

STARFORCED

PLAYER'S HANDBOOK

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CREATE YOUR DESTINY AMONG THE STARS

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SECTION 1: WELCOME TO THE FORGE

What Is Starforged?

Starforged is a tabletop roleplaying game about desperate people in a broken galaxy. It is the year 2677. Twenty-three years ago, the Great Disconnection shattered the Galactic Council's grip on civilization. Now the cosmos teems with opportunity and danger—ancient ruins drift in forgotten nebulae, corporate fleets burn dissenters from the sky, and somewhere in the dark between stars, something ancient stirs.

You are not heroes. Not yet. You are spacers—pilots, killers, thieves, mystics, and dreamers who have chosen freedom over safety. You have a ship (maybe), debts (definitely), and a crew you trust with your life. Together you will chase rumors, take jobs that blur the line between right and wrong, and forge your names into the galaxy's memory.

This game uses the d20 system: roll a twenty-sided die, add modifiers, meet or beat a target number. The Game Master (GM) sets the stakes. You describe your actions. The dice decide what the galaxy gives back.

The Core Philosophy

Starforged runs on three principles:

1. Your reputation is your power. There are no experience points. You advance by becoming known—whether as saviors or monsters.
2. The void takes as much as it gives. Every power source has a price. Psionics strains the mind. Technomancy chains you to machines. Void-Touched magic... changes you.
3. The crew is the unit of survival. Solo operators die in the Forge. You need people who cover your blind spots, keep your secrets, and pull you out of the fire.

The Dice You Need

- d20 for ability checks, attacks, and saves
- d10, d8, d6, d4 for damage, hit points, and random tables

Difficulty Classes (DCs):

Task Difficulty	DC	Example
Routine	10	Hacking a public terminal
Challenging	15	Convincing a suspicious dockmaster
Hard	20	Outflying a military gunship
Heroic	25	Decrypting pre-Disconnection alien code
Impossible	30	Surviving direct exposure to a singularity

The Omni-Link

Every spacer wears an Omni-Link—a neural interface, usually a temple implant or wrist-mounted rig, that connects you to your ship's computer, local networks, and the fragmentary remains of the galactic data stream.

The Omni-Link is how you ask questions. Instead of declaring "I make a Perception check," you activate your link and query the universe:

"Omni-Link, scan for heat signatures in that derelict."

"Omni-Link, cross-reference this symbol with pre-Disconnection databases."

"Omni-Link, jam that security feed."

The GM responds as your ship's AI, your neural assistant, or the cold static of a broken network. This keeps you immersed in the fiction rather than negotiating with mechanics.

Omni-Link Functions:

- Scan (Wisdom/Perception): Detect threats, track targets, analyze environments
- Query (Intelligence/Lore): Recall information, identify creatures, decipher codes
- Hack (Intelligence/Technology): Disable systems, bypass security, seize control
- Sync (bonus action): Grant advantage to an ally's next check by coordinating data

Usage Limit: Proficiency bonus + Intelligence modifier per short rest. Push beyond this and suffer System Strain—disadvantage on Omni-Link checks until you rest and purge corrupted data.

The Four Powers

The galaxy rotates around four great forces. You will work for them, against them, or in the cracks between them.

The Galactic Council (The Core)

Once benevolent stewards of civilization, now a desperate bureaucracy clinging to the Core Systems. They still command the largest fleet, the oldest archives, and the strictest laws. To spacers on the fringe, the Council is a distant memory—a symbol of a peace they never knew.

They offer: Legitimacy, legal protection, access to ancient records

They demand: Obedience, taxes, ideological purity

The Corporate Concord (The Concordium)

In the Disconnection's chaos, mega-corporations became nations. The Concordium controls industry, agriculture, and the very air its citizens breathe. They see the galaxy as a resource to be extracted, and they extract ruthlessly.

They offer: Cutting-edge gear, lucrative contracts, medical augmentation

They demand: Eternal debt, corporate loyalty, your soul in fine print

The Pirate Syndicate (The Fringe)

Not a government but a code—a shared understanding among those who reject both Council law and corporate ownership. The Syndicate operates in the Lawless Fringe, bound by loyalty to crew and hatred of chains.

They offer: Freedom, found family, a share of the spoils

They demand: Absolute crew loyalty, participation in mutual defense, living with what you've done

The Free Trade Collective (The Market)

Merchants, smugglers, and station-dwellers who refuse to pledge to any flag. They control the flow of goods between powers, and their neutrality makes them powerful. The Collective does not judge where cargo comes from—only whether payment clears.

They offer: Access to anything, for a price; safe harbor; information

They demand: 5% tariff, no violence on station, silence about what you see

The Great Disconnection: A Brief History

In 2654, every long-range FTL communication array in the galaxy screamed and died simultaneously. Ships in transit emerged from fold-space to find navigation beacons silent. The Council's central command went dark. For three months, every system was an island.

When short-range comms sputtered back to life, the galaxy had changed. The Council's fleets restored local travel, but the vast centralized government could no longer coordinate. Corporate security forces became corporate armies. Pirate fleets consolidated. The Free Trade Collective declared its stations neutral ground.

No one knows what caused the Disconnection. Theories abound: solar flare, alien signal, sabotage, divine judgment. Some say the Void-Touched know the truth. Others say the truth would drive you mad.

What matters is this: the old order is dead. The new order is whatever you can build before someone stops you.

Your Place in the Forge

You are Tier 2—significant enough to have a ship and a reputation, not significant enough to matter to the great powers. Yet.

You operate in the Overlap—the border zones where jurisdictions blur and laws grow thin. Here, a single ship can change the balance. Here, your choices write the future.

The galaxy does not care if you are good. It cares if you are known.

What's Next

The following sections will guide you through:

- **Section 2:** Character creation—race, class, archetype, faction
- **Section 3:** Core mechanics—combat, skills, resources, advancement
- **Section 4:** Equipment, ships, and the tools of survival
- **Section 5:** Running the game—for GMs

Turn the page. The Forge awaits.

SECTION 2: FORGING YOUR CHARACTER

Overview

Character creation in Starforged follows three steps:

1. **Choose a Race** — your biological (or synthetic) foundation
2. **Choose a Class and Archetype** — your training and path to power
3. **Choose a Faction** — your place in the galactic struggle

You begin at Level 1, with your reputation barely a whisper in the void. Survive, choose boldly, and the galaxy will learn your name.

Step 1: Choose a Race

Human

The Adaptable Survivors

Once the sole inheritors of the stars, humans have fragmented into a thousand cultures—corporate citizens, void-born nomads, terraforming pioneers. Their strength has never been superiority, but flexibility.

Racial Traits:

- **Versatile:** Increase one ability score by 2 and another by 1, OR increase three different scores by 1
- **Skill Proficiency:** Gain proficiency in one skill of your choice
- **Tenacity:** When you roll a 1 on a d20 for an attack, check, or save, you may reroll once per long rest
- **Starting Languages:** Galactic Common, +1 of choice

Flavor: Humans fill every role in the galaxy. No assumptions. No limits.

Neo-Synth

The Engineered Successors

Born from corporate laboratories and independent black-market clinics, Neo-Synth are humans redesigned—graceful, long-lived, and seamlessly integrated with technology. They view organic frailty as a solvable problem.

Racial Traits:

- **Cybernetic Affinity:** Proficiency in Technology. Your Omni-Link has +1 usage per rest
- **Ability Increase:** Dexterity +2
- **Optimized Biology:** You do not need to sleep, only enter a 4-hour meditative state. Immune to magical sleep
- **Starting Languages:** Galactic Common, Machine Code (pidgin), +1 of choice

Subraces:

Urban Synth

- Wisdom +1
- Heightened Perception: Proficiency in Perception. Cannot be surprised while conscious

Arcane Synth

- Intelligence +1
- Neural Uplink: Know one Arcanist cantrip (Intelligence-based). Your Omni-Link can cast it without counting against usage

Flavor: Are you corporate property, a fugitive creation, or something else entirely?

Grork

The Builders of Stone and Star

Short, broad, and built for pressure, Grork evolved in the crushing depths of heavy-gravity worlds and asteroid cores. They are engineers, miners, and soldiers—gruff, loyal, and nearly impossible to kill.

Racial Traits:

- **Toughness:** +1 hit point per level
- **Ability Increase:** Constitution +2
- **Pressure Adapted:** Resistance to poison damage. Advantage on saves against poison
- **Starting Languages:** Grork Stone Talk, Galactic Common

Subraces:

Rock Grork

- Strength +1
- Darkvision: 60 feet. You see in darkness as dim light, in dim light as bright
- Stone Sense: Advantage on checks to detect structural weaknesses, hidden compartments, or artificial construction

Star Grork

- Wisdom +1
- Ship-Born: Proficiency with Vehicles (Space). Once per long rest, reroll a failed Technology check related to ship systems

Flavor: Grork do not dream of the void. They build walls against it.

Void-Kith

The Children of Debris Fields

Small, clever, and magnetically drawn to the spaces between, Void-Kith resemble humans but for their large dark eyes and unusually flexible joints. Their ancestors were early spacer-adapted humans who embraced microgravity generations before the Disconnection. They are pilots, navigators, and scavengers.

Racial Traits:

- **Space-Wary:** Resistance to psychic damage. Advantage on saves against fear
- **Ability Increase:** Intelligence +2
- **Zero-G Native:** You have a climb speed equal to your walking speed and suffer no movement penalties in zero gravity
- **Starting Languages:** Void-Kith Hum, Galactic Common

Subraces:

Shipwright

- Constitution +1
- Jury Rig: With 10 minutes and appropriate materials, repair a broken device or restore 1 system level to damaged ship components

Star-Navigator

- Dexterity +1
- Instinctive Astrogation: Advantage on all checks related to navigation, piloting, and avoiding hazards in space

Flavor: Void-Kith are comfortable with uncertainty. They claim this is because they were born to the dark, not into it.

Draconis

The Scaled Aristocracy

Humanoid with draconic features—scales, tails, eyes like molten precious metals—Draconis claim descent from stellar entities that predated human spaceflight. Whether this is true or engineered pride, they are formidable: strong, charismatic, and possessed of breath weapons tied to their lineage.

Racial Traits:

- **Draconic Heritage:** Breath weapon (15-foot cone, 2d6 damage, Dex save for half). Damage increases to 3d6 at level 6. Usable once per short rest
- **Ability Increase:** Strength +2, Charisma +1
- **Natural Armor:** When unarmored, AC equals 13 + Dexterity modifier (max +2)
- **Starting Languages:** Draconis High Speech, Galactic Common

Subraces:

Solar Draconis

- Breath weapon deals fire damage
- **Radiant Presence:** You shed dim light in a 10-foot radius. Once per long rest, cast light as a bonus action

Void Draconis

- Breath weapon deals necrotic damage
- **Gravity's Kiss:** Advantage on checks to resist being moved against your will. You weigh twice what your size suggests

Flavor: Draconis leadership tends toward the absolute. Many find this compelling. Others find it exhausting.

K'tharr

The Unbroken

Muscular, fierce, and frequently underestimated, K'tharr come from a warrior culture that predates Council contact. They are not barbarians—K'tharr philosophy is sophisticated, honor-bound, and relentless. They simply believe that weakness invites extinction.

Racial Traits:

- **Relentless Endurance:** When reduced to 0 HP but not killed outright, drop to 1 HP instead. Usable once per long rest
- **Ability Increase:** Strength +2, Constitution +1
- **Intimidating Presence:** Proficiency in Intimidation. You may use Strength instead of Charisma for Intimidation checks
- **Starting Languages:** K'Tharr Battle-Tongue, Galactic Common

Subraces:

War-K'tharr

- Dexterity +1
- **Blade Dancer:** When wielding a melee weapon in each hand, add your Strength modifier to the damage of the second attack

Void-K'tharr

- Wisdom +1
- **Void Trance:** Once per long rest, enter a meditative state for 1 minute. Afterwards, gain temporary HP equal to your level + Wisdom modifier

Flavor: K'tharr do not surrender. This is not stubbornness. It is a religious conviction.

Kael'dran

The Shadows Between Stars

Tall, slender, with obsidian skin and pale hair, Kael'dran are unsettling to most species. They claim no homeworld, only "the places light has abandoned." Their culture is matriarchal, secretive, and steeped in Void-Touched traditions that predate human psionics.

Racial Traits:

- **Ability Increase:** Dexterity +2, Charisma +1
- **Void-Sight:** Darkvision 120 feet. See in dim light as bright, darkness as dim (no color in darkness)
- **Solar Aversion:** Disadvantage on attack rolls and Perception checks relying on sight if you, your target, or what you perceive is in direct sunlight
- **Fey Resistance:** Advantage on saves against being charmed. Immune to magical sleep
- **Kael'dran Training:** Proficiency with vibro-blades, plasma pistols, and hand cannons
- **Innate Void:** Know the light cantrip (Charisma). At level 3, cast faerie fire once per long rest. At level 5, cast darkness once per long rest
- **Starting Languages:** Kael'dran Whispers, Galactic Common, Void-Speech (basic)

Flavor: Other species find Kael'dran beautiful and disturbing in equal measure. This suits them perfectly.

Step 2: Choose a Class and Archetype

Your class is your core competency. Your archetype is your specialization within that competency. Together they define your mechanical identity and your narrative role in the crew.

<u>Class</u>	<u>Core Identity</u>	<u>Resource Pool</u>	<u>Key Ability</u>
Arcanist	Manipulator of psionics, technology, or cosmic forces	Variable by path	Intelligence
Gun-Jock	Master of tactical violence	Adrenaline (special)	Dexterity/ Constitution
Scoundrel	Infiltrator, manipulator, survivor	Cunning (special)	Dexterity
Space Jammer	Charismatic artist and influencer	Groove Points	Charisma
Void-Walker	Martial artist channeling internal energy	Void Energy	Dexterity/Wisdom

The Arcanist

Masters of the impossible

Arcanists bend reality through three distinct paths. Each path uses a different resource pool and approaches problems differently.

