Please consider pledging to make Dark Matter a reality!

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Martin Kirby illustrates the Void portal between the teeth of an ancient and mysterious maw station: the last thing a wayward starship sees before embarking on a journey through the cosmos!

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Kickstarter Sample

Over the last two years, we here at Mage Hand Press have steadily developed Dark Matter from a pie-in-the-sky idea into a fully-fledged campaign setting. We hope that this sample book gives you a glimpse of the quality and production value we’ve worked into the book, while giving you a few goodies to play with along the way. If you like anything you see here, please consider supporting the Kickstarter!

This sample book consists of a number of pages pulled directly from the chapters of Dark Matter. At the time of writing, the majority of Dark Matter is completed: five out of its seven chapters are completely finished, and we’re excited to finish the two remaining ones. If this sample book makes reference to unseen sections, fear not: those sections are comfortably finished elsewhere in the book.

Without further ado:

Foreword

In most science fiction, nothing is really magic. Any wondrous discovery can be spoiled with a few sentences of technobabble, outlining some advanced technology or misunderstood scientific fact that explains away the magic answer and replaces it with science. This is a core tenet of many science fiction franchises, in fact, as codified by Arthur C. Clarke’s immortal declaration that “Any sufficiently advanced technology is indistinguishable from magic”; in other words, magic is always technology wearing a fancy hat.

When you dive into the universe of Dark Matter, you’ll find that quite the inverse is true: magic has become so advanced, it seems like high-technology. Those blasters are highly-developed evocation wands, that flying car is using a permanent levitate spell, and traveling faster than the speed of light is simply an advanced application of teleportation magic.

In Dark Matter, fantasy and science fiction can live side-by-side: the universe is filled to the brim with huge starships, innumerable alien creatures and planets, and all sorts of blasters, jetpacks, and power armor. It’s also populated with dragons, demons, giants, and strange alien creatures to be met and slain. Axe-wielding barbarians clad in furs can stand alongside machine-gun toting androids, facing down alien horrors on the deck of a derelict space cruiser; trinket-festooned wizards and power armored space commandos can plot together to take down a dragon that lives in an asteroid made of solid gold; and lute-strumming bards can play their songs, garnering favor in fame in every hive of scum and villainy on the outer rim of the galaxy.

Somewhere out there in the Dark Matter universe, every conceivable world, from the medieval domains of wizards and dragons, to the high-tech alien planets of your favorite sci-fi franchise, wait to be discovered. Your own campaign world is out there too, perhaps blissfully unaware that high above alien starships dogfight, exchanging blaster fire for the fate of the galaxy.

The keys to the Freelancer are by the door. Be back by midnight or the wrothians will be on you.
—Your friends and GMs.
Mage Hand Press
To a terrestrial adventurer, the concept of something as big as the galaxy is a little mind-bending, fairly intangible, and more than a bit frightening. It betrays much of their intuitions: the land they walk on is down, the sky is up, the sun goes from east to west. The notion that there is no up or down, that their world is but a speck in the vast ocean of the cosmos, is antithetical to nearly everything they’ve ever learned. However, for those adventurers who can muster the courage to brave the starry skies, to strike out into the unknown, and take their first, bold steps into the night, untold treasures await.

The ‘verse is where interstellar travelers spend their time, charting their way through the Black, the empty space between worlds. Facilitating their journeys are the maws, which (in conjunction with their starships) allow them to travel between stars and leap vast stretches of space by slipping into and out of the Void. From the markets on the maws to the inner workings of their own ships, they’ll come across an endless array of magical technology, ranging from the simplest blasters, to the endlessly intricate Dark Matter drives. Tech in hand, it is up to them to find purpose, meaning, and profit in the ‘verse. There is a nearly endless amount of adventuring and exploring to do, a wide variety of races and factions to or work for, and an abundance of deadly hazards to avoid.

**The Galaxy**

The Milky Way, located along the upper edge of the Virgo Supercluster, is a spiral galaxy roughly 100,000 light years in diameter and nearly 10,000 light years across at its center. Collected within this massive, swirling disk of celestial bodies are all of the sentient beings known to exist in the universe. While most scholars assume that life, and indeed sentient life, must exist within galaxies beyond the borders of the Milky Way, such places are beyond the reach of even the fastest ships. For all intents and purposes, the beings that inhabit this galaxy are alone in the universe.

Regardless, few, if any, creatures in this corner of the universe (often colloquially shortened to the “‘Verse”) feel or will claim to be alone, at least on a galactic scale.

Scattered amongst the 4 galactic quadrants are millions of life-bearing planets, of all shapes and sizes, housing quadrillions of sentient beings. Dispersed between and around these worlds are millions of space stations, satellites, outposts, and lairs tucked into the recesses of every sizable asteroid and comet available.

While many habitable worlds are either home to peoples which have yet to discover space flight or are completely unaffiliated with galactic alliances, most discovered worlds belong to one of the galactic factions. These powerful federations, hegemonies, empires, and loose conglomerates span the ‘verse, extending to their natural limit at galactic frontier. Facilitating these massive alliances is the Maw network, a web-like series of immense, interconnected space stations spread in concentric rings emanating from the galactic core, which serve dual purpose as both communication relays and jump-stations.

**The Black**

Despite the truly staggering number of stars, planets, and other celestial bodies in the galaxy, they altogether account for less than a fraction of a percent of its volume. Indeed, space is filled with an unfathomable amount of empty nothingness. This featureless, cold, and lifeless vacuum is often referred to by spacers as “the Black”. It is truly ubiquitous, for every world in the ‘verse floats within it.

The massive expanse of the Black is the single greatest challenge to all long-distance space travel. While travel between planets in a single star system is possible for slower vessels, to cross even the shortest stretch of Black between stars without faster than-light travel takes many human lifetimes (and even a few elven lifetimes). Lack of air, food, water and light means that life support systems are essential for any interstellar travel, and to find yourself stranded means slow, certain death (assuming a rogue burst of radiation or a stray asteroid doesn’t come to speed up the process). While powerful terrestrial mages can cross a planet with a wave of their hand and a magic word or two, spells of that nature (such as teleport) do not penetrate far into the Black, nor can similar spells that utilize planar travel.
The Maws

Were it not for the Maws, galactic civilization could not exist on the grand scale that it currently does. These massive, antediluvian bones are the remnants of some colossal and long-extinct breed of voidbeast, reinforced with ancient machinery and clutching a massive portal into the Void within their jaws (hence the name.) These portals are linked to one another in a network, allowing space travelers to perform perfectly-controlled jumps between the maws, crossing the 'verse with ease. No one is completely certain how the maws work, or who originally constructed them, but they have nonetheless become the backbone of galactic trade.

Discovering the maws was a catalyst for the rapid expansion and colonization of the galaxy thousands of years ago, and their importance has not lessened in the meantime. Acting as a rapid transit network for ships, which can cross from one edge of the galaxy to the other in mere days, the maw stations connect the galactic empires, act as a neutral meeting ground for intrepid travelers, and form the cornerstone of galactic trade. Each maw station is a vibrant, multicultural trade city and spaceport, playing host to creatures of all size and shape from across the 'verse. If something is to be bought or sold (legally or illegally), it is likely to be found on a maw.
Unlike most outposts in the galaxy, the maws are uniformly neutral. All beings, even those from far-off planes of existence, are welcome to traverse the stations freely, without fear of attack. Demons and angels may be found sharing tables in the many varied taverns, Chaos beasts may be found haggling with contract keepers from the Plane of Law over shipping manifests, and the bitterest of rival races may hammer out treaties between their peoples in the great main courts. Maintaining this peace and neutrality are two unique groups: the amoeboids, a caretaker race of vaguely humanoid, translucent oozes native to the maws, and a relatively new group of peacekeepers, the Order of the Sepulcher.

Though the elves were the first of the humanoid races to discover and use the maws for their intended purpose, their creation and creator are shrouded in mystery. Only a few links to that mystery have been uncovered, the most prominent being the amoeboids themselves. Given that they are the only creatures native to the maws, they seem tasked with the continued upkeep and maintenance of the stations, and are especially apt to do so. However, the amoeboids histories contain no record of their origins, or indeed, on the origins of the maws.

**Galactic Frontier**

There is but one exception to the maw network's absolute connectivity: the links to the outermost ring of stations are one-way, allowing transit out to this outer-edge of the galaxy, but not back. Moreover, the outer ring itself enjoys only intermittent connectivity between stations, with an almost 25% chance for a failed jump between outer maws. As such, this far-removed swath of space, called the Galactic Frontier, is as unexplored as it is lawless.

**The Void**

At its heart, the universe seems to be built on the incomprehensible. Through different lenses, wizards, engineers, alchemists, and scientists all struggle to understand its fundamental mysteries, but nothing exposes their ignorance more so than the Void.

The Void is not a plane of existence like the Material or Elemental planes; in fact, it is very much their opposite. The Void represents the space between planes, the absence of everything, containing nothing—neither sound, nor space, nor time. It is not just dark, but completely dimensionless; an infinite pinpoint adjacent to every point in reality.

By entering the Void and traveling through it, ships can travel vast distances in the blink of an eye. In such a process, called a **Void Jump**, ships are warped to an infinitesimal size for the briefest possible time, from which they can take a step in any direction to leap across the universe. Greater jumps require more energy, but allow longer steps from the Void through the universe; doing so, of course, is extremely perilous.

Paradoxically, the Void is filled with streams of hideous lights, which filter in from the most gravitationally extreme parts of all other universes and planes of existence. Because the Void has no substance and it is adjacent to all possible realities, only the most energetic radiation passes into it, all of which is antithetical to living things. Any creature exposed to the Void is irrevocably changed, hideously mutated in a process called the Warp. To avoid such a fate, most pilots jump blind from behind protective blast shields, relying only on tenuous magical navigation. Even technological assists fail and are burned out in the Void; unless protected beneath a thick, metallic hull, nothing withstands its ravages for long.

Oddly, it is exceptionally difficult to access the Void from the confines of planetary gravity, making intra-atmosphere void jumps all but impossible.
Very gradually, by degrees, pale blue hues invade the quiet of night, and Hammerer knows that only a few hours remain until dawn. Throughout the afternoon, evening, and night, he has meticulously inspected his tools, a wide array of mallets, sledges, and, of course, hammers, cleaning them, performing repairs, and organizing them by size and by color, only powering down for a few hours in the middle of the night.

Through the walls of his workshop, Hammerer can see the heat signatures of people waking up and preparing breakfast; he performs a similar ritual, polishing his chassis and running diagnostics for the day ahead. Mentally, he has a checklist of duties and chores before he begins the day’s work.

— A typical morning for Hammerer, a vect craftsman

Living constructs designed by dwarves as laborers, the vect are now free to search the ‘verse for meaning.

Evolved Golems

The vect were preceded by unthinking golems of various design, however, though they are still constructed rather than born, they are fully living beings. Underneath their armored exteriors lies an organically-influenced anatomy, with a circulatory system and a network of magic nerves. At the core of each vect unit is an everlasting construct core, tinged with the influence of the Spark that awoke them.

Vect bodies are humanoid in shape, but unmistakably mechanical, with large air intakes, protective shoulder plates, toothless jaws, and glowing mechanical eyes. Though each of the Foundries produces its vect in slightly different proportions, the general shape is always the same and vect parts are always compatible. In fact, many vect choose to install specially-designed components to improve their bodies, up to and including replacing limbs with appropriate tools. When a vect readies for a dangerous journey, their preparation will likely include purchasing construct grafts as replacement parts.

Vect can work tirelessly and never need to sleep, instead entering a dreamless period of inactivation each day. Most vect create endless lists of goals and chores, allowing the monotonous sequence of tasks to break up the endless march of days, weeks, and months. It is not uncommon to see a vect standing watch over his party, sharpening tools and repairing armor while the others sleep.

Mechanical Minds

Although vect units experience the same fear, anger, pain, loss, and other emotions that humanoids do, their expression of them is muted. A vect’s mechanical faces and harsh, metallic voices do little to endear themselves to others, driving a wedge between vect and most other living things. Many vect, therefore, seek refuge in logical thinking. Some become emotionally distant and lack introspection, whereas others plumb the philosophies of existence and consider what it means to be alive. These become the two extremes, between vect who seek to embrace their status as living things, and those who wish to banish all within themselves that is not construct. The
The vast majority of vect exist between these extremes. Vect are most comfortable existing within a small group of some kind, as long as it is dedicated to a purpose. Temples, adventuring parties, and voyages of exploration are deeply attractive to the vect.

