

GEAR OPTIONS

With all of the unimaginable dangers the galaxy holds, the right piece of gear can often spell the difference between life and death. With new technology comes new and advanced options for gear, limited only by how much you can afford and where you have to go to find it.

This chapter expands the Equipment chapter from the *Core Manual*, adding new entries, options, and features which can be used to round out a character's arsenal. It also provides rules for placing monetary and item rewards in your adventures.

ARMOR AND SHIELDS

Protective gear is a cornerstone of galactic exploration and defense. Interstellar governments and megacorporations pour vast amounts of time and resources into designing the latest wearable protection bearing the perfect combination of function, style, and durability.

EXPANDED ARMOR LISTING

The Expanded Armor table lists several additional types of armor.

Reinforced Clothing (Light Armor). Made from refined synthetics, this lightweight, breathable fabric can be fashioned into otherwise everyday garb such as a dress, shirt, sweater, or vest. It has the covert property (see *Armor and Shield Properties*”).

Vanguard (Medium Armor). Designed for tactical reconnaissance and law-enforcement, this suit consists of a full-body synthetic mesh layered with a reinforced ceramic chestplate with arm and leg guards.

Diamlite (Heavy Armor). Diamond nanoweave is layered over flexible armor plating, providing durability and versatility without restricting movement. It has the Fortified property as defined under *Upgrading Armor* later in this section.

EXPANDED SHIELDS

The following shield options are available as defined on the Armor Table.

Responsive Bracer. This lightweight armguard has a built-in switch that extends a two-foot-diameter shield. The disc-shaped shield is either energy-based or made from collapsible plates. You can wear this shield while wielding a weapon with two hands or with a weapon in each hand. However, you do not gain the shield's AC bonus while doing so. It has the Reflexive property (see *Armor and Shield Properties*”).

Body. This rectangular shield is large enough to screen a person from their head to their knees, while still being light enough to maneuver. While using this shield, you have advantage on saving throws against burst fire attacks and grenades. However, you have disadvantage on opportunity attack rolls.

UPGRADING ARMOR

Beyond standard protection, an artisan can be paid to add several features can be added to armor and shields to enhance their defensive capabilities. The *Armor Upgrades* table lists the available upgrades as required costs for the work and the amount of time (in days) to add them. The armor can't be used and must be left at the artisan's workshop during the required installation time.

ADDING AND REMOVING PROPERTIES

Each upgrade adds a property to the armor (similar to a weapon property). A suit of armor or a shield can have a **maximum of three properties** and the same property can't be added more than once. To add a property onto a suit of armor that already has three, one of the existing properties must be removed.

Removing a property takes half the amount of time and cost (rounded down) it would take to add it normally. For example, removing the covert property from your armor would require 2 days and cost 600 cu.

Prerequisites. A property cannot be added to a suit of armor that doesn't meet the listed prerequisites.

Time. The time column on the *Armor Upgrades* table lists the number of days required to install each upgrade.

EXPANDED ARMOR

Name	Cost (cu)	Base AC	Strength	Stealth	Property	Weight
LIGHT ARMOR (+ full Dex Bonus)						
Reinforced Clothing	350	11	—	—	Covert	3 lb.
MEDIUM ARMOR (+2 max Dex bonus)						
Vanguard	4000	14	—	—		10 lb.
HEAVY ARMOR (no Dex bonus)						
Diamlite	8,000	17	Str 15	Disadvantage	Fortified	22 lb.
SHIELDS						
Responsive Bracer	100	+1	—	—	Reflexive	2 lb.
Body	700	+2	Str 15	Disadvantage		12 lb.

ARMOR UPGRADES

Upgrade	Prerequisites	Cost	Time
<i>Armor</i>			
Auto-fastening	—	2,500	5 days
Covert	Light armor	1,200	4 days
Environmental	—	2,000	10 days
Fortified	Medium or Heavy armor,	8,000	15 days
Gyro-stabilized	Medium or Heavy armor	1,600	17 days
Hardened	Medium or Heavy armor, <i>Fortified</i>	20,000	20 days
Motion Powered	Heavy armor	5,000	10 days
Sealed	<i>Environmental</i>	6,500	15 days
Silenced	Light or Medium armor	1,200	12 days
<i>Shields</i>			
Honed	Reinforced shield	800	3 days
Reflexive	—	1,800	10 days

ARMOR AND SHIELD PROPERTIES

Several types of armor have special properties related to their use. Many of these are added to existing suits of armor by applying upgrades.

ARMOR UPGRADE PROPERTIES

These upgrades can be applied so long as the armor meets the prerequisite listed on the Armor Customization table.

Auto-fastening. Electronic or mechanical feeds installed in the armor's underlay enable the armor pieces to fasten themselves around the wearer. It takes only half the time (rounded down) to suit into this armor. You can un-suit from this armor as an action.

Covert. Armor with this property can be worn under clothing or passed off as normal, everyday wear. As long as you are proficient with the armor, a Wisdom (Perception) check is required to determine the armor's true nature. Creatures conducting a physical search gain advantage to this check. The DC for this check is calculated as follows.

$$\text{Covert Armor DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity or Charisma modifier (your choice)}$$

Environmental. This armor either has a built-in environmental control system or is made from material that protects from harsh weather conditions. You automatically succeed on saving throws made against exposure to extreme heat or extreme cold.

Fortified. While wearing this armor, any critical hit against you becomes a normal hit.

Gyro-stabilized. You have advantage on Strength and Dexterity saving throws made against being knocked prone.

Hardened. Bludgeoning, piercing, and slashing damage that you take from weapon attacks is reduced by 3. This

feature is cumulative with the similar benefit gained from the Heavy Armor Master feat.

Motion Powered. Armor with this upgrade no longer has a Strength requirement.

Sealed. Additional layers and enclosures provide protection against invasive environmental effects. You automatically succeed on saving throws made to resist exposure to frigid water or a space vacuum.

Silenced. If your armor normally imposes disadvantage on Dexterity (Stealth) checks, it no longer does. If you have the Medium Armor Master feat, your armor also gains the Covert property (disregard any prerequisites), which does not count toward your maximum number of armor upgrades.

SHIELD UPGRADE PROPERTIES

These upgrades can be applied so long as the shield meets the prerequisite listed on the Armor Upgrades table.

Honed. This shield has a sharpened edge or rim. When used as an improvised weapon, it deals 1d6 slashing damage.

Reflexive. You can equip or unequip this shield as a bonus action.

WEAPONS

Much like armor, organizations throughout the galaxy compete in manufacturing state-of-the-art tools of war.

EXPANDED WEAPON LISTING

The Supplementary Weapons table lists some additional weapons.

Compound Bow. Fashioned from high-grade aluminum alloy and carbon fiber, this mechanical bow is popular for wilderness hunting and silent, long-range shooting.

Crossbow. A collapsible, trigger-powered bow assembly which fires metal-tipped bolts.

Pistol, mini. This small pistol holds limited ammunition but is easily concealable.

SPECIAL WEAPONS

The following weapons have special rules.

Knuckleduster. A row of carbon fiber rings placed between the fingers for use in hand-to-hand. This weapon increases the damage you deal with hand-to-hand attacks by 1.

Double-bladed Staff. When wielding this weapon, you can use the Attack action with both ends of the staff as if holding two light melee weapons in each hand. Each bladed end deals 1d6 slashing damage (see Two-Weapon Fighting in chapter 9 of the *Core Manual*).

Rotary Microcannon. Using this weapon requires an attack action and a bonus action. Attacks with this weapon are made with burst fire only and cannot be used for single-target attack. When using burst fire, the attacker can target a 15-foot cube (9 map grid squares)

Sorium Rod. A channeler wielding this rod can use it to add their proficiency bonus to any check made to perform a limit breach.

EXPANDED WEAPONS

Name	Cost	Damage	Range	Weight	Properties
SIMPLE MELEE WEAPONS					
Knuckleduster	5	Special	—	0.25 lb.	Concealed, light
Sorium Rod	650	1d6 bludgeoning	20/60	2 lb.	Light, special
SIMPLE RANGED WEAPONS					
Crossbow	300	1d8 piercing	80/240	7 lb.	Ammunition, heavy, reload, two-handed
Pistol, mini	300	1d6 piercing	50/150	0.5 lb.	Adaptable, ammunition (6 shots), concealed, light
MARTIAL MELEE WEAPONS					
Double-bladed staff	900	1d6 slashing	—	6 lb.	Heavy, reach, two-handed, special
Maul	100	2d6 bludgeoning	—	10 lb.	Breach, heavy, two-handed
MARTIAL RANGED WEAPONS					
Compound Bow	400	1d6 piercing	100/400	2 lb.	Ammunition, heavy, two-handed
Rotary Microcannon	2,000	2d8 piercing (burst)	120/480	15 lb.	Burst fire (5), heavy, high-velocity, recoil (4), two-handed, special
GRENADES					
Cryo	500	1d8 cold	Special	1 lb.	Thrown, special
Gravitic	750	1d10 force	Special	1 lb.	Thrown, special
Lucent	350	—	Special	1 lb.	Thrown, special
Smoke	500	—	Special	1 lb.	Thrown, special
Sonic	1000	2d6 thunder	Special	1 lb.	Thrown, special

GRENADES

Each type of grenade has its own special features. Rules for using grenades are described in chapter 5 of the *Core Manual*.

Cryo. Unleashes a burst of freezing cold. In addition to damage, each target that fails their saving throw can't take any bonus actions or reactions until the end of your next turn.

Gravitic. In addition to a wave of crushing damage, each target that fails their save versus this grenade is incapacitated until the end of your next turn.

Lucent. This grenade deals no damage, instead flaring with an intense glow of bright light in a 20-foot radius and dim light in a 15-foot radius. The glow lasts for 1 minute. If the target is a creature, it must make a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Smoke. This grenade deals no damage. Instead, it emanates a thick cloud of smoke in a 20-foot radius sphere. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Sonic. Releases a booming wave of force that can be heard within 300 feet of the target area. In addition to damage, each target that fails their saving throw is deafened and stunned until the end of their next turn.

WEAPON PROPERTIES

Weapons in the Expanded Weapons table introduce properties not listed in the *Core Manual*.

Breach. This weapon deals an additional die of damage to objects and structures.

Concealed. This weapon has a specialized sheath or holster. You have advantage on Dexterity checks made to conceal this weapon on your person.

VARIANT: ALTERNATE DAMAGE PROPERTIES

If you are using alternate damage types for weapons (see the Substitute Weapon and Damage Types sidebar in chapter 5 of the *Core Manual*) you may wish to include additional features that correspond to the weapon's damage type. The following are some examples.

Acid. A creature or object that touches the lethal part of an acid weapon takes 1 point of acid damage at the start of each round after the first. A creature can use an action to end this effect.

Cold. Weapons that deal cold damage can extinguish Medium sized or smaller flames either by touch or by firing into the flames.

Intangible Form. Melee weapons projected from a hilt or device (laser blades, force batons, etc.) have the Concealed property.

Fire. Fire damage weapons, such as flame swords or incendiary bullets, can ignite easily flammable items (made of cloth, wood, etc.) that are not being worn or carried.

Those items take 1d4 fire damage at the start of each round. Extinguishing the flames requires an action.

Force. Energy weapons that deal force damage have the Breach property.

Lightning. These weapons deal an additional die of damage to electronic panels and devices not being worn or carried.

Necrotic. Non-sentient flora within 5 feet of these weapons take 1d4 necrotic damage at the start of each round.

Radiant. These weapons shed bright light in a 10-foot radius and dim light for an additional 10 feet. This radius can be increased or decreased at the discretion of the GM.

Thunder. When used, these weapons emit a booming sound that is audible out to 300 feet.