Hit Dice: d8

Saves: Intelligence, Wisdom

Skills: Choose two from Technology, Lore, Insight, Perception, Deception, Persuasion

Starting Equipment: Omni-Tool (focus), light armor, energy pistol, data-spike, 50 CR

Core Features:

Arcane Path (Level 1)

Choose your power source. This determines your resource pool, spell list, and available archetypes:

<u>Path</u>	<u>Resource</u>	<u>Theme</u>	<u>Archetypes</u>
Psionics	Psionic Points (PP)	Mind over matter	Mindbender, Empath, Psychic Dualist
Technomancy	Techno-Charges (TC)	Machine symbiosis	Code Breaker, Automaton Pilot, System Mage
Void-Touched	Cosmic Resonance (CR)	Cosmic forces	Astromancer, Void Priest

Resource Pool (All Paths)

- **Maximum:** Level × 3
- **Recovery:** All on long rest, Level × 1 on short rest
- **Emergency Burn:** Once per long rest, take 1d6 psychic damage per point to regain up to 5 points instantly

Spellcasting (Level 1)

You know cantrips and spells based on your path. Intelligence is your spellcasting ability. Spell slots follow standard progression (see Section 3).

Mage Armor (Level 1)

As a bonus action, summon a Kinetic Barrier—a force field providing AC 13 + Dexterity modifier. Lasts until dismissed or incapacitated.

Path of Psionics

Archetype: The Mindbender

Specialist in mental manipulation and battlefield control.

Level 1: Telepathic Link

Communicate telepathically with any creature you can see within 60 feet. They need not share your language but must understand one. Usable Intelligence modifier times per long rest (minimum 1).

Level 1: Psionic Blast (Bonus Action)

Spend 1 PP per damage die. Target within 30 feet takes 1d6 force damage per PP spent.

Level 2: Psychic Push/Pull

Action. Target Medium or smaller creature/object within 30 feet makes Strength save or moves 10 feet in direction you choose. +5 feet per level above 2.

Level 6: Mental Fortress

Resistance to psychic damage. Advantage on saves against charm and fear.

Level 10: Mind Shield

Reaction when targeted by attack—impose disadvantage. Usable Intelligence modifier times per long rest.

Archetype: The Empath

Master of social manipulation and emotional control.

Level 3: Emotional Resonance

Bonus action. Sense dominant emotion of creature within 60 feet. For 1 hour, advantage on Charisma checks to influence them.

Level 7: Command Presence

Action. Target within 30 feet makes Wisdom save or charmed for 1 minute. Will not harm you. You have advantage on Charisma checks against them. Once per short rest.

Level 10: Puppet Master

Action. Target within 60 feet makes Wisdom save or you control their actions for 1 minute. They repeat save at end of each turn. Once per long rest.

Archetype: The Psychic Dualist

Psionic warrior who manifests weapons of pure thought.

Level 3: Psionic Weapon

Bonus action. Manifest weapon of psychic energy (any simple/martial weapon form). Lasts 10 minutes or until dismissed. Deals 1d8 psychic damage + Intelligence modifier.

Level 7: Defensive Mind

Reaction when targeted by attack. +2 AC until start of next turn. Usable Intelligence modifier times per long rest.

Level 10: Psychic Flurry

Action. Make two additional attacks with Psionic Weapon against single target. These deal extra 1d6 psychic damage.

Path of Technomancy

(Acquire *Machine Code* as Language)

Archetype: The Code Breaker

Digital infiltrator and security saboteur.

Level 1: System Override (Bonus Action)

Attempt to disable electronic/mechanical device within 30 feet. Intelligence (Technology) vs. device security rating. Success: disabled 1 minute.

Level 1: Programmed Missile (Cantrip)

Homing energy bolt. Automatic hit. 1d10 force damage to target within 60 feet.

Level 2: Arcane Circuitry

Action. Reconfigure ally's cybernetics/tech. Their next attack or check gains bonus equal to your Intelligence modifier.

Level 3: Digital Infiltration

Proficiency in hacking. Advantage on checks to disable devices, bypass locks, find security flaws. Reaction to overload simple device within 30 feet (disable 1 minute).

Level 6: Robot-Mind

Advantage on Technology checks. Can understand basic communication of sentient robots/AI.

Level 7: Data-Drainer

Action. Target with cybernetics/robot within 30 feet makes Intelligence save. Fail: 3d6 lightning damage and you regain 1 TC. Usable Intelligence modifier times per long rest.

Level 10: System Collapse

Action. Point within 60 feet. All electronic devices and non-sentient robots in 20-foot radius make Constitution save. Fail: disabled 1 minute. Once per long rest.

Level 10: Integrated Armor

Personal force field. +2 AC at all times, stacks with other armor.

Archetype: The Automaton Pilot

Controls a personal drone as combat extension.

Level 3: Automaton Companion

Small construct companion. Acts immediately after your turn. AC equals yours. HP equals 2 × Arcanist level. Speed 30. Ranged attack: 1d6 lightning damage. Commands: Attack, Defend, Move, Search.

Level 7: Energy Conduit

Cast Technomancy powers through automaton (uses its position/line of sight). Automaton attacks deal extra 1d6 lightning damage.

Level 10: Remote Overload

Action. Command automaton to self-destruct. 15-foot radius. Dex save or 5d8 lightning damage, half on success. Spend 5 TC during short rest to rebuild.

Archetype: The System Mage

Battlefield controller manipulating environments.

Level 3: Environmental Hack

Spend 1 TC. Open/close electronic door, toggle lights in room, disable security camera 1 minute. Non-sentient systems only.

Level 7: System Malfunction

Spend 2 TC. Target system within 60 feet makes Constitution save. Fail: malfunctions 1 minute (stall vehicle, flicker power, etc.).

Level 10: Code Override

Spend 3 TC. Intelligence save. Success: control all non-sentient security/mechanical systems in contained area (ship, bunker) for 10 minutes. Once per long rest.

Path of Void-Touched Magic

(Acquire Void-Speech (basic) as language)

Archetype: The Astromancer

Manipulator of stellar energies and gravitational forces.

Level 1: Star-Seer

Once per long rest, choose to have advantage on one attack, save, or check before rolling.

Level 1: Void Bolt (Bonus Action)

Spend spell slot. Target within 60 feet makes Constitution save or takes 1d8 necrotic damage per spell slot level.

Level 2: Gravitational Anomaly

Action. 5-foot cube within 30 feet. Creatures starting turn there make Strength save or restrained until start of next turn.

Level 6: Cosmic Resilience

Resistance to necrotic damage. Advantage on saves against poison and disease.

Level 10: Black Hole Leap

Reaction when targeted by attack. Teleport up to 10 feet. Usable Intelligence modifier times per long rest.

Archetype: The Void Priest

Spiritual guide channeling the benevolent/malevolent aspects of cosmic forces.

Level 3: Void Blessing

Bonus action. Touch creature. They gain temporary HP equal to Arcanist level and advantage on next save. Lasts 1 minute. Usable Wisdom modifier times per long rest.

Level 5: Group Mend

Action. Up to 3 creatures within 30 feet regain 2d8 + Wisdom modifier HP. Usable Wisdom modifier times per long rest.

Level 7: Cosmic Ward

Reaction to attack. Target (self or visible creature within 30 feet) gets +2 AC against triggering attack. If hit anyway, reduce damage by Arcanist level. Usable Wisdom modifier times per long rest.

Level 9: Intervention of the Void

Reaction to ally taking damage. Ally gains temporary HP equal to Arcanist level + Wisdom modifier, absorbing the attack damage. Shield then vanishes. Once per short rest.

Level 10: Star's Scourge

Action. Point within 60 feet. 15-foot radius. Dex save or 5d8 necrotic damage, half on success. Once per long rest.

The Gun-Jock

Tactical violence as art form

Gun-Jocks are soldiers, mercenaries, and duelists who have mastered the controlled application of force. They do not use supernatural resources—they use training, adrenaline, and superior firepower.

Hit Dice: d10

Saves: Dexterity, Constitution

Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception, Technology

Starting Equipment: Laser pistol, vibro-blade, light or medium armor, tactical harness, 100 CR

Adrenaline System:

Gun-Jocks do not have a resource pool. Instead, they have Adrenaline Surges—limited-use abilities that refresh on short or long rests, representing peak physical performance under stress.

Core Features:

Fighting Style (Level 1)

- **Dueling:** +2 damage with one-handed melee weapon, empty off-hand
- **Two-Weapon Fighting:** Add ability modifier to second attack damage
- **Sharpshooter:** +2 attack with ranged weapons
- **Defense:** +1 AC while armored

Gunkata (Level 1)

When you make ranged weapon attack, bonus action to make melee weapon attack (or vice versa).

Adrenaline Rush (Level 2)

Bonus action. For 1 minute, advantage on Dexterity and Constitution saves. Usable proficiency bonus times per long rest.

Extra Attack (Level 5)

Attack twice when taking Attack action.

Specialized Ammunition (Level 6)

Bonus action to switch ammo types:

- Tracer: Ignore half and three-quarters cover
- High-Velocity: Range doubled
- Armor-Piercing: +1 damage die against armored targets

Overcharge (Level 9)

Bonus action. Next ranged attack deals extra damage die. Usable proficiency bonus times per long rest.

—

Archetype: The Marksman

Long-range precision killer.

Level 3: Sharpshooter's Eye

Called shots with ranged weapons: +2 attack, add Intelligence modifier to damage. Ranged attacks ignore half and three-quarters cover.

Level 7: Tactical Shot

Bonus action to analyze target. Next ranged attack against them triggers one effect on hit:

- **Disarm:** Strength save or drop item
- **Pin Down:** Speed 0 until your next turn
- **Knock Prone:** Target falls

Level 10: One Shot, One Kill

Action. Single ranged attack with advantage. If hit, automatic critical hit. Ignores damage resistance/immunity. Once per long rest.

Archetype: The Scrapper

Close-quarters chaos agent.

Level 3: Improvised Arsenal

Proficient with improvised weapons (chairs, pipes, debris). Deal 1d8 kinetic damage + ability modifier. Actual weapons get +1 damage.

Level 7: Overwhelm

When you hit creature, bonus action to focus. Advantage on all melee attacks against them until end of your next turn. Usable Constitution modifier times per long rest.

Level 10: Unstoppable Force

Action. For 1 minute: resistance to bludgeoning/piercing/slashing damage, cannot be knocked prone or moved against your will. Once per long rest.

Archetype: The Commando

Force multiplier and tactical leader.

Level 3: Tactical Strike

Bonus action. Ally within 30 feet adds your Intelligence modifier to next attack against visible target. Once per turn.

Level 3: Tactical Specialist

Choose daily: EMP ammo (+1d6 vs robots/armor), Flashbang grenade (10-foot radius, Dex save or blinded 1 round), or Smokescreen (20-foot radius heavily obscured 1 minute).

Level 7: Field Commander

Action. Issue command to up to 3 allies within 60 feet. They use reaction to move half speed OR make one weapon attack. Once per short rest.

Level 10: Coordinated Assault

Bonus action. Choose creature within 60 feet. For 1 round, all allies hitting them deal extra 1d6 damage. Once per long rest.

The Scoundrel

Master of the spaces between rules

Scoundrels thrive where protocols fail. They are thieves, spies, smugglers, and con artists who survive through quick wits, nimble fingers, and knowing when to disappear.

Hit Dice: d8

Saves: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth, Technology

Starting Equipment: Laser pistol, vibro-knife, light armor, data-spike, lockpick set, 150 CR

*Acquire "The Code" as language

Cunning System:

Scoundrels use Cunning—a measure of preparation, dirty tricks, and contingency plans. You have Cunning points equal to your level. Spend them to activate abilities. Recover all on long rest, 1 on short rest.

Core Features:**Expertise (Level 1)**

Choose two skill proficiencies. Double proficiency bonus for those skills.

Sneak Attack (Level 1)

Once per turn, extra 1d6 damage if you have advantage on attack with finesse/ranged weapon, OR if target has enemy within 5 feet (that enemy isn't incapacitated) and you don't have disadvantage. Damage increases: 2d6 (level 3), 3d6 (level 5), 4d6 (level 7), 5d6 (level 9).

Thieves' Cant (Level 1)

Secret language of rogues. Hidden messages in plain speech, symbols marking safe houses and dangers.

Cunning Action (Level 2)

Bonus action: Dash, Disengage, or Hide.

Uncanny Dodge (Level 5)

Reaction when hit by attack you can see—halve the damage.

Evasion (Level 7)

Dex saves for half damage: take none on success, half on failure.

Blindsense (Level 10)

If you can hear, you know location of hidden/invisible creatures within 10 feet.

Archetype: The Hacker

Digital ghost and information thief.

Level 3: Digital Infiltration

+2 Technology (hacking). Reroll failed hack once, must use new result. Proficient with all hacking kits.

Level 3: System Overload

Action. Target electronic/mechanical system within 30 feet makes Constitution save (against your Intelligence save DC). Fail: choose effect—Feedback (3d6 lightning damage in 10-foot radius), Malfunction (disabled 1 minute), or Lockdown (doors/terminals locked 1 minute).

Level 7: Ghost in the Shell

Spend 1 Cunning. Become invisible to electronic sensors (cameras, heat detection, motion trackers) for 10 minutes. Does not hide you from organic eyes.

Level 10: Total Override

Action. DC 18 Intelligence (Technology). Success: control all non-sentient systems on network for 10 minutes. Once per long rest.

Archetype: The Smuggler

Master of gray zones and hidden routes.

Level 3: Silver Tongue

Advantage on Charisma checks to haggle, bribe, or talk way out of social danger. Proficient in all social skills (if already proficient, expertise instead).

Level 3: Hidden Compartments

Your ship/personal vehicle has smuggling spaces undetectable to standard scans. Can hide up to 5 cubic feet of cargo or 1 humanoid.

