance. He simply emerged from the chaos of the city at the height of its collapse, already moving with purpose, already speaking truths no one else should have known. He is never seen without his mask. Not in private, not in battle, not even among his closest followers. Whatever lies beneath it - if anything at all - remains unknown. Some claim he bears the features of a Sarginians, while others insist the mask is all there is. The Khan himself dismisses both, claiming only that he is Vey'kari - something

unwritten, something the Sarginians chose to deny.

While his origin is a mystery, his purpose is unmistakable. The Khan understands what End truly is - not a city of freedom, but a carefully engineered prison sustained through memory manipulation and control. Where others adapt, he resists. Where others survive, he awakens. Through calculated force, unshakable resolve, and a vision that cuts through fear and illusion alike, he has united the fractured clans into a tenuous order - not to rule them, but to show them the truth and thus build an army. His goal for End is singular - to shatter the lie, to make every soul in End see the chains they cannot perceive, and to bring that truth into the light - no matter the cost, and no matter what comes for him once the illusion is broken. Beyond End, he may have a grander scheme.

◆ The Khan of End

Vey'kari Anomaly, Breaker of the Prison

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d6, Vigor d10

Skills: Athletics d6, Common Knowledge d10, Fighting d8, Intimidation d10, Notice d10, Persuasion d10, Psionics d12, Stealth d8

Pace: 6, **Parry:** 6, **Toughness:** 9 (1) (robe + subtle armor)

Hindrances: Driven (Major): Expose and break the prison of End; Enemy (Major): Corporate DAMNATION Network; Outsider (Major): Not truly accepted by any faction.

Edges: Abyss-Touched. Abyss-Scarred (Improved) (custom, see below); Arcane Background (Psionics); Strong Willed; Level Headed, Improved Level Headed; Command, Natural Leader.

Special Abilities

Abyss-Stabilized: The Khan is a rare stable return from the Abyss. Immune to memory alteration and illusion-based effects

Cannot be surprised: Automatically succeeds on one Spirit roll per session

Continuum Breaker: The Khan exists outside predictive models. Enemies suffer - 2 to all rolls targeting or opposing him. Once per round, he may force a reroll of any successful roll against him (Trait or damage).

Field of Unreality: Reality subtly bends around the Khan. All enemies within Large Burst Template suffer - 1 to Trait rolls; - 2 to Notice. Psionic powers used within this field gain +1, but on a Critical Failure trigger an Abyss Event

Voice of Revelation: The Khan can shatter mental conditioning. As an action, may target all within Medium Burst Template: Opponents must make a Spirit roll (- 2) or become Shaken and Distracted. Those affected may experience:

Memory flashes: Awareness of false reality. This can disrupt implanted conditioning (Boilers, End system.)

Abyss Insight: The Khan perceives fractures in reality. Acts on best of two Action Cards. +2 to Notice and Psionics rolls May ignore up to 2 points of penalties from darkness, cover, or confusion.

Powers: The Khan does not “cast” in a traditional sense - his powers manifest as intent. Typical suite: Mind Reading; Confusion; Fear; Stun; Detect/Conceal Arcana; Telekinesis (Bolt/Burst/Blast trappings); Empathy (custom); Slumber (represents forced shutdown of targets.) Power Points: 30

Gear: Obsidian Mask (Symbolic Focus) No mechanical bonus, but integral to identity; Flowing layered robes (conceals armor mesh).

Tactics: The Khan does not fight like a normal NPC. Opens with Voice of Revelation. Controls battlefield with Field of Unreality. Uses Continuum Breaker to negate key hits. Avoids lethal force unless necessary.

Revolutionaries

“Everything has a price. You just haven’t found yours yet.”



The Revolutionaries are a diverse, multi-species faction that dominates the economic and social life of End, operating vast networks of markets, bazaars, and illicit trade that make their territory the closest thing the city has to stability. Led by the charismatic Karian Dalon Flamestar, they present themselves as dealmakers and brokers, thriving on negotiation, influence, and control of resources rather than outright conquest. Beneath this pragmatic exterior lies a deeper ideology - the belief that End is the birthplace of an “Eternal

Revolution” that will one day spread beyond the city and reshape the wider Expanse. Though often underestimated due to their commercial focus, the Revolutionaries can mobilize into a highly coordinated and formidable force, making them both indispensable allies and dangerous enemies in the shifting power structure of End.