PROPERTIES ON EXISTING EQUIPMENT

So long as it fits for your campaign, you can optionally choose to automatically apply properties to the armor and weapons available in the *Core Manual*. For example, you may opt to allow the infiltration suit to automatically possess the covert property, or a suit of fusion armor to have the fortified property. Likewise, a combat knife, throwing blades, or other light weapons can be given the concealed property.

WEAPON ACCESSORIES

This section describes ammunition and accessories for various weapon types.

AMMUNITION TYPES

Each type of ammunition is available in packs of 10. Arrows and bolts come in bundles while bullets are combined into a single clip. Burst fire can't be used with these types of ammunition.

Blunt. These are blunt-tipped arrows and bolts, rubber bullets, or gel rounds. They deal non-lethal bludgeoning damage. If the damage dealt by this ammunition reduces a creature to 0 hit points, that creature falls unconscious and is stable.

Breaker. When you hit a construct or vehicle with an attack using this ammunition, you deal an extra 1d4 damage of the weapon's type.

Energy Burst. A creature hit by this ammunition must succeed on a DC 10 Strength saving throw or be knocked prone.

Explosive. These rounds fragment and explode on impact. You have a +1 bonus to damage rolls made with this ammunition.

Incendiary. A creature hit by this ammunition takes 1d4 fire damage at the start of each of its turns. The damage is not cumulative. A creature can end this damage by using its action to make a successful DC 10 Dexterity check to extinguish the flames.

Taser. This ammunition deals 1d4 lightning damage instead of the weapon's normal damage. A creature hit by this ammunition must succeed on a DC 10 Constitution saving throw or be stunned until the end of your next turn.

VARIANT: AMMUNITION BY ENCOUNTER

Keeping track of different types of ammunition can be time consuming and can sometimes slow down play. Instead, you can opt to track packs of ammunition by encounter instead of individually. Once the first pack of ammunition of a particular type is used, that ammunition type can be used until the end of combat or until the character uses an action to switch to a different ammunition type. A pack of ammunition used during a combat encounter is depleted when combat is over. The character must have another pack of the ammunition available for it to be used again.

While using this option makes ammunition tracking much easier, it also removes some versatility for players who wish to make regular use of different types of ammunition.

OTHER ACCESSORIES

The entry for each accessory describes the accessory's function and combat features.

Biosecurity Grip (Standard). This device is applied to the handle weapon that is held when wielded. A creature can register the device to them by holding it for 10 minutes. Once registered, a weapon with this attachment can't be used by any creature other than its registered user—melee and thrown weapons can't be drawn and ranged weapons can't fire or shoot. As an action, the registered user can remove the device. Once removed, the device must be registered again. An unauthorized creature can bypass or remove the device by succeeding on a DC 15 Intelligence check with a hacker's kit.

Biosecurity Grip (Advanced). This device has the same features as the standard version with some additions. The device can register up to 3 authorized users. As a bonus action, a registered user can issue a voice command to enable or disable the grip's security feature. An unauthorized creature can bypass or remove the device by succeeding on a DC 17 Intelligence check with a hacker's kit. On a failed check, the creature takes 4d6 lightning damage.

Firearm Tripod. A temporary standing mount for larger firearms. It can be used with any heavy, two-handed weapon that has the Recoil property. Setting up or dismantling the tripod takes 1 minute. A tripod-mounted weapon's recoil value is reduced by 2. While wielding the weapon, your speed is 0 and you have disadvantage to Dexterity saving throws and burst saves. You can spend an action to detach the weapon from the tripod mount.

Laser Sight. This attachment fits onto any ranged weapon with the ammunition property. At the start of your turn, you can use a bonus action to gain advantage on your first attack roll against a target you can see within your weapon's normal range. You can't use this feature against targets benefitting from cover or in a heavily obscured area.

Vibrotech Module. This device can be applied to any melee weapon. When the weapon is drawn, its handle sends out high-frequency micro-vibrations through the weapon's business end. You have a +1 bonus to damage rolls made with this weapon.

WEAPON ACCESSORIES

Item	Cost	Weight
Ammunition (10)		
<i>Blunt</i>	10	1 lb.
<i>Breaker</i>	1000	1 lb.
<i>Energy Burst</i>	1500	1 lb.
<i>Explosive</i>	1200	1 lb.
<i>Incendiary</i>	4000	1 lb.
<i>Taser</i>	2500	1 lb.
Biosecurity Grip (Standard)	1100	—
Biosecurity Grip (Advanced)	1500	—
Firearm Tripod	400	5 lb.
Vibrotech Module	1600	0.5 lb

MISCELLANEOUS GEAR

This section provides additional gear and any special rules and options that apply to their use.

Anti-friction Atomizer. This small bottle sprays an extremely slick lubricant. Each bottle has enough for three applications. One application takes 1 minute to apply, lasts 8 hours, and is enough to cover either a Medium-sized creature or a 5-foot-square area. When applied to a creature, they have advantage on rolls made to escape from being grappled or restrained. An area upon which the solution is applied becomes difficult terrain. Each creature that enters the area or ends its turn there must succeed on a DC 15 Dexterity saving throw or fall prone. Checks made to climb a surface sprayed with the solution are made with disadvantage.

Aquatic Breather. The filter on this mask, worn around the nose and mouth, separates molecules from water and converts it into breathable air. Wearing it allows you to breathe normally underwater.

Clothing, Dynamic. This material is tailored with responsive nanofibers whose true appearance resembles light gray cloth, but can be programmed to change shape and color. You can use a bonus action to alter the outfit's style, cut, color, pattern, or apparent quality using up to ten templates programmed into your portable media device. The material always retains the structure of a soft, woven fabric and can't be used to mimic any other type of material.

Energy Shot. Available as an ampoule or a 50ml bottle, consuming this liquid gives you allows you to remain awake during a long rest and still gain its benefits. In addition, you're can't be put to sleep by any substances, esper powers, or similar effects. This benefit lasts for 8 hours. After using an energy shot, you become immune to its effects for 24 hours.

Intrusion Spike. About the size of fingernail, this rectangular chip has an adapter that can be inserted into any standard universal device port. The chip is designed to run a one-time protocol which attempts to bypass the digital security of the device into which it's inserted.

Using this device allows you to make a single Intelligence check as if you are proficient with hacking tools. Once used, the chip burns out and can't be used again.

Location Jammer. This 2-inch diameter disk can be placed onto a creature or object. It sends out a signal which confuses digital location devices such as GPS locators and sensor tags, making the creature or object appear to be 1d10 x 10 miles from its actual location. This device has no effect on detection based esper talents or techniques.

Patch Kit. This small pack is outfitted with wires, circuits, and a micro-drone. An automaton or construct regains 2d4 + 2 hit points when they use this pack or the pack is used on them. Using the pack takes an action. Each pack has enough material for two uses.

Purifier Tablet. When this small tablet is dropped into up to a pint of liquid, it dissolves and transforms the liquid into clean drinking water. The tablet has no effect on liquids made of synthetic chemicals (such as antitoxins and medical ampoules) or harmful substances such as poison.

Ration Seed. Designed for situations requiring minimal carrying capacity, these small seeds are roughly the size of an almond. Consuming one grants the same benefits as eating one day's worth of rations.

Sensor Tag. You can place this tiny device onto a creature or object. The tag sends out a digital signal that allows you to pinpoint its exact location so long as you are on the same planet or celestial body. The signal can be displayed either with an accompanied display device or a media device integrated with the tag's software. Placing the device on an unwitting creature requires a Dexterity (Sleight of Hand) check against a DC equal to the target's passive Perception. The GM applies any situational modifiers, if necessary.

SIM AR Adapter. This 2-inch square device can be adhered to your head, preferably the temple. Similar to SIM goggles, this allows you to view the screen of any SIM-linked device you are carrying in a projected augmented reality display that only you can see. The display can't be interacted with directly, however it responds to any voice commands that would normally function on the linked device.

MISCELLANEOUS GEAR

Item	Cost	Weight
Anti-friction atomizer	1,000	3 lb.
Aquatic Breather	1,100	2 lb.
Clothing, dynamic	450	4 lb.
Energy Shot	500	—
Intrusion Spike	650	—
Location Scrambler	1,500	—
Patch Kit	1,000	3 lb.
Purifier Tablet	750	—
Ration Seed	100	—
Sensor Tag	850	—
SIM AR Adapter	1,500	0.25 lb.

FORGE ENHANCED ITEMS

In addition to standard equipment, characters can find a variety of specialized items crafted with advanced sorium-based tech. Some of these items improve a character's effectiveness while others grant them extraordinary capabilities. There are two types of enhanced items: forge enhanced gear and core stones.

Enhanced gear can either replace, modify, or compliment basic gear in a variety of ways. Some are used to upgrade a piece of equipment while others are high-tech gadgets that can be utilized on their own. They also include sorium-forged armaments designed for extraordinary beings, such as espers, who can access the item's special features. Optionally, some items can become cybernetic implants designed to alter a user's physical and mental capacity.

Core forged items are sorium-crafted armaments with special features that increase in effectiveness depending upon their power grade. The item's grade is determined by the type and number of *core stones* placed into it.

ITEM DAMAGE AND DURABILITY

Forge enhanced items possess exceptional qualities and are imbued with energy akin to esper powers. Damage dealt by forge enhanced weapons and items ignores resistances to mundane damage.

Most enhanced items are considered to be state-of-the-art in terms of quality and craftsmanship. This, combined with their metaphysical qualities makes them at least as durable as their mundane counterparts. Aside from compounds, most enhanced items have resistance to all damage. Cypheos are practically indestructible, requiring extraordinary measures to damage or destroy.

ITEM CATEGORIES

Each forge enhanced item belongs to a category: armor, compound, focus, mod, utility, and weapon. Each category covers a particular type of forge enhanced gear. In the case of mods, the sublisting further classifies the type of gear on which the mod can be applied.

ARMOR

Unless an armor's description says otherwise, armor must be worn for its properties to function. Unless the type of armor is specified in the description, you may choose the type or determine it randomly.

COMPOUND

Different kinds of liquids and chemicals are grouped in the category of compounds: alchemical mixtures, medicinal injections, bio-enhancers, and synthetic sprays that are applied to a creature or object. Most compounds consist of one ounce of liquid.

Compounds are consumable items. Unless specified in the description, compounds that affect a creature must be either imbibed or injected as an ampoule. Administering a compound to yourself or to another character requires an

action. Applying a solution to an item might take longer, as specified in its description. Once used, a compound takes effect immediately, and it is used up.

FOCUS

Foci are items fashioned from sorium and used by espers to augment or amplify esper powers. They must be worn or wielded (as specified in their description) in order for their properties to function. They vary in form and size, each defined in their description.

MOD

Mods are attachments or limited use modifications that provide additional effects or features to an existing piece of gear. Each mod has a subcategory defining their specific gear type:

Armor mods can be used on suited armor, shields and PSDs. If the mod is limited to a specific armor type, it's defined in the description. Mods applied to a PSD only function if the user is wearing no armor and using no shield.

Some weapon mods are limited to a certain category or weapon property. If no category or property is listed, it can be used on any weapon.

UTILITY

These are devices, gadgets, and trinkets that are used independently from other equipment. Some utility items have a **limited** number of uses. Limited use items immediately disintegrate or become nonfunctional after all of their uses have been expended.

WEAPON

If a weapon doesn't specify its weapon type, you may choose the type or determine it randomly.

If a weapon has the ammunition property, ammunition fired from it is considered to be forge enhanced for the purpose of overcoming resistance and immunity to mundane attacks and damage.

If a weapon has the burst fire property, its bonus to attack (if any) is added to the wielder's burst save DC.

RARITY

Each enhanced item has a rarity: common, uncommon, rare, very rare, or epic. Some epic items, known as core-bonded items, are unique. The game assumes that the art of creating the most powerful items is extremely rare, with much of the know-how and resources becoming restricted or lost over time. Even many uncommon items can't be easily created.