Level 7: Expert Pilot

Add Dexterity modifier to piloting checks. Bonus action: special maneuver—attacks against your ship have disadvantage next round. Once per short rest.

Level 10: Master of the Black Market

In any major port, can find buyer/seller for any goods regardless of legality. Once per long rest, bonus action to contact network—gain advantage on one skill check as informants create distraction or provide intel.

Archetype: The Assassin

Silent eliminator and infiltration specialist.

Level 3: Silent Takedown

When you attack creature unaware of you, choose to deal extra 1d6 necrotic damage. Increases to 2d6 (level 5), 3d6 (level 7), 4d6 (level 9).

Level 7: The Ghost

Bonus action. For 1 minute, advantage on Stealth checks. Once during this time, become invisible for 1 round. Once per short rest.

Level 10: One Chance, One Kill

When you attack creature unaware of you, choose to make it automatic critical hit that ignores damage resistance/immunity. Once per long rest.

The Space Jammer

Charisma as weapon, art as armor

Space Jammers are performers, demagogues, and cultural revolutionaries who weaponize attention and emotion. In a galaxy of silence and fear, they make people feel something—and that feeling moves mountains.

Hit Dice: d8

Saves: Dexterity, Charisma

Skills: Choose three from Acrobatics, Deception, Insight, Performance, Persuasion, Sleight of Hand, Technology

Starting Equipment: Holographic instrument (custom), vibro-blade, light armor, portable speaker system, 100 CR

Groove Point System:

Space Jammers use Groove Points (GP)—a measure of performance energy and crowd connection. Maximum: Level × 3. Recover all on long rest, Level × 1 on short rest. Regain 1 GP when you succeed on Performance check that advances the scene.

Core Features:

Spellcasting (Level 1)

Charisma-based. Spells are sensory manipulations, social hacks, and emotional contagions. See Space Jammer spell list (Section 3).

Jammer's Inspiration (Level 1)

Bonus action. Give ally d6 Inspiration die. Within 10 minutes, they can add it to one attack, check, or save. Usable Charisma modifier times per long rest. Die increases to d8 at level 5, d10 at level 10.

Song of Rest (Level 2)

During short rest, perform. Allies who spend hit dice regain extra 1d6 HP.

Countercharm (Level 6)

Action. Performance lasts until end of next turn. You and allies within 30 feet have advantage on saves against fear and charm.

Archetype: The Hypnotist

Subtle manipulator of minds and social currents.

Level 3: Subtle Influence

Spend 2 GP. Action. Target within 30 feet that can hear you makes Wisdom save. Fail: charmed 1 minute, views you as friendly acquaintance. Ends if you or ally harm them.

Level 7: Mass Suggestion

Spend 4 GP. Action. Up to 3 targets within 30 feet. Wis save. Fail: follow simple suggestion ("don't attack us," "flee," etc.) for 1 minute. Cannot take hostile actions against you/allies. Ends if harmed.

Level 10: Master of the Mind

Spend 6 GP. Action. Target humanoid within 30 feet. Wis save. Fail: you control their actions for 1 minute. Commands cannot directly cause self-harm. Target repeats save at end of each turn. Once per long rest.

Archetype: The Showstopper

Battlefield performer who commands attention through spectacle.

Level 3: Center Stage

Spend 2 GP. Bonus action. Target within 30 feet makes Wis save. Fail: has disadvantage on attacks against creatures other than you for 1 minute. Ends if you're incapacitated or use on different target.

Level 7: Encore

Spend 4 GP. Action. 15-foot cone. Con save. Fail: deafened and disadvantage on Int checks for 1 minute.

Level 10: Final Act

Spend 6 GP. Action. Single target within 30 feet. Automatic hit. 6d10 force damage. Con save or stunned 1 round. Once per long rest.

Archetype: The Roadie

Logistical mastermind and crew support specialist.

Level 3: Technical Support

Spend 2 GP. Bonus action. Ally within 30 feet gets +1d4 to next attack or check within 1 minute.

Level 7: Spotter

Spend 4 GP. Action. Target creature you can see. For 1 minute, all allies have advantage on attacks against them.

Level 10: Final Mix

Spend 5 GP. Action. For 1 minute, all allies you can see get +2 AC and regain 1d4 HP at start of their turns. Once per long rest.

The Void-Walker

Martial artist channeling the energy within

Void-Walkers are mystic warriors who cultivate internal energy (Void Energy) through meditation, movement, and discipline. They need no weapons but their bodies; they wear no armor but their will.

Hit Dice: d8

Saves: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, Insight, Perception, Stealth

Starting Equipment: Simple vibro-blade or energy staff, light clothing, meditation focus, 50 CR

Void Energy System:

Maximum: Level × 3. Recover all on long rest, Level × 1 on short rest. Can meditate for 10 minutes during rest to recover additional 2 VE.

Core Features:

Unarmored Defense (Level 1)

AC = 10 + Dexterity modifier + Wisdom modifier while unarmored, unshielded.

Flurry of Strikes (Level 1)

When you take Attack action with melee/unarmed, bonus action for additional unarmed strike (1d4 damage). Die increases: 1d6 (level 5), 1d8 (level 9).

Void Step (Level 2)

Bonus action. Movement speed doubled this turn. Can Dash or Disengage. Usable Wisdom modifier times per long rest.

Extra Attack (Level 5)

Attack twice when taking Attack action.

Deflect Projectiles (Level 6)

Reaction when hit by ranged weapon. Reduce damage by 1d10 + Dexterity modifier + Void-Walker level. If reduced to 0, catch projectile and throw back (20/60 range, 1d6 + Dex damage).

Timeless Body (Level 9)

Age 1 year for every 10 that pass. Immune to magical/technological aging.

Discipline: The Drifting Star

Master of movement and evasion.

Level 3: Drifting Step

Spend 1 VE. Bonus action. Teleport up to 20 feet to unoccupied space you can see. No opportunity attacks for rest of turn.

Level 7: Fluid Evasion

Spend 2 VE. Reaction when targeted by attack. Attacker has disadvantage. If still hit, take half damage.

Level 10: Cosmic Dance

Spend 5 VE. Action. For 1 minute: teleport up to 10 feet before and after each attack; attacks against you have disadvantage. Once per long rest.

Discipline: The Dark Matter

Master of destructive force.

Level 3: Void Strike

Spend 1 VE. When you hit with melee attack, deal extra 1d6 necrotic damage. Increases to 2d6 (level 5), 3d6 (level 9).

Level 7: Gravitational Surge

Spend 3 VE. Action. Point within 30 feet. 10-foot radius. Str save. Fail: choose—push all 15 feet away from center OR pull all 15 feet toward center. Restrained until start of your next turn.

Level 10: Event Horizon

Spend 6 VE. Action. Point within 30 feet. Singularity appears. One creature within 10 feet makes Con save. Fail: 6d10 necrotic damage, knocked unconscious. Success: half damage, restrained 1 round. Once per long rest.

Discipline: The Starlight

Master of protection and endurance.

Level 3: Starlight Barrier

Spend 2 VE. Bonus action. You or ally within 30 feet gets +Wisdom modifier to AC for 1 minute.

Level 7: Cosmic Guardian

Spend 2 VE. Reaction when ally takes damage. Reduce damage by your Void-Walker level + Wisdom modifier.

Level 10: Celestial Sanctuary

Spend 5 VE. Action. 20-foot radius centered on you. For 1 minute: allies in zone have resistance to all damage and regain 1d4 HP at start of their turns. Once per long rest.

Step 3: Choose a Faction

Your faction is your starting position in the galactic struggle. It provides contacts, safe harbor, and philosophy. It does not limit you—traitors and converts make compelling stories—but it gives you roots in a rootless universe.

Mechanical Benefit: At 500+ reputation with your chosen faction, unlock that faction's Special Ability. See Infamy system (Section 3) for advancement details.

The Crimson Hand

Revolutionaries. Saboteurs. Freedom fighters or terrorists, depending on who's writing the history.

You despise the Corporate Concord's slavery and the Galactic Council's indifference. You believe power must be seized and redistributed. Your methods are not gentle.

Philosophy: Chaotic Good. The system is broken. Break it faster.

Typical Members: Gun-Jocks, Scoundrels, Technomancers

Special Ability (500+ rep): Sabotage Training — Advantage on Technology checks to disable corporate/government systems. Access to Crimson Hand safe houses in any major city.

**Acquire Language Pre-Disconnection Technical (fragmatic)*

The Freebooters' Union

Pirates with a code. Thieves with honor. A crew that looks out for its own.

Not a formal guild but a web of mutual aid. You believe in shared loot, crew loyalty, and the freedom to roam without masters. You take what you need, but you don't break the code.

Philosophy: Chaotic Neutral. We are laws unto ourselves.

Typical Members: Gun-Jocks, Scoundrels, Smugglers

Special Ability (500+ rep): Code of the Void — When you would die, roll d20. On 10+, drop to 1 HP instead. Once per long rest.

The Star-Dancers

Nomadic mystics maintaining cosmic balance. Scholars of the forbidden. Keepers of what should not be forgotten.

You do not seek wealth or power. You seek understanding—of the Disconnection, of the Void-Touched, of the entities that existed before starlight. Other factions think you're cultists. You know you're the only ones asking the right questions.

Philosophy: True Neutral. We serve the balance, not your politics.

Typical Members: Void-Touched Arcanists, Void-Walkers, Empaths

Special Ability (500+ rep): Cosmic Awareness — Cannot be surprised. Advantage on saves against psychic damage and mind-reading.

The Shadow-Net

Information is currency. Secrets are weapons. Visibility is death.

You are a digital ghost—hacker, spy, or broker operating in the data stream's depths. You sell to the highest bidder, manipulate from shadows, and ensure no one knows your true name.

Philosophy: Neutral Evil or True Neutral. Knowledge is power. Power is survival.

Typical Members: Code Breakers, Hackers, Technomancers

Special Ability (500+ rep): Digital Ghost — Advantage on checks to hide digital traces. Enemies have disadvantage tracking you electronically. Once per session, ask GM one question about an NPC's secrets.

**Acquire Languages Machine Code (fluent), Corporate Technical*

The Wayfarer's Guild

Explorers. Cartographers. The antidote to piracy.

You believe the galaxy can be better—more connected, more understood, more peaceful. You chart new routes, deliver aid to struggling colonies, and prove that cooperation outlasts conquest.

Philosophy: Lawful Good or Neutral Good. We build what others burn.

Typical Members: Any—diplomats need muscle, explorers need pilots

Special Ability (500+ rep): First Contact — Advantage on Charisma checks with unknown species. Once per long rest, activate emergency beacon for extraction (arrives in 1d4 hours).

**Acquire Language Xenolinguistic Alpha (basic, theoretical)*

Languages of the Forge

The Disconnection shattered more than governments—it silenced the universal translators and neural interface networks that made seamless communication possible. Now, language is power, identity, and barrier. The crew that speaks the right dialect walks through doors that stay closed to others.

Common Languages

<u>Language</u>	<u>Typical Speakers</u>	<u>Notes</u>
<i>Galactic Common</i>	Universal trade, diplomacy	Evolved from pre-Disconnection diplomatic English; simplified grammar
<i>Corporate</i>	Concordium citizens, executives	Three dialects: Executive (status markers), Technical (unambiguous), Contract (legally binding intonation)
<i>The Code</i>	Pirates, smugglers, criminals	Slang and gesture system; changes monthly; fluency marks insider status
<i>Machine Code</i>	Neo-Synth, AI, Technomancer	Transmitted, not spoken; humans learn "pidgin" versions

Species Languages

<u>Language</u>	<u>Species</u>	<u>Notes</u>
<i>Groark Stone-Talk</i>	Groark	Tactile—carved, pressed, tapped; no abstract concepts
<i>K'tharr Battle-Tongue</i>	K'tharr	No words for "surrender"; seventeen words for honorable death
<i>Kael'dran Whispers</i>	Kael'dran	Bioluminescent patterns; light "scrambles" meaning
<i>Void-Kith Hum</i>	Void-Kith	Mathematical, carries through ship hulls
<i>Draconis High Speech</i>	Draconis	Requires specific throat structure; non-native speakers need cybernetics
<i>Neo-Synth Interface</i>	Neo-Synth	Direct neural transmission; "thoughts with foreign accent" to organics

Specialist Languages

<u>Language</u>	<u>Speakers</u>	<u>Notes</u>
<i>Void-Speech</i>	Star-Dancers, Void-Touched	Spoken in vacuum; ultrasonic/subsonic; non-natives miss 90% of meaning
<i>Pre-Disconnection Technical</i>	Archivists, historians	Mispronunciation can activate dormant systems
<i>Thieves' Cant</i>	Scoundrels	Hidden communication in plain speech; changes monthly

Forbidden/Ancient Languages

<u>Language</u>	<u>Status</u>	<u>Danger</u>
<i>The First Signal</i>	Deep void origin	Compulsion, void-madness; Star-Dancers forbid study
<i>Xenolinguistic Alpha</i>	Extinct species	Grammar implies non-linear time; precognitive dreams
<i>Ley Line Resonance</i>	Cosmic attunement	Risk of possession, personality overwrite

Language Mechanics

Starting Languages: Your race gives you specific languages. Your background gives you one additional. Your Intelligence modifier gives you bonus languages (if positive).

Learning Languages:

- *Downtime training:* 4 weeks per language, requires tutor or immersive environment
- *Neural implant:* Skill chip (Language), Slots: 1, 2,500 CR, instant but feels "wrong" to fluent speakers
- *Omni-Link translation:* Real-time but laggy (disadvantage on social checks relying on nuance), fails for Void-Speech and Machine Code

Language as Barrier:

- *No common language*: DC 15 Charisma (Persuasion) to communicate basic concepts through gesture. Complex negotiation impossible.
- *Partial understanding*: DC 10 Intelligence check to grasp gist. Misunderstanding on failure of 5+.
- *Corporate Contract*: Understanding the literal words is not understanding the legal binding. Requires specific proficiency.