Revolutionary Operative

Broker, Smuggler, and Opportunistic Fighter

Type: Extra

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d10, Thievery d8

Pace: 6, **Parry:** 5, **Toughness:** 7 (1) (light armor / street gear)

Edges: Connections, Streetwise, Quick, Hindrances, Greedy (Minor), Cautious (Minor), Loyal (Minor - Clan/Network)

Gear: Light Armor / Street Rig (+1 Armor, Concealable, flexible); Compact SMG / Carbine (12/24/48, 2d6, RoF: 3); Holdout Pistol (10/20/40, Damage: 2d6, Easily concealed); Utility Kit; Lock tools, signal scrambler, comm device. +1 to Thievery or Electronics-related tasks (GM discretion)

Special Abilities

Deal Maker: Revolutionaries thrive on leverage. +2 to Persuasion and Streetwise rolls when negotiating, bribing, or gathering info. Once per session, may declare: *“I know someone who can help.”* Gain a +2 bonus on a single Networking / Streetwise roll.

Underworld Network: They always have eyes somewhere. +2 to Notice or Streetwise to detect ambushes, traps, or hidden movement in

urban environments. Rarely surprised in their own territory.

Opportunist Fighter: They don’t fight fair - they fight smart. +1 to attack rolls against Distracted, Vulnerable, or Shaken targets. Will always prioritize weakened enemies.

Cut and Run: Survival over pride. Once per encounter, may disengage without free attacks. Gains +2 to Stealth rolls when escaping combat

Tactics: Avoid direct confrontation unless advantageous; Use Ambushes, Crossfire, Environmental advantages.

Optional Variants

Revolutionary Fixer: Smarts d10, Spirit d10; Add: Charismatic; Focus on negotiation and influence.

Revolutionary Enforcer: Strength d8, Fighting d8; Add: Brawler. Less subtle, more muscle.

Flamestar Elite Agent (Wild Card): Add Wild Die; Persuasion d10, Shooting d10. Gains: Command, Level Headed.

River Rats

“You don’t see us. You just go under.”

The River Rats, known formally as the Brotherhood of Tiqua’Lidra, are an amphibious Saurian offshoot that controls the waterways and hidden underlayers of End with ruthless efficiency. Genetically altered for aquatic survival, they dominate the Central River, enforce tolls at key crossings, and use the vast network of sewer tunnels to move unseen throughout the city. This mobility makes them invaluable as smugglers, scouts, and information brokers, often selling intelligence to the highest bidder while striking from below without warning. Feared for their unpredictability and territorial aggression, the River Rats are less a conventional clan and more

a constant, lurking presence - one that can surface anywhere, at any time, with lethal intent.



River Rat Raider

Brotherhood of Tiqua'lidra Skirmisher

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Shooting d6, Stealth d10, Survival d8, Intimidation d6

Pace: 6 (Swim 8); **Parry:** 6; **Toughness:** 9 (2) (scaled hide + light armor)

Edges: Aquatic (custom trait, see below); Fleet-Footed (applies to Swim as well); Quick.

Hindrances: Territorial (Major); Suspicious (Minor); Loyal (Minor – Brotherhood)

Gear: Light Combat Harness (+2 Armor, Waterproof, flexible); Carbine / SMG (Water-Sealed, 12/24/48, 2d6, RoF: 3, No penalty when fired in wet or submerged

conditions (short range only underwater, GM call); Hook Blade / Spear (Str+d6, Counts as a grappling weapon (+1 to Athletics for Grapple attempts); Tether Line & Climbing Kit. Used for Rapid vertical movement. Dragging enemies into water

Special Abilities

Amphibious Predator: Ignore movement penalties in water, mud, or sewer terrain. Gain +2 to Stealth and Athletics when in or near water

Sewer Ghost: Masters of unseen movement. +2 to Stealth in darkness, tunnels, or sewer systems. May move full Pace while Stealthed without penalty

Drag Under: River Rats fight to control space. On a successful Grapple, may move the target up to 2". If near water or drop, may force a Strength roll. Failure and target falls/prone or is pulled into water.

Pack Hunters: River Rats coordinate instinctively. Gain +1 to attack rolls when an ally is adjacent to the same target. Prefer flanking and swarm tactics.

Tactics: Strike from Waterways, Sewer grates, Elevated positions; Focus on Isolating targets, Dragging enemies into unfavorable terrain, Hit-and-fade attacks. Avoid prolonged firefights unless they control terrain.

Optional Variants

Deep Stalker: Stealth d12; Gains: Invisibility (water/darkness only, GM flavor)

Tidebreaker (Heavy): Strength d10, Vigor d10; Toughness +2; Uses heavier melee weapons.

Pack Leader (Wild Card): Add Wild Die; Spirit d10; Gains Command, Level Headed.

Special Abilities

Arena Conditioning: Years of brutal combat training. +2 to recover from Shaken. Ignore 1 point of Wound penalties.