Rarity provides a rough measure of an item's power relative to other items. Each rarity corresponds to character level, as shown in the Item Rarity table. For example, until a character reaches 11th level, it's unlikely they'll come across a very rare item. As with everything else, these are to be used as guidelines. Your campaign may have a different level of availability for these items as well as the ability for them to be found for sale in the galactic marketplace.

ENHANCED ITEMS IN TRADE

Under normal circumstances, most enhanced items are considered to be either rare or restricted, not readily available to be bought or sold on the galactic exchange.

Purchase and sale of rarer items is far less likely and usually limited to large centers of trade, clandestine storefronts, and the virtual black market. Each enhanced item has a suggested value listed on the Item Rarity table. These values are to be used as a base from which to set your own prices. Depending on the scenario and where these items are found, this number can be adjusted to anywhere between 30 to 300 percent of the base value.

Due to this, characters attempting to sell these items can often be hard-pressed to find a buyer with the desire and money to purchase it from them. Additionally, they're unlikely to be able to sell the item for much more than half of the item's base value.

ITEM RARITY

Rarity	Character Level	Base Cost
Common	1st or higher	1,000 cu
Uncommon	1st or higher	2,500 cu
Rare	5th or higher	15,000 cu
Very rare	11th or higher	200,000 cu
Epic	17th or higher	500,000 cu

AFFINITY

Some enhanced items require a creature to familiarize with and adapt to their use before their special properties can be used. This personal association with the item is called **affinity**, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to gain affinity with the item. (If the class is a channeling or forging class, a threat qualifies if it has power slots and uses that class's power list.) If the prerequisite is to be a channeler or forger, a creature qualifies if it can activate at least one power using its traits or features, not using an item or the like.

Without gaining affinity with an item that requires it, a creature does not gain the item's special benefits, unless its description states otherwise. For example, if a *light refractor* mod is applied to a portable shield device, a creature not affined with the mod can still use the PSD, but none of the special properties of the mod.

Gaining affinity with an item requires a creature to spend a short rest focused on only that item while being in physical contact with it. During this short rest, a mod that is part of the affinity attempt is applied to its corresponding piece of gear. If the short rest is interrupted, the affinity attempt fails. Otherwise, at the end of the short rest, the creature familiarizes themselves with the item's new features and understanding of its proper use.

An item can have affinity with only one creature at a time, and a creature can have affinity with a number of items equal to no more than **the character's proficiency bonus**. After the maximum number of items is reached,

any attempt to gain affinity with additional items fails until the creature first ends its affinity with an existing item. Additionally, a creature can't gain affinity with more than one copy of an item. For example, a creature can't gain affinity to more than one *defensive ward* at a time.

LOSING AFFINITY

A creature's affinity with an enhanced item ends if the creature no longer satisfies the prerequisites for having it, if the item has been more than 10 miles away for at least 24 hours, if the creature dies, if its a mod removed from a piece of equipment, or if another creature gains affinity with the item.

A creature can voluntarily end its affinity with a forge-enhanced item by spending a short rest. They can end its affinity with a mod by spending either a short or long rest. Mods attached to a piece of equipment are destroyed if their affinity is ended during a short rest. If a long rest is spent to end the affinity, the mod is instead separated from the gear, able to be used again.

WEARING AND WIELDING ITEMS

Using an enhanced item's properties might mean wearing it, wielding it, or installing it onto another piece of equipment. A piece of gear with a mod attached to it is considered itself to be an enhanced item.

An enhanced item meant to be worn on the body must be equipped in the intended fashion: boots go on the feet, gloves on the hands, circlets and helmets on the head, and other devices worn as defined by their description. Enhanced armor must be equipped before it or the mods attached to it can be used. A shield must be strapped to the arm and a harness or coat must be worn over the shoulders. A weapon must be held.

In most cases, an enhanced item that's meant to be worn can fit a creature regardless of size or build. Many forge enhanced garments are made to be easily adjustable, or they automatically adjust themselves to the wearer. Rare exceptions exist. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, you can rule that it doesn't adjust. For example, lorendi-made armor might fit only eldori or lorendi. Matokai might make items usable only by matokai-sized and matokai-shaped creatures.

When a nonhumanoid tries to wear an item, use your discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a kentrodar, who have no legs or feet, can't wear boots.

MULTIPLE ITEMS OF THE SAME KIND

Use common sense to determine whether more than one of a given kind of enhanced item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one backpack, one suit of armor, one item of headwear, and one coat or jacket. You can make exceptions; a character might be able to wear a circlet under a helmet, for example, or wear a cape over a jacket.

Smaller items can be more easily combined, such as pieces of jewelry, wristbands, trinkets, and tiny devices worn around the head and ears. If multiple utility items are worn in the same location, you can decide to have them function together. For example, if you have two visors or pairs of glasses, you can choose to have the properties of both applied to the same head accessory, each becoming their own item again once they're removed. Use your best judgment when deciding which items would be granted these exceptions.

DESCRIBING ENHANCED ITEMS

Depending on the galactic scope of your campaign, the general form and appearance of enhanced items can vary between worlds and societies. An item described as a trinket or jewelry may be fashioned as a decorative accessory on one world while a twin of the same item can resemble anything between a high-tech electronic attachment and a ritual fetish made from feather and bone. The level of detail to which any enhanced item is described is left up to the players and the GM.

ACTIVATING AN ITEM

Activating some enhanced items requires a user to do something special, such as pressing a switch or speaking a voice command. The description of each item category or individual item details how an item is activated.

Certain items use the following rules for their activation.

If an item requires an action to activate, that action isn't a function of the Use an Item action, so a feature such as the specialist's Fast Hands can't be used to activate the item.

ESPER POWERS

Some items can be used to activate an esper power. The power is activated at the lowest possible rank and doesn't expend any of the user's points or slots, unless the item's description says otherwise. The power uses its normal activation time, range, and duration, and the user of the item must concentrate if the power requires concentration. Many items, such as compounds, bypass the activation of the power and confers the power's effects, with their usual duration. Certain items make exceptions to these rules, changing the activation time, duration, or other parts of a power.

Certain items, such as foci, may require you to use your own esper ability when you use the item to activate a power. If you have more than one esper ability, you choose which one to use with the item. If you don't have an esper ability, your esper ability modifier is +0 for the item, and your proficiency bonus does apply.

VOICE COMMAND

A voice command is a word or phrase that must be spoken for an item to work. An item that requires a voice command can't be activated in an area where sound is prevented, as in the area of the *sound dampener* power.

CHARGES

Some enhanced items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when a creature gains affinity with it. Additionally, when an item regains charges, the creature that has affinity with it learns how many charges it regained.

VARIANT: CYBERNETICS

Certain types of gear and enhanced items can become cybernetic modifications. While granting certain advantages from being internally integrated, they also come with their own restrictions and side effects. Rules for Cyberware and Bioware are discussed in the *Galaxy Tech* chapter.

ENHANCED GEAR DESCRIPTIONS

Items are listed in alphabetical order. An item's description contains its name, category, rarity, and properties.

ABSORPTION FIELD EMITTER

Mod (armor: light, medium, heavy, PSD), rare (requires affinity)

While wearing armor with this mod, you have resistance to one damage type. The GM chooses the type or determines it randomly from the options below. The device itself disintegrates once its activated.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

ADAPTATION MASK

Utility, uncommon (requires affinity)

This slim electronic device is 3 inches long and is worn behind the ear or as an attachment to a head covering. It detects harmful atmospheric conditions caused by lack of oxygen or contaminated air, to then expand into a full-sized mask to protect the wearer.

While wearing this device, you can breathe normally in any environment and you have advantage on saving throws made against harmful gases and vapors (such as those created from certain esper powers, air contaminants, inhaled poisons, and the breath weapons of some creatures).

This device remains in its mask-like state until you deactivate it or the mask is removed.

ANABOLIC COMPOUND

Compound, varies

When you use this compound, your Strength score changes for 1 hour. The grade of the compound determines the score (see the table below). The compound has no effect on you if your Strength is equal to or greater than that score.

The compound is a milky white solution with flecks of gray.

Compound Grade	Strength	Rarity
Alpha	21	Uncommon
Beta	23	Rare
Delta	25	Rare
Gamma	27	Very rare
Omega	29	Epic

ANTIVIRAL MODULE

Utility, uncommon (requires affinity)

This 3-inch diameter device adheres to your skin and secretes a specialized antiviral solution. While you wear it, you are immune to contracting any disease. If you are already infected with a disease, the effects of the disease are suppressed while you wear the device.

AUGMENTED ENERGY OVERLAY

Mod (armor: any shield except PSD), varies

While holding a shield with this mod, you have a bonus to AC determined by the mod's grade. The bonus is in addition to the shield's normal bonus to AC.

Grade	AC Bonus	Rarity
Alpha	+1	Uncommon
Delta	+2	Rare
Gamma	+3	Very rare

BEAM EMITTER

Mod (ranged weapon, ammunition property), uncommon

While this module is attached, you can use your attack action to discharge a laser beam from your weapon in a line 120 feet long and 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 4d6 radiant damage on a failed save, and half as much damage on a successful one.

After using this mod, its power supply is depleted and you can't use it again until you finish a long rest.

BEAST SPEECH COMPOUND

Compound, uncommon

When you ingest this thick, brown liquid, you gain the effects of the *commune with beasts* power for 1 hour.

BINDING WARD

Utility, rare (requires affinity)

This trinket is worn as a piece of jewelry. While you wear it, difficult terrain doesn't cost you extra movement. In addition, esper powers can neither reduce your speed nor cause you to be paralyzed or restrained.

BIO-GEL

Utility (limited), uncommon

This small container, 3 inches in diameter, contains 1d4 + 1 doses of a thick blue mixture that glows faintly. The container and its contents weigh 1/2 pound.

As an action, one dose of the gel can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

CAPTURE SPHERE

Utility, rare

This spherical device measures 3 inches in diameter and weighs 1 pound. You can use an action to issue a voice command and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a coil of nanocarbon straps.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to issue a voice command again to release it. Doing so, or missing with the attack, causes the straps to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the straps. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the sphere is used, it can't be used again until you finish a long rest.

CELERITY COMPOUND

Compound, very rare

When you ingest this viscous, silvery fluid, you gain the effects of the *celerity* power for 1 minute (no concentration required).

CHARGE FOCUS

Focus, uncommon (requires affinity by a channeler or forger)

This focus comes in the form of a small piece of jewelry (ring, bracelet, earring, etc.). While you're wearing it, you can use an action to harness its energy and regain 1d4 + 1 talent points or 1 expended tech slot. If the expended tech slot was rank 4 or higher, the new slot is rank 3.

Once you use this focus, it can't be used again until you finish a long rest.

COLLAPSIBLE FRAME

Mod (weapon), uncommon

When you holster or sheathe a weapon with this mod, it collapses down to a third of its normal size. The weapon regains its normal size when drawn. You can't use the weapon while its in its collapsed state. While holstered or sheathed, a one-handed weapon has the concealed property if it does not already possess it.

CONFINEMENT MODULE

Utility (limited), rare

This small electronic device measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *confinement modules* are found together in a magnetic container.

You can use an action to throw the device up to 60 feet. It detonates on impact and is destroyed. Each creature within a 10-foot radius of where the device landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and it weighs only 1 pound, regardless of the weight of creatures inside.

COSMIC CIPHER

Utility, epic

This pair of sorium rings has a silvery surface with a tinge of shifting colors. They are worn as one on each hand or side-by-side on two fingers. While wearing these rings, you can use an action to expend 1 of their 3 charges to activate the *cosmic weave* power. The rings disintegrate when you use the last charge.

DEADLOCK RESTRAINTS

Utility, rare

You can use an action to place these restraints on an incapacitated creature. The restraints adjust to fit a creature of Small to Large size. In addition to serving as mundane bindings, the restraints prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different dimension. They don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the restraints can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the restraints.