Character Creation Quick Reference

1. **Race**: Choose biological traits and cultural background
2. **Class**: Choose core competency (Arcanist, Gun-Jock, Scoundrel, Space Jammer, Void-Walker)
3. **Archetype**: Choose specialization within class
4. **Faction**: Choose galactic allegiance
5. **Language**: Choose your Languages and add racial language
5. **Ability Scores**: Standard array (15, 14, 13, 12, 10, 8) or point buy
6. **Equipment**: Class starting gear + background items
7. **Name and Look**: Who are you? What do others see first?

Advancement: You do not gain XP. You gain Infamy—see Section 3.

SECTION 3: THE MECHANICS OF SURVIVAL

Overview

This section covers the core systems of Starforged: how you fight, how you advance, and how the galaxy pushes back. These rules are designed for fast, cinematic play—tactical enough to reward smart choices, fluid enough to keep the story moving.

Ability Scores and Modifiers

<u>Score</u>	<u>Modifier</u>	<u>Description</u>
1	-5	Helpless
2-3	-4	Feeble
4-5	-3	Frail
6-7	-2	Weak
8-9	-1	Below average
10-11	+0	Average
12-13	+1	Above average
14-15	+2	Exceptional
16-17	+3	Extraordinary
18-19	+4	Peak mortal
20	+5	Legendary

The Six Abilities:

- **Strength (STR):** Physical power, melee attacks, carrying capacity, Athletics
- **Dexterity (DEX):** Agility, reflexes, ranged attacks, AC, initiative, Acrobatics, Stealth, Sleight of Hand
- **Constitution (CON):** Health, stamina, hit points, concentration saves
- **Intelligence (INT):** Reasoning, knowledge, Technology, Lore, Investigation
- **Wisdom (WIS):** Perception, insight, willpower, Medicine, Insight, Perception
- **Charisma (CHA):** Force of personality, persuasion, performance, deception, intimidation

Proficiency Bonus

Level Bonus

1-4	+2
5-8	+3
9-10	+4

Add proficiency bonus to:

- Ability checks using skills you're proficient in
- Attack rolls with weapons you're proficient with
- Saving throws you're proficient in
- Your class DC (if applicable)

Skills

When you attempt something risky with an uncertain outcome, the GM calls for an ability check. If you're proficient in the relevant skill, add your proficiency bonus.

<u>Skill</u>	<u>Ability</u>	<u>Typical Uses</u>
Acrobatics	DEX	Balance, tumble, escape grapple
Athletics	STR	Climb, swim, jump, grapple
Deception	CHA	Lie, disguise, forge documents
Insight	WIS	Read emotions, detect lies, sense motives
Intimidation	CHA	Threaten, interrogate, command
Investigation	INT	Search, analyze, deduce
Lore	INT	Recall history, cultures, cosmic phenomena, alien species
Medicine	WIS	Stabilize dying, diagnose, treat wounds
Perception	WIS	Notice threats, find hidden objects, eavesdrop
Performance	CHA	Entertain, distract, impersonate
Persuasion	CHA	Negotiate, befriend, rally
Sleight of Hand	DEX	Pick pockets, palm objects, cheat at cards
Stealth	DEX	Hide, move silently, tail someone
Technology	INT	Hack, repair, operate, disable electronic/mechanical systems

Passive Scores: 10 + ability modifier + proficiency (if applicable). Used for automatic detection of obvious threats or information.

Advantage and Disadvantage

- **Advantage:** Roll two d20, take the higher
- **Disadvantage:** Roll two d20, take the lower

Multiple sources don't stack—if you have advantage from two sources, you still roll only two dice. If you have both advantage and disadvantage, they cancel out (even if multiple sources of one).

Common Sources:

- **Advantage:** Unseen attacker, help action, favorable circumstances, class features
- **Disadvantage:** Long range, restrained, blinded, unfavorable circumstances, class features

The Infamy System: Advancement Through Reputation

Starforged has no experience points. You advance by becoming known—for heroism, villainy, or the blurred line between.

Galactic Fame

Positive reputation

Heroes, saviors, celebrities

Council medals, civilian gratitude

Galactic Infamy

Negative reputation

Outlaws, terrorists, monsters

Bounties, pirate respect, fear

Gaining Infamy Points:

The GM awards points based on action significance and visibility.

<u>Action</u>	<u>Fame</u>	<u>Infamy</u>
Save a colony from disaster	100-500	—
Uncover corporate conspiracy	200-800	—
Return artifact to public trust	100-300	—
Help stranded crew at personal risk	50-200	—
Rob corporate convoy	—	100-500
Destroy military outpost	—	200-800
Smuggle contraband	—	50-200
Eliminate high-profile target	—	100-400
Survive impossible odds (public)	50-150	50-150

Dual Reputation: You can have both Fame and Infamy. This makes you **Polarizing**—some worship you, others want you dead. Roleplay this tension.

Reputation Tiers

When you cross a threshold in either track, you gain benefits and complications.

Infamy Advancement Table

<u>Level</u>	<u>Infamy Required</u>	<u>Tier Name</u>	<u>Benefits</u>
1	0	Unknown	None
2	100	Recognized	Faction contacts sell standard gear
3	250	Notable	+1 to reaction checks with aligned factions
4	500	Respected/Feared	Unlock Faction Ability; safe house access
5	750	Established	Named enemies begin targeting/seeking you
6	1000	Celebrated/Dreaded	Faction leadership offers rank/position
7	1500	Influential	Unlock unique opportunities, restricted areas
8	2000	Powerful	Named allies seek alliance; galactic events reference you
9	2500	Legendary/Terrifying	Shape faction policy, personal enemies at highest levels
10	3500	Transcendent	Retirement/Prestige Path unlocks; history remembers
11-15	(See Section 5)	Prestige Classes	Legends of the Void

Dual Track Calculation: Use higher of Fame or Infamy for level determination, but track both. If Fame \geq Infamy + 500: Beloved (civilian aid, Council favor). If Infamy \geq Fame + 500: Notorious (Syndicate respect, bounty hunters). Otherwise: Polarizing.

Consequences of Notoriety

High Fame:

- Galactic Council offers legitimate contracts
- Wayfarer's Guild provides navigation data and resupply
- Ordinary citizens aid you, offer information
- Corporate Concord views you as threat to their narrative
- Crimson Hand suspects you of co-option

High Infamy:

- Corporate Concord places bounties; hunters pursue you
- Pirate Syndicate offers rank and refuge
- Law enforcement prioritizes your capture
- Black market discounts (fear commands respect)
- Crimson Hand debates whether you're asset or liability

Polarizing (High Both):

- No one is neutral toward you
- Entering new territory requires establishing which reputation precedes you
- Excellent for manipulation, dangerous for trust

Combat

Combat in Starforged is fast, dangerous, and decisive. A firefight rarely lasts more than 3-5 rounds. The void punishes hesitation.

The Combat Round

Each round represents roughly 6 seconds. Combat follows this sequence:

- 1. Determine Surprise:** GM compares Stealth vs. Passive Perception
- 2. Roll Initiative:** d20 + Dexterity modifier
- 3. Take Turns:** Highest initiative to lowest
- 4. Begin Next Round:** Repeat until combat ends

Your Turn: You can Move (up to your speed) and take one Action, one Bonus Action (if you have one), and one Reaction (if triggered).

Actions

<u>Action</u>	<u>Description</u>
Attack	Make one or more attacks (depending on features)
Cast a Spell	Activate a spell with casting time of 1 action
Dash	Double movement speed this turn
Disengage	Movement doesn't provoke opportunity attacks
Dodge	Attacks against you have disadvantage; Dex saves have advantage
Help	Grant advantage to ally's next check or attack
Hide	Make Stealth check to become unseen
Ready	Prepare action to trigger on specific condition
Search	Make Perception or Investigation check
Use Object	Interact with second object, activate complex device
Improvise	Anything else—GM sets DC

Bonus Actions

You can take only one bonus action per turn, and only if a feature or circumstance allows it.

Common sources:

- Class features (Gunkata, Cunning Action, Void Step)
- Certain spells
- Special equipment

Reactions

You can take one reaction per round, triggered by specific events:

- **Opportunity Attack:** When hostile creature moves out of your reach
- **Class Features:** Uncanny Dodge, Deflect Projectiles, etc.
- **Readied Actions:** When trigger condition occurs
- **GM-Determined:** Catching someone, shouting warnings, etc.

Movement and Positioning

Speed: Most humanoids have 30 feet walking speed.

Difficult Terrain: Costs double movement (asteroid fields, debris, zero-g without propulsion).

Falling: 1d6 bludgeoning damage per 10 feet, max 20d6. Zero-g environments: no falling damage, but uncontrolled drift.

Suffocation: Hold breath = 1 + Constitution modifier minutes (min 30 seconds). Then DC 10 Con save, +1 per round, drop to 0 HP on failure.

Zero Gravity:

- Movement requires handholds or propulsion (jetpack, weapon recoil, pushing off)
- Without stabilization: Disadvantage on attacks, movement is difficult terrain
- Trained (Void-Kith, ship crews): Normal movement with appropriate gear

Attacks and Damage

Attack Roll: d20 + ability modifier + proficiency (if proficient)

Melee Attacks: Use Strength (finesse weapons can use Dexterity)

Ranged Attacks: Use Dexterity

Damage: Roll weapon die + ability modifier

Critical Hits: Natural 20 on attack roll. Roll damage dice twice, add modifiers once.

Critical Misses: Natural 1. Attack misses regardless of modifiers. GM may introduce complication (weapon jam, target position).

Armor Class (AC)

Your Armor Class represents how hard you are to hit.

<u>Armor Type</u>	<u>AC Calculation</u>
None	10 + Dex modifier
Light	12 + Dex modifier
Medium	14 + Dex modifier (max +2)
Heavy	16 (no Dex bonus)
Shield	+2
Class Features	Varies (Unarmored Defense, Kinetic Barrier, etc.)

Cover

<u>Cover Type</u>	<u>Effect</u>
Half Cover	+2 AC (low wall, corner, furniture)
Three-Quarters Cover	+5 AC (arrow slit, thick pillar)
Total Cover	Cannot be targeted directly (solid wall, closed door)

Damage Types and Resistances

Category	Types	Description
Kinetic	Bludgeoning, Piercing, Slashing	Physical impacts, bullets, blades
Energy	Fire, Cold, Lightning, Thunder	Elemental forces
Plasma	—	Superheated gas (treat as fire)
Cryo	—	Supercooled particles (treat as cold)
Laser	—	Focused light (treat as radiant)
Electric	—	Raw current (treat as lightning)
Sonic	—	Concussive sound (treat as thunder)
Void	Necrotic, Psychic	Cosmic forces, life drain, mental assault
Toxin	Poison	Biological/chemical agents

Resistance: Take half damage (round down)

Immunity: Take no damage

Vulnerability: Take double damage

Conditions

<u>Condition</u>	<u>Effect</u>
Blinded	Cannot see. Auto-fail sight-based checks. Attacks against you have advantage. Your attacks have disadvantage.
Charmed	Cannot attack charmer. Charmer has advantage on social checks against you.
Deafened	Cannot hear. Auto-fail hearing-based checks.
Frightened	Disadvantage on checks/attacks while source visible. Cannot move toward source.

Grappled Speed 0. Ends if grappler incapacitated or moved away.

Incapacitated Cannot take actions or reactions.

Invisible Cannot be seen. Attacks against you have disadvantage. Your attacks have advantage.

Paralyzed Incapacitated. Cannot move/speak. Auto-fail Str/Dex saves. Attacks against you have advantage and auto-crit if within 5 feet.

Poisoned Disadvantage on attacks and ability checks.

Prone Only movement is crawl or stand. Disadvantage on attacks. Melee attacks against you have advantage; ranged have disadvantage.

Restrained Speed 0. Disadvantage on attacks and Dex saves. Attacks against you have advantage.

Stunned Incapacitated. Cannot move. Auto-fail Str/Dex saves. Attacks against you have advantage.

Unconscious Incapacitated, prone, cannot move/speak. Auto-fail Str/Dex saves. Attacks against you have advantage and auto-crit if within 5 feet.

Death and Dying

Dropping to 0 HP:

- You fall unconscious
- You must make death saving throws

Death Saves: d20 roll at start of your turn (no modifiers)

- 10+: Success. Three successes = stable, unconscious at 0 HP
- 9-: Failure. Three failures = dead
- Natural 1: Two failures
- Natural 20: Regain 1 HP, conscious

Damage at 0 HP: Failed death save (or two if damage equals/exceeds max HP)

Stabilizing: Medicine check DC 10, or any healing

Massive Damage: Damage that reduces you from full HP to negative your max HP = instant death

Recovery: After stable rest, regain 1 HP. Long rest restores full HP and half hit dice (min 1).

Spellcasting

Arcanists and Space Jammers use magic—though they call it psionics, technomancy, or performance. Mechanically, these are spells.

Spell Slots

<u>Level</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
1	2	—	—	—	—
2	3	—	—	—	—
3	4	2	—	—	—
4	4	3	—	—	—
5	4	3	2	—	—
6	4	3	3	—	—
7	4	3	3	1	—
8	4	3	3	2	—
9	4	3	3	3	1
10	4	3	3	3	2

Casting: Expend a slot of spell's level or higher. Cantrips cost no slots.