**Search for Meaning**

All vect are keenly aware that they were once nonliving material which suddenly became a fully-formed living thing. And while there is no doubt that vect are alive, the destination of their souls upon death is another matter entirely. The philosophical implications of this are not lost on them, and the questions of existence echo loudly inside some vect.

Though the Foundries are intelligent beyond measure, they are wordless in their duties, and ascribe no grand meaning to their creations.

Some vect find comfort in faith, normally worshipping gods of arcana, smiths, and constructs. Others seek permanent distraction in quests and chores. Others still look to the verse for answers and hope to find meaning among understanding.

**Vect Names**

The original vect were divided into working groups and given numbers by their dwarven keepers; nothing more was necessary. Now, however, all vect choose their own names, usually designations reflecting some function or purpose, though some vect choose to be identified by their serial number, or a nickname given to them by others.

**Vect Names.** 176, Armory, Bolts, Clunk, Crusher, Glitch, Hammerer, Keeper, Lifter, Null, Phong, Scarce, Three-Four-Three, Titan, Unit Seventeen, Watcher

**Vect Traits**

Your mechanical body is driven by an inexhaustible construct core, and has the following traits:

- **Ability Score Increase.** Your Constitution score increases by 2.

- **Reconfigurable Ability Score Increase.** One ability score of your choice increases by 1 and you can change this selection whenever you finish a long rest. You can’t increase Constitution using this trait and you can't increase any ability score above 20.

- **Age.** With the proper replacement parts and activities to occupy yourself, you can conceivably exist indefinitely. The vect are known to degrade and lose their sanity, however, if they live too long without an explicit purpose. It is not known if this insanity visits all vect at old ages, or just those whose resolve wavers.

- **Alignment.** Vect possess mechanical minds, which find logic comforting. Generally, vect are lawful.

- **Size.** As constructs built by massive forges, the vect could conceivably be perfectly uniform, like the golems that preceded them. However, the Foundries are either inherently flawed, or otherwise have a fondness for making diverse vect units, for each created vect is in some way unique. Vect units stand between 5 and 7 feet tall and average about 150 to 300 pounds. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.

- **Thermal Vision.** You can use a bonus action on your turn to switch from your normal vision to heat-detecting thermal vision or back again. Your thermal vision can see 20 feet through darkness and heavily obscured conditions, but you are blind beyond this radius. You can’t discern color with your thermal vision, nor can you see through invisibility, illusions, or magical darkness. This vision penetrates most materials, but is blocked by any one-inch barrier.

- **Construct Anatomy.** Even though you were constructed, you are a living creature. You are immune to nonmagical diseases. You do not need to eat, drink, or breathe, but you can ingest food and drink if you wish.

  You have advantage on saving throws you make against exhaustion.

  Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can still be placed into a torpor by sleep-inducing magic.

- **Inflexible Mind.** Your mechanical mind is inherently logical and not easily swayed. You have advantage on saving throws against being charmed.

- **Embedded Armor.** You can install special armor plating directly onto your body. This embedded armor counts as a construct graft, the rules of which are explained in the Equipment chapter.

  At 1st level, you choose one of the following types of embedded armor, though you can install other types if you acquire them in the world. This armor takes the External slot for your construct grafts.

  - **Velocity Plating.** Your movement speed increases by 5 feet and your long jump distance increases by 5 feet.

  - **Composite Plating.** Your Armor Class equals 13 + your Dexterity modifier.

  - **Juggernaut Plating.** Your Armor Class equals 16. You can't wear conventional armor while you have this graft installed. You can only install this graft if you are proficient with heavy armor.

- **Languages.** You can speak, read, and write Common.
The many worlds of *Dark Matter* are filled with characters great and small, from the gnomish mechanics that keep the Flotilla aloft, to righteous avia-ra pilgrims proselytizing on backwater worlds, to the intrepid human explorers mapping the far reaches of the galaxy. It is from the perspective of these outstanding characters that players will discover *Dark Matter*, teasing out its secrets, braving its dangers, and becoming its staunch protectors, or perhaps, its sinister villains.

This chapter contains new options for characters in *Dark Matter* and other science fiction settings, beginning with subclasses, character-defining choices which are taken at 1st, 2nd, or 3rd level. In addition to subclasses for classes offered in the SRD, like the Fighter, Rogue, and Wizard, this chapter also has archetypes for Mage Hand Press classes, such as the Alchemist, Craftsman, and Warmage.

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<th>Class</th>
<th>Subclass</th>
<th>Level Available</th>
<th>Description</th>
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<tr>
<td>SRD Classes</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Barbarian</td>
<td>Path of the Wrecker</td>
<td>3rd</td>
<td>Smashes constructs, machines, and enemies into bits</td>
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<tr>
<td>Barbarian</td>
<td>Path of the Dreadnought</td>
<td>3rd</td>
<td>Wears a helmet to focus their unbridled rage</td>
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<tr>
<td>Bard</td>
<td>College of the Spheres</td>
<td>3rd</td>
<td>Composes cosmic music to inspire allies</td>
</tr>
<tr>
<td>Cleric</td>
<td>Sun Above Domain</td>
<td>1st</td>
<td>Devoted to the avia-ra’s deity, the Sun Above</td>
</tr>
<tr>
<td>Cleric</td>
<td>Void Domain</td>
<td>1st</td>
<td>Venerating the sinister Void and shapes voidstuff</td>
</tr>
<tr>
<td>Druid</td>
<td>Circle of Configuration</td>
<td>2nd</td>
<td>Raised to a higher evolutionary state by enigmatic obelisk</td>
</tr>
<tr>
<td>Druid</td>
<td>Circle of the Obelisk</td>
<td>2nd</td>
<td>Battle-hardened marine clad in a suit of custom power armor</td>
</tr>
<tr>
<td>Fighter</td>
<td>Space Marine</td>
<td>3rd</td>
<td>Uses ki to manipulate their own gravitational forces</td>
</tr>
<tr>
<td>Paladin</td>
<td>Oath of the Sepulcher</td>
<td>3rd</td>
<td>Sworn to defend the sovereignty of the maw network</td>
</tr>
<tr>
<td>Ranger</td>
<td>Reconnaissance Scout</td>
<td>3rd</td>
<td>Leads landing parties and uses a recon drone to scout ahead</td>
</tr>
<tr>
<td>Rogue</td>
<td>Infiltrator</td>
<td>3rd</td>
<td>Expert in using a hacking rig to steal data and gain access</td>
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<tr>
<td>Rogue</td>
<td>Jumper</td>
<td>3rd</td>
<td>Teleportation expert, specializing in short-range blink teleports</td>
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<tr>
<td>Sorcerer</td>
<td>Nanite Host</td>
<td>1st</td>
<td>Infested with a colony of advanced, symbiotic nanobots</td>
</tr>
<tr>
<td>Sorcerer</td>
<td>Radiation Freak</td>
<td>1st</td>
<td>Afflicted by the Warp; can channel radiation and bodily mutate</td>
</tr>
<tr>
<td>Warlock</td>
<td>The Singularity</td>
<td>1st</td>
<td>Consumes energy like a ravenous black hole</td>
</tr>
<tr>
<td>Warlock</td>
<td>The Star</td>
<td>1st</td>
<td>Burns with magical energy that eventually consumes them</td>
</tr>
<tr>
<td>Wizard</td>
<td>School of Automata</td>
<td>2nd</td>
<td>Constructs powerful automatons to do their bidding</td>
</tr>
</tbody>
</table>
**FIGHTER ARCHETYPE**

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

**SPACE MARINE**

Grunts, warhounds, mudstompers; they go by many names, but every great armada in the ‘verse is supported whole-cloth by its men and women on the ground. Among those brave soldiers, only a scarce few have the incredible strength, tenacity, and the raw guts to join the ranks of the elite Space Marines.

**BONUS PROFICIENCIES**

Starting at 3rd level, you gain proficiency with the Piloting skill.

**IMPULSE FRAME**

When you select this archetype at 3rd level, you gain access to the space marine’s most valuable piece of gear: a suit of magically powered armor known as an impulse frame. An impulse frame is a suit of environmentally sealed heavy armor made of exotic composites. While wearing your impulse frame, you gain the following benefits:

- **Composite Plating.** Your AC is 16.
- **Impulse Pack.** Your suit has an integrated jet booster, allowing you a limited form of flight. You can use your bonus action to take off, allowing you fly up to your movement speed. You must begin and end your movement on the ground, otherwise you fall.
- **Life Support Systems.** You have extensive onboard support systems, allowing you to operate in extreme conditions with ease. You ignore penalties for operating in temperatures from -50 F up to 300 F, and you can survive in an airless environment for up to one hour before running the risk of suffocation.

Your impulse frame is a magic item and is permanently attuned to you upon creation. You can integrate a heavier suit of armor into your impulse frame: doing so requires 100 gp of materials and 24 hours of construction time. Though doing so is exceptionally difficult, if your impulse frame is destroyed, you can have it rebuilt, though the process takes 30 days and costs 5,000 gp in materials and labor.

**BUG HUNTER**

Starting at 7th level, you gain proficiency in the Perception and Survival skills if you did not have them before, and gain advantage on checks using those skills when tracking or spotting aberrations or monstrosities.

**SQUAD LEADER**

Starting at 10th level, you gain an upgrade to your impulse frame. Choose one of the following:

- **Heavy Frame.** The AC of your Impulse Frame increases to 18 if it was not already higher. Additionally, when you take bludgeoning, piercing, or slashing damage from a nonmagical source you can see, you can use your reaction to halve the damage taken.
- **Marauder Frame.** While wearing your suit, you gain a flight speed of 30 feet.
- **Scout Frame.** As an action, you send out a magical pulse, detecting the presence of all living creatures within 1 mile of your location as well as learning the general topography of the area. Additionally, you gain darkvision out to 60 feet (or 120 feet, if you already had darkvision).

**EXPERT MARKSMAN**

Starting at 15th level, when you make an attack with a blaster, you score a critical hit on a roll of 19 or 20.

**MOBILE COMMANDER**

At 18th level, you gain an upgrade to your impulse frame. Choose from one of the following:
• **Dragon Frame.** You embed elemental manipulation technology into your suit. Choose a damage type from: acid, cold, fire, or lightning damage. While wearing your impulse frame, you have resistance to that damage type, and your weapon attacks deal an additional 1d6 damage of that type.

• **Overshield.** Your suit gains a regenerating field of ablative force. While wearing your impulse frame, you have a pool of 30 temporary hit points. So long as you have not taken damage for 5 turns (30 seconds), you regain 5 temporary hit points to this pool at the start of each of your turns.

• **Wraith Frame.** You can use your frame to cast the spell *invisibility* without using a spell slot. If you end this spell early by attacking a creature, that attack deals an additional 4d6 damage.

### Gunslingers

When most everyone in the 'verse carries a blaster, it can be hard to distinguish the true gunslingers from the pretenders. Real gunslingers draw first, aim true, and know where their shots will land before they pull the trigger; most of them even look good while doing it. They don't rely on tricks or allies to win the day; they only need a reliable blaster their own grit. Bottom line: you don't want to be staring at the business end of a gunslinger's blaster; you probably won't see much after.

### Gunslinger’s Creed

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

#### Space Cowboy

Nothing matters to you more than freedom. With a blaster on your hip and the wide-open sky to explore, you no longer have to answer to any man. Conversely, the horrible dangers of the final frontier tend to draw gamblers and risk-takers, be they unscrupulous smugglers, bloodthirsty bounty hunters or big damn heroes.

### Bonus Proficiencies

- **Gunslinger.** This subclass makes use of the Mage Hand Press Gunslinger class and its accompanying rules. This class can be found for free on magehandpress.com

- **Hot Shot**
  Also at 3rd level, when you take the Attack action on your turn with a blaster that does not have the Overheat property, you can use your bonus action to overcharge it. Whenever you hit a creature with an attack from this blaster during the Attack action, you can deal an additional die of damage to that creature. Afterward, however, your weapon is overheated. An overheated weapon can't be fired again until the end of your next turn.

- **Gun with a Name**
  At 7th level, you can customize your blaster to better suit the rugged lifestyle of a frontiersman. If you spend a short rest working on a blaster, you can modify it such that its normal and long ranges are doubled, it functions normally in adverse weather conditions, can be fired normally underwater, and can be used as a melee weapon with the statistics of a mace. You can only have one blaster modified in this way at any given time, and only you are able to use this weapon proficiently.