Show of Dominance: Gladiators weaponize fear. May make an Intimidation Test as a free action when first entering combat. On success, target is Distracted. Raise, Distracted + Vulnerable.

Relentless Pressure: They don't let up once engaged. If they hit with a melee attack, gain +1 to their next Fighting roll against the same target

Fight for the Crowd: Even outside the arena, they perform. When outnumbered or facing a stronger opponent, Gain +1 to Fighting and Intimidation.

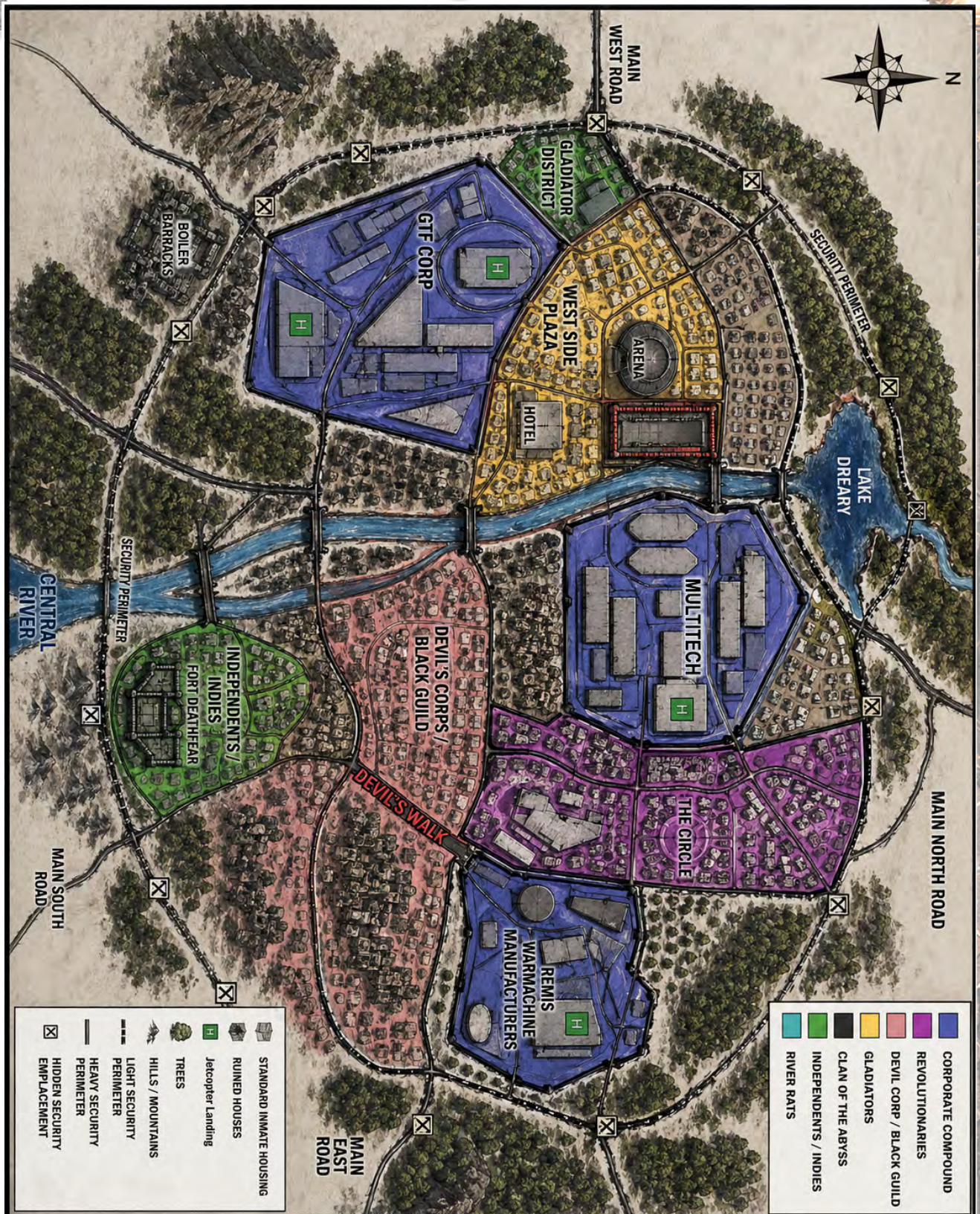
Tactics: Close distance immediately. Focus on strongest or most visible opponent; Use intimidation early. Maintain pressure with Frenzy. They prefer Melee dominance; Brutal, direct engagement; Breaking morale as much as bodies.