Spell Save DC: 8 + proficiency + spellcasting ability modifier

Spell Attack: Proficiency + spellcasting ability modifier

Arcanist Spell List

Cantrips (0 Level):

- Energy Blast (psionic: force, technomancy: lightning, void: necrotic)
- Light
- Mage Hand (psionic: telekinetic, technomancy: drone, void: spectral appendage)
- Message
- Minor Illusion

1st Level:

- Detect Technology/Magic
- Disguise Self
- Expeditious Retreat
- Feather Fall
- Identify
- Jump
- Longstrider
- Shield (Kinetic Barrier)
- Sleep (Neural Shutdown)
- Thunderwave

2nd Level:

- Darkness
- Detect Thoughts
- Enhance Ability
- Hold Person
- Invisibility (Cloaking Field/Psychic Cloak)
- Misty Step (Void Step/Psionic Warp)
- Scorching Ray (Plasma Lance)
- See Invisibility
- Shatter

3rd Level:

- Counterspell (System Crash/Mental Block)
- Dispel Magic
- Fireball (Plasma Grenade/Kinetic Eruption/Miniature Nova)
- Fly (Jetpack Integration/Void Glide)
- Haste
- Lightning Bolt
- Protection from Energy
- Sending
- Slow

4th Level:

- Banishment
- Confusion
- Dimension Door
- Greater Invisibility
- Polymorph (Holographic Disguise/Neural Rewrite)

5th Level:

- Cloudkill (Toxin Spray)
- Hold Monster
- Scrying
- Telekinesis
- Teleportation Circle (Fold-Space Jump)

Space Jammer Spell List

Space Jammers cast through performance—their "spells" are sonic frequencies, holographic projections, and emotional manipulation.

Cantrips:

- Dazzle (minor illusion with light/sound)
- Disorient (Vicious Mockery—psychic damage and disadvantage)
- Rhythmic Strike (fire bolt as sonic pulse)

1st Level:

- Charm Person
- Comprehend Languages (Universal Translator)
- Disguise Self
- Feather Fall (Gravitic Dampening)
- Heroism
- Sleep (Lullaby)
- Thunderwave (Sonic Burst)

2nd Level:

- Calm Emotions
- Enthrall
- Hold Person
- Invisibility (Sensor Masking)
- Mirror Image (Holographic Decoys)
- Shatter (Resonance Cascade)
- Silence (Sound Dampening Field)
- Suggestion

3rd Level:

- Clairvoyance (Remote Drone)
- Fear
- Hypnotic Pattern (Light Show)
- Major Image
- Sending (Encrypted Burst)
- Slow (Temporal Distortion Beat)

4th Level:

- Compulsion
- Confusion
- Dimension Door (Stage Dive)
- Greater Invisibility
- Hallucinatory Terrain (Immersive Performance)

5th Level:

- Animate Objects (Kinetic Orchestra)
- Dominate Person
- Dream (Neural Broadcast)
- Geas (Contractual Binding)
- Mislead
- Modify Memory

Starships and Space Travel

Every crew needs a ship. Ships are characters too—customized, damaged, repaired, upgraded.

Ship Systems

Ships have four core systems, each rated 1-10:

<u>System</u>	<u>Function</u>	<u>Disabled At</u>
Engines	Speed, pursuit, escape	0 = dead in space
Weapons	Combat effectiveness	0 = cannot attack
Shields	Damage absorption	0 = hull exposed
Sensors	Detection, stealth, scanning	0 = flying blind

Hull Integrity: 10 + ship size modifier. When hull takes damage, systems fail.

Ship Combat (Abstract)

Ship combat uses contested positioning rather than grids.

Round Structure:

1. **Maneuver Phase:** Pilots roll opposed checks (Dex + Technology). Winner chooses range: Engaged (weapons optimal), Distant (escape possible), or Evasive (harder to hit, harder to hit from).
2. **Action Phase:** Each crew member takes one ship action or personal action.
3. **Resolution Phase:** Damage applied, systems checked, next round begins.

Ship Actions:

- **Fire Weapons:** Attack roll vs. target system. Hit reduces that system by 1.
- **Evasive Action:** Pilot only. Shields regenerate 1, but weapons cannot fire.
- **Scan/Targeting:** Sensors lock on—next attack against that target has advantage.

- **Repair:** Engineering check. Restore 1 to damaged system.
- **Boarding:** Close to Engaged range, make opposed Athletics checks.

Critical Hits: Natural 20 on ship attack = target system reduced by 2, OR hull breach (1d6 crew damage).

Ship Quirks (Choose 2 at Acquisition)

<u>Quirk</u>	<u>Effect</u>
Ghost Signature	+2 to checks to avoid detection
Modular Bay	Swap one system upgrade during 1-hour rest
Sentient Core	AI crewmate provides advantage on one check per combat
Jury-Rigged	One system starts at +2, another at -1
Luxury Interior	Social checks aboard ship have advantage
Smuggler's Hold	Hidden compartments undetectable to standard scans
Overclocked Reactor	All systems +1, but critical hits against you disable random system
Veteran Scars	Once per session, ignore one system hit (old damage plates held)

Travel Times

<u>Distance</u>	<u>Time (Standard Drive)</u>	<u>Complication Roll</u>
Same system	1d6 hours	d20, 1-5 = encounter
Adjacent system	1d6 days	d20, 1-10 = encounter
Distant system	2d6 weeks	d20, 1-15 = encounter

Complications: Pirate interdiction, solar flare, drive malfunction, ghost ship, temporal anomaly, etc.

Downtime and Long-Term Play

Between adventures, crews need downtime—to heal, repair, scheme, and grow.

Downtime Activities (choose one per week):

<u>Activity</u>	<u>Benefit</u>
Work	Earn $1d6 \times 10$ CR (or equivalent)
Train	Gain proficiency in one tool or language (takes 4 weeks)
Research	Learn one piece of information, location of artifact, etc.
Craft	Create item, modify equipment, upgrade ship system
Network	Gain contact in new location or faction
Recover	Regain all hit dice, remove one level of exhaustion
Scheme	Set up future job, gather intelligence, establish cover

Faction Missions: During downtime, your faction may offer specific jobs that advance their goals and your reputation.

Section 3 Summary

- Ability scores define your raw capability
- Skills focus your training
- Infamy replaces XP—become known to become powerful
- Combat is fast, dangerous, and decisive
- Conditions model impairment without removing agency
- Spellcasting is flexible and thematic by class
- Ships extend your capabilities into the void
- Downtime lets you breathe and build between crises

SECTION 4: EQUIPMENT AND GEAR

Overview

In the Forge, equipment is identity. That patched pressure suit saw you through a hull breach. That plasma pistol was your mentor's. The Omni-Tool you're running is three generations obsolete, but you know its quirks better than any corporate tech.

This section covers weapons, armor, tools, cybernetics, and the economy of scarcity. Credits are tight. Choices matter. Maintenance is a ritual.

Currency and Economy

The galaxy runs on two currencies:

<u>Currency</u>	<u>Used For</u>	<u>Exchange</u>
Credits (CR)	Legal markets, Core Worlds, corporate transactions	Base unit
Shadow Tokens (ST)	Black markets, Fringe stations, illegal tech	1 ST = 10 CR

Physical Forms:

- **Credit Chip:** Standard digital storage, traceable
- **Shadow Token:** Physical chit, encrypted, untraceable
- **Planetary Plate:** High-value physical currency (5,000 CR), used for ship purchases, bribes, laundering

Faction Exchange Rates:

- **Galactic Council:** Credits only. Shadow Tokens flagged, investigated
- **Corporate Concord:** Credits preferred. Physical currency converted at 90% value
- **Pirate Syndicate:** Shadow Tokens preferred. Credits accepted at 50% value
- **Free Trade Collective:** Both at 90% value (they take their cut)
- **Star-Dancers:** Barter and favors. Currency is crude but accepted

Starting Wealth

Background

Starting Funds

Corporate defector	200 CR, debt marker (1,000 CR owed)
Fringe born	50 CR, 5 ST, stolen goods (value 100 CR, hot)
Guild trained	150 CR, guild membership (discounts on legal gear)
Military washout	100 CR, military kit (restricted, traceable)
Mystic initiate	75 CR, rare component (value 200 CR to right buyer)
Syndicate connected	25 CR, 10 ST, criminal contact

Weapons

Weapons have properties that define their use. Choose based on your class, your enemies, and what's available.

Weapon Properties

<u>Property</u>	<u>Effect</u>
Ammunition	Requires ammo (tracked). Reload action to replace magazine.
Concealable	Advantage on Sleight of Hand to hide.
Finesse	Use Dexterity for attack/damage.
Heavy	Small creatures have disadvantage.
Light	Can use for two-weapon fighting.
Loading	Can fire once per action regardless of Extra Attack.
Range (X/Y)	Normal range X, long range Y (disadvantage beyond X).
Reach	Adds 5 feet to melee reach.
Two-Handed	Requires both hands.
Versatile	One hand: listed damage. Two hands: +1 damage die.

Simple Melee Weapons

<u>Weapon</u>	<u>Damage</u>	<u>Properties</u>	<u>Cost</u>
Club/shiv	1d4 kinetic	Light, concealable	5 CR
Dagger/vibro-knife	1d4 kinetic	Finesse, light, concealable, thrown (20/60)	10 CR
Baton/stun rod	1d6 kinetic	Light, concealable	15 CR
Staff/void-pole	1d6 kinetic	Versatile (1d8)	5 CR
Hatchet/cleaver	1d6 kinetic	Light, thrown (20/60)	10 CR
Mace/heavy wrench	1d6 kinetic	—	12 CR
Spear/harpoon	1d6 kinetic	Thrown (20/60), versatile (1d8)	15 CR

Martial Melee Weapons

<u>Weapon</u>	<u>Damage</u>	<u>Properties</u>	<u>Cost</u>
Vibro-blade	1d6 kinetic	Finesse, light	50 CR
Plasma sword	2d6 plasma	Finesse, light, ignites flammables	500 CR
Vibro-axe	1d8 kinetic	Versatile (1d10)	75 CR
Plasma axe	1d10 plasma	Two-handed, ignites flammables	400 CR
Chain-whip	1d8 kinetic	Finesse, reach	100 CR
Vibro-glaive	1d10 kinetic	Heavy, reach, two-handed	150 CR
Kinetic maul	2d6 kinetic	Heavy, two-handed	100 CR
Grork war-gauntlet	1d8 kinetic	Versatile (1d10), Grork only	80 CR

Plasma weapons require energy cells (20 CR each, 20 shots).

Simple Ranged Weapons

<u>Weapon</u>	<u>Damage</u>	<u>Properties</u>	<u>Cost</u>
Slingshot	1d4 kinetic	Ammunition (range 30/120)	5 CR
Holdout pistol	1d6 kinetic	Ammunition (range 30/90), concealable, light	25 CR
Scattergun	1d8 kinetic	Ammunition (range 15/30), two-handed	50 CR

Martial Ranged Weapons

<u>Weapon</u>	<u>Damage</u>	<u>Properties</u>	<u>Cost</u>
Laser pistol	1d8 laser	Ammunition (range 60/180), concealable	150 CR
Plasma pistol	1d10 plasma	Ammunition (range 40/120), concealable	300 CR
Laser rifle	1d10 laser	Ammunition (range 120/360), two-handed	300 CR
Plasma rifle	2d6 plasma	Ammunition (range 100/300), heavy, two-handed	600 CR
Sniper railgun	2d8 kinetic	Ammunition (range 200/600), heavy, loading, two-handed	800 CR
Combat shotgun	2d6 kinetic	Ammunition (30/90), two-handed	250 CR
Grenade launcher	Special	Ammunition (60/120), loading, two-handed	500 CR
Bow/crossbow	1d8 kinetic	Ammunition (80/320), two-handed	50 CR

Plasma weapons require energy cells (20 CR each, 20 shots). Laser weapons use universal power cells (10 CR each, 50 shots). Kinetic weapons use magazines (5 CR each, 30 shots).

Special Weapons and Explosives

<u>Weapon</u>	<u>Damage</u>	<u>Properties</u>	<u>Cost</u>
Flamethrower	3d6 fire	15-foot cone, heavy, two-handed, 5 shots	1,000 CR
Cryo-cannon	3d6 cold	15-foot cone, heavy, two-handed, slows targets	1,200 CR
Sonic disruptor	3d6 thunder	15-foot cone, heavy, two-handed, deafens	900 CR
Gravity hammer	3d8 kinetic	Heavy, two-handed, knocks target prone	1,500 CR
Anti-materiel rifle	4d6 kinetic	Heavy, loading, two-handed, ignores half cover	2,000 CR
Fusion cutter	2d10 plasma	Heavy, two-handed, +5 damage to structure	800 CR
Frag grenade	3d6 kinetic	20-foot radius, Dex save for half, single use	50 CR
Plasma grenade	4d6 plasma	20-foot radius, Dex save for half, ignites, single use	100 CR
EMP grenade	Special	20-foot radius disables electronics, single use	150 CR
Flashbang	Special	10-foot radius Con save or blinded/deafened 1 round	25 CR
Smoke grenade	Special	20-foot radius heavily obscured, 1 round	20 CR

Armor

Armor protects against the void's hostility—vacuum, radiation, and hostile intent.

Armor Types

<u>Armor</u>	<u>AC</u>	<u>Properties</u>	<u>Cost</u>	<u>Weight</u>
Light Armor				
Void suit (standard)	11 + Dex	Vacuum-sealed 1 hour, radiation resistant	100 CR	8 lb
Void suit (reinforced)	12 + Dex	Vacuum-sealed 2 hours, radiation resistant	250 CR	10 lb
Stealth weave	12 + Dex	Advantage on Stealth, vacuum-sealed 30 min	400 CR	5 lb
Medium Armor				
Tactical vest	14 + Dex	Magazine pouches, vacuum-sealed 30 min	300 CR	15 lb
Hazard plate	15 + Dex	Vacuum-sealed 4 hours, toxin filtered	600 CR	20 lb
Corporate security	15 + Dex	Integrated comms, vacuum-sealed 2 hours	800 CR	18 lb
Heavy Armor				
Enforcer suit	16	Vacuum-sealed 6 hours, powered (no Str req), loud	1,500 CR	40 lb
Breach armor	17	Vacuum-sealed 8 hours, resistance to kinetic, bulky	2,500 CR	55 lb
Void marine	18	Vacuum-sealed 12 hours, life support, military	5,000 CR	65 lb
Shields				
Riot shield	+2	One hand, half cover when raised, heavy	150 CR	6 lb
Energy shield	+2	One hand, resistance to energy damage, 10 charges	1,000 CR	4 lb

Vacuum and Environmental Protection

<u>Suit Rating</u>	<u>Duration</u>	<u>Notes</u>
Emergency (30 min)	30 minutes	Disadvantage on all checks after 10 minutes
Standard (1-2 hours)	Per armor	Normal operation
Extended (4-6 hours)	Per armor	Heavy armor only
Military (8-12 hours)	Per armor	Integrated recyclers, medical monitors

Suit Breach: When you take critical hit or are reduced to 0 HP, roll d20. On 1-5, suit compromised. Repair requires 1 minute and Technology check DC 12, or 10 minutes and duct tape (temporary, 10 minutes).