DEFENSIVE WARD

Utility, rare (requires affinity)

This trinket is worn as a badge or a piece of jewelry. While wearing it, you gain a +1 bonus to AC and saving throws.

DEFERRED ENERGY EMITTER

Mod (armor: any except shields), uncommon (requires affinity)

This device is integrated into your armor from the sleeves up to the palm of your gloves or gauntlets. They contain rows of nano-emitters that generate a field of opposing force that repels direct, high-velocity motion. When a ranged weapon attack hits you while you're wearing this mod, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand.

DETECTOR SPECS

Utility, rare (requires affinity)

This pair of sunglasses has 3 charges. As an action, you can issue a voice command and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet while wearing the sunglasses.

The sunglasses regains 1d3 expended charges when you finish a long rest.

DIMENSIONAL DISK

Utility, rare

This flat, metal disk is 3 inches in diameter with a sliding switch set near the edge. You can use an action to place the disk on or against a 6-foot-square, solid surface and activate the switch, whereupon the disk expands into an extradimensional hole 6 feet wide and 10 feet deep. A thin metal ring surrounds the hole's circumference. The cylindrical space within the hole exists in an alternate dimension, so it can't be used to create open passages. Any creature inside an open *dimensional disk* can exit the space by climbing out of it.

You can use an action to close a *dimensional disk* by sliding the switch on the metal frame back to its original position. This closes the hole, returns the disk to its original size, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the disk weighs next to nothing.

If the disk is closed, a creature within the disk's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *dimensional disk* or the creature carrying it. A breathing creature within a closed *dimensional disk* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *dimensional disk* inside an extradimensional space created by a *dimensional pack*, *munitions compact*, or similar item instantly destroys both items and opens a dimensional wormhole that originates where the one item was placed inside the other. Any creature within 10 feet of the wormhole is sucked through it to a random location in the galaxy. The wormhole then closes. The wormhole is one-way only and can't be reopened.

DIMENSIONAL PACK

Utility, uncommon

This pack can be worn as a backpack or satchel. It has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the top and 4 feet deep. The pack can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The pack weighs 15 pounds, regardless of its contents. Retrieving an item from the pack requires an action.

If the pack is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered into the Cosmic Ether. If the pack is turned inside out, its contents spill forth, unharmed, but the pack must be put right before it can be used again. Breathing creatures inside the pack can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *dimensional pack* inside an extradimensional space created by a *dimensional container*, or similar item instantly destroys both items and opens a dimensional wormhole that originates where the one item was placed inside the other. Any creature within 10 feet of the wormhole is sucked through it to a random location in the galaxy. The wormhole then closes. The wormhole is one-way only and can't be reopened.

DIRECT IMPACT LIMITER

Mod (armor: any shield except PSD), rare (requires affinity)

You gain a +2 bonus to AC against ranged attacks while you wield a shield with this mod. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

DISPLACER BAND

Utility, rare (requires affinity)

This nanoweave strip contains thousands of micro-emitters and is worn around the waist. While you wear this band, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

EMERGENCY ENERGY GUARD

Utility (limited), rare

When you use an action to activate this small device, it emits an energy shield that surrounds you, granting you resistance to all damage for 1 minute. The device then disintegrates.

ENVIRONMENTAL POCKET

Utility, rare (requires affinity)

This device has 3 charges. It can be attached to a belt or worn on the arm. As an action, you can activate the

device, creating a thin, atmospheric layer around your body that lasts for 1 hour. It allows you to breathe normally in any atmosphere or within a vacuum. You automatically succeed on saving throws made against exposure to extreme heat or cold and take no damage from outer space exposure.

The device regains 1d3 expended charges when you finish a long rest.

ESPER PATTERN DETECTOR

Utility, uncommon

This sorium-plated rod has 3 charges. While holding it, you can expend 1 of its charges as an action to activate the *esper sense* power. The rod regains 1d3 expended charges when you finish a long rest.

CORE STONE

Utility (limited), varies

This tiny shard of sorium holds the pattern of an esper power within it. If the power is on your class's power list, you can release the energy in the shard and activate its power without expending any power based points or slots. Otherwise, the energy within the stone is inaccessible. Activating the power by using the energy in the stone requires the power's normal activation time. Once the power is activated, the stone disintegrates. If the activation is interrupted, the stone is not lost.

If the power is on your class's power list but at a higher rank than you can normally use, you must make an ability check using your esper ability to determine whether you activate it successfully. The DC equals 10 + the power's rank. On a failed check, the power simply fails with no other effect and the stone disintegrates.

The rank of the power stored within the stone determines the power's saving throw DC and attack bonus, as well as the stone's rarity, as shown in the Core Stone table.

Core-forged Items. Core stones can be placed into core-forged items, granting them additional features and properties. Rules for using core-forged items are described later in this chapter.

CORE STONE

Power Rank	Rarity	Save DC	Attack Bonus
Prime	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7
4	Rare	15	+7
5	Rare	17	+9
6	Very rare	17	+9
7	Very rare	18	+10
8	Very rare	18	+10
9	Epic	19	+11

FIELD CAMOUFLAGE UNIT

Utility (limited), uncommon

When you use an action to activate this small, disc-shaped device, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the device itself becomes useless once activated. If a creature affected by the device attacks or uses an esper power, the invisibility ends for that creature.

FLAMETHROWER UNIT

Mod (armor: medium or heavy), uncommon (requires affinity)

This mod comes with a renewable fuel reservoir and a discharge rod mounted to an insulated arm covering. It has 3 charges. As an action, you can expend a charge to project fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

The *flamethrower unit* regains all of its expended charges when you finish a long rest.

FOLD ACTIVATOR

Utility, very rare (requires affinity)

This device has 3 charges. It can be worn around the wrist or on the back of your hand. While wearing it, you can use an action to expend 1 charge and use the device to activate the *space fold* power. The device regains 1d3 expended charges when you finish a long rest.

FUSION BLADE

Weapon (melee), uncommon (requires affinity)

This metallic alloy band is inlaid with circuitry and worn around the wrist. You can activate or deactivate the band as a bonus action. When activated, the band projects a blade of energy extending parallel to your arm. The blade emits bright light in a 10-foot radius and dim light for an additional 10 feet.

While the blade is active, it can be used as if you were wielding a shortsword that deals radiant damage instead of slashing damage. While wielding the blade, you can't use that hand for other purposes.

GENE AUGMENT KIT

Utility, very rare

This kit contains bio-chemical and nanotech injections and treatments. If you spend 48 hours over a period of 6 days or fewer following the kit's instructions and treatment guidelines, one of your ability scores increases by 2, as does your maximum for that score. The kit's type determines the ability score that is increased. The GM chooses the type or determines it randomly from the options below.

If the treatment isn't completed within 6 days, the kit can't be used again for 24 hours, after which you can start the treatment over from the beginning. Once the treatment is successfully completed, the resources are permanently depleted and kit becomes a normal medkit.

d6	Kit Type	Ability Score
1	Fitness	Strength
2	Health	Constitution
3	Insight	Wisdom
4	Logic	Intelligence
5	Presence	Charisma
6	Reflex	Dexterity

GRAVITY BOOTS

Utility, uncommon (requires affinity)

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

GRAVITY INHIBITOR

Mod (armor: any except shields), uncommon (requires affinity)

While wearing armor or a PSD equipped with this mod, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

HEALING AMPOULE

Compound, varies

You regain hit points when you imbibe or are injected with this red, liquid compound. The number of hit points depends on the compound's potency label, as shown in the table below.

Label	Rarity	HP Regained
Healing	Common	2d4 + 2
Super healing	Uncommon	4d4 + 4
Hyper healing	Rare	8d4 + 8
Ultra healing	Very rare	10d4 + 20

HOLO MASK

Utility, uncommon (requires affinity)

This curved device is worn around the back of the ear. While wearing it, you can use an action to activate the *alter appearance* power with it at will. The effect ends if the device is removed.

HYDROTECH CLIMBERS

Utility, uncommon (requires affinity)

Micro-generators are built into these gloves and shoes. Together, they create an electrically-charged fluidic suction through thousands of microscopic pores. While you wear these gloves and shoes, you can move up, down, and across vertical surfaces and upside down along ceilings. You have a climbing speed equal to your walking speed. Moving requires both feet but you can opt to leave your hands free. This gear doesn't allow you to move this way on a slick surface, such as one covered by ice, oil, or lubricants.

IMAGING AUGMENT

Utility, uncommon (requires affinity)

This visor enhances the range of your normal vision. You have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

INFILTRATION ROD

Utility (limited), rare

This circuitry-laden, metal rod measures about 1 foot long and weighs 1 pound. You can switch it on as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, hatch, or lock. The rod beeps while it sends out an electro-magnetic signal, and one lock, bolt, or electronic seal on the object opens unless there isn't a clear, open path between the rod and the object. If no locks or seals remain, the object itself opens.

The rod can be used ten times. After the tenth time, its circuits burn out and it becomes useless.

INTERFACE CLONER

Utility, uncommon

This handheld device has 7 charges. While holding it, you can use an action and expend 1 of its charges to activate the *remote connection* power with it.

The device regains 1d6 + 1 expended charges when you finish a long rest. If you expend the device's last charge, roll a d20. On a 1, the device burns out and becomes useless.

INVISIBILITY COMPOUND

Compound, very rare

When you ingest this compound, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or use an esper power.

JETPACK UNIT

Utility, rare (requires affinity)

This unit comes with a set of straps and two slim, metal cylinders set onto a hardened composite frame. It is worn on the back and easily fits around a normal backpack. You can use an action to activate the unit. This expands the sides of the frame into powered booster jets for 1 hour or until you extend its run time as an action.

While activated, the unit gives you a flying speed of 60 feet. When the unit deactivates, it can't be used again until you finish a long rest.

LIGHT REFRACTOR

Mod (armor), uncommon (requires affinity)

When you activate this mod, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as your shield generator refracts the surrounding light to camouflage you. Activating the mod requires an action.

LIMITLESS COMMUNICATORS

Utility, rare

These specialized two-way communicators come in pairs. Each one can be used to send and receive messages between any linked *limitless communicators* in the same dimension as you. You can link multiple communicators during a short rest while keeping them within 10 feet of each other.

LOW-LIGHT GOGGLES

Utility, uncommon

This eyewear improves your vision's photonic range, increasing clarity of detail in any form of lighting. While wearing these goggles, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

MED-TECH MODULE

Utility, uncommon (requires affinity)

This 1/2 inch diameter, flat, metal tile adheres to your skin. It houses a medical micro-drone that monitors and treats injuries. While you wear this item, you stabilize whenever you are dying at the start of your turn.

In addition, your maximum number of Hit Dice you have available during a short rest increases by an amount equal to half your level.

METALOCATION SCRAMBLER

Utility, rare (requires affinity)

This sorium trinket is usually found in the form of a necklace or bracelet. While wearing this trinket, you are hidden from clairsentient esper powers. You can't be targeted by such powers or and you can't be perceived supernatural perception.

You also can't be targeted by digital signal locators such as GPS trackers or sensor tags.

METASPECTRUM LIGHT ROD

Utility, uncommon

You can spend an action to switch on or turn off this powered glow rod. While turned on, the rod sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the rod's bright light. You can use an action to decrease the intensity, reducing the light to dim light in a 5-foot radius.

MICROFILAMENT LAUNCHER

Mod (armor: medium or heavy), rare

A container holding 30 feet of a self-guiding microfilament wire is mounted to your forearm. You can use an action to launch the cable toward a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained as the cable wraps around them. If the creature is Large or smaller, you can use an action to pull the restrained creature up to 10 feet closer to you.

You can release the creature by using a bonus action to retract the cable. A target restrained by the cable can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the cable.