- **Final Frontier**
  By 10th level, the strange fighting styles of all manner of aliens no longer surprise you. You have advantage on saving throws against effects caused by aberrations, monstrosities, or ooze. In addition, you have advantage on Charisma checks you make to interact with aberrations.

- **Zero-G Gunfighter**
  When you reach 14th level, you master the art of fighting in deep space, fitting jet thrusters to your gear in order to gain extra maneuverability. You gain a *jet pack* magic item, which you can use for an unlimited amount of time each day while you are not wearing medium or heavy armor. Furthermore, you are always considered to benefit from half cover while airborne or in an area of zero gravity.

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“**I don't sell blasters to orcs, and not only because I'm worried about the Warzone. Those brutes just don't appreciate the craftsmanship that goes into these weapons!**”

—Fungledora Zappozif, inventor and weaponsmith
Monks

Balance is key. A balanced body yields health, strength, and precision; a balanced mind grants acuity and inner peace. Monk are those who embrace balance as a practice and lifestyle, whether or not they choose to align themselves with a monastery and monastic order.

Though there are innumerable monasteries scattered throughout the ’verse, both on established worlds and on secluded asteroids far from them, monks can eschew traditional training and instead take guidance from other avenues. Some monks learn to fight on the streets of elven megacities, adopting balance and focusing their ki as a means of survival. Others learn to manipulate their ki from seclusion on long interstellar voyages; on such journeys, there is little occupation apart from introspection. And some monks learn martial arts from military organizations, such as the Lakshay defense force, and carry their skills forward to find a higher purpose. No matter how a monk learns to fight and manipulate their ki, they all achieve profound spiritual balance.

Monastic Tradition

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of Gravity

Monks that have spent ample time in artificial gravity can feel the difference in their ki; natural gravity is substantial and wholesome, like an embrace from a great planet itself, whereas artificial gravity hums with a flimsy electrical artifice. With practice, these monks learn to manipulate their own gravity using their ki, throwing their center of mass about in defiance of physical conventions and tweaking gravitational fields around them.

Subjective Gravity

Starting when you choose this monastic tradition at 3rd level, you can choose your own center of gravity. On your turn, you can use half your movement to choose a solid surface (such as a wall or ceiling) within 10 feet of you to act as the ground for your subjective gravity. You are pulled down to this surface, as if by gravity, and fall to it if you are too far away from it. Your subjective gravity follows this surface along any smooth contours, but stops at any corners that turn 90 degrees or more. Only you and objects carried by you are influenced by your subjective gravity.

Negate Mass

Starting at 6th level, you can spend 2 ki points to cast the spell levitate, using your ki save DC. You can’t lose concentration on this spell as a result of taking damage.

Distortion Field

Starting at 11th level, you can use your bonus action and spend 1 ki point to create an invisible 10-foot diameter sphere of gravitational distortion, centered on a point you can see within 60 feet. If a creature enters this space, its movement stops. At the beginning of each of its turns, the creature can make a Strength saving throw to escape the distortion field, using half of its movement and escaping on a success. On a failed save, the creature can’t move.

Any projectile that passes through your distortion field stops instantly in midair.

Singularity Strike

Starting at 17th level, your attacks carry massive fields in their wake. When you hit a creature with two or more unarmed strikes on your turn, you form a gravitational field around it. Until the beginning of your next turn, the creature can’t willingly move unless it first uses the Disengage action and spends half its movement to escape this field.

Paladins

A sacred oath is binding, no matter how far a paladin travels. Even a million miles from home, on the frontier of an alien world, their oaths still propel them forward and guide their hands. Such is the strength of a paladin’s devotion.

Clad in gleaming power armor and wielding blinding laser swords, paladins are known to uphold justice throughout the ’verse. It is no accident, therefore, that a knightly order of paladins, the Order of the Sepulcher, watches over the maws and the Solar Citadel, ensuring that peace remains. Only the rigorous tenets of a paladin’s vows could be trusted with something of such magnitude; were it any other group watching over these places, the ’verse likely would have descended into another great war, perhaps a second Night Crusade, centuries ago.

Apart from their orders, lone paladins pursue their righteous quests across the galaxy, often falling in line with other, less holy adventurers. Among these crews, paladins are differentiated by their unwavering honor and loyalty, as well as their penchant for protecting the innocent and slaying the wicked.
Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat’s description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat’s prerequisite, you can’t use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can’t benefit from the Grappler feat until your Strength is restored.

General Feats

Whether it’s a unique style of blaster combat or an addiction to gambling, one solid personality trait can make a character stand out from the rest. Feats are an excellent way of accomplishing this, while also providing a concrete, mechanical benefit. The following feats can make any character feel like they belong in the world of Dark Matter, but don’t rely on a specific race, faction, or ship roles.

Blaster Roulette

Whenever you roll damage with a blaster that has 2 damage dice and roll the same number on both of them, you can add that number to the damage roll.

Blitzwarrior

Prerequisite: Proficiency with simple blasters

When you roll damage for an attack you make with a blaster with the Scatter property, you can reroll one of the damage dice, and must use the new roll. Additionally, when you take the Attack action using a blitz cannon, you can take the Disengage action as a bonus action.

Bounty Hunter

When there’s a price on someone’s head, you make it your business to collect. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You perfectly remember the name and face of every person you’ve ever met.
- You can use your action to mark a creature you can see within 120 feet of you for 1 hour. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find the marked creature. Additionally, as long as the creature is marked, you can discern whether or not the creature has passed through a location. You can have only one creature marked at a time.
- Whenever you reduce a target to 0 hit points with any attack you make or spell that you cast, you can choose to knock the creature out instead of killing it.

Extrasensory Reflexes

Prerequisite: Dexterity 13 or higher

You sometimes feel impressions of events instants before they happen. You gain the following benefits:

When you are wielding an antimatter dagger or laser sword with which you are proficient and another creature hits you with a ranged blaster attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

You gain a +2 bonus to saving throws you make while surprised.
Skills

In *Dark Matter*, many already existing skills take on new and important roles. For example, Survival becomes a critical skill in navigating unfamiliar and hostile alien environments, and Insight might be used to understand the behaviors of alien races. In addition, there are brand new skills that will be necessary to survive and thrive in the unforgiving ‘verse. This section will explore new uses for conventional skills in *Dark Matter*, and will introduce the new skills that will be important in any science fiction campaign.

**Strengthen**

Even in a far-flung setting with robots and blasters, there's sometimes no replacement for brute strength. Your Strength check covers your ability to push, drag, lift, run, jump, and break things, and your Athletics check reflects specific types of Strength checks.

**Athletics.** As always, your Strength (Athletics) check covers any physically imposing situation, from lifting heavy objects, to running swimming, or climbing. In a science fiction setting, this might extend to various activities during zero-gravity spacewalks, and in high-gravity environments. Of course, a high Strength (Athletics) check might also be used to overpower or disable a construct that would otherwise have the upper hand.

**Other Strength Checks.** In addition to the normal uses of a Strength check, GM might call for you to make a Strength check when you attempt any of the following:
- Smashing a terminal or blaster.
- Standing up and moving around in high-gravity environments.
- Climbing a rocky ravine on an uncharted world.
- Manual maintenance a spacecraft, such as replacing weapons or systems, without construct assistance.

**Dexterity**

In a setting where high-power blasters can melt holes in steel plates and pilots can dogfight in zero-gravity, it pays to have a deft hand and fast reflexes. Your Dexterity checks govern your ability to be swift, quiet, or precise, skills which have become exponentially more important with advancing technology.

**Acrobatics.** As in a conventional setting, your Dexterity (Acrobatics) checks determines how nimble you are, and governs your body control for specific circumstances, such as balancing on a narrow ledge, performing a flip, or keeping your footing in a tricky situation. Your GM might ask for these checks to avoid falling when your ship is hit by an unshielded blast, when you try to balance on the ledge of a tall building, or when you try to move quickly in zero-gravity.

**Piloting (New Skill).** A new skill in *Dark Matter*, your Dexterity (Piloting) check covers how well you maintain control over a ship in difficult circumstances. You don’t need proficiency in Piloting to fly a ship (be it an aircraft or a spacecraft), but proficiency in this skill can help when you need to make a crash landing or pull off a risky maneuver in a dogfight. The GM might call for a Dexterity (Piloting) check when you attempt to fly a ship through an electromagnetic storm that disrupts the controls, or when you wish to perform a hard stop or a pull a high-G turn.

**Stealth of Hand.** In science fiction settings, blasters, data pads, and gadgets are the chief domain for the Slight of Hand Skill. This skill determines how well you can conceal objects on your person, slyly pilfer them into your pockets, plant objects on others, and otherwise furtively move small things about. You will likely require a Dexterity (Sleight of Hand) check to hide a blaster (such as a phaser) on your person, draw a and aim a blaster at a close target without their knowledge, swap a data pad with a fake, or use any gadget or magic item stealthily.

**Stealth.** Whereas Sleight of Hand governs how to sneakily move objects, Stealth governs how well you sneakily move or hide yourself. Dexterity (Stealth) checks are required to sneak around a hostile ship, hide in the flora of a jungle world, carefully creep up on a guard, or to slip out a door unnoticed.

**Other Dexterity Checks.** Dexterity checks might also be called for in the following situations:
- Flipping a blaster around in an impressive manner to perform a trick shot.
- Tossing a concussion grenade through a distant exhaust port.
- Balancing several things in your arms at once.
- Quickly performing a well-rehearsed sequence of actions, such as disassembling and reassembling a device.

**Constitution**

Constitution measures your bodily toughness, your ability to take a punch, and your ability withstand pain. Though there are no skills directly tied to Constitution, this score determines your all-important hit points, and is therefore indispensable in any campaign.
Other Constitution Checks. Your GM might call for a Constitution check to accomplish any of the following tasks:

- Maintain consciousness in extreme g-force situations, such as maneuvering a fighter above its maneuverability limit or making a pass near a black hole.
- Withstand high-voltage shocks or high temperatures.
- Resist the pangs of Roach addiction for a short time.
- Breathe through air choked by smoke, sand, or vapors.

Intelligence

An acute mind, technical insights, and an expansive education are invaluable assets in any science fiction setting. Though the Intelligence score, which measures one's acuity, logic, and memory, has always been important to a number of skills in conventional campaign settings, it takes on a role of paramount importance in Dark Matter, for Intelligence is the singular tool one uses to modify and exploit technology.

Arcana. The Arcana spell reflects your knowledge on a wide range of magical subjects, from understanding the theory and practice of spellcasting, to comprehending the planes of the multiverse, to recalling lore about magic items. Importantly, however, the Arcana skill does not govern magical technology, which includes ships and most of the magic items that are included in this book—that knowledge is encompassed in the Technology skill. The GM might call for an Intelligence (Arcana) check when you examine a strange dimensional anomaly in space, when you need to determine which type of spells or spellcaster might have caused a particular effect, when you must unravel a heretofore unseen magical effect, or when you try to understand esoteric magical concepts, like the nature of a vect's soul.

Data (New Skill). This new skill in Dark Matter governs how well one can manipulate a technological interface and gain access to information or other functions. Your Intelligence (Data) check encompasses your knowledge of software and its exploits, more than hardware (which is covered by the Technology skill), and so will only be used when you use technology that has an interface, like a data pad, an arcane terminal, a ship's computer, or other control technology, like a door control or the computers that govern a shield generator or ship weapon. The GM should call for an Intelligence (Data) check whenever you attempt complicated operations on a data system, when you attempt to reprogram a construct, or when you attempt to hack a device.

Any sort of illegal or unauthorized access to a technological system is called Hacking and requires the use of a hacking rig, as well as an Intelligence (Data) check. In general, a hacking attempt requires 1 minute of work using the technology, through the GM can decide that certain tasks might take only an action. On a successful check to hack a device, you can perform operations on the system as if you had full access. On a failed check, roll a d6. On a 6, the device locks down and no further attempts can be made to hack it. More secure devices might lock on a roll of 5 or 6, or on a roll of 4 to 6, as determined by the GM. You can hack into devices to illegally access a security system, open a door, disable an alarm, or manipulate someone else's data pad to give you access to their information or bank account.

History. In Dark Matter, the History skill is far broader than in other campaign settings, for it encompasses history from all across the galaxy, as well as xenogeography, the study of distant worlds. An Intelligence (History) check can reveal facts about recent or ancient wars, insights about important figures, living and dead, the different worlds that are controlled by the elves or avia-ra, or the differences between the Hegemony and Lakshay. Additionally, if you are marooned on a strange planet, this can help determine the planet's identity, provided the planet has been noted in historical record.