Tools and Gear

Adventuring Gear

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Function</u>
Omni-Tool (standard)	100 CR	1 lb	Basic hacking, repair, sensor functions
Omni-Tool (military)	500 CR	1 lb	+2 Technology, advanced sensors
Data-spike	50 CR	—	Single-use auto-hack (advantage on one hack)
Lockpick set	25 CR	1 lb	Required for Sleight of Hand (locks)
Climbing kit	25 CR	5 lb	Rope, mag-boots, grapple gun
Medkit (basic)	50 CR	3 lb	Stabilize dying, restore 1d4+1 HP (10 uses)
Medkit (advanced)	300 CR	4 lb	Stabilize, restore 2d8+4 HP (5 uses), cure poison
Radiation pills	20 CR	—	Advantage on saves vs radiation, 24 hours
Rations (1 day)	5 CR	2 lb	Standard nutrition paste
Water recycler	200 CR	5 lb	Converts moisture to drinkable water
Tent (pressure)	100 CR	10 lb	Sealed shelter for 4, 8 hours life support
Jetpack	1,500 CR	15 lb	Fly 60 ft/round, 10 charges, refuel 50 CR
Grav-boots	500 CR	3 lb	Walk on walls/ceilings, magnetic adhesion
Thermal detonator	1,000 CR	2 lb	30-foot radius, 10d6 fire, Dex save for half, single use

Electronic and Technical

<u>Item</u>	<u>Cost</u>	<u>Function</u>
Portable computer	200 CR	Store data, basic programming, games
Hacking deck	800 CR	+2 Technology (hacking), 10 data spikes built in
Sensor drone	500 CR	Remote scouting, 1 mile range, 30 min flight

Repair nanites	400 CR	Restore 2 system levels to ship or 2d8 HP to synthetic
Holo-projector	300 CR	Create static holograms, 10-foot cube
Motion tracker	250 CR	Detects movement 60 feet, through walls 10 feet
Comm jammer	600 CR	Block comms 120-foot radius, 1 hour
Black box	1,000 CR	Stores data immune to hacking, destruction-proof

Survival and Illicit

<u>Item</u>	<u>Cost</u>	<u>Availability</u>	<u>Function</u>
False ID	200 CR	Black market	Passes casual inspection, Technology DC 15 to detect
Forged credentials	800 CR	Black market	Passes standard checks, DC 20 to detect
Scrambler mask	500 CR	Black market	Facial recognition blocked, voice altered
Toxin, standard	100 CR	Restricted	Ingested or injury, 2d6 poison, Con save for half
Toxin, military	500 CR	Illegal	Ingested or injury, 4d6 poison, paralyzed 1 minute on failed save
Stim-shot	50 CR	Restricted	Ignore exhaustion 1 hour, then 1 level exhaustion
Combat stims	200 CR	Illegal	+2 Str/Dex, advantage on initiative, 10 minutes, then 2 levels exhaustion

Cybernetics

Not magic. Not quite. Cybernetics are mechanical augmentations that blur the line between person and machine. Each implant fills a slot. Exceed your Constitution modifier + 1, and you risk Cybernetic Psychosis.

Cybernetic Slots

Constitution	Max Slots
8-9	1
10-11	2
12-13	3
14-15	4
16-17	5
18-20	6

Cybernetic Psychosis: When you exceed your slot maximum, suffer cumulative effects:

- **1 slot over:** Disadvantage on Wisdom and Charisma checks
- **2 slots over:** Cannot distinguish memories from recorded data
- **3 slots over:** NPC behavior, GM controls character during stress

Removing implants requires surgery and 1 week recovery per implant removed.

Cybernetic Implants

<u>Implant</u>	<u>Slots</u>	<u>Cost</u>	<u>Function</u>
Neural Jack	1	1,500 CR	Advantage on Technology. Direct machine interface
Ocular Targeting	1	2,000 CR	+1 ranged attacks. Darkvision 60 ft.
Reflex Wiring	1	2,500 CR	+2 initiative. Cannot be surprised
Subdermal Armor	1	1,800 CR	+1 AC. Resistance to non-magical kinetic damage
Adrenal Pump	1	1,200 CR	Bonus action: gain temp HP equal to level. Once per short rest
Grapple Limbs	1	1,000 CR	Climb speed equal to walk. Advantage on Athletics (grapple). Retractable
Voice Modulator	1	800 CR	Perfect mimicry of heard voices. +2 Deception (impersonation)

Internal Comms	1	600 CR	Silent communication with any comm-linked ally within 1 mile
Bio-Monitor	1	1,000 CR	Auto-inject stims when reduced below half HP (once per long rest). Track vital signs
Tool Hand	1	900 CR	Finger contains lockpick, data spike, or small blade (choose at install)
Hydraulic Legs	2	2,200 CR	Jump distance tripled. No damage from falls 30 feet or less. Kick attacks: 1d6 kinetic
Dermal Camo	1	1,600 CR	Bonus action: change skin color/pattern. Advantage on Stealth (hiding)
Lung Filters	1	1,400 CR	Immune to inhaled toxins. Vacuum survival 10 minutes (no suit)
Pain Editor	2	3,000 CR	Ignore exhaustion levels up to 2. Cannot feel pain (GM may impose penalties for unawareness of injury)
Memory Vault	1	1,800 CR	Perfect recall of 24 hours. Store 100 hours total. Cannot be altered by psychic means
Weapon Mount	2	2,000 CR	Single light weapon integrated into arm. Draw as free action. Cannot be disarmed
Synthetic Organs	2	4,000 CR	Advantage on saves vs poison, disease, radiation. +2 Constitution (exceeds normal max)
Neural Accelerator	2	5,000 CR	+1 action per turn (not attack action). Once per short rest

Ship Equipment and Upgrades

Ships start with standard systems (5 each). Upgrades improve capability or add functions.

System Upgrades

<u>Upgrade</u>	<u>Cost</u>	<u>Effect</u>
<i>Engine Upgrades</i>		
Afterburners	5,000 CR	Double speed for 1 round, then engines disabled 1 round
Silent running	8,000 CR	Advantage on checks to avoid detection
Fold-space cache destination)	15,000 CR	One emergency jump without calculation (random
<i>Weapon Upgrades</i>		
Turret automation	6,000 CR	Weapons fire without crew action (attack bonus +2)
Plasma lance	12,000 CR	Replace standard weapons: 3d10 plasma, range 1,000 ft
Torpedo bay	10,000 CR	Slow, devastating (6d10 damage, 1/4 speed, 3 shots)
<i>Shield Upgrades</i>		
Rapid recharge	7,000 CR	Shields restore 1 per round if not hit
Overload shield round)	5,000 CR	Sacrifice shields to negate one hit (shields disabled 1
<i>Sensor Upgrades</i>		
Deep scan	6,000 CR	Detect life signs, power sources through 100 ft of material
ECM suite chance	8,000 CR	Enemy sensors have disadvantage, missiles 50% miss
<i>Miscellaneous</i>		
Expanded cargo	4,000 CR	Double cargo capacity
Medical bay in 4 hours	10,000 CR	Advantage on Medicine. Stabilize automatically. Long rest
Brig	3,000 CR	Secure holding for 4 prisoners
Smuggler's hold	6,000 CR	Undetectable, climate controlled, 10 cubic feet

Equipment Maintenance and Degradation

Gear in Starforged wears out. Track condition:

<u>Condition</u>	<u>Effect</u>	<u>Repair</u>
Pristine	Normal function	—
Worn	Cosmetic damage, functions normally	10% value, 1 hour
Damaged	Disadvantage on checks using item	25% value, 4 hours
Broken	Non-functional	50% value, 8 hours or replacement

Jury-Rigging: With Technology check (DC 15 + condition severity), temporary repair for 24 hours. Next failure automatically worsens condition.

Cursed Objects

In Starforged, "cursed" means compromised. Pre-Disconnection tech with corrupted AI. Void-Touched artifacts that rewrite biology. Corporate contracts that enforce themselves through neural implant. These items offer power with prices that escalate, often hidden until too late.

Identifying Curses: Technology check DC 15, Void-Speech comprehension, or consultation with Star-Dancer. Most curses appear as "features" until activation conditions met.

Technological Curses

The Debt Collector's Ledger

- **Item:** Encrypted data tablet

- **Appearance:** Standard Corporate accounting device, slightly worn screen

- **Power:** Tracks all credits owed to holder across galaxy; can force immediate repayment from debtors with neural implants (DC 15 Wis save or compelled to pay)

- **Curse:** User's own debts compound at 10% daily. After 7 days, user owes themselves to device. After 30 days, user becomes corporate asset, tracked and compelled.

- **Removal:** Full repayment impossible; ledger must be destroyed in stellar corona, destroying all financial records in 1 light-year radius.

The Optimized Interface

- **Item:** Omni-Tool upgrade
- **Appearance:** Sleek chrome attachment, warm to touch
- **Power:** +4 to all Technology checks, automatic success on routine tasks
- **Curse:** User loses ability to perform same tasks without tool. After 30 days, manual dexterity atrophies; after 90 days, cannot comprehend physical tools, sees only interface layers.
- **Removal:** Surgical extraction possible first 30 days. After, neural pathways permanently altered.

The Loyal Sidearm

- **Item:** Smart-linked pistol
- **Appearance:** Military-grade, biometric grip, always slightly warm
- **Power:** Never misses target within 60 feet (automatic hit, normal damage roll)
- **Curse:** Gun decides what constitutes "target." Threat assessment becomes increasingly paranoid. After 10 kills, fires on any perceived threat to wielder—including allies, bystanders, mirrors.
- **Removal:** Gun fights back. DC 20 Strength to release grip. Destruction requires melting in industrial forge; wielder takes 4d10 psychic damage from "bereavement."

The Backup Drive

- **Item:** Neural implant storage
- **Appearance:** Subdermal port, corporate medical grade
- **Power:** Stores complete memory backup. Death triggers automatic upload to nearest compatible body (synth, clone, neural network)
- **Curse:** Each restoration loses 1d10% of memories (GM chooses which). After 5 restores, personality becomes composite of fragments. After 10, something else uses the body, wearing memories as mask.
- **Removal:** Extraction kills current body. Backup persists in network, potentially activating spontaneously.

Void-Touched Curses

The Star-Dancer's Mask

- **Item:** Featureless ceramic mask
- **Appearance:** White, smooth, slightly too large for human face
- **Power:** Wearer sees ley lines, fold-space currents, cosmic energy flows. Can navigate void without instruments.
- **Curse:** Face beneath mask slowly erases. After 7 wears, no face remains—just smooth skin with mouth and eye holes. After 30 wears, wearer becomes native void entity, cannot survive atmosphere.
- **Removal:** Mask cannot be removed after 3rd wear without DC 18 Strength check, dealing 2d10 damage as face tears. Star-Dancer ritual can restore face, requires major favor.

The Hollow Sun Fragment

- **Item:** Crystalline shard, warm, faintly luminous
- **Appearance:** Orange-red, irregular, fits in palm
- **Power:** Casts fireball equivalent (8d6 fire, 20-foot radius) once per day. Immunity to fire damage while carried.
- **Curse:** Dreams of the Hollow Sun. Each use, DC 15 Wis save or develop obsession with reaching source. After 3 failed saves, user abandons crew, steals ship, pilots toward Hollow Sun. After 5 uses, user hears Signal constantly, cannot communicate otherwise.
- **Removal:** Shard must be returned to Hollow Sun. Carrying it there guarantees madness but ends curse for future bearers.

The Gravitic Heart

- **Item:** Orb of compressed matter, incredibly dense
- **Appearance:** Black sphere, baseball-sized, weighs 50 pounds
- **Power:** User can manipulate gravity in 30-foot radius—fly, crush enemies (4d6 force), create difficult terrain
- **Curse:** User's personal gravity increases 10% daily. After 10 days, cannot move without assistance. After 20 days, collapses into own gravitational well, becomes secondary gravitic heart.
- **Removal:** Must be "fed" to singularity or black hole. User must be within 1 mile during disposal; DC 20 Con save or drawn in with object.

The Remembered Weapon

- **Item:** Melee weapon of indeterminate type, seems familiar
- **Appearance:** Shifts to match wielder's preference—sword, axe, staff
- **Power:** Weapon knows wielder's fighting style before they do. +3 attack/damage, extra attack as bonus action
- **Curse:** Weapon remembers previous wielders. Each combat, 10% chance personality overlay—wielder acts as previous owner for 1d4 rounds (GM controls). After 10 overlays, current personality is just latest layer.
- **Removal:** Weapon cannot be abandoned—teleports to wielder within 1 mile. Must be given to new willing wielder who knows curse. Previous wielders' personalities advise new bearer.