The cable has AC 20 and 20 hit points. If the cable drops to 0 hit points, it is destroyed. The hit points of a damaged cable that isn't destroyed can be restored during a short rest.

MIND SHIELDING BAND

Utility, uncommon (requires affinity)

This circlet is worn around the head. While wearing it, you are immune to powers and abilities that allow other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the circlet to become invisible until you use another action to make it visible, until you remove the circlet, or until you die.

MINDSIGHT COMPOUND

Compound, rare

When you ingest this compound, you gain the effect of the *detect thoughts* power (save DC 13). The compound is a dense, purple solution.

MUNITIONS COMPACT

Utility, uncommon

This cylindrical case is 18 inches long and 6 inches wide. It can be attached to a belt or worn over the shoulder. Each of the case's three compartments connects to an extradimensional space that allows the case to hold numerous items while never weighing more than 2 pounds. The first compartment can hold up to sixty ammunition clips. The second compartment holds up to forty arrows, bolts, throwing blades, or similar objects. The third compartment can hold up to twenty grenades, explosive charges, power packs, or similar objects.

You can draw any item the case contains as if doing so from a regular holster, quiver, or scabbard.

NULLIFYING BRACER

Utility, rare (requires affinity)

While you wore this bracer, you have advantage on saving throws against esper powers.

PINPOINT BARRIER

Mod (armor), uncommon (requires affinity)

This mod generates a 2-foot diameter invisible energy shield that hovers inches from you and intuitively shifts to locations on your body susceptible to incoming attacks. You gain a +1 bonus to AC and saving throws while you use this mod.

PORTABLE GUARDIAN

Utility (limited), uncommon

This 6-inch cube-shaped device weighs 2 lbs. When you use an action to activate the device, it floats to an unoccupied space within 10 feet of you and transforms into a **reisa guardian**. The guardian functions as if you had used the *towering guardian* power. At the end of the duration, the guardian's frame falls apart, becoming a pile of useless scrap.

PORTAL LAUNCHER

Utility, rare

This 2-inch square device is worn on the wrist. While wearing it, you can use it to activate the *portal* power as an action. Once the device is used, you can't use it again until you finish a long rest.

POWERED DRONE PACK

Utility, rare (requires affinity by a forger)

This 8-inch-wide rectangular case can be attached to a belt or along the upper arm.

The pack contains 1d4 + 2 voice-activated micro-drones. The GM decides the type of each drone or determines it randomly. A pack can have more than one drone of the same type. To use one, you must be carrying the pack on you. Each drone contains the pattern of a forging technique that you can use as a bonus action (using your esper save DC if a save is necessary). Once a drone's technique is used, that drone can't be used again until the next dawn.

d20	Drone Type	Technique
1-6	Sensory	<i>Sensory boost</i>
7-12	Medical	<i>Mend (rank 2) or minor remedy</i>
13-16	Restoration	<i>Major remedy</i>
17-18	Combat	<i>Ramming strike or impact drive</i>
19	Synergy	<i>Directed strike</i>
20	Transport	<i>Dynamic passage</i>

PRIME FOCUS

Focus, very rare (requires affinity)

This focus is a trinket that is worn as a badge or piece of jewelry. While wearing it, whenever you use a prime power, you can use a bonus action on the same turn to use that power a second time.

PSYCHIC SHARD

Focus, very rare (requires affinity)

The standard version of this 6-inch-long, clear, crystal shard is a very rare item. While holding it you can expend an action use it to activate the *extended perception* power (save DC 17).

The following *psychic shard* variants are epic items and have additional properties.

Mindsight Shard. You can use an action to activate the *detect thoughts* power (save DC 17) during your use of *extended perception* with the shard, targeting creatures you can see within 30 feet of the power's sensor. You don't need to concentrate on this *detect thoughts* to maintain it during its duration, but it ends if *extended perception* ends.

Telepathic Shard. While using *extended perception* through the shard, you can communicate telepathically with creatures you can see within 30 feet of the power's sensor. You can also use an action to activate the *suggestion* power (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *suggestion* to maintain it during its duration, but it ends if *extended perception* ends. Once used, the *suggestion* feature of the shard can't be used again until you finish a long rest.

Truesight Shard. While using *extended perception* through the shard, you have truesight with a radius of 120 feet centered on the power's sensor.

REACTIVE WARD

Utility, rare, (requires affinity)

This trinket is worn as a piece of jewelry. It has 3 charges, and it regains 1d3 expended charges when you finish a long rest. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

REGENERATION MODULE

Utility, very rare (requires affinity)

This flat, square device adheres to your skin, worn either on the upper arm or the back of the neck. It houses millions of restorative nanobots. While wearing this device, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the device causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

REMEDIAL COMPOUND

Compound, rare

When you apply this compound, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

RENEWABLE BLADE BELT

Utility, rare (requires affinity)

This strap is attached to the belt or worn diagonally across the torso. As an action, you can pull up to two throwing blades from the belt and immediately hurl them, making a ranged attack with each blade. A throwing blade vanishes if you don't hurl it right away, and the blades disappear right after they hit or miss. The belt never runs out of throwing blades.

REPULSION JETS

Mod (armor: light, medium, heavy, PSD), rare (requires affinity)

When you fall while wearing armor with this mod, you descend 60 feet per round and take no damage from falling.

RETAINER FOCUS

Focus, rare (requires affinity by a channeler or forger)

This focus is worn as a small piece of jewelry (ring, bracelet, earring, etc.). It stores the patterns of esper powers placed into it, holding them until the affined wearer uses them. The focus can store up to 5 ranks worth of powers at a time. When found, it contains 1d6 - 1 ranks of stored powers chosen by the GM.

Any creature can store a power of rank 1 through 5 within the focus by touching the focus and using the power on it. The power has no effect, other than to be stored in the focus. If the focus can't hold the power, the power is expended without effect. The rank at which the power is activated determines how much space it uses.

While wearing this focus, you can use any power stored in it. The power uses the rank, power save DC, esper attack bonus, and esper ability of the creature that activated it, but is otherwise treated as if you activated the power. The power used from the focus is no longer stored in it, freeing up space.

SHIELD DEVICE AMPLIFIER

Mod (PSD), rare (requires affinity)

While wearing a portable shield device with this mod, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

SINGULARITY CHARGE

Utility (limited), rare

This small, spherical device measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d6 + 3 *singularity charges* are found attached together to a wearable polymer band or belt. You can use an action to detach a charge and throw it up to 60 feet away. When it reaches the end of its trajectory, the charge detonates as a rank 3 *singularity* power (save DC 15).

You can hurl multiple charges, or even the whole band, as one action. When you do so, increase the rank of the *singularity* by 1 for each charge beyond the first.

SONIC EMITTER

Utility, rare

You can use an action to activate this rod-shaped device, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the device has a 20 percent chance of causing it to overload and explode. The explosion deals 10d6 lightning damage to the blower and destroys the device.

SOUND DAMPENER

Mod (armor), uncommon

When you activate this mod, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently. Activating the mod requires an action.

SUBAQUEOUS HARNESS

Utility, uncommon

This collapsible harness comes with an aquatic breather, flaps, and compression jets allowing for underwater maneuvering. While wearing the harness, you can breathe underwater, and you have a swimming speed of 60 feet. Putting the harness on takes 1 minute. Removing it requires an action.

SUBATOMIC PRISON

Utility, epic

This 3-inch cubic device has inlaid metallic circuitry along each surface. You can use an action to issue a voice command, targeting a creature that you can see within 60 feet of you. If the target is native to a dimension other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the cube. If the target has been trapped by the cube before, it has advantage on the saving throw. Once trapped, a creature remains in the cube until released. The cube can hold only one creature at a time. A creature trapped in the cube doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to press the cube's release switch, releasing the creature the cube contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

The only way to determine the type of creature trapped inside is to open the cube. A newly discovered device might already contain a creature chosen by the GM or determined randomly.

d100	Contents	d100	Contents
1-50	Empty	77-78	F'narg
51	Atoru Galeem	79	Seethe Screecher
52	Taarjasa	80	Seethe Gorgor
53-54	Evargun Controller	81-82	Seethe Stinger
55-57	Ilarios Nightrunner	83-84	Coloterim Soldier
58-60	Hadraxis Noble	85-86	Kotatu Alpha
61-62	Aluphax Avenger	87-88	Sand Creeper
63-64	Frost Velbast	89-90	Tar Creeper
65	Tempest Velbast	91	Ivaril Destroyer
66	Reaper Velbast	92-93	Sand Drake
67	Shade Velbast	94-95	Kanasi (any)
68-69	Kreidren Elder	96	Xamaron Soldier
70-72	Kreidren	97-98	Xamaron Monarch
73-74	Greater Kleesh	99	Voorsha
75-76	Bahtera (any)	00	Myrnrog

SUBDIMENSIONAL CAMPSITE

Utility, very rare

While holding this 8-inch-wide electronic device, you can use an action to activate it. The device then instantly transports you and up to 199 other willing creatures you can see to a utopian sanctuary that exists in an subdimensional space. You choose the form that the sanctuary takes. It could be a tranquil garden, recreation facility, multi-tiered spa, lavish mansion, tropical island, grand stadium, or whatever else you can imagine. Regardless of its nature, the sanctuary contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the subdimensional space can exist only there. For example, a flower picked from a garden in the sanctuary disappears if it is taken outside the subdimensional space.

For each hour spent in the sanctuary, a visitor regains hit points as if it had spent 1 Hit Die. Also, creatures don't age while in the sanctuary, although time passes normally. Visitors can remain in the sanctuary for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the device, or an unoccupied space nearest that location. The device can't be used again until ten days have passed.

SUNDERING ATOMIZER

Compound, varies

This atomizer bottle contains a clear compound that sparkles with tiny, ultrathin silver shards. There is enough of the compound to spray a coat onto one slashing or piercing weapon. Applying the spray takes 1 minute. For 1 hour, the coated item is considered to be forge enhanced and has a bonus to attack and damage rolls determined by the compound's potency, as shown on the table below.

Potency	Rarity	Bonus
Standard	Uncommon	+1
Superior	Rare	+2
Elite	Very rare	+3

TELEKINETIC BAND

Utility, very rare (requires affinity)

This circlet is worn around the head. While wearing it, you can use the *telekinesis* power at will, but you can target only objects that aren't being worn or carried.

TELEPATHIC BAND

Utility, uncommon (requires affinity)

This circlet is worn around the head. While wearing it, you can use it to activate the *detect thoughts* power as an action (save DC 13). As long as you maintain concentration on the power, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply--using a bonus action to do so--while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can spend an action to use the *suggestion* power (save DC 13) on that creature. Once used, the *suggestion* property can't be used again until you finish a long rest.

TOXIN FILTER

Utility, rare (requires affinity)

This 3-inch diameter device adheres to your skin and secretes a specialized antitoxin. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

TRANSIENT ABSORPTION FIELD

Utility (limited), rare

When you use an action to activate this small device, it emits an energy shield that grants you resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below. The device itself disintegrates once its activated.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

TRANSLATOR MODULE

Utility, uncommon

This device has an adhesive lead that attaches to the head, either at the temple or behind at the base of the neck. Applying or removing it requires an action. When you use this device, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be within 10 feet of the words that you are reading. You can read up to 300 words a minute.

This implant doesn't decode secret messages in a text or identify any symbol that isn't part of a written language.

UNIVERSAL ACCESS DEVICE

Utility, rare

This handheld device has 7 charges. While holding it, you have proficiency with a hacker's kit. As an action, you can expend 1 of its charges to activate the *black hat* power as a rank 5 power.

The device regains 1d6 + 1 expended charges when you finish a long rest. If you expend the device's last charge, roll a d20. On a 1, the device burns out and becomes useless.