Investigation. As always, your Intelligence (Investigation) check measures your active attempts to search for something, and governs your deductions about what you find. This check covers detective work of all kinds, from finding hidden objects, patterns, or clues, to determining what kind of blaster made a particular blast mark, to analyzing a ship for structural weaknesses.

Nature. As with History, the Nature skill is vastly expanded in Dark Matter, for it covers knowledge of animals, plants, and terrain, from all across the galaxy. For those exploring the outer reaches of the galaxy, this
skill is indispensable. An Intelligence (Nature) check might use useful to determine if an alien atmosphere is poisonous, to recall or deduce information about an unusual alien plant or creature, to understand the strange day-night or weather cycles of an alien world, or to determine what kind of foods are edible on that world. Additionally, this skill can be used to determine the identity of a planet, provided the planet has been visited before and has some sort of unique natural characteristic.

Religion. Your Intelligence (Religion) measures your ability to recall lore from a thousand different religious and mythological traditions from across the galaxy. This includes both modern dogma, like that held by the avia-ra or the Temple of the Chosen, and ancient traditions, like the old gods of High Terra or the honored dwarven pantheon. A successful check can help you identify the holy symbols of a cult, recall the rites and prayers of the avia-ra, or identify the marks of divine magic.

Technology (New Skill). Your Intelligence (Technology) check measures your ability to understand the inner workings of technological devices. Most devices are powered by some form of magic, but plenty of intricate design goes into channeling that magic into useful effects. Use this skill to understand unfamiliar or complex technology or to modify or repair devices. The GM may call for an Intelligence (Technology) check when you attempt to modify a blaster, repair your ship’s shield generator, disable a rogue android, or sabotage an arcane terminal.

Other Intelligence Checks. Your GM may call for Intelligence checks to accomplish any of the following tasks:
- Solve a cypher or a riddle
- Estimate the value of a ship's cargo
- Read corrupted data on an arcane terminal
- Calculate the trajectory of a falling spacecraft
- Win a logic game against a construct

Wisdom
In many ways, Wisdom is the silent ability score. It governs your connections to the world at large, and your experience within it, which in turn influences your intuition, your awareness, and decision-making skills, especially when a gut call needs to be made or a moral conundrum presents itself.

Animal Handling. In Dark Matter, your Wisdom (Animal Handling) check governs how you interact with animals, both terrestrial and extraterrestrial, domesticated and wild. This check applies to a myriad of alien beasts and might be useful when attempting to ride a strange alien horse-bird, or when calming down a baby spaceshark.

Insight. Understanding a creature's motivations, intentions, and emotional state is the domain of your Wisdom (Insight) check. This skill is especially useful when a foreign (or alien) language or culture acts as a barrier for communication; a successful check can elucidate into another creature's intents, even across such gaps. You can use this skill in lieu of a universal translator, or when encountering an alien race that does not communicate using conventional language or telepathy.

Medicine. You use a Wisdom (Medicine) check to stabilize dying allies and to diagnose diseases. The result of this check chiefly reflects your medical experience, but in a setting like Dark Matter, can also be used to make guesses about alien biology or pathology. This is exceptionally useful when a party consists of a wide range of races from across the galaxy.

Perception. As always, you use a Wisdom (Perception) check when you attempt to notice or detect, spot, or hear something. If you are not actively looking for something, your GM might use your passive Perception score instead of asking for you to roll a check. This skill is often contrasted with the Intelligence (Investigation) check, which is used when you’re searching for something specific (or checking if something specific is present), whereas Wisdom (Perception) measures whether or not you’ve noticed something out of the ordinary. You can use this skill to check for the sounds of an ambush, notice the tell-tale signs of ships flying overhead, or notice if someone is getting ready to fire a concealed blaster.

Survival. The Survival is a critical skill for those exploring the universe, especially when touching down on strange, alien planets. This skill is used to normally used to hunt, follow tracks, and gather food, but in Dark Matter, a Wisdom (Survival) check can also be used to determine which types of alien plants and animals are edible, dangerous, or intelligent, to navigate unusual alien environments, and to predict the weather (and whether-like phenomena) on alien worlds. Additionally, this skill can be used to determine the identity of a planet, provided
the planet has been visited before and has some sort of unique natural characteristic.

**Other Wisdom Checks.** Your GM might call for a Wisdom check to accomplish any of the following tasks:

- Determine if a newly-discovered creature is intelligent, hostile, or both.
- Following a gut feeling of whether to fight, flee, or negotiate with an unidentified ship.
- Figuring out if the smuggler lost your blasters or stole them.
- Understanding the bad feeling that you get when flying into an asteroid field.

**Charisma**

Across the many worlds of the ‘verse, the power of persuasion is the one skill guaranteed to make you coin and friends, whether it’s in a Halfling Hearthstation or in the halls of the Solar Citadel. Adventurers and traders have a forceful personality are often referred to as ‘Faces’ for their ability to put a friendly face on any situation. Many Charisma skills are fundamentally unchanged in *Dark Matter*, but their contexts will be far more important, as the reputations these skills shape can spread across the ‘verse faster than any ship.

**Deception.** Your Charisma (Deception) check determines how well you can lie, withhold information, or otherwise mislead others. This skill can cover everything from lies of omission, to misrepresenting true facts, to full-scale con jobs. You might use this skill to fast-talk your way onto a starship without registering, to lead inspectors away from smuggled cargo, to disguise yourself on a hostile world, to conceal your intentions from a sepulcher knight, or to tell a blatant lie to a

**Intimidation.** When you choose to use direct threats, physical coercion, or even subtle statements of future retribution, your GM might ask you to use a Charisma (Intimidation) check. You might employ these tactics when interrogating a Tower agent for information, when shaking down a shopkeep for a few coins, or when you intend to frighten a petty thug into leaving you be.

**Performance.** Whether it’s singing a ballad or entertaining a crowd with some simple magic tricks, your Charisma (Performance) check determines how well you can enthral an audience and entertain individuals.

**Persuasion.** When diplomacy is in order, you can influence someone using the Persuasion skill, pulling out all manner of charm, tact, and convincing arguments in order to influence someone. Your Charisma (Persuasion) check is normally used as a catch-all for convincing someone through conversation, as long as your methods don’t more appropriately fall under Deception, Intimidation, or Performance. You might use this skill to win allies to your side with a quid pro quo argument, convince an intelligent monster to delay consuming you until after it has taken a long nap, or to convince an amoeboid scientist to share its research with you.

**Other Charisma Checks.** Your GM may call for a Charisma check to accomplish any of the following tasks:

- Convincing a skathári to board a starship or use a blaster.
- Negotiating a tense dinner party with the elven upper-class.
- Make friends with bizarre, undiscovered near-humans.
- Negotiate a temporary peace with an intergalactic army.
- Enrapture a crowd during a gladiatorial battle.

**Skill Proficiencies**

In *Dark Matter*, as well as other science fiction setting which use the Data, Piloting, and Technology skills, characters of the following classes can choose to gain proficiency at 1st level:

<table>
<thead>
<tr>
<th>Class</th>
<th>Proficiencies</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemist</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Barbarian</td>
<td>Piloting</td>
</tr>
<tr>
<td>Bard</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Channeler</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Cleric</td>
<td>None</td>
</tr>
<tr>
<td>Craftsman</td>
<td>Piloting, Technology</td>
</tr>
<tr>
<td>Druid</td>
<td>None</td>
</tr>
<tr>
<td>Fighter</td>
<td>Piloting, Technology</td>
</tr>
<tr>
<td>Gunslinger</td>
<td>Piloting, Technology</td>
</tr>
<tr>
<td>Monk</td>
<td>Piloting</td>
</tr>
<tr>
<td>Paladin</td>
<td>Piloting, Technology</td>
</tr>
<tr>
<td>Ranger</td>
<td>Piloting, Technology</td>
</tr>
<tr>
<td>Rogue</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Shugenja</td>
<td>Data, Technology</td>
</tr>
<tr>
<td>Sorcerer</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Warden</td>
<td>Piloting</td>
</tr>
<tr>
<td>Warlock</td>
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<tr>
<td>Warmage</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Witch</td>
<td>Data, Piloting, Technology</td>
</tr>
<tr>
<td>Wizard</td>
<td>Data, Piloting, Technology</td>
</tr>
</tbody>
</table>
Across the ‘verse, new advances are constantly pushing the pinnacle of technology. Fundamental limitations, like the speed of light or the forces of gravity, have long been broken by magic, but with the advent of magical technology, anyone can sidestep the bounds of physics. In most of the galaxy, spacefaring vessels are commonplace, blasters have replaced conventional firearms, and constructs, living and otherwise, have become a mundane sight.

Such high-technology will be invaluable to adventurers and explorers, who risk their lives daily in the harsh expanse of space. This chapter details new options for magical technology, which ranges from essential gear to blasters and other weapons. The most advanced magical equipment is more potent and unique—essentially magic items in their own right. Additionally, this contains a section of upgrade components, which can be installed directly into the bodies of vect or other creatures.

**Weapons**

Weapons in the *Dark Matter* setting range from traditional swords and shields to advanced pieces of technology, powered by void crystals or arcane batteries. There are many who believe that, despite advancing technology, the old weapons are more elegant, more civilized in some important way, yet others maintain that a simple blaster is reliable enough for almost any engagement. As a result, axes, blasters, bows, and energy blades crisscross the universe—a culmination of eras and fighting styles all contending in combat.

This section introduces a few of the high-technology options available to players, including blasters and laser swords. All of the following weapons except for the skathari warclub count as magical technology.

**Blasters**

Blasters are arcane weapons that eschew traditional projectiles in favor of energetic pulses, powered by arcane batteries and focused through specialized apertures. Because they self-recharge, blasters need not ever be reloaded, even though some of them are prone to overheating.

**Damage Rolls with Blasters**

Unlike other weapons, you don’t add your ability modifier to the damage roll of a blaster unless otherwise stated.

**Two-Weapon Fighting with Blasters**

Unlike other ranged weapons, you can engage in two-weapon fighting with two light blasters. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

**Melee Weapons**

Many in the ‘verse, including quite experienced spacers, prefer the reliability of a sword or the heft of an axe. After all, for all their dazzle, blasters and energy weapons are fallible: they can malfunction, be disabled by Dead Magic Zones, and simply fall to pieces. None of these apply to good old-fashioned weapons. As such, every weapon in the SRD has a place in *Dark Matter*.

Of course, even among those who would eschew a blaster in favor of a close-quarters weapon, there are many who prefer high-tech options. The laser sword is an extremely popular choice with everyone from backwater hermits to trained sepulcher knights, as it combines the traditionalism of a steel sword with the advantages of modern technology. Most high-tech melee weapons in *Dark Matter* share a similar appeal, since exotic materials and fixed-length energy blades have novel properties not found elsewhere.