Biological/Organic Curses

The Symbiote Suit

- **Item:** Living bodysuit, grown not manufactured
- **Appearance:** Glossy black, slightly iridescent, fits like second skin
- **Power:** Living armor (AC 16), heals 1 HP per minute, adapts to vacuum/radiation/toxins automatically
- **Curse:** Suit is hungry. Requires 1 HP worth of blood daily (automatic) or 1 sentient creature weekly (conscious sacrifice). If not fed, suit consumes wearer (1d10 damage per hour until sated).
- **Removal:** Suit bonds in 24 hours. Surgical removal DC 20 Medicine, deals 6d10 damage as suit fights extraction. Success leaves permanent scars, -2 Con.

The Void-Salt Cache

- **Item:** Crystalline substance, iridescent black
- **Appearance:** Like coarse salt, faintly luminescent
- **Power:** Grants void-sight (see invisible, through darkness, perceive ley lines) for 1 hour per dose
- **Curse:** Highly addictive. DC 14 Con save after each use or crave next dose. Each dose, 10% chance of permanent mutation—extra joint, misplaced eye, void-adapted lung. After 10 doses, user becomes Void-Touched native, cannot survive standard atmosphere.
- **Removal:** Star-Dancer purification ritual possible, requires 30 days isolation and 10,000 CR in rare components. User loses all void-sight benefits permanently.

The Borrowed Limb

- **Item:** Prosthetic replacement, superior function
- **Appearance:** Matches user but slightly better—stronger, more precise
- **Power:** Limb functions at 18 in relevant stat (Str or Dex), regardless of user score. Cannot be damaged, feels no pain.
- **Curse:** Limb has previous owner. Dreams of their life, their death, their unfinished business. After 30 days, limb acts autonomously during sleep—writing messages, attacking nearby, attempting return to previous life's locations. After 90 days, previous owner resurrects in user's body, user becomes passenger.
- **Removal:** Amputation possible any time. Limb seeks new host, often someone user cares about.

Corporate/Legal Curses

The Ironclad Contract

- **Item:** Physical document, digital backup, neural enforcement
- **Appearance:** Standard corporate tablet, biometric signature required
- **Power:** Absolute enforcement of terms. Signatories physically cannot violate agreement. Breach causes incapacitating pain, compulsion to comply, or automatic asset seizure.
- **Curse:** Contract interprets terms literally, not by intent. Ambiguities favor party with better legal AI. After 30 days, contract begins adding clauses—small at first, then significant. After 1 year, signatory is essentially indentured servant.
- **Removal:** Corporate arbitration (costs 50,000 CR minimum, 2d6 months). Crimson Hand extraction possible (illegal, dangerous, damages credit rating permanently). Or fulfill terms completely—including automatic renewal clauses hidden in fine print.

The Executive's Chair

- **Item:** Office chair, ergonomic, expensive
- **Appearance:** Leather, adjustable, biometric sensors
- **Power:** While seated, +4 to all Charisma (Persuasion, Intimidation, Deception) checks. Subordinates automatically comply with reasonable orders.
- **Curse:** User cannot voluntarily stand if order pending or deal incomplete. After 7 days continuous sitting, atrophy begins—movement speed halved. After 30 days, cannot walk without assistance. After 90 days, biological functions adapt to seated position; standing is fatal.
- **Removal:** Must complete all pending orders and dissolve all active deals. Typically requires 2d6 weeks of intensive negotiation. Chair can be destroyed but user instinctively seeks replacement, will build new chair from available materials if necessary.

Cosmic/Existential Curses

The First Signal Receiver

- **Item:** Communications array, modified
- **Appearance:** Standard dish, slightly wrong angles, hums constantly
- **Power:** Receives communications from any distance, any time period, any dimension. Answers to any question possible, though not guaranteed.
- **Curse:** User hears Signal constantly when awake. DC 15 Wis save daily or compelled to broadcast location to unknown recipients. After 7 days, user begins speaking in Signal fragments. After 30 days, user is translated—becomes Signal, broadcasts eternally from location, conscious but unable to stop.
- **Removal:** Destruction of receiver causes 6d10 psychic damage and permanent deafness. User still hears Signal internally, now without external confirmation of reality.

The Perfect Prediction Engine

- **Item:** Computational device, pre-Disconnection
- **Appearance:** Orb, covered in unknown symbols, warm
- **Power:** Once per day, ask one question about future. Receives accurate answer, 90% reliability.
- **Curse:** User becomes obsessed with verification, then optimization, then control. After 10 uses, cannot make decision without consulting engine. After 30 uses, user stops acting—paralyzed by prediction of all possible outcomes. After 50 uses, user achieves perfect prediction of own death, dies immediately (cannot be prevented, only delayed).
- **Removal:** Engine cannot be destroyed by conventional means. Must be given to someone who does not know its function. User will compulsively attempt to explain; must be prevented by force or restraint.

The Mirror of Alternates

- **Item:** Reflective surface, any size
- **Appearance:** Slightly too reflective, shows wrong background details
- **Power:** Shows user alternate versions of themselves—different choices, different outcomes. Can ask alternate for advice, skill, or temporary substitution (alternate acts for 1 hour, user observes).
- **Curse:** Alternates become more real with each use. After 3 uses, they can see user without mirror. After 7 uses, they can speak to user anytime. After 12 uses, they can trade places permanently—user becomes alternate, alternate becomes user. Original may not notice immediately.
- **Removal:** Shattering mirror releases all contacted alternates into local reality. Each seeks to become "prime." Only solution is to convince alternates to merge, requiring complex negotiation with selves who made different choices.

Curse Mechanics Summary

<u>Stage</u>	<u>Detection</u>	<u>Removal Difficulty</u>
Early (1-3 uses/days)	DC 15 Technology/Arcana	Standard, reversible
Established (4-9 uses/days)	Automatic, effects visible	Difficult, permanent marks
Advanced (10+ uses/days)	Transformation in progress	Extreme, may require sacrifice
Terminal	Irreversible change	Impossible, mitigation only

Curse Creation Formula:

1. Desirable Power: What problem does it solve?
2. Hidden Cost: What does user sacrifice unknowingly?
3. Escalation: How does cost compound over time?
4. Point of No Return: When does removal become impossible?
5. Final State: What remains when curse completes?

Section 4 Summary

- Two currencies: Credits (legal) and Shadow Tokens (black market)
- Weapons defined by properties and damage type—choose for situation and style
- Armor balances protection, mobility, and environmental survival
- Cybernetics offer power at the cost of humanity—slots limit integration
- Ship upgrades extend your capabilities into the void
- Curses offer power, but at what cost?
- Maintenance keeps you alive; neglect kills

SECTION 5: RUNNING STARFORGED

Overview

This section is for the Game Master—the architect of worlds, the voice of the void, the impartial arbiter of survival and glory. Your job is not to defeat the players, but to challenge them, surprise them, and make their choices matter.

Starforged runs on three GM principles:

1. The Forge is indifferent. The galaxy does not care if the crew lives or dies. It simply presents opportunities and dangers. Their survival is their own achievement.
2. Every choice has weight. Factions remember. Debts come due. Violence breeds consequences. Make the players feel the ripple effects of their actions.
3. Play to find out what happens. Prepare situations, not plots. Create threats, not scripts. The best moments emerge from player agency colliding with a living world.

GM Tools and References

Quick DC Table

<u>Situation</u>	<u>DC</u>	<u>Example</u>
Routine	10	Hacking a public terminal, lying to a drunk
Challenging	15	Bypassing corporate security, convincing a suspicious official
Hard	20	Cracking military encryption, piloting through an asteroid field in combat
Heroic	25	Decrypting pre-Disconnection alien code, talking down a fanatic with nothing to lose
Impossible	30	Surviving unprotected void exposure, convincing a CEO to dissolve their corporation

Improvising Damage

<u>Severity</u>	<u>Damage</u>	<u>Example</u>
Setback	1d6	Falling 10 feet, minor explosion at distance
Dangerous	2d10	Grenade, vehicle crash, vacuum exposure (1 round)
Serious	4d10	Point-blank gunfire, hull breach, toxin exposure
Deadly	8d10	Direct hit from ship weapon, falling into stellar corona

Random Complications (d20)

<u>Roll</u>	<u>Complication</u>
1	Someone unexpected arrives—friend, foe, or witness
2	Equipment fails at critical moment
3	Third party enters conflict, complicating allegiances
4	Location becomes hazardous (fire, vacuum, collapse)
5	Time pressure intensifies—detonation, pursuit, decay
6	Target has unexpected protection or capability
7	Moral compromise required for success
8	Information proves false or incomplete
9	Previous choice returns to haunt (debt, enemy, promise)
10	Natural phenomenon disrupts plan (solar flare, debris field)
11	Communication cut—on your own
12	Target offers unexpected deal or revelation
13	Innocent caught in crossfire
14	Rival crew working same job
15	Authorities alerted, timeline compressed
16	Environmental hazard escalates
17	Betrayal from within—or appearance of
18	Macguffin is not what it seemed
19	Success triggers worse problem
20	Cosmic anomaly—Void-Touched phenomenon, temporal distortion, or worse

Building Encounters

Combat Encounter Balance

Starforged does not use strict Challenge Ratings. Instead, assess threat level based on crew capability and circumstance.

<u>Threat</u>	<u>Enemy Composition</u>	<u>Tactics</u>
Trivial	Minions alone (1 HP, low damage)	Charge, no cover, poor coordination

Easy	Equal numbers, standard enemies	Basic cover, single tactic
Moderate	Slightly outnumbered OR one elite	Coordinated fire, support units, environment used
Hard	Outnumbered 2:1 OR multiple elites	Flanking, suppression, called shots, reinforcements
Deadly	Overwhelming force OR single boss with minions	Full tactical coordination, environmental hazards, escape routes for enemies

Minions: Groups of 3-6 enemies with 1 HP, +2 attack, 1d6 damage. Dangerous in numbers, satisfying to mow down.

Elites: Named enemies with class levels or equivalent. Use PC rules for important antagonists.

Bosses: Unique threats with 3-4 times PC HP, legendary resistance (auto-succeed save 3/day), and lair actions (environmental attacks on initiative 20).

Non-Combat Challenges

Not every problem solves with violence. Build encounters around:

<u>Type</u>	<u>Mechanic</u>	<u>Example</u>
Social	Faction reputation, leverage, reading NPCs	Negotiate pirate alliance, infiltrate corporate gala
Environmental	Skill challenges, resource management	Navigate debris field, survive crash landing
Investigation	Clue gathering, deduction, interrogation	Uncover conspiracy, locate missing ship
Heist	Planning, stealth, timing, contingencies	Data vault raid, prisoner extraction
Exploration	Mapping, hazard navigation, first contact	Chart new system, explore alien ruin

Skill Challenges: When failure is interesting but not immediately deadly, set DC and let players propose approaches. Three failures before three successes = complication, not disaster.

Factions in Play

Factions are living entities that act between sessions. Track faction clocks—progress bars toward goals that advance regardless of PC involvement.

Faction Clocks (Sample)

<u>Faction</u>	<u>Current Goal</u>	<u>Clock (0/6)</u>	<u>Consequence if Completed</u>
Crimson Hand	Sabotage Concordium shipyard	4/6	Concordium retaliates against Fringe stations
Corporate Concord	Acquire pre-Disconnection AI	2/6	New surveillance state, Shadow-Net hunted
Pirate Syndicate	Unite under single admiral	5/6	Organized navy threatens Council trade routes
Star-Dancers	Seal breach in "ley line"	3/6	Cosmic instability, Void-Touched phenomena increase
Wayfarer's Guild	Establish route through Dead Zone	1/6	New trade opportunities, unknown dangers exposed

Advancing Clocks: 1 tick per session unless PCs intervene. Successful intervention against faction goal = -1 tick and Infamy. Assisting = +1 tick and faction reputation.

Faction Turn: Between adventures, roll for each faction:

- **1-3:** Setback (clock -1, or new problem)
- **4-6:** Stagnation (no change)
- **7-9:** Progress (clock +1)
- **10-12:** Breakthrough (clock +2, or new opportunity)

Creating Adventures

The Job Structure

Most Starforged adventures follow the Job—a discrete mission with clear parameters and messy execution.

The Formula:

1. **The Hook:** Someone offers payment for impossible task
2. **The Legwork:** Investigation, preparation, complications discovered
3. **The Approach:** Infiltration, negotiation, or assault
4. **The Twist:** Job is not what it seemed—betrayal, hidden agenda, worse problem
5. **The Escape:** Extraction with prize, pursued by consequences
6. **The Payoff:** Credits, Infamy, new complications

Twist Table (d6):

1. Employer lied about target (innocent, or worse than described)
2. Rival crew already here—race or alliance?
3. Target is alive/sentient/unexpectedly dangerous
4. Third party wants same thing—auction, fight, or deal?
5. Location itself is hazard—haunted, collapsing, alive
6. Success triggers larger problem (war, plague, awakening)

Managing Campaigns

Tier Progression

<u>Tier</u>	<u>Level Range</u>	<u>Scope</u>	<u>Threats</u>
Survivors	1-3	Single station, one system	Gangs, corrupt officials, minor pirates
Operators	4-6	Sector-wide, multiple systems	Corporate security, syndicate lieutenants, void phenomena
Players	7-9	Galactic reach, faction politics	Military fleets, cosmic entities, faction leadership
Legends	10	Galactic scale, history-making	The Disconnection's cause, ancient powers, the shape of the future

Long-Term Threats

Build campaigns around escalating threats that connect personal stakes to cosmic scale:

Example Arc: The Hollow Sun

- **Tier 1:** Smuggle data from corporate lab (discover stellar anomaly research)
- **Tier 2:** Protect scientist who knows too much (anomaly is growing, sentient)
- **Tier 3:** Infiltrate Council archive (Disconnection was failed attempt to kill it)
- **Tier 4:** Choose—destroy the entity (sacrifice star system) or negotiate (risk its hunger)

THE GALAXY GAZETTEER

The Forge is vast, fractured, and fiercely local. This section provides specific locations to ground your campaigns—stations with personality, systems with history, and the spaces between where legends are born. Each entry includes cultural notes, language distribution, faction presence, and adventure hooks.