WORMHOLE GENERATOR

Utility, epic

This metallic ring has a 12-inch diameter. You can use an action to issue a voice command and place the *wormhole generator* on a solid surface, whereupon it adheres to the surface and expands into a 6-foot ring. Within the expanded ring is a two-way portal to another world or dimension. Each time the item opens a portal, the GM decides where it leads. You can use an action to close an open portal by taking hold of the edges of the ring and pulling it off of its surface. Once wormhole generator has opened a portal, it can't do so again for 1d8 hours.

WRIST BEAM

Utility, uncommon

This wrist-mounted emitter fires a focused plasma beam at one or more targets. It has two firing modes. When you use an action to activate it, choose one of the following modes:

Single Target. Choose one target you can see up to 120 feet away from you. That target must succeed on a DC 13 Dexterity saving throw or take 4d6 fire damage.

Sweeping Beam. You fire a sweeping beam that covers a 15-foot cone in front of you. Each target in the cone must succeed on a DC 13 Dexterity saving throw or take 2d6 fire damage.

Once used, the device's charge is depleted and can't be used again until you finish a long rest.

CORE-FORGED ITEMS

Core-forged items are extraordinary sorium armaments crafted by specially trained esper-powered smiths. Each one is designed with small indentations or slots to be used to hold *core stones*. Placing *core stones* into a core-forged item grants additional properties and features to that item. It also changes the item's rarity.

STANDARD FEATURES

Core-forged items have three categories: armor, focus, and weapon. Regardless of their type, the standard version of each category share common features.

CORE-FORGED ARMOR

You can use an action to suit up or un-suit from this armor. As a bonus action, you can issue a voice command to change the armor's color and style, but you can't alter or add to existing symbols, markings, or text, and the armor also retains its normal bulk and weight.

CORE-FORGED FOCUS

Core-forged foci have the stats and properties of a sorium rod (see Expanded Weapons).

Charges. Many foci have charges that increase with each power grade. If you expend a focus's last charge, roll a d20. On a 1, the focus loses one *core stone* of its highest rarity, which disintegrates. If the focus has no core stones, it shatters and is destroyed.

CORE-FORGED WEAPON

Damage from this weapon ignores resistances to mundane damage. Proficiency with the weapon's type allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Ammunition. When a weapon's ammunition property is used, the weapon imbues its ammunition with its special features. For example, a pistol that grants a bonus to attack and damage would instead imbue its bullets with the bonus to attack and damage. Likewise, a compound bow that deals fire damage would instead surround its ammunition with deadly flames when launched.

USING CORE STONES

Placing a *core stone* onto a core-forged item (also referred to as "slotting" the item) requires a creature to spend a short rest while in physical contact with and focused on that item, during which the core stone is placed into it. The creature gains affinity with the item during this process. If the creature has already reached their maximum number of affined items, they fail to gain affinity with this item and the attempt to place the *core stone* into it also fails.

At the end of the short rest, the item gains additional properties and features determined by the item's grade and rarity (see the Item Power Stages table).

In addition, the rarity of a *core stone* must be higher than the item into which it's being placed. For example, a rare core-forged item can only be slotted with a very rare or epic *core stone*.

GRADES OF POWER

Each *core stone* placed into an item increases the item's **grade**. When an item reaches a new grade, it gains specific features defined in the item's description. The number of *core stones* an item holds determines the item's grade and rarity as defined in the Item Power Grade table. An item adopts the new grade into its name, for example, a *seeking autopistol* that holds 2 core stones is a *superior seeking autopistol*.

A core-forged item can hold as many *core stones* as defined by the affined creature's character level, up to maximum of 3. Attempting to place another *core stone* into an affined item without reaching the required character level automatically fails and the *core stone* disintegrates.

When an item reaches a new grade, it gains the properties defined in the item's description. Some of the new features replace those attained from the prior grade.

ITEM POWER GRADE

Core Stones	Character Level	Grade	Rarity
None	1st or higher	Standard	Uncommon
1	5th or higher	Exceptional	Rare
2	10th or higher	Superior	Very rare
3	15th or higher	Optimum	Epic

AFFINITY WITH HIGHER GRADE ITEMS

An item that isn't affined to a creature functions as a normal core-forged item of its type, regardless of the number of *core stones* it holds. If a creature gains affinity with an item that already holds 1 or more *core stones*, the item's new grade is limited to the lower of the number of *core stones* or the required character level. Once affinity is gained, any additional *core stones* beyond the item's new grade are destroyed.

For example, if an 18th-level character gains affinity with a core-forged item that holds 2 *core stones*, the item becomes a superior item. Alternatively, if a 6th-level character gains affinity with a core-forged item that holds 3 *core stones*, the item becomes an exceptional item and the additional 2 *core stones* within it are destroyed.

REMOVING CORE STONES

Removing a *core stone* from an item requires a creature to spend a long rest focused only on the item. At the end of the long rest, the creature makes an Intelligence check using mason's tools against a DC determined by the item's rarity (DC 13 for rare, DC 16 for very rare, and DC 19 for epic). If the check fails, the *core stone* is destroyed. If successful, the *core stone* is removed and it must be placed into another core-forged item within 24 hours or immediately disintegrate.

Only one *core stone* can be removed from an item at a time. If an item holds more than 1 *core stone*, the rarity of the stone removed is equal to the rarity of the item. After a stone is removed, the item's grade and rarity changes to reflect the remaining number of stones it holds.

ITEM CHARACTERISTICS

Core-forged items are crafted by powerful esper artificers, each having their own origin and unique design characteristics. The few with the ability to fashion sorium into these items come from different worlds, cultures, eras, and even universes. Defining an item's distinctive aspects, such as an item's origin, creator, and backstory, can provide flavor and detail to your campaign setting, as well as introduce story opportunities for the characters.

LIST OF CORE-FORGED ITEMS

Items are listed in alphabetical order. An item's description contains its name, category, rarity, and properties.

CHARGER WEAPON

Weapon (any two-handed melee), varies (requires affinity)

These weapons provide defense against distant foes. It has the following properties.

- You have a +1 bonus to AC against ranged attacks.
- You have advantage on burst saves.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- The AC bonus against ranged attacks increases to +2.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- If a creature within 5 feet of you makes a ranged weapon attack, you can use your reaction to make an opportunity attack against that creature. If you have Range Deterrence combat style, the distance to the creature increases to 10 feet.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3
- Ranged attacks against you are made with disadvantage. This replaces the AC bonus gained at the Standard and Exceptional grades.
- When you take the Dash action, your speed increase equals twice your speed, after applying any modifiers.

CIPHER FOCUS

Focus, varies (requires affinity by a cybermancer)

While holding this focus, you have a +1 bonus to channeling attack rolls and to the saving throw DCs of your cybermancer talents.

In addition, you can regain 1 talent slot as an action while holding the focus. You can't use this feature again until you finish a long rest.

Exceptional. The bonus to attack rolls and saving throw DCs increases to +2

Superior. The bonus to attack rolls and saving throw DCs increases to +3

Optimum. The number of talent slots you regain increases to 2.

CONTROLLING FOCUS

Focus, varies (requires affinity by a channeler or forger)

While holding this focus, you can use an action and expend 1 of its 10 charges to activate *beguile*, *command*, or *decipher languages* with it using your power save DC.

The focus regains 1d8 + 2 expended charges after you complete a long rest.

Exceptional. When the focus reaches this grade, it gains the following properties.

- If you are holding the focus and fail a saving throw against a psychogenic power that targets only you, you can turn your failed save into a successful one. You can't use this property of the focus again until you finish a long rest.
- If you succeed on a save against an psychogenic power that targets only you, with or without the focus's intervention, you can use your reaction to expend 1 charge from the focus and turn the power back on the creature who used it as if you had activated the power.

Superior. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you have resistance to psychic damage.
- As an action, you can expend some of its charges to activate one of the following powers with it, using your power save DC: *bishop's deviation* (4 charges), *domination* (5 charges), or *treacherous allies* (3 charges).

Optimum. When the focus reaches its optimum grade, it gains the following properties.

- While holding the focus, you can't be charmed or frightened.
- When you use the focus to activate the *beguile* or *command* powers, the power is activated at rank 4.

DEFENDER WEAPON

Weapon (any melee), varies (requires affinity)

These weapons have traits that focus on defending the wielder. It has the following properties. While the weapon is on your person, you have advantage on initiative rolls and you can't be surprised unless you are incapacitated by anything other than normal sleep.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- As an action, you can use the *innervate* power at rank 3. You can't use this feature again until you complete a long rest.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- You have advantage on burst saves.

- The first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +1 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- The rank of the *innervate* power increases to 5.

DEMOLISHER WEAPON

Weapon (any bludgeoning melee), varies (requires affinity)

Demolisher weapons are built to devastate the structure of constructs, structures, and vehicles. When you roll a 20 on your attack roll with this weapon, the target takes an extra 3 bludgeoning damage or 7 bludgeoning damage if its a construct.

In addition, when you hit a structure or object (not being worn or carried) with an attack using this weapon, you deal extra bludgeoning damage as if you had hit a construct with a 20 on your attack roll.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The extra bludgeoning damage dealt increases to 7, or 14 if its a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The extra bludgeoning damage dealt increases to 14, or 27 if its a construct. If a construct has 50 hit points or fewer after taking this damage, it is destroyed.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- You deal the extra damage when you roll a 19 or 20.
- The extra damage dealt is considered to be force damage instead of bludgeoning.

DURABLE ARMOR

Armor (medium or heavy), varies (requires affinity)

This armor have a tough, protective coating that is resilient to being damaged. It has the fortified property (see Armor Upgrade Properties).

Exceptional. You have a +1 bonus to AC while wearing this armor.

Superior. When the armor reaches this grade, it gains the following properties.

- The bonus to AC increases to +2.
- The armor gains the hardened property if it did not have it already.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +3.
- You have resistance to mundane damage while you wear this armor.

EXPLORER ARMOR

Armor (any), varies (requires affinity)

This armor provides additional features for surviving in any environment. It has the environmental and sealed properties (see Armor Upgrade Properties).

Exceptional. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- While wearing this armor, your walking speed increases by 10 feet.

Superior. When the armor reaches this grade, it gains the following properties.

- The bonus to AC increases to +2.
- While wearing this armor, you can stand on and move across any liquid surface as if it were solid ground.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +3.
- When you fall a distance of up to 200 feet, you can use your reaction to take no damage from the fall.

FROSTFIRE FOCUS

Focus, varies (requires affinity by a channeler)

This focus has 7 charges. While holding it, you can use an action and spend 1 of its charges to activate *arctic lash* or *fire lance* with it using your power save DC and esper ability modifier.

The focus regains 1d6 + 1 expended charges after you complete a long rest.

Exceptional. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you have resistance to cold damage.
- The number of charges increases to 10. The number of charges regained after a long rest increases to 1d8 + 2.
- As an action, you can expend a number of its charges to activate one of the following powers with it: *flame blast* (3 charges) or *frost coil* (2 charges).

Superior. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you have resistance to fire damage.
- As an action, you can expend a number of its charges to activate one of the following powers with it: *burn zone* (4 charges) or *frigid mist* (5 charges).

Optimum. When the focus reaches its optimum grade, it gains the following properties.

- While holding the focus, you gain a +2 bonus to channeling attack rolls
- The number of charges increases to 20. The number of charges regained after a long rest increases to $2d8 + 4$.
- As an action, you can expend a number of its charges to activate one of the following powers with it: *elemental vortex* (fire damage only, 7 charges) or *frost zone* (6 charges).

HEALING FOCUS

Focus, varies (requires affinity by an engineer or sentinel)

The focus has 3 charges. While holding it, you can expend 1 charge as an action to activate the *mend* power with it, using your esper ability modifier.

The focus regains 1d3 of its charges after you complete a long rest.

Exceptional. When the focus reaches this grade, it gains the following properties.