Other weapons, such as the plasma cutter, thermal lance, and wrenchinator, are more tools than weapons, but have become a favorite with spacers everywhere, due in part to their availability, and part to their brutal effectiveness.
### WEAPONS

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple Blasters</strong></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>Avia-Ra Sunstaff</td>
<td>150 gp</td>
<td>2d6 radiant</td>
<td>6 lb.</td>
<td>Blaster (range 60/180), special, two-handed</td>
</tr>
<tr>
<td>Phaser</td>
<td>75 gp</td>
<td>2d4 radiant</td>
<td>2 lb.</td>
<td>Blaster (range 60/180), concealable, light, nonlethal</td>
</tr>
<tr>
<td>Ion Cannon</td>
<td>250 gp</td>
<td>2d6 radiant</td>
<td>6 lb.</td>
<td>Blaster (range 30/90), scatter, two-handed</td>
</tr>
<tr>
<td>Repeater</td>
<td>100 gp</td>
<td>2d6 radiant</td>
<td>3 lb.</td>
<td>Blaster (range 60/180)</td>
</tr>
<tr>
<td>Standard Carbine</td>
<td>150 gp</td>
<td>2d6 radiant</td>
<td>7 lb.</td>
<td>Automatic, blaster (range 60/180), two-handed</td>
</tr>
<tr>
<td>Swarm Pistol</td>
<td>100 gp</td>
<td>2d4 radiant</td>
<td>2 lb.</td>
<td>Automatic, blaster (range 15/45), foregrip, light</td>
</tr>
<tr>
<td><strong>Martial Blasters</strong></td>
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</tr>
<tr>
<td>Blitz Cannon</td>
<td>1,000 gp</td>
<td>2d8 lightning</td>
<td>7 lb.</td>
<td>Blaster (range 10/30), scatter, two-handed</td>
</tr>
<tr>
<td>Concussion Rifle</td>
<td>1,000 gp</td>
<td>2d8 thunder</td>
<td>8 lb.</td>
<td>Blaster (range 120/360), special, two-handed</td>
</tr>
<tr>
<td>Diode Beam</td>
<td>5,000 gp</td>
<td>2d8 radiant</td>
<td>80 lb.</td>
<td>Blaster (range 60/180), heavy, mounted, special, two-handed</td>
</tr>
<tr>
<td>Impactor</td>
<td>2,500 gp</td>
<td>2d10 force</td>
<td>12 lb.</td>
<td>Blaster (range 30/90), heavy, overheat, scatter, two-handed</td>
</tr>
<tr>
<td>Magnus</td>
<td>1,000 gp</td>
<td>2d10 radiant</td>
<td>6 lb.</td>
<td>Blaster (range 60/180), heavy, overheat</td>
</tr>
<tr>
<td>REC Gun</td>
<td>1,500 gp</td>
<td>2d8 radiant</td>
<td>120 lb.</td>
<td>Automatic, blaster (range 60/180), heavy, mounted, two-handed</td>
</tr>
<tr>
<td>Singularity Emitter</td>
<td>5,000 gp</td>
<td>3d10 force</td>
<td>400 lb.</td>
<td>Blaster (range 120/360), heavy, mounted, overheat, special, two-handed</td>
</tr>
<tr>
<td><strong>Simple Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Antimatter Dagger</td>
<td>300 gp</td>
<td>1d4 necrotic</td>
<td>1 lb.</td>
<td>Concealable, finesse, light</td>
</tr>
<tr>
<td>Ballistic Gloves</td>
<td>50 gp</td>
<td>1d4 thunder</td>
<td>1 lb.</td>
<td>Special</td>
</tr>
<tr>
<td>Skathári Warclub</td>
<td>10 gp</td>
<td>1d8 piercing</td>
<td>10 lb.</td>
<td>Two-handed</td>
</tr>
<tr>
<td><strong>Martial Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arc Baton</td>
<td>150 gp</td>
<td>1d6 lightning</td>
<td>2 lb.</td>
<td>Special</td>
</tr>
<tr>
<td>Battlefist</td>
<td>75 gp</td>
<td>1d8 bludgeoning</td>
<td>3 lb.</td>
<td>Special</td>
</tr>
<tr>
<td>Crystalline Rod</td>
<td>175 gp</td>
<td>1d6 force</td>
<td>4 lb.</td>
<td>Finesse, reach</td>
</tr>
<tr>
<td>Laser Sword</td>
<td>450 gp</td>
<td>1d8 radiant</td>
<td>3 lb.</td>
<td>Finesse, special, versatile (1d10)</td>
</tr>
<tr>
<td>Photonic Lash</td>
<td>150 gp</td>
<td>1d4 radiant</td>
<td>2 lb.</td>
<td>Finesse, reach</td>
</tr>
<tr>
<td>Plasma Cutter</td>
<td>175 gp</td>
<td>1d10 slashing</td>
<td>10 lb.</td>
<td>Special, two-handed</td>
</tr>
<tr>
<td>Repulsor Gauntlet</td>
<td>150 gp</td>
<td>1d10 force</td>
<td>4 lb.</td>
<td>Heavy</td>
</tr>
<tr>
<td>Rocket Hammer</td>
<td>200 gp</td>
<td>1d10 bludgeoning</td>
<td>18 lb.</td>
<td>Heavy, special, two-handed</td>
</tr>
<tr>
<td>Thermal Lance</td>
<td>150 gp</td>
<td>1d8 fire</td>
<td>6 lb.</td>
<td>Versatile (d10)</td>
</tr>
<tr>
<td>Wrenchinator</td>
<td>30 gp</td>
<td>1d12 bludgeoning</td>
<td>10 lb.</td>
<td>Heavy, two-handed</td>
</tr>
</tbody>
</table>

### Weapon Descriptions

These weapons might be found on a starship, in storage lockers aboard the Solar Citadel, or scattered across a battle-scarred moon.

**Arc Baton.** The weighted end of this steel baton contains a trio of crackling electrodes which send a surge of electricity through any creature they touch.

**Avia-Ra Sunstaff.** This long staff, forked at its end near a prominent gemstone, is a blaster in its own right. When used in expert hands, the sunstaff can bludgeon, trip, and strike foes as a quarterstaff, only to be squeezed in both hands to fire a burst of hot plasma seconds later.

**Antimatter Dagger.** Favored by assassins and infiltrators, the antimatter dagger—little more than a...
scaled-down laser sword—produces a short blade of crackling energy. With some skill, this weapon can be hidden up a sleeve, stashed in a belt, or secreted away in a hidden compartment, to be revealed at the right moment for a precision kill.

**Ballistic Gloves.** These gloves are designed with a cylindrical grip in the palms, which strengths the fists and charges the thunder cells on the knuckles. On a strike, the gloves make a deafening impact, magnifying the kinetic energy of the blow on the knuckle’s points.

**Battlefist.** A mechanical, articulating gauntlet, this weapon slips over a hand and mimics its movements. When worn, a battlefist can deliver crushing blows on its own, but is usually paired with another weapon, such as a blaster, to be employed when enemies draw too near. This weapon is especially favored by the vect, who can integrate one in place of a hand to ensure a weapon is always nearby.

**Blitz Cannon.** With its imposing rectangular muzzle, this brutalist weapon has a clear right and wrong-end to be on. Pulling its trigger unleashes a torrent of lightning bolts in a wide, imprecise spray, making it extremely dangerous at point-blank range.

**Concussion Rifle.** A series of arcane capacitors run the length of this rifle, terminating in a thick condenser that compresses its blast into a precise burst. A concussion rifle is especially deadly at long ranges, and its damage bypasses most emergently resistant armor.

**Crystalline Rod.** The strange, two-foot long rod wielded by wrothian takers is composed of a glistening crystal material but is otherwise featureless. Moving it around reveals a strange resistance to its movement, as if the rod is pulling against an unseen mass. If swung with any speed, an invisible wave of force extends feet from the rod, bashing any obstacles in front of it. Though the composition of a crystalline rod is unknown, it is apparently an exotic material that interacts with an underlying field in the universe, magnifying its momentum in an invisible cone of force.

**Diode Beam.** A scaled-down version of a ship’s cannon, the diode beam is best used as a mounted weapon. Though it can be fired in accurate pulses, it’s also possible to lock the weapon’s fire mode, creating a continuous stream of deadly energy.

**Impactor.** The impacter is a cumbersome, intimidating blaster, designed with the express intent of putting holes in armored things. This weapon is infamous for its punishing recoil and long overheat duration, which it makes up for in sheer firepower.

**Ion Cannon.** The ion cannon always fires its bright, energetic blast is a diffuse cone, making it far deadlier up close. Between shots, it always makes a quiet zipping noise, as the arcane battery charges the ion cell for another blast.

**Laser Sword.** An elegant weapon, for a more enlightened age, the laser sword consists of a metal hilt which projects a fixed-length laser when activated. Its weightless blade makes for an agile, deadly weapon capable of cutting through many materials. The sword could even stop a blaster bolt, but alas, one would need both precognition and superhuman reflexes to consistently do so.

**Magnus.** This impressive handgun, almost twice the weight of a repeater, is infamous for its heft, recoil, and stopping-power. Nevertheless, it is favored by gunslingers that accept no compromises in their blasters.

**Phaser.** Phasers are not designed for lethality so much as portability and self-defense. A canny rogue could stash a phaser just about anywhere and use it to knock out and kidnap a person of interest, but the average soldier might prefer something with more kick.

**Plasma Cutter.** Few things are as intimidating as the huge, circular, white-hot blade of a plasma cutter. Though an unwieldy tool, designed to carve up high-density metal plates for ship hulls, it works equally well as a maiming implement. The saw can easily remove careless fingers or limbs in normal operation, but if used with lethal intent, it could dissect someone cleanly from end to end.

**Photonic Lash.** A wicked weapon favored by the elves, the photonic lash produces a bright tendril of energy from its metal hilt. The lash leaves painful, burning lacerations on its victims, along with lasting scars, a tell-tale sign that one has defied the whims of the high elves.

**REC Gun.** The Revolving Exothermic Cannon (or REC gun, for short) operates on the same principle as a conventional blaster, with an arcane battery hooked up to an aperture barrel, and so forth, but mounts several
blasters on a revolving cylinder, each firing in rapid succession. It is known for the rhythmic booms of its fire, and its ability to fire almost indefinitely.

**Repeater.** The quintessential handheld blaster, the repeater is a staple on the galactic frontier. Solid, reliable, and packing just enough firepower to bring down an assailant, nearly every explorer worth their salt has one of these strapped to their hip.

**Repulsor Gauntlet.** Similar to a battlefist, but larger in scale, this hulking gauntlet invariably throws its users off-balance. Concealed within it is an arcane battery from a blaster, which the gauntlet channels into the knuckles to augment its blows with layered forcefields.

**Rocket Hammer.** Only the dwarves would conceive of a weapon so unwieldy as the rocket hammer. As its name implies, it is very much a conventional warhammer, but with a rocket thruster built into the head to magnify its bludgeoning potential.

**Singularity Emitter.** Less a blaster in the conventional sense, and more a stripped-down Dark Matter engine designed to rip a contained hole in the universe, the singularity emitter is a singularly destructive weapon. After being fired, however, the weapon must cool down, venting exceptional amounts of heat to maintain a stable Dark Matter core.

**Skathári Warclub.** True to their nature, skathári warriors prefer simple, straightforward weapons, such as their traditional warclubs. These clubs are fitted with at least one large spike, making them exceptionally useful for punching through invertebrate shells and exoskeletons, as well as discouraging huge predators.

**Standard Carbine.** As its name might suggest, the standard carbine is the standard-issue weapon for all Hegemony and Coalition troops, which by default makes it one of the most pervasive blasters in the galaxy. Some soldiers praise the weapon's accuracy and durability, while others decry its difficult-to-control automatic fire, but on the battlefield, there's no questioning this weapon's efficacy.

**Swarm Pistol.** This handheld blaster, styled much like a repeater, has a wickedly fast automatic fire, capable of spewing dozens of rays in seconds. The most dexterous users might even find it possible to use one in each hand.

**Thermal Lance.** When a button on this metal tube is pressed, a persistent foot-long, blue stream of flame erupts from its end, scorching those it touches. Though this tool was fashioned for mining asteroids for precious minerals, it has become a favorite (albeit eccentric) choice of weapon for avia-ra warriors.

**Wrenchinator.** Though different models exist, the most common by far is the Wrenchinator 9000, a tool used by ship-mechanics the “verse-over. This incredible, oversized wrench can fasten bolts, loosen bolts, and clobber people over the head.

**Weapon Properties**

As shown in the Weapons table, weapons in *Dark Matter* share a number of special properties:

**Automatic.** When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance.

**Blaster.** A weapon with the blaster property is a ranged weapon that requires no ammunition. Blasters are considered firearms for the purpose of class features and abilities. Like firearms, you don’t add your ability score modifier to blasters’ damage rolls.

**Concealable.** You have advantage on Dexterity (Sleight of Hand) checks made to hide this weapon.

**Finesse.** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Foregrip.** This weapon can be used with one or two hands. If used in two hands, its normal and long ranges double.

**Heavy.** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon’s size and bulk make it too large for a small creature to use effectively.

**Light.** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

**Mounted.** This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can’t be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 17. The creature moves at half speed while holding this weapon.

**Nonlethal.** When you reduce a creature to 0 hit points using this weapon, you can choose to knock the creature out, rendering it unconscious, rather than deal a killing blow.

**Overheat.** Once you make an attack with this weapon, it can’t be used again until the end of your next turn.

**Reach.** This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

**Scatter.** If you make an attack against a target that is within half this weapon’s normal range, you deal an additional die of weapon damage.
**Special.** A weapon with the special property has unusual rules governing its use, explained in the weapon’s description (see “Special Weapons” later in this section).