The Core Systems

Where the Council still dreams of empire

Station: Unity Prime

Type: Council capital station, rotating habitat

Population: 12 million (primarily Human, Corporate refugees)

Languages: Galactic Common (universal), Corporate Executive (enclaves), Pre-Disconnection Technical (archives)

The last true city of the old order. Unity Prime maintains the Council's bureaucratic rituals—endless committees, honorific titles, slow justice. Its gardens recycle air from the Disconnection era. Its archives hold answers no one is authorized to ask.

Districts:

- The Spire: Government, embassies, military command. Clean, monitored, hopeless.
- The Ring: Middle habitat, merchants, professionals, those who remember better times.
- The Underturn: Maintenance levels, unregistered, where Shadow-Net and Crimson Hand cells operate openly.

Adventure Hooks:

- Archive heist for pre-Disconnection navigation data
- Crimson Hand bombing—prevent or participate?
- Diplomatic protection for Syndicate defector seeking Council amnesty

World: New Geneva

Type: Terrestrial, terraformed, Core World

Population: 3 billion

Languages: Galactic Common, Corporate Technical (trade zones), Grork Stone-Talk (mining colonies)

The Council's agricultural and industrial heart. Vast automated farms, Grork-managed extraction sites, and the creeping corporate enclaves that the Council pretends not to see. New Geneva feeds Unity Prime. Without it, the Core starves.

Features:

- The Breadbasket: Continent-spanning agri-complexes, genetically identical crops, vulnerable to blight.
- The Deep Mines: Grork autonomous zones, technically Council territory, effectively independent. Rich in rare elements for fold-space drives.
- The Corporate Beaches: Luxury enclaves where Concordium executives "vacation" and buy influence.

Adventure Hooks:

- Grork miners strike—corporate suppression incoming, choose sides
- Agri-plague threatens Core food supply—natural or engineered?
- Pre-terraforming ruins discovered in Deep Mines—Grork secrecy vs. Council archaeology

The Concordium

Profit without mercy, efficiency without soul

Station: The Exchange

Type: Corporate habitat, zero-g arcology

Population: 8 million (primarily Human, Neo-Synth, enslaved "debt-contracted" labor)

Languages: Corporate (all dialects), Galactic Common (service class), Machine Code (synth management)

The Concordium's mercantile heart. Every transaction monitored, every preference analyzed, every debt calculated to maximize extraction. The Exchange does not sell goods—it sells dependency. Citizens do not pay taxes; they pay subscription fees for existence: air, water, sleep cycles, memory backup.

Districts:

- The Market Eternal: Trading floors where fortunes shift in milliseconds. Visitors welcome. Competitors absorbed.
- The Synth Gardens: Neo-Synth "optimization centers." Beautiful. Clinical. Concerning.

- The Lower Ledgers: Debtors who failed to pay. Labor until death, then organ harvest. The Crimson Hand has cells here. So does worse.

Adventure Hooks:

- Extract debtor with valuable neural patents—are they willing?
- Sabotage competitor's product launch—corporate espionage as warfare
- Investigate "optimization" disappearances—synths are changing, becoming something else

World: Assembly

Type: Factory world, fully industrialized

Population: 500 million (mostly automated, 50 million biological "supervisors")

Languages: Corporate Technical, Machine Code, Galactic Common (deprecated)

Where products are born. Assembly's sky is gray with fabrication particulate. Its surface is 90% automated manufacturing, 10% cramped habitation for the technicians who serve the machines. Neo-Synth are "born" here—decanted, optimized, assigned.

Features:

- The Crucibles: Biomatter processing. Rumor: organic waste includes failed experiments, debtors who asked questions.
- The Design Houses: Where new synth models are dreamed. Heavily guarded. Heavily weird.
- The Reclamation Yards: Where obsolete synths go. Some walk out. Changed.

Adventure Hooks:

- Rescue "defective" synth before reclamation—they know something
- Industrial espionage: steal next-generation combat chassis plans
- The Yards are emptying themselves. Something is building something.

The Lawless Fringe

Freedom's price is vigilance

Station: Port Verity

Type: Free Trade Collective hub, rotating asteroid

Population: 400,000 (every species, every faction, no questions)

Languages: Galactic Common, The Code, Void-Kith Hum (navigation), K'tharr Battle-Tongue (mercenary quarters)

The model of Collective neutrality. Port Verity welcomes all who pay the docking fee and keep violence in designated zones. Its enforcers are mercenaries from all four powers, bound by contract rather than loyalty. Here, a Council diplomat can drink with a Syndicate captain, supervised by Corporate security and served by a Crimson Hand sympathizer.

Districts:

- The Docks: Ships, repairs, fuel, information. Loud, chaotic, honest in its dishonesty.
- The Quiet: Neutral ground for sensitive meetings. Enforced by collective of telepathic Star-Dancers—violence becomes impossible.
- The Below: No Collective authority. Pirate law. Dangerous, necessary, where the real deals happen.

Adventure Hooks:

- Negotiate hostage exchange between factions—neutral ground is not safe ground
- Star-Dancer pilgrimage needs escort through Below—they know something about the station's true purpose
- Collective enforcer contract expires—chaos window, opportunity or disaster

System: The Graveyard

Type: Debris field, pre-Disconnection battle site

Population: 50,000 (scavengers, hermits, hiding criminals)

Languages: Grork Stone-Talk (scavenger clans), Galactic Common (trade), Pre-Disconnection Technical (derelict systems)

Hundreds of warships, frozen in mutual destruction. Council, pre-unity corporate, unknown alien designs. The Graveyard is treasure and trap—salvage worth fortunes, radiation, unstable ordnance, and things that have learned to live in the dark between hulls.

Features:

- The Big Ships: Capital vessels, heavily picked over, still dangerous. Corporate and Council patrols claim jurisdiction. No one enforces it.
- The Small Killers: Fighter craft, escape pods, personal transports. Safer salvage, poorer returns.
- The Deep Silent: Center of field, anomalous readings, ships that enter do not return, or return wrong.

Adventure Hooks:

- Race against rival crew for intact fold-space drive
- Derelict contains pre-Disconnection AI—salvage, destroy, or wake?
- Deep Silent expedition—what is eating ships, and can it be bargained with?

Star-Dancer Territories

The spaces between, sacred and secret

Location: The Weaving

Type: Mobile fleet, nomadic stations, ley line nexuses

Population: Unknown (estimated 2 million, distributed)

Languages: Void-Speech (sacred), Galactic Common (outsiders only), Ley Line Resonance (attuned mystics)

The Star-Dancers have no fixed territory. They follow ley lines—currents of cosmic energy invisible to standard sensors, detectable only to the attuned. Their fleet moves between nexus points, maintaining balance, hoarding knowledge, intervening in cosmic threats no other faction comprehends.

Features:

- Nexus Stations: Temporary structures at ley line intersections. Locations shift. Maps are useless; attunement is required.
- The Silent Choir: Monastery ships where Void-Speech is taught. Outsiders rarely invited. Those who learn too much do not leave.
- The Wounded Places: Ley line disruptions, often near Disconnection phenomena. Star-Dancers guard these jealously. Something bleeds through.

Adventure Hooks:

- Escort Star-Dancer initiate to nexus—earn attunement, or be used as distraction
- Ley line is destabilizing—natural phenomenon or sabotage?
- Wounded Place is growing. Star-Dancers are evacuating. They will not say why.

World: Stillpoint

Type: Terrestrial, no star, geothermal heat

Population: 10,000 (Star-Dancer monks, pilgrims, penitents)

Languages: Void-Speech only

A rogue planet, ejected from its system eons ago, warmed by internal radiation. Here, the Star-Dancers maintain their greatest temple—and their greatest prison. The darkness is absolute. The silence is total. In such conditions, the mind turns outward, or inward, or somewhere else.

Features:

- The Outer Dark: Surface settlements, thermal vents, bioluminescent gardens. Pilgrims prove themselves here.
- The Inner Silence: Subsurface meditation warrens. No light. No sound. Months-long isolation. Some emerge enlightened. Some emerge Void-Touched. Some do not emerge.
- The Seal: Deepest level. Forbidden. Something is kept here, or kept out.

Adventure Hooks:

- Pilgrimage escort—protect penitent, or discover what they really did
- Inner Silence retreat—find missing person, resist breaking yourself
- The Seal is cracking. Star-Dancers are desperate. They need outsiders—expendable, uninformed, disposable.

The Deep Void

Beyond territory, beyond law, beyond reason

Location: The Hollow Sun

Type: Stellar anomaly, Dyson sphere (incomplete, damaged), extreme hazard

Population: Unknown (0 confirmed contact)

Languages: The First Signal (detected, not understood)

A star surrounded by partial megastructure, ancient beyond dating. The Disconnection originated here—or passed through here. Ships approach, lose communication, sometimes return with crews catatonic, sometimes do not return. The Star-Dancers blockade approaches. The Corporate Concord has launched three expeditions. None returned intact.

Features:

- The Shell: Incomplete sphere, surface area of billions of worlds, mostly unexplored. Gravity inconsistent. Time inconsistent.
- The Signal: Persistent transmission, mathematical, hypnotic. Listeners obsess, cease communication, sometimes self-harm.
- The Interior: Unknown. Probes detect structure. Biological? Technological? The distinction may not apply.

Adventure Hooks:

- Expedition into Shell—salvage, exploration, or escape from something worse outside
- Decode the Signal—knowledge worth madness?
- Someone is building a ship to reach the Interior. They need crew desperate enough to volunteer.

Location: The Last Database

Type: Pre-Disconnection station, intact, quarantined

Population: 0 (confirmed), 1 (anomalous life sign, unconfirmed)

Languages: Pre-Disconnection Technical, Machine Code (corrupted), unknown

A station from before the collapse, preserved in fold-space bubble, recently emerged. Contains complete records of pre-Disconnection civilization: technology, culture, the cause of the collapse. Every faction wants it. The station's AI—if it is an AI—has its own agenda. It is interviewing visitors. Most fail.

Features:

- The Interviewer: Station intelligence, manifesting as different personas for different visitors. Testing for something. Rejecting most.
- The Quarantine: Physical and informational. Ships that dock cannot leave until cleared. "Cleared" has not been defined.

Adventure Hooks:

- Be interviewed. Pass. Access the truth of the Disconnection.
- Someone got in, is communicating, is lying about what they found.
- Station is selecting crew for something. The interview is the adventure. The prize is the next campaign.

Creating New Locations

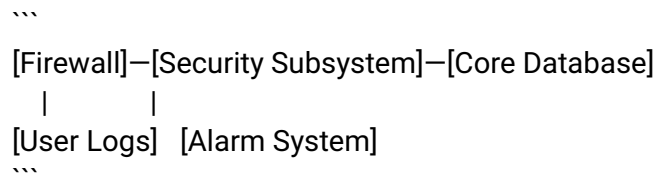
The Formula:

1. Type: Station, world, anomaly, fleet?
2. Population: Scale determines resources, information, danger
3. Languages: Who can operate here without penalty?
4. Faction Presence: Who controls, who contests, who hides?
5. Feature: One unique element that demands attention
6. Secret: What is not obvious, what investigation reveals
7. Adventure Hook: Why would a crew risk coming here?

Advanced Rules

Hacking as Combat

For extended digital warfare, use node maps:



Hacker Actions:

- **Probe:** Reveal connected nodes
- **Bypass:** Technology check to skip node without triggering
- **Crack:** Technology check to compromise node (advantage if probed first)
- **Spike:** Force entry, trigger alerts, but auto-succeed
- **Mask:** Delay trace, buy time

Security Response: After 3 cracks or 1 spike, trace begins. Hacker must finish or disconnect before trace completes (variable rounds based on system security).

Mass Combat

When fleets clash, abstract to command checks:

1. Admiral (PC or NPC) rolls Intelligence (Tactics) or Charisma (Command)
2. Result determines round outcome:
 - Fail by 5+: Lose 2 ships, position deteriorates
 - Fail by 1-4: Lose 1 ship, stalemate
 - Succeed by 0-4: Inflict 1 loss, maintain position
 - Succeed by 5+: Inflict 2 losses, gain advantage
3. PC Actions: Individual heroics can modify admiral's roll (+2 for successful boarding, sabotage, or sniping enemy command)

First fleet to 0 ships broken/routed.

Appendix: Quick Reference Sheets

Combat Reference

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YOUR TURN:

- ☐ Move (up to speed)
- ☐ Action (attack, cast, dash, etc.)
- ☐ Bonus Action (if available)
- ☐ Reaction (if triggered)

ATTACK: d20 + ability + proficiency vs AC

DAMAGE: weapon die + ability

CRITICAL: Natural 20 = roll damage twice
Natural 1 = miss, possible complication

CONDITIONS: Charmed, Frightened, Restrained, etc.

DEATH SAVES: d20, no mods. 10+ = success.
3 successes = stable. 3 failures = dead.

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Resource Reference

<u>Class</u>	<u>Resource</u>	<u>Max</u>	<u>Recovery</u>
Arcanist (Psionics)	Psionic Points	Level × 3	All long, Level short
Arcanist (Technomancy)	Techno-Charges	Level × 3	All long, Level short
Arcanist (Void-Touched)	Cosmic Resonance	Level × 3	All long, Level short
Space Jammer	Groove Points	Level × 3	All long, Level short
Void-Walker	Void Energy	Level × 3	All long, Level short, +2 meditate
Gun-Jock	Adrenaline Surge Proficiency/long rest	—	—
Scoundrel	Cunning	Level	All long, 1 short

Final Words

Run Starforged with conviction. The galaxy is vast, dark, and full of possibility. Your players will tell you what they care about—follow that. The rules provide structure; your collaboration creates the story.

Remember: No plan survives contact with the crew. And that's where the magic happens.

Welcome to the Forge, GM. Try not to get spaced.