- The number of charges increases to 10. The number of charges regained after a long rest increases to $1d6 + 4$.
- As an action, you can expend a number of its charges to activate one of the following powers from it, using your power save DC and esper ability modifier: *minor remedy* (2 charges) or *mass mend* (5 charges).

Superior. When the focus reaches this grade, it gains the following properties.

- The number of charges increases to 10. The number of charges regained after a long rest increases to $1d8 + 4$.
- As an action, you can use the focus and expend 6 charges to activate the *cellular renewal* power with it.

Optimum. As an action, you can expend all of the focus's charges to activate the *full restore* power with it.

IMPACT WEAPON

Weapon (any), varies

These weapons exhibit changes in appearance with each grade, becoming more worn, ornate, or decorated. You gain a +1 to attack and damage rolls made with this weapon.

Exceptional. The weapon's bonus to attack and damage rolls increases to +2.

Superior. The weapon's bonus to attack and damage rolls increases to +3.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +4
- The weapon ignores any resistances to the weapon's damage type.

POWER FOCUS

Focus, varies (requires affinity by a channeler or forger)

While holding this focus, you gain a +1 bonus to channeling and forging attack rolls. In addition, you ignore half cover when making a channelling or forging attack.

Exceptional. The bonus to attack rolls increases to +2

Superior. The bonus to attack rolls increases to +3

Optimum. While holding the focus, you can use action to regain one use of Esper Mastery. You can't use this property again until you finish a long rest.

POWER WEAPON

Weapon (any), varies (requires affinity)

Power weapons generate energy that deals additional damage of a specific damage type. They often bear physical traits related to this energy (surrounded by fire, frost, lightning, etc.). At the GMs discretion, they can also possess alternate damage type properties (see "Variant: Alternative Damage Properties" earlier in this chapter).

You deal an extra 1d6 damage of a specific damage type to any target you hit with this weapon. The GM chooses the damage type or determines it randomly.

If the weapon is a melee weapon, it sheds bright light in a radius and dim light in an additional radius defined by the designated damage type. The light can be extinguished or reactivated with a bonus action.

d6	Designation	Damage Type	Radius (bright/dim)
1	Disruptor	Necrotic	None
2	Firebrand	Fire	40 ft. / 40 ft.
3	Frostbrand	Cold	10 ft. / 20 ft.
4	Proton	Radiant	30 ft. / 30 ft.
5	Ruiner	Acid	None
6	Thunderbolt	Lightning	20 ft. / 30 ft.

Exceptional. The extra damage increases to 2d6.

Superior. While you hold this weapon, you have resistance to damage of its element type.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- You gain a +2 to attack and damage rolls made with this weapon.
- You are immune to damage of the weapon's element type.
- The weapon ignores resistances to damage of its element type.

PRIME FOCUS

Focus, varies (requires affinity by a channeler)

This focus has 7 charges. While holding it, you can use an action and spend 1 of its charges to activate *distortion* or *phase step* with it using your power save DC and esper ability modifier.

The focus regains 1d8 + 2 expended charges after you complete a long rest.

Exceptional. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you gain a +1 bonus to AC, saving throws, and channeling attack rolls.
- The number of charges increases to 10. The number of charges regained after a long rest increases to $1d8 + 2$.

- As an action, you can expend a number of its charges to activate one of the following powers with it: *levitate* (2 charges), *light beam* (2 charges), or *unravel effect* (3 charges).

Superior. When the focus reaches this grade, it gains the following properties.

- The bonus to AC, saving throws, and channeling attack rolls increases to +2
- The number of charges increases to 20. The number of charges regained after a long rest increases to $2d8 + 4$.
- As an action, you can expend a number of its charges to activate one of the following powers with it: *flame blast* (rank 5 version, 5 charges) *force field* (5 charges), *obfuscate* (2 charges), *superior stasis field* (5 charges), and *warp helix* (5 charges).

Optimum. When the focus reaches its optimum grade, it gains the following properties.

- The number of charges increases to 50. The number of charges regained after a long rest increases to $4d6 + 2$.
- As an action, you can expend a number of its charges to activate one of the following powers with it: *lightning ring* (4 charges), *reave* (7 charges), *singularity* (rank 7 version, 7 charges), *spatial passage* (5 charges), or *telekinesis* (5 charges).
- You can expend an action to use one of the following powers with the focus without using any charges: *esper sense*, *guiding discs*, *open channel*, *magnetic seal*, and *slow fall*.
- You can perform a retributive strike (see below).

Retributive Strike. You can use an action to break the focus over your knee or against a solid surface, performing a retributive strike. The focus is destroyed and releases its remaining power in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random location in the galaxy, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to $16 \times$ the number of charges in the focus. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 x the number of charges in the focus
11 to 20 ft. away	6 x the number of charges in the focus
21 to 30 ft. away	4 x the number of charges in the focus

PROTECTION ARMOR

Armor (any), varies (requires affinity)

This armor provides versatile overall protection. While you wear it, you have a +1 bonus to saving throws.

Exceptional. You have a +1 bonus to AC while wearing this armor.

Superior. The bonus to AC increases to +2.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +3.
- The saving throw bonus increases to +2.

PSIONIC FOCUS

Focus, varies (requires affinity by an adept)

While holding this focus, you have a +1 bonus to channeling attack rolls and to the saving throw DCs of your adept talents.

In addition, you can regain 1 use of your Psionic Combat feature as an action. You can't use this property again until you finish a long rest.

Exceptional. When the focus reaches this grade, it gains the following properties.

- The bonus to attack rolls and saving throw DCs increases to +2

Superior. The bonus to attack rolls and saving throw DCs increases to +3

Optimum. When the focus reaches its optimum grade, it gains the following properties.

- The number of Psionic Combat uses you regain increases to 2.
- While holding the focus, you can use action to regain one use of Esper Mastery. You can't use this property again until you finish a long rest.

REBOUND WEAPON

Weapon (melee: thrown), varies (requires affinity)

These weapons grant consistent effectiveness both up close and at a distance. You have a +1 to attack and damage rolls made with this weapon.

Immediately after you attack with it, the weapon flies back to your hand.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The weapon's normal and long range each increase by 30 feet.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- You ignore half cover when making ranged attacks with this weapon.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- When you hit a target with a ranged attack using this weapon, you can use your bonus action to make another ranged attack on the same target or a creature within 20 feet of the target.

RELENTLESS ARMOR

Armor (any), varies (requires affinity)

This armor protects the wearer against being forcibly moved or obstructed. While you wear it, the first time each turn that a creature makes an opportunity attack against you, you can use your reaction to impose disadvantage on the attack roll.

Exceptional. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- If an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Superior. The bonus to AC increases to +2.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +3.
- While wearing this armor, you gain the effects of the *unfetter* power.

RESISTANCE ARMOR

Armor (any), varies (requires affinity)

This armor provides the wearer with protection against a specific type of damage. The damage type is chosen by the GM or determined randomly. You can use an action to gain resistance to the chosen damage type for 10 minutes. You can't use this feature again until you finish a short or long rest.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Exceptional. You have resistance to the chosen damage type. This feature replaces the one provided at standard grade.

Superior. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- If an attack that deals the chosen damage type reduces you to 0 hit points, you are instead reduced to 1 hit point.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +2.
- The armor gains an additional chosen damage type, determined using the table above. If determined randomly, you may reroll if the result is the damage type the armor possesses already.

SEEKING WEAPON

Weapon (ranged: uses ammunition), varies (requires affinity)

Seeker weapons enable the wielder to find their mark in difficult environments. While you hold this weapon, you have darkvision out to a range of 60 feet. If you already have darkvision, holding the weapon increases its range by 60 feet.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- The weapon's normal range increases by 50 feet.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- You ignore half cover when making ranged attacks with this weapon.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- While holding this weapon, you can see invisible creatures and objects, including those in an ethereal state, out to a range of 120 feet.

SIPHON WEAPON

Weapon (any melee), varies (requires affinity)

Siphon weapons absorb energy from living creatures and transfers it to the wielder. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 1d6 necrotic damage if it isn't an automaton or a construct. You gain 3 temporary hit points.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- The extra necrotic damage and temporary hit points increase to 7.

Superior. When the weapon reaches this grade, it gains the following properties.

- The extra necrotic damage and temporary hit points increase to 10.
- When you hit with a melee attack using this weapon and reduce the target to 0 hit points, you gain 10 hit points, up to your maximum.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- Whenever you slay a creature with an attack using the weapon, the creature's lifeforce is absorbed into the weapon, and that creature can be restored to life only by a *cosmic weave* power. The creature's lifeforce is stored inside the weapon for the next 48 hours. As a bonus action, you can release the stored lifeforce from the weapon to regain hit points equal to the slain creature's maximum hit points.

SPEED WEAPON

Weapon (any one-handed melee), varies (requires affinity)

Speed weapons increase a wielder's quickness and fluidity. When used in combat, their rate of motion causes them to slightly blur and shift through the air.

While the weapon is on your person, you gain a +2 bonus to initiative if you're not incapacitated. If you are surprised, you can use your reaction to draw the weapon and make one attack with it.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- The weapon gains the finesse property if it did not already have it.
- You can draw or sheathe this weapon simultaneously with another weapon as part of your attack action.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- You can make one attack with this weapon as a bonus action on each of your turns.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- You have advantage to initiative rolls if you're not incapacitated. This replaces the +2 bonus.
- Opportunity attacks against you are made with disadvantage.

SLAYER WEAPON

Weapon (any), varies

Slayer weapons are lethal to a specific type of creature. The GM chooses the creature type or determines it randomly using the table below. When you hit a creature belonging to the designated type with this weapon, the creature takes an extra 1d6 damage of the weapon's type.

d10	Type	d10	Type
1	Aberration	6	Dragon
2	Automaton	7	Protean
3	Beast	8	Netherant
4	Construct	9	Plant
5	Golem	10	Primordial

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- The extra damage to creatures of the designated type increases to 2d6 and the creature must make on a DC 15 Constitution saving throw. On a failed save, they have disadvantage on attack rolls and ability checks until the end of your next turn.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The extra damage to creatures of the designated type increases to 3d6.
- The DC of the Constitution save increases to 17.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- If the creature fails their Constitution save, they are instead stunned and take an additional 33 damage of the weapon's damage type.
- If damage from this weapon reduces a creature belonging to the designated type to 0 hit points, the creature dies instantly. Its body disintegrates and it can be restored to life only by means of a *cosmic weave* power. If the creature dies in this way, you gain 6d10 temporary hit points.

STRIKING FOCUS

Focus, varies (requires affinity)

When you use this focus as a weapon, it grants a +1 bonus to attack and damage rolls made with it.

The focus has 3 charges. When you hit with a melee attack using it, you can expend 1 of its charges to deal an extra 1d6 force damage. The focus regains 1d3 expended charges after you finish a long rest.

Exceptional. When the focus reaches this grade, it gains the following properties.

- The attack and damage bonus increases to +2
- The number of charges increases to 10. The number of charges regained after a long rest increases to 1d6 + 4.
- The number of charges you can expend as an action increases to 2, with each charge dealing an additional 1d6 force damage to the target.

Superior. When the focus reaches this grade, it gains the following properties.

- The attack and damage bonus increases to +3
- The number of charges you can expand as an action increases to 3.

Optimum. When a target takes the additional force damage, it must succeed on a DC 17 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on a success.

SUNDERING WEAPON

Weapon (any slashing melee), varies (requires affinity)

These weapons have extremely sharp, hardened edges. When you roll a 20 on your attack roll with this weapon, the target takes an extra 3 damage of the weapon's type.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The extra damage dealt when you roll a 20 increases to 7.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The extra damage dealt when you roll a 20 increases to 14. After the damage is dealt, you roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- When you attack an object with this weapon and hit, maximize your weapon damage dice against the target.
- The weapon ignores resistance to slashing damage.
- The weapon's extra damage increases to 27. If the creature you hit has at least one head, instead of rolling another d20, you can choose to cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon.