**Two-Handed.** This weapon requires two hands when you attack with it.

**Versatile.** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

## Special Weapons

Weapons with special properties are described here.

**Avia-Ra Sunstaff.** This weapon can also be used as a quarterstaff.

**Arc Baton.** When a creature is hit with this weapon, it can’t take reactions until the start of its next turn.

**Ballistic Gloves.** Attacks made with this weapon count as unarmed strikes.

**Battlefist.** This weapon acts as an oversized, articulated gauntlet. It can hold and manipulate objects, though you can’t attack with your battlefist while you’re holding an object with it.

**Concussion Rifle.** This weapon has disadvantage on attack rolls made against targets within 20 feet.

**Diode Beam.** This weapon can be fired continuously in a beam, affecting a 100-foot long, 5-foot wide line in a direction you choose. Each creature in the line and each that enters its area must make a DC 15 Dexterity saving throw or take 4d6 radiant damage.

At the beginning of each of your subsequent turns, roll a d20. On a 5 or lower, the weapon overheats and can’t be fired until the end of your next turn. If you roll higher than 5, you can use your action to continue firing the beam, and can change the direction the line faces from you.

**Laser Sword.** Depending on this weapon’s construction, it can deal force, necrotic, or radiant damage. Once the weapon is created, this type of damage does not change.

**Plasma Cutter.** This weapon ignores the damage threshold of nonmagical objects that it cuts.

**Rocket Hammer.** Once per turn, when you make an attack with this weapon, you can engage its thrusters, causing it to deal an additional 1d4 bludgeoning damage on a hit.

**Singularity Emitter.** When this weapon hits a target, each creature within 10 feet of the target is pulled up to 5 feet toward it.

## Weapon Proficiencies

Characters in most campaign worlds will not have proficiency with blasters and other high-tech weapons, but in *Dark Matter*, and in other settings where characters are likely to be familiar with phasers and laser swords, characters gain the following proficiencies:

<table>
<thead>
<tr>
<th>Class</th>
<th>Proficiencies</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemist</td>
<td>Simple blasters, simple melee weapons, arc baton</td>
</tr>
<tr>
<td>Barbarian</td>
<td>Simple blasters, simple melee weapons, martial melee weapons, blitz cannon, impactor, magnus, REC gun</td>
</tr>
<tr>
<td>Bard</td>
<td>Simple blasters, simple melee weapons, laser sword</td>
</tr>
<tr>
<td>Channeler</td>
<td>Simple blasters, martial blasters, simple melee weapons, martial melee weapons</td>
</tr>
<tr>
<td>Cleric</td>
<td>Simple blasters, simple melee weapons</td>
</tr>
<tr>
<td>Craftsman</td>
<td>Simple blasters, martial blasters, simple melee weapons, martial melee weapons</td>
</tr>
<tr>
<td>Druid</td>
<td>Avia-ra sunstaff, skathári warclub</td>
</tr>
<tr>
<td>Fighter</td>
<td>Simple blasters, martial blasters, simple melee weapons, martial melee weapons</td>
</tr>
<tr>
<td>Gunslinger</td>
<td>Simple melee weapons, simple blasters, martial blasters</td>
</tr>
<tr>
<td>Monk</td>
<td>Simple blasters, simple melee weapons, avia-ra sunstaff</td>
</tr>
<tr>
<td>Paladin</td>
<td>Simple blasters, martial blasters, simple melee weapons, martial melee weapons</td>
</tr>
<tr>
<td>Ranger</td>
<td>Simple blasters, martial blasters, simple melee weapons, martial melee weapons</td>
</tr>
<tr>
<td>Rogue</td>
<td>Simple blasters, simple melee weapons, arc baton, laser sword, thermal lance</td>
</tr>
<tr>
<td>Shugenja</td>
<td>Simple blasters, simple melee weapons</td>
</tr>
<tr>
<td>Sorcerer</td>
<td>Antimatter dagger, phaser, repeater, swarm pistol</td>
</tr>
<tr>
<td>Warden</td>
<td>Simple blasters, simple melee weapons, martial melee weapons, blitz cannon, impactor, magnus, REC gun</td>
</tr>
<tr>
<td>Warlock</td>
<td>Simple blasters, antimatter dagger</td>
</tr>
<tr>
<td>Warmage</td>
<td>Simple blasters, simple melee weapons</td>
</tr>
<tr>
<td>Witch</td>
<td>Simple blasters, antimatter dagger, photonic lash</td>
</tr>
<tr>
<td>Wizard</td>
<td>Antimatter dagger, phaser, repeater, swarm pistol</td>
</tr>
</tbody>
</table>
**Armor**

Just as the onward march of technology has pushed handheld weapons from crossbows to blasters, so too has it improved and iterated on armor from plate mail to high-tech nanofiber materials. These more complex materials are mostly constructed to absorb and deflect hazardous energies, but still provide ample defense from physical damage.

The gradient of armors on offer in the SRD are more than sufficient to outfit characters of any class, and most classes are designed with these statistics in mind. Therefore, to maintain the game’s balance, *Dark Matter* doesn’t employ any additional armor options, but rather suggests alternative names for them, in keeping with the science-fiction setting. The Armor table below shows these new names and also restates the armors’ statistics, for convenience.

<table>
<thead>
<tr>
<th>Armor</th>
<th>SRD Name</th>
<th>Cost</th>
<th>Armor Class (AC)</th>
<th>Strength</th>
<th>Stealth</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flight Jacket</td>
<td>Padded</td>
<td>5 gp</td>
<td>11 + Dex modifier</td>
<td>—</td>
<td>Disadvantage</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Nanofiber Vest</td>
<td>Leather</td>
<td>10 gp</td>
<td>11 + Dex modifier</td>
<td>—</td>
<td>—</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Tactical Nanofiber Vest</td>
<td>Studded Leather</td>
<td>45 gp</td>
<td>12 + Dex modifier</td>
<td>—</td>
<td>—</td>
<td>13 lb.</td>
</tr>
<tr>
<td><strong>Medium Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Environ Suit</td>
<td>Hide</td>
<td>10 gp</td>
<td>12 + Dex modifier (max 2)</td>
<td>—</td>
<td>—</td>
<td>12 lb.</td>
</tr>
<tr>
<td>Carbonic Suit</td>
<td>Chain Shirt</td>
<td>50 gp</td>
<td>13 + Dex modifier (max 2)</td>
<td>—</td>
<td>—</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Monoplate Suit</td>
<td>Scale Mail</td>
<td>50 gp</td>
<td>14 + Dex modifier (max 2)</td>
<td>—</td>
<td>Disadvantage</td>
<td>45 lb.</td>
</tr>
<tr>
<td>Triplate Suit</td>
<td>Breastplate</td>
<td>400 gp</td>
<td>14 + Dex modifier (max 2)</td>
<td>—</td>
<td>—</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Hexaplate Suit</td>
<td>Half Plate</td>
<td>750 gp</td>
<td>15 + Dex modifier (max 2)</td>
<td>—</td>
<td>Disadvantage</td>
<td>40 lb.</td>
</tr>
<tr>
<td><strong>Heavy Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ferrofiber Hardsuit</td>
<td>Ring Mail</td>
<td>30 gp</td>
<td>14</td>
<td>—</td>
<td>Disadvantage</td>
<td>40 lb.</td>
</tr>
<tr>
<td>Tactical Carbonic Hardsuit</td>
<td>Chain Mail</td>
<td>75 gp</td>
<td>16</td>
<td>Str 13</td>
<td>Disadvantage</td>
<td>55 lb.</td>
</tr>
<tr>
<td>Starshield Hardsuit</td>
<td>Splint</td>
<td>200 gp</td>
<td>17</td>
<td>Str 15</td>
<td>Disadvantage</td>
<td>60 lb.</td>
</tr>
<tr>
<td>Adamant Hardsuit</td>
<td>Plate</td>
<td>1,500 gp</td>
<td>18</td>
<td>Str 15</td>
<td>Disadvantage</td>
<td>65 lb.</td>
</tr>
</tbody>
</table>

**Gear**

High technology comes a wide degree of forms, from legendary artifacts of unspeakable complexity, to the humble life suit. Practical technology might not be the most glamorous, but it’s certainly indispensable: no ship could travel far in the ‘verse without functioning life suits, and explorers would literally be in the dark without flashlights. Of course, adventurers and explorers still make use of conventional gear, much of which had evolved with the march of progress: healer’s kits, locks, and manacles have all changed considerably, but they still serve the same purpose. Other things, like backpacks, have hardly changed at all.

The following devices, which are all considered magical technology, should be considered commonplace in any science fiction setting.

**Gear Descriptions**

This section describes items that have special rules or require further explanation.

**Binoculars.** Objects viewed through binoculars are magnified to ten times their size.

**Bottled Lightning.** This glass canister is filled with a constantly surging bolt of magic lightning and sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.
<table>
<thead>
<tr>
<th>Gear</th>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Binoculars</td>
<td>15 gp</td>
<td>1/2 lb.</td>
<td></td>
</tr>
<tr>
<td>Bottled Lightning</td>
<td>75 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Comm Set</td>
<td>10 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Concussion Grenade</td>
<td>75 gp</td>
<td>2 lb.</td>
<td></td>
</tr>
<tr>
<td>Datapad</td>
<td>50 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Flashlight</td>
<td>35 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Hacking Rig</td>
<td>25 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Holo-Sphere</td>
<td>150 gp</td>
<td>2 lb.</td>
<td></td>
</tr>
<tr>
<td>Hypodermic Needle</td>
<td>175 gp</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>Life Suit</td>
<td>200 gp</td>
<td>20 lb.</td>
<td></td>
</tr>
<tr>
<td>Log Keeper</td>
<td>25 gp</td>
<td>3 lb.</td>
<td></td>
</tr>
<tr>
<td>Igniter</td>
<td>5 gp</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>Omnitool</td>
<td>25 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Quadcorder</td>
<td>85 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Vent Tape</td>
<td>1 sp</td>
<td>1/2 lb.</td>
<td></td>
</tr>
<tr>
<td>Wristwatch</td>
<td>5 gp</td>
<td>—</td>
<td></td>
</tr>
</tbody>
</table>

As an action, you can throw this canister up to 20 feet, breaking it on impact. Make a ranged attack against a creature or object, treating the bottled lightning as an improvised weapon. On a hit, the target takes 1d8 lightning damage.

**Comm Set.** Using this handheld device, you can verbally communicate with any creature within 1-mile that also has a comm set. The signal can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Concussion Grenade.** This spherical device, dotted with blinking lights, explodes in a wave of concussive force. As an action, you can throw this grenade up to 20 feet, detonating a moment after impact. Make a ranged attack against a creature or object, treating the grenade as an improvised weapon. On a hit, the target takes 1d8 thunder damage and is deafened until the beginning of your next turn. Additionally, each creature within 10 feet of the target must make a DC 12 Dexterity saving throw or also take this damage and be deafened for the same duration.

**Datapad.** A common gadget is used to store personal information, search for data on arcane terminals, communicate with others, and transfer credits. You can enter text by hand into a datapad or draw in it using a stylus as if it were a notebook with 2,000 pages. You can also search these notes with one-word queries. If the datapad is within 1 mile of an arcane terminal or ship’s computer, you can use it to communicate with other datapads that are also within that range, provided both datapads have exchanged a comm number. This communication is limited to one text-based message (128 characters) every minute. Lastly, datapads are often used to access an account with the Galactic Bank, where your wealth is stored as credits on their server.

When you get a datapad, you also lock it with a password that you likely keep secret. Only someone with the password can access the datapad (barring unauthorized access, which can be accomplished with a successful DC 18 Intelligence (Data) check to hack the datapad). If the datapad is connected by cable to an arcane terminal or ship’s computer, you can use it to perform advanced operations on systems connected to it. This might be necessary to operate some systems, like the research devices on a science satellite.

**Flashlight.** This device produces a 60-foot cone of bright light, and dim light for an additional 15 feet. It can provide light for 4 up to hours, after which it must recharge for 8 hours.

**Hacking Rig.** A hacking rig includes everything necessary to crack the security on an arcane terminal or ship’s computer: a datapad accessor loaded with complicated algorithms, a plethora of wires and connectors, and a heavy magnet, in case things get dire. Such a rig is necessary to gain unauthorized access to systems.