Optional Variants

Arena Bruiser: Strength d12; Damage increases by +2; Slower, but devastating

Chainmaster: Gains +2 to entangle/disarm attempts; Control-focused fighter.

Veteran Gladiator (Wild Card): Add Wild Die; Spirit d10; Gains Improved Frenzy, Hard to Kill.



Appendix

The Vey'Kari



Dark Sarginians

The Vey'kari are an extremely rare and dangerous anomaly - Sarginians who have survived exposure to the Abyss and returned fundamentally changed. Though they retain the physical form and intellect of the Sarginians, they are no longer bound by the emotional restraint, predictive certainty, or philosophical control that defines their kind. Instead, they possess intense, instinctive psionic abilities that are both powerful and unpredictable, capable of disrupting minds, technology, and even the carefully modeled outcomes the Sarginians rely upon. Few in the Expanse have ever encountered one, and fewer still understand what they truly are - but to those who recognize

the signs, a Vey'kari is not just a being, but a fracture in reality itself, a living reminder that the Abyss can be endured... and that those who return from it may see the universe in ways no one else can.

Vey'kari

Abyss-Touched Sarginian, Rare Psionic Anomaly

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d8, Notice d8, Persuasion d6, Psionics d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Abyss-Touched, Arcane Background: (Psionics); Strong Willed; Powers (Power Points: 15)

Special Abilities

Abyss-Touched Mind: +2 to resist Mind Reading, Fear, and other psionic or mental effects.

Continuum Disruption: The Vey'kari cannot be easily predicted or mentally modeled. Opponents suffer - 1 to all rolls to affect or anticipate the Vey'kari (including Tests, Tricks, or powers requiring targeting or prediction). Once per encounter, the Vey'kari may force an opponent to reroll a successful Trait roll against them (must take the second result).

Psionic Surge: The Vey'kari's powers are instinctive and overwhelming. Once per encounter, may cast a power without spending Power Points OR gain +2 to a Psionics roll.

On a Critical Failure, the GM may introduce an Abyss effect (visions, environmental distortion, or unintended targets).

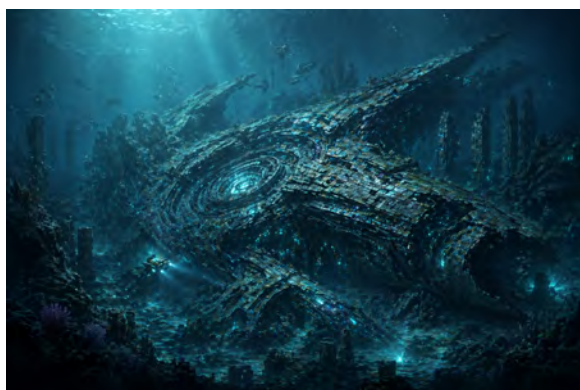
Abyss Awareness: The Vey'kari senses disturbances in reality. Cannot be surprised. +2 to Notice rolls involving ambushes, stealth, or hidden threats

Typical selections (vary per individual):

Detect/Conceal Arcana (represents awareness distortions); Mind Reading; Confusion; Fear; Stun; Empathy (custom or reskinned)

Gear: Simple robes or light armor (+1 Armor); Optional compact sidearm (rarely used).

The Drowned Enigma



Somewhere beneath the oceans of Conildra Tatil lies the wreck of an ancient alien vessel - its origin unknown, its purpose unknowable. Long before the rise of the current powers of the Expanse, the ship crossed into Foldspace and strayed beyond the mapped corridors. It entered what few dare name - the Abyss. Against all expectation, it returned and crashed into the world near what is now known as Blackreach Isle. The impact scarred the region, reshaped the surrounding waters, and buried the vessel deep beneath the ocean floor - though not entirely within realspace.