VERSATILE ARMOR

Armor (light or medium), varies (requires affinity)

Versatile armor is super-lightweight, functional, and maximize their utility for any given scenario. This armor gains the Covert, Environmental, and Silenced properties (see Armor Upgrade Properties).

Exceptional. You have a +1 bonus to AC while wearing this armor.

Superior. When the armor reaches this grade, it gains the following properties.

- The bonus to AC increases to +2.
- You have a swimming and climbing speed equal to your walking speed.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +3.
- You have advantage to initiative rolls and burst saves while wearing this armor.

VIGOR ARMOR

Armor (any), varies (requires affinity)

This armor grants the user with great stamina and endurance. You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

Exceptional. Your Constitution score is 19 while you wear this armor. It has no effect on you if your Constitution is already 19 or higher without it.

Superior. You have a +1 bonus to AC while wearing this armor.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +2.
- You have advantage on death saving throws.

WARDING ARMOR

Armor (any), varies (requires affinity)

This armor protects the wearer's body and mind from debilitating, paranormal effects. You have advantage on Wisdom saving throws made to avoid being charmed or frightened.

Exceptional. As an action, you can use the armor to activate the *restore pattern* power, targeting yourself. Once you use this feature, you can't use it again until you finish a short or long rest.

Superior. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- You can use your reaction to grant yourself advantage on a saving throw made to avoid being petrified or paralyzed.

Optimum. When the armor reaches its optimum grade, it gains the following properties.

- The bonus to AC increases to +2.
- While wearing this armor, you have advantage on saving throws against esper powers and effects, and esper power attacks have disadvantage against you.

WOUNDING WEAPON

Weapon (any slashing or piercing), varies (requires affinity)

Wounding weapons disrupt and destroy matter, inflicting severe injuries that are difficult to treat.

Once per turn, when you hit a creature with an attack using this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Exceptional. When the weapon reaches this grade, it gains the following properties.

- The necrotic damage a wounded creature takes at the start of each of their turns increases to 1d4.
- The DC for the saving throw or skill check to end the effects of wounds increases to 15.
- Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, esper powers, or any other means.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The damage a wounded creature takes at the start of each of their turns increases to 1d8 for each time you've wounded it.

Optimum. When the weapon reaches its optimum grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The DC for the saving throw or skill check to end the effects of wounds increases to 17.
- If a wounded creature takes any actions or reactions other than the Dodge action, they take an additional 1d8 necrotic damage.

SENTIENT ITEMS

Some items possess sentience and personality. Such an item may be coded with an artificial intelligence, imbued with a cloned personality of its creator, or has become self-aware through its unique attunement to the Crucibles. In any case, it behaves like a character, complete with personality quirks, ideals, bonds, and sometimes flaws. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Sentient items function as NPCs under the GM's control. Any activated property of the item is under the item's control, not its wielder's. As long as the wielder maintains a good relationship with the item, the wielder can access those properties normally. If the relationship is strained, the item can suppress its activated properties or even turn them against the wielder.

CREATING SENTIENT ITEMS

When you decide to give an item sentience, you create the item's persona in the same way you would create an NPC, with a few exceptions described here.

CLASSIFICATION

Three types of sentient items are covered in this book: **core-bonded items** and **cypheos**, both described below, and **SADIs** (Self-Aware Digital Intelligences), which are described in the Galaxy Tech chapter.

Other Sentient Items. At the GMs discretion, other forge enhanced items can manifest sentience. If so, the most common of these tend to be core-forged weapons and armor.

ABILITIES

A sentient item has Intelligence, Wisdom, and Charisma scores. You can choose the item's abilities or determine them randomly. To determine them randomly, roll 4d6 for each one, dropping the lowest roll and totaling the rest.

COMMUNICATION

A sentient item has some ability to communicate, either by sharing its emotions, broadcasting its thoughts telepathically, or speaking aloud. You can choose how it communicates or roll on the following table.

d100 Communication

01–60	The item communicates by transmitting emotion to the creature carrying or wielding it.
61–80	The item can speak, read, and understand one or more languages.
81–90	The item can speak, read, and understand one or more languages. In addition, the item can communicate telepathically with any character that carries or wields it.
91–00	The item can speak, read, and understand one or more languages. It can also communicate telepathically with any character that carries or wields it. In addition, it can access the SIM as if it had its own persona.

SENSES

With sentience comes awareness. A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the following table.

d6 Senses

1	Hearing and normal vision out to 30 feet.
2	Hearing and normal vision out to 60 feet
3	Hearing and normal vision out to 120 feet.
4	Hearing and darkvision out to 120 feet.
5	Hearing and darkvision out to 120 feet, blindsight out to 10 ft.
6	Hearing, darkvision, and infravision out to 120 feet, blindsight out to 20 ft.

ALIGNMENT

A sentient item has an alignment. Its creator or nature might suggest an alignment. If not, you can pick an alignment or roll on the following table.

d100	Alignment	d100	Alignment
01–15	Lawful good	74–85	Chaotic neutral
16–35	Neutral good	86–89	Lawful evil
36–50	Chaotic good	90–96	Neutral evil
51–63	Lawful neutral	97–00	Chaotic evil
64–73	Neutral		

SPECIAL PURPOSE

You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item, and could even cause the item to prevent the use of its activated properties. You can create your own special purpose, choose one on the following table, or determine it randomly.

d8	Purpose
1	Aligned: The item seeks to defeat or destroy those of a diametrically opposed alignment. (Such an item is never neutral.)
2	Chosen: The item is convinced that it and its wielder have key roles to play in future events.
3	Destroyer: The item craves destruction and goads its user to fight arbitrarily.
4	Luminary: The item seeks renown as the greatest item in the universe, by establishing its user as a famous or notorious figure.
5	Protector: The item seeks to defend a particular race or kind of creature, such as dendus or hunters.
6	Savant: The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a grand conspiracy.
7	Scion: The item seeks its creator and wants to understand why it was created.
8	Scourge: The item seeks to defeat or destroy creatures of a particular kind, such as automatons, aluphax, sentinels, or shapeshifters.

CONFLICT

A sentient item has a will of its own, shaped by its personality and alignment. If its wielder acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item makes a Charisma check contested by the wielder's Charisma check. If the item wins the contest, it makes one or more of the following demands:

- The item insists on being carried or worn at all times.
- The item demands that its wielder dispose of anything the item finds repugnant.
- The item demands that its wielder pursue the item's goals to the exclusion of all other goals.
- The item demands to be given to someone else. If its wielder refuses to comply with the item's wishes, the item can do any or all of the following:
 - Make it impossible for its wielder to gain affinity with it.
 - Suppress one or more of its activated properties.
 - Attempt to take control of its wielder. If a sentient item attempts to take control of its wielder, the wielder must make a Charisma saving throw, with a DC equal to 12 + the item's Charisma modifier. On a failed save, the wielder is charmed by the item for 1d12 hours. While charmed, the wielder must try to follow the item's commands. If the wielder takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control its user succeeds or fails, the item can't use this power again for 24 hours.

CORE-BONDED ITEMS

Core-bonded items are core-forged items designed with predetermined features and characteristics. Such items are directly attuned to the power of the Crucibles. They don't have power grades, nor can they be modified using *core stones*.

A creature gains affinity with a core-bonded item in the same method as any enhanced item. Many core-bonded items are sentient. Though they can be of any rarity, most are very rare or epic, and have their own notable backstory or legend.

The following are some sample core-bonded items.

MACHINA EX

Weapon (heavy rifle), epic (requires affinity by a humanoid)

This circuitry-laden blaster rifle is the brainchild of Karto fel Jojari, a kesh artificer who fashioned the weapon after his ship and crew were decimated by the kanasi.

Machina Ex has the stats of a heavy rifle without the Burst fire or Recoil properties. You gain a +3 bonus to attack and damage rolls made with this weapon. It has the following additional features.

Collapsible. The weapon is fitted with a *collapsible frame*.

Pulse Ammunition. The weapon fires electrical pulses from an integrated sorium micro-generator. It deals lightning damage instead of piercing. The rifle never runs out of ammunition.

AI Slayer. When you roll a 20 on an attack roll made with this weapon against an automaton, the automaton must succeed on a DC 17 Constitution saving throw or be destroyed. As the weapon specifically targets the internal programming of automatons, this feature does not affect constructs.

Data Hacker. *Machina Ex* can use the *spoof command* power (rank 5 version, DC 17). It decides when to use this power and the power's effects function as if the weapon had activated it. After using this feature, it can't do so again for 24 hours.

Additional Languages. While holding the weapon, you can speak and read ALOMU, Alphaline, and Keshian.

Sentience. *Machina Ex* is a sentient chaotic neutral weapon with an Intelligence of 16, a Wisdom of 19, and a Charisma of 12. It has hearing, darkvision, and infravision out to a range of 120 feet, and blindsight out to a range of 20 feet. It can connect itself to the SIM and has a grade 5 firewall while connected.

The weapon can speak, read, and understand Common, ALOMU, Alphaline, and Keshian. It can also communicate with its wielder telepathically. Its voice is deep, overlaid with a digitized timbre. While you have affinity with it, *Machina Ex* also understands every language you know.

Personality. *Machina Ex* speaks in a friendly, if deadpan digital voice. It often makes subtle attempts at humor which, due to its manner of speech, can be easily misconstrued.

The weapon's primary goal is the destruction of the kanasi, as it harbors the personal resentment of its creator. It completely loses its friendly disposition in any scenario involving the kanasi. This attitude extends to other self-aware machines as well, particularly those with above-average intelligence, such as the machina and some mecharoids.

Considering the weapon's very nature, the irony of its antipathy toward intelligent machines is not lost on it. It mentions this with humored sarcasm to prevent itself from falling into bouts of self-loathing.

GRIMBREAKER

Weapon (greataxe), epic (requires affinity by a Matokai of lawful neutral or lawful good alignment)

Few of these fabled weapons still exist, their number scattered across the galaxy. When the matokai left Bas Drasku to venture out among the stars, the greatest warriors from each clan were gifted one of these prized weapons. Those which remain are passed down to a new clan leader or have yet to be found wherever its wielder had once ventured centuries before.

Grimbreakers are dark metal greataxes with a single blade connected to long shaft handle. Its metallic surface is engraved in symbols and markings that emanate a deep red glow.

A *grimbreaker* bonds only to a matokai of great renown with a rigid sense of honor and duty. It will not bond with anyone who appears untrustworthy, weak-willed, or antithetical to the weapon's own code of ethics.

If the weapon deems you unworthy, your affinity attempt with it fails and you can't attempt to gain affinity with it again for 72 hours. If you successfully gain affinity with it, you remain affined with the weapon until you die or the weapon is destroyed. Without gaining affinity, the weapon functions as a normal greataxe.

The weapon has all the properties of an *optimum sundering greataxe* with the breach property. It also has the following additional properties.

Fearless. While holding the weapon, you and any allies within 30 feet of you can't be frightened while you're not incapacitated.

Intuitive. While you hold the weapon, you have advantage on initiative rolls and burst saves.

Sentience. A *grimbreaker* is a sentient lawful good weapon with an Intelligence of 12, a Wisdom of 15, and a Charisma of 10. It can see and hear out to a range of 120 feet and has darkvision.

The weapon communicates by transmitting emotions and can, on rare occasions, send brief flashes of matokai script, or share visions that relate to the wielder's own past.

A *grimbreaker's* purpose is to bring honor and glory to both itself and its wielder, either through glory in battle or defending the galaxy from the forces of chaos.

Personality. Each *grimbreaker* is haughty, fearless, and taciturn. It communicates with its wielder sparingly, but always makes certain its message is clear when it does so. Though it can't abandon its wielder, it makes every possible effort to stop them from bringing shame or disgrace to themselves.

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