**Holo-Sphere.** As an action, you can activate this 6-inch wide sphere and deploy within 15 feet of you. The sphere then captures a 5-foot cube holographic recording of the events of the next 30 seconds, which can be replayed on it later. In spite of the high technology, the image leaves something to be desired: the sphere produces a roughly one-foot high monochromatic hologram of the subject it recorded, often with a considerable amount of static. High volumes of magic disrupts recording with even more static, often creating an unrecognizable holographic mess.
**Hypodermic Needle.** This syringe can directly inject a substance into someone’s bloodstream. You can load a liquid, such as a potion of healing, into a hypodermic needle as a bonus action, then administer it to another creature as an action on your turn. If the creature is unwilling, you must make a melee weapon attack to do so.

**Life Suit.** This one-piece jumpsuit comes equipped with a glass, domed helmet. While wearing it, you can breathe normally and survive underwater or in the vacuum of space without ill effect for up to 24 hours at a time. You are immune to the effects of inhaled poisons, gases, and pathogens. You can wear a life suit under armor, but to replenish its air supply it must be removed for two hours.

**Log Keeper.** This 1-foot long device records and replays audio, organizing entries by date. It can maintain up to 48 hours of audio before it automatically begins purging the earliest entries.

**Igniter.** The device produces a small flame, which you can use to light a candle, torch, or campfire.

**Omnitool.** This multipurpose gadget contains a plethora of useful tools: small knives of various sizes, a small hammer, screwdrivers, a file, a bottle opener, a small saw, a wrench, a can opener, a wire-cutter, and a small set of pliers.

**Quadcorder.** This handheld scanning device has four prominent sensors (each looking like a small radar dish) on its operating end. When directed at an object within 5 feet as an action, the device measures many of that object’s intrinsic properties, and displays the object’s temperature, density, boiling point, freezing point, conductivity, and viscosity.

**Vent Tape.** This durable adhesive tape is useful for basically any application that involves sticking two things together. While more creative minds might use large quantities of vent tape for other uses, most people use it for quick repairs, and to affix flashlights to blasters in a pinch. A single roll of vent tape contains 60 feet of 2-inch wide tape.

**Wristwatch.** A simple device with a simple purpose, this watch reports the time in a way that is consistent with all major galactic factions.

### Tools

A tool helps you to do something you couldn’t otherwise do, such as craft or repair an item, forge a document, or pick a lock. In many science fiction settings, tools such as cartographer’s tools and weaver’s tools are rendered almost entirely obsolete by high-tech alternatives. The following tools are considered artisan’s tools, and can be selected whenever your race, class, or background gives you proficiency with a tool.

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Artisan’s Tools</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Circuitry Kit</td>
<td>50 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Mechanist’s Tools</td>
<td>85 gp</td>
<td>30 lb.</td>
</tr>
<tr>
<td>Ship Maintenance Tools</td>
<td>150 gp</td>
<td>50 lb.</td>
</tr>
</tbody>
</table>

**Circuitry Kit.** A circuitry kit consists of everything necessary to build, modify, and repair handheld gadgets, such as blasters, which contain an arcane battery. It contains a soldering iron, spare wire, and dozens of spare arcane components, such as abjulators, illusionmotors, evocation shifters, and conjuration processors.

**Mechanist’s Tools.** This kit contains a wide variety of tools used for metalworking and robotics, including a compact saw-grinder-mill tool, a welding torch and mask, an auto-hammer, and a lathe. It also includes enough scrap metal to begin and end most inexpensive projects. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to build, repair, and modify constructs and complex machines.

**Ship Maintenance Tools.** These tools are essential for keeping starships spaceworthy and repairing them after combat. Each component in this extensive set of tools is all intricate and extremely specialized, and can be used to fix virtually every part of a ship, from disabled systems, to external hull damage, to problems in the Dark Matter engine itself.
CHAPTER 5
SHIPS

Be it for planet-hopping exploration, high-stakes smuggling, or white-knuckle dogfighting, no campaign in *Dark Matter* is complete without a starship. This chapter details how to use Dark Matter engines, ship statistics, crew roles, ship combat, and space exploration. Additionally, it includes a plethora of ship options.

**Ship Traits**

The common saying goes: No two ships in the 'verse are alike. Though any mechanic will tell you that isn't exactly true, spacefaring vessels employ a meld of magic and technology, varying in a thousand different ways, to cross the gulfs of space. Even ships laid down in the same yard to the same specification are likely to go through multiple refits, overhauls, and repairs during their lives, leaving them unrecognizable after a few years in the Black. For most purposes, ships are described by statistics which include the following information: Size classification, hit points, shield points, armor class, engines, systems, crew, capacity, cost, and weapons, all of which are detailed below.

More details for how these statistics are used can be found in the Ship Combat section.

**Size Classification**

Ships are categorized according to their **Size Classification**, which generally determines other important aspects: its crew size, top speed outside of void jumps, maneuverability, and durability. For example, a larger ship might be able to carry more men and guns, but a smaller ship can outrun and outmaneuver it. Different size classifications are detailed in the Size Classification table below. The sizes listed are maximum sizes.

Ships also mention which race generally builds that type of ship. This has no mechanical effect on its own; instead, it gives an impression about which types of creatures might be piloting them, and what statistics you can expect from that type of ship. For example, Hammers, which are dwarven fighters, are sturdily built, and possess a higher armor class than many other fighters as a result.

Additionally, the Ship Classification table indicates a typical size for the ship in feet and its size using the optional Grid Combat rules.

**Character Level**

A typical adventuring party might begin their adventures with a modest personal ship and invest in larger, more capable vessels as their fortunes grow. Larger parties, however, will find the cargo space and crew capacity of a transport ship essential. At very high levels, characters might enlist a crew to man a frigate or even an entire fleet.

In general, a party’s character level has no bearing on ship size (and by extension, ship combat power), but a GM can award a party with larger ships as they grow in level; as such, the Ship Classification table also includes a recommended character level for some ship sizes.

### Size Classification

<table>
<thead>
<tr>
<th>Classification</th>
<th>Dimensions (feet)</th>
<th>Dimensions (squares)</th>
<th>Rec. Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter</td>
<td>Less than 100</td>
<td>Less than 1 x 1</td>
<td>1st</td>
</tr>
<tr>
<td>Personal</td>
<td>250 x 250</td>
<td>1 x 1</td>
<td>3rd</td>
</tr>
<tr>
<td>Transport</td>
<td>500 x 500</td>
<td>1 x 1</td>
<td>5th</td>
</tr>
<tr>
<td>Corvette</td>
<td>1,000 x 1,000</td>
<td>2 x 2</td>
<td>11th</td>
</tr>
<tr>
<td>Frigate</td>
<td>1,500 x 1,500</td>
<td>3 x 3</td>
<td>17th</td>
</tr>
<tr>
<td>Light Cruiser</td>
<td>2,000 x 2,000</td>
<td>4 x 4</td>
<td>—</td>
</tr>
<tr>
<td>Heavy Cruiser</td>
<td>2,500 x 2,500</td>
<td>5 x 5</td>
<td>—</td>
</tr>
<tr>
<td>Capital</td>
<td>4,000 x 4,000</td>
<td>8 x 8</td>
<td>—</td>
</tr>
<tr>
<td>Titan</td>
<td>1 mile or longer</td>
<td>10 or longer in any</td>
<td>—</td>
</tr>
</tbody>
</table>

...
Armor Class
Like creatures and structures, ships have an Armor Class (AC.) Unlike creatures, however, a ship’s armor class is perfectly literal; it represents how heavily armored a ship is and determines how successful an attack is likely to be.

Mega Hit Points
The damage necessary to injure and kill the heartiest of humanoids is paltry compared to the durability and lethality of an entire starship. Therefore, ships use Mega Hit Points, instead of regular hit points, to describe their damage and healing. A single mega point equals 100 hit points. A ship’s hit points represent the resilience of its hull.

Shield Points
In addition to hit points, many ships have Shield Points, which determine how much damage can be absorbed by the ship's shield. This value is also expressed in mega points.

Shields are always created by a shield generator system. More information about shields can be found in the Ship Combat section.

Engines
Ship generally have two Engine types, a Dark Matter engine to perform void jumps, and an Impulse engine, used to maneuver when not in the Void. Each impulse engine has a given Speed in hundreds of feet per turn and a Maneuverability score, measured in degrees, which determines a ship's cone of movement.

More information about engines can be found in the Dark Matter Engines section, and more information about movement can be found in the Ship Combat section.

Systems
Everything from essentials, like a ship’s life support or sensors, to peripheral functions, like tractor beams and teleporters are encapsulated in a ship’s Systems. The list of systems available to a ship are detailed in the Systems section, and rules for targeting and disabling systems are covered in the Ship Combat section.

Crew
The ship’s Crew indicates the roles that are available to characters in the ship. If a fighter role is available, the entry in parentheses indicates the type of ship that fighters pilot. For more information on how to use the crew roles, see the Ship Combat section.

Capacity
Each ship has a fixed Capacity, which indicates the number of humanoid passengers (including the crew) and tonnage it can safely transport. Note that most ships will have room for passengers that will not actively take a role in ship combat.

If the need arises, a ship can temporarily take on more passengers than it can safely support. Doing so taxes the life-support, however, and can only be performed for a short time. For each day that the ship is above its passenger capacity, every passenger on board gains one level of exhaustion. These levels of exhaustion can’t be removed by those aboard until the ship is once again below capacity.

Cost
Most ships can be bought and sold at docks and starports throughout the ‘verse, and therefore have an included Cost. This price is a typical figure for a ship of its type, but unscrupulous (or simply ignorant) merchants might sell ships for far higher or far lower price.

Not all ships have an included cost; the very largest and most powerful of ships are ostensibly priceless and are never bought or sold at market.

Weapons
Ship-mounted weaponry comes in a bewildering variety of shapes and sizes, from physical battering rams, to extremely large flamethrowers, to deployable mines, but the most common ship-mounted Weapons are based on the same principles as handheld blasters. They are, nonetheless, singularly destructive, capable of melting clean through armored hulls in a single shot.

Ship armaments are explained in the Ship Weapons section, with additional details on their use in the Ship Combat section.

The Rule of 100
In many ways, the rules of space combat are the same as regular combat, but bigger. If you’re not sure how to create new stats or how to interpret an effect happening at starship scale, remember that hit points and damage (which use mega points), movement speed, and ship scale are generally scaled up by 100 times. This can provide a good rule of thumb when a quick decision is necessary at the table.
Dark Matter Engines

Spacefaring vessels in the 'verse are abundant and varied, reflecting hundreds of societies and their diverse technologies. Nearly all of them operate via a Dark Matter engine, a solid or latticework crystal structure surrounded by heat sinks, stabilizers, and other supporting equipment. These engines are powered by magic, allowing them to carry a ship on short jumps through the Void to cross vast gulfs of space.

Dark Matter engines are the hearts of starships. Most ships also have other engines, called Impulse engines, to travel outside of void jumps, but a Dark Matter engine is required to embark on any planet-hopping adventure.

Engine Class

Dark Matter engines can only jump twice a day, and most can maintain a void jump for only a short time before needing time to cool down and recharge. Therefore, Dark Matter engines are organized into Classes, from 1 – 9, based upon the length of their jumps. These Classes are detailed in the Dark Matter Engine Classes table.

If a spellcaster directly powers the engine using their magic, they can cause a Dark Matter engine to jump two more times on a given day. However, progressively more powerful engines require more arcane magic. A Class 1 engine can be powered by a 1st level spell slot, but a Class 2 engine requires a 2nd level spell slot, and so on.

Engines with the lowest classes are ostensibly system-hoppers, allowing a small starship to jump around a single system, or to go on longer journeys between nearby systems. Often these types of ships will need to be carried within higher class starships to cross longer distances.

Class 10 engines are strictly theoretical or legendary, depending on who you ask. Such an engine could cross the galaxy in a single day, requiring no spellcasters of any sort, and would have to be the direct creation of the gods, or some ancient, mystical alien race.

Void Crystals

Dark Matter engines are constructed with void crystals at their cores. Rare, fragile, and extracted from the Void at the event horizons of black holes, these crystals are among the most valuable and volatile materials in the universe. If a void crystal is damaged in the slightest, it risks not only becoming inoperable, but also collapsing into a sphere of annihilation, destroying the rest of the engine and the entire ship. Thus, most of the stabilizing equipment surrounding the core of a Dark Matter engine serves only to insulate and protect the crystal within.

Running a Dark Matter Engine

To many, it seems that Dark Matter engines, temperamental and perplexing without end, behave like living things unto themselves. No single race’s designs and no particular model accurately represents the variety of these engines, and even engines of the same model act differently when fed different types of magical energy.