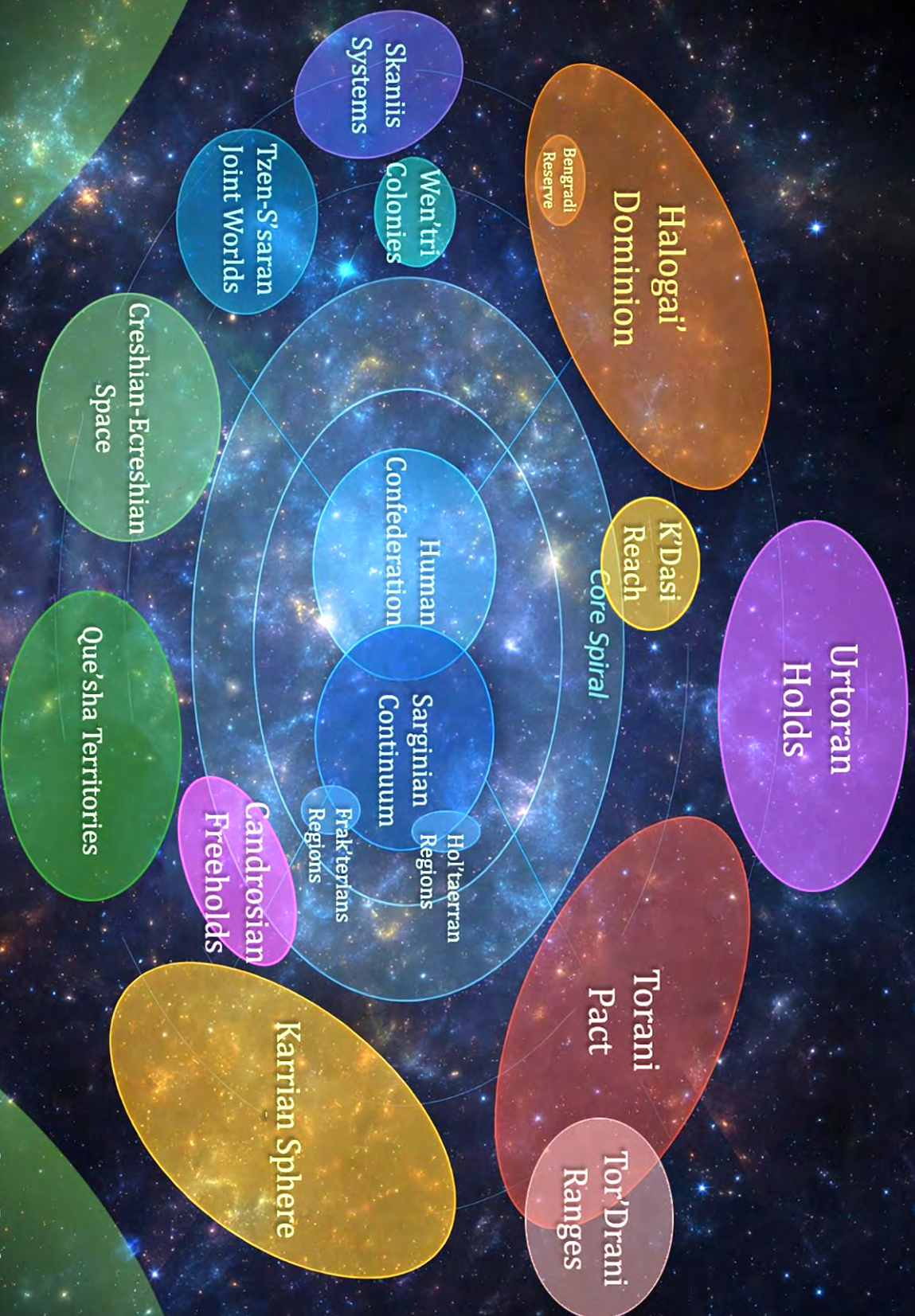
The wreck is not dormant. It exudes a subtle but persistent resonance - something between signal, presence, and pressure - that seeps through water, stone, and mind. A clan of the Aquanids dwell closest to this source. Over generations, some have adapted to its

influence, interpreting its whispers as the voices of their Old Ones. Others have been changed more deeply - becoming erratic, hyper-aware, or unnervingly coordinated. These corrupted Aquanids are not simply altered; they are receptive to something that does not fully belong in this reality.

At some point in the distant past, a fragment of the wreck broke free and was carried by ocean currents and river systems into the interior of the continent. This fragment eventually came into the possession of the Clan of the Abyss within the city of End. Through exposure and experimentation, the Clan has learned to harness its effects, developing strange psionic abilities and a philosophy centered on the belief that reality itself is incomplete. They do not understand the source - but they believe they are close to awakening it.

The truth remains buried. The fragment is only a piece, the Aquanids only an echo. The wreck itself still lies below, partially phased between worlds, continuing whatever function it was designed to perform. Whether it is broadcasting, waiting, or simply enduring is unknown.

What is certain is this - the Abyss did not merely touch Conildra Tatil. Something from it is still here.



Sovereignities of the Shattered Expanse

Outer Reaches
(Karidians, Zed, Evolved, Ravers)

**This is not a heroic galaxy.
This is a broken one.**



**Haunted by war and shattered empires, aliens and humanity alike
navigate the ruins of an interstellar past.**

**Alliances are fragile. Resources are scarce. There is no
justice. No strength without sacrifice. And survival is earned
one bloody step at a time.**