When a ship has long had a warlock working as an engineer, the Dark Matter engine may start to belch clouds of sulfur and brimstone, and charge faster when those aboard the ship are miserable. Wizards, on the other hand, keep rather tidy, if meticulously modified, engines, which are likely to pulse with rhythmic bursts of force when engaged in a jump. The variations are endless: engines run by illusionists chromatically aberrate the air around them, druid-kept engines sprout twigs and grass in their crevices, and some dwarven engines produce a small amount of beer as exhaust.

Charging a Dark Matter Engine. All Dark Matter engines, regardless of type, require significant energy to charge-up before a jump. Older or worn models of engine can take several hours of warm-up time, during which they must be fed a continuous stream of magical energy. In general, assume that an engine requires 1 minute of warm-up time prior to a jump.

<table>
<thead>
<tr>
<th>Dark Matter Engine Classes</th>
<th>Slot Level</th>
<th>Jump Distance</th>
<th>Time to Cross Galaxy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class</td>
<td>Slot Level</td>
<td>Jump Distance</td>
<td>Time to Cross Galaxy</td>
</tr>
<tr>
<td>1</td>
<td>1st</td>
<td>60 LY</td>
<td>840 days</td>
</tr>
<tr>
<td>2</td>
<td>2nd</td>
<td>150 LY</td>
<td>330 days</td>
</tr>
<tr>
<td>3</td>
<td>3rd</td>
<td>300 LY</td>
<td>170 days</td>
</tr>
<tr>
<td>4</td>
<td>4th</td>
<td>600 LY</td>
<td>84 days</td>
</tr>
<tr>
<td>5</td>
<td>5th</td>
<td>1,500 LY</td>
<td>33 days</td>
</tr>
<tr>
<td>6</td>
<td>6th</td>
<td>2,700 LY</td>
<td>19 days</td>
</tr>
<tr>
<td>7</td>
<td>7th</td>
<td>5,400 LY</td>
<td>9 days</td>
</tr>
<tr>
<td>8</td>
<td>8th</td>
<td>10,800 LY</td>
<td>4.5 days</td>
</tr>
<tr>
<td>9</td>
<td>9th</td>
<td>21,600 LY</td>
<td>2 days</td>
</tr>
<tr>
<td>10</td>
<td>—</td>
<td>43,200 LY</td>
<td>1 day</td>
</tr>
</tbody>
</table>
**Example Ships**

**Human Ships**

When humans look at the vast emptiness of space, they’re not crushed by a weight of burden, nor are they confounded by its meaning; they are instead overwhelmed by an urge to explore. Humans are a young race in the grand scheme of things, but they have made leaps and bounds technologically, bolstering the Hegemony and setting human spacecraft apart from others.

Pragmatic almost to a fault, human ships are always purpose-driven in form. Freelancers excel for lone-agents, Explorers can probe the farthest depths of space, and Warbringers are utterly ruthless in combat. Regardless of intended function, human ships are innovative and rugged, capable of meeting any trial the verse throw their way.

**Sabre**  
**Human (Hegemony) fighter**

| Armor Class | 13 |
| Mega Hit Points | 25 |
| Engines | Impulse (3,500 feet): Maneuverability (180) |
| Systems | Life support, sensors |
| Crew | Pilot |
| Capacity | 2 passengers; 1,000 lb. |
| Cost | 5,000 gp |

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

**Weapons**

**Pulse Cannon.** Ranged Weapon Attack: +5 to hit, range 6,000/18,000 ft., fixed front, one target. Hit: 13 (3d8) mega radiant damage.

**Privateer**  
**Human (Hegemony) personal**

| Armor Class | 14 |
| Mega Hit Points | 46 |
| Shield Points | 8 |
| Engines | Dark Matter (Class 2), Impulse (3,000 feet): Maneuverability (90) |
| Systems | Communications, life pods, life support, probe, sensors, shield generator, umbilicus |
| Crew | Engineer, 2 Gunners, Pilot |
| Capacity | 6 passengers; 6 tons |
| Cost | 10,000 gp |

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

**Tricky Shot.** Whenever the pilot of this ship takes Evasive Maneuvers, one of the gunners can make a weapon attack.

**Weapons**

2 × **Auto Turret.** Ranged Weapon Attack: +6 to hit, range 3,000/9,000 ft., one target each. Hit: 7 (3d4) mega radiant damage.

**Freelancer**  
**Human (Hegemony) transport**

| Armor Class | 15 |
| Mega Hit Points | 135 |
| Shield Points | 220 |
| Engines | Dark Matter (Class 3), Impulse (3,000 feet): Maneuverability (90) |
| Systems | Arcane Cannon, communications, fabricator, life support, sensors, shield generator, shuttle, sickbay, umbilicus |
| Crew | Captain, Engineer, Fighter (Sabre), 2 Gunners, Pilot |
| Capacity | 10 passengers; 30 tons |
| Cost | 26,000 gp |

**High-G Turn.** This ship can rotate the direction it faces before it moves, instead of after it moves.

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

**Weapons**

**Arcane Cannon (fire bolt).** Ranged Spell Attack: +7 to hit, range 10,000 ft., one target. Hit: 11 (2d10) mega fire damage.

**Auto Turret.** Ranged Weapon Attack: +7 to hit, range 3,000/9,000 ft., one target. Hit: 7 (3d4) mega radiant damage.

**Pulse Cannon.** Ranged Weapon Attack: +7 to hit, range 6,000/18,000 ft., fixed front, one target. Hit: 13 (3d8) mega radiant damage.

**Maverick**  
**Human (Hegemony) corvette**

| Armor Class | 17 |
| Mega Hit Points | 195 |
| Shield Points | 30 |
| Engines | Dark Matter (Class 4), Impulse (2,500 feet): Maneuverability (90) |
| Systems | Arcane cannon, communications, fabricator, life support, probe, sensors, shield generator, shuttle, sickbay, umbilicus |
| Crew | Captain, Engineer, 2 Fighters (Sabre), 4 Gunners, Pilot |
| Capacity | 40 passengers; 300 tons |
| Cost | 100,000 gp |

**High-G Turn.** This ship can rotate the direction it faces before it moves, instead of after it moves.

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

**Weapons**

**Arcane Cannon (scorching ray).** Three Ranged Spell Attacks: +9 to hit, range 3,000 ft., one target each. Hit: 7 (2d6) mega fire damage.

2 × **Auto Turret.** Ranged Weapon Attack: +9 to hit, range 3,000/9,000 ft., one target each. Hit: 7 (3d4) mega radiant damage.

**Pulse Cannon.** Ranged Weapon Attack: +9 to hit, range 6,000/18,000 ft., fixed front, one target. Hit: 13 (3d8) mega radiant damage.
Any sufficiently advanced magic is indistinguishable from science; such is arcana of the far future. This chapter contains a number of new spells, many of which, though based on the backbone of classical arcane schools, are intended to be used almost exclusively in space, targeting ships and particularly immense denizens of the Black.

The chapter begins with the lists of additional spells for the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

**Mega Spells**

Mega spells possess immense scale and ruinous power, making them ideal for theaters of space combat. However, their construction is fragile, causing them to collapse harmlessly whenever any part of the spell’s effect would intersect with an area of gravity, such as on a planet, moon, or asteroid, or an area of artificial gravity, such as within a ship. A mega spell can be cast from inside an area of gravity or artificial gravity, as long as its effect lies solely outside the area. These spells are marked with the (mega) tag.

If a spellcaster that is concentrating on a mega spell is within a ship or a large structure when that object takes damage, the spellcaster must make a concentration check as if they took an amount of damage equal to the number of mega hit points of damage.

At the GM’s discretion, spellcasters with a fixed number of spells known, such as sorcerers and warlocks, can learn one mega spell per spell level, without counting against their total number of spells known.

**Teleportation**

Though teleportation magic seems limitless for terrestrial applications, it falls woefully short on a galactic scale. Spells that instantaneously move creatures hundreds of miles, such as teleport, do not penetrate far into the Black. Therefore, any such spell fails if the target location is further than one million miles from its origin. Spells such as gate or plane shift can’t circumvent this limit, either, since leaving and returning to the Material Plane moves very little distance through space.

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**Spell Descriptions**

These spells are presented in alphabetical order.

**Antivirus**

1st-level abjuration (ritual)

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** 24 hours

You ward a device that you touch from digital interlopers. For the duration, this device can’t be disabled by magical effects, such as the technical difficulties spell, the logic bomb spell, or the N-Virus, and creatures have disadvantage on Intelligence (Data) checks made to hack this device.

**Arcane Anomaly**

1st-level abjuration

- **Casting Time:** 1 action
- **Range:** Self (30-foot radius)
- **Components:** V, S, M (a broken mirror)
- **Duration:** Concentration, up to 1 minute

You spread cracks in the magical energy that suffuses the multiverse. For the duration, whenever a spell is cast within range, roll a d6. On a 1, the spell casting fails, expending a spell slot as normal, but not consuming expensive material components.

**Astrogation**

7th-level divination

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (rare spices and incense worth at least 500 gp, which the spell consumes)
- **Duration:** Concentration, up to 1 minute

By burning rare spices and incense, you can briefly determine your course through the universe. If you perform a void jump while this spell is in effect, you roll twice on the Jump Navigation table, taking the result you choose, and add 50 to the roll. If your result is greater than 100, you treat the roll as a 100.

**Conjure Nebula**

1st-level conjuration (mega)
**Darkness**

*Casting Time:* 1 action  
*Range:* 5,000 feet  
*Components:* V, S  
*Duration:* Concentration, up to 1 hour

You create a 1,000-foot radius sphere of gas and dust centered on a point within range. The area of the sphere is heavily obscured.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the cloud increases by 1,000 feet for each slot level above 1st.

**Hardlight Blaster**  
*1st-level conjuration*

*Casting Time:* 1 action  
*Range:* 10 feet  
*Components:* V, S, M (an emerald ring worth 30 gp)  
*Duration:* Instantaneous

You wave your hand and conjure a sophisticated arcane weapon, constructed of brilliant compressed light, which hovers in the air in an unoccupied space within 10 feet of you. The weapon fires a crackling beam of energy at a target you choose within 60 feet of it, making a ranged spell attack using your spell attack bonus. The weapon is the point of origin for this attack; therefore, the attack can target a creature that is not within your line of sight, as long as it is within the weapon’s line of sight. On a hit, the target takes 3d6 force damage. After this attack, this weapon dissipates.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 force damage for each slot level above 1st.

**Orbital Hardlight Cannon**  
*9th-level conjuration*

*Casting Time:* 1 action  
*Range:* 500 feet  
*Components:* V, S, M (an emerald ring worth 30 gp)  
*Duration:* Concentration, up to 3 rounds

You focus an aurora of light into an immense hardlight construct: an orbital cannon positioned 1 mile above your head. The cannon fires a blinding beam of energy, which lands in a 15-foot radius, 1-mile high cylinder centered on a point within range.

When a creature enters the spell’s area for the first time on a turn or starts its turn there, it is scorched by the beam’s energy, and it must make a Dexterity saving throw. It takes 20d10 radiant damage on a failed save, or half as much damage on a successful one. The spell ignites nonmagical objects in the area that aren’t being worn or carried.
On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

**Repulsor Ring**  
*2nd-level abjuration*

**Casting Time:** 1 action  
**Range:** 5 feet  
**Components:** V, S, M (a piece of chalk)  
**Duration:** Concentration, up to 1 minute

You outline a 5-foot diameter circle on the ground, which is warded against intruders. Only creatures you choose can step within the circle. Any ranged attack roll made against a target within the circle has disadvantage. If a hostile creature makes a melee attack against a target within the circle, the attacker is pushed back 10 feet immediately after the attack.

**Rift**  
*2nd-level transmutation (mega)*

**Casting Time:** 1 action  
**Range:** 10,000 feet  
**Components:** V, S, M (a pinch of diamond dust)  
**Duration:** Concentration, up to 10 minutes

You tear a rift in space at a point you choose within range. The area of the rift is composed of 10 blocks, each 200-feet square and 25 feet thick. These blocks can be arranged in any continuous pattern you desire, but must all be positioned in the same plane—that is to say, the total volume affected by the spell cannot be thicker than 25 feet. You cannot place the rift in a space that is occupied by a creature or object.

**Technical Difficulties**  
*1st-level transmutation*

**Casting Time:** 1 bonus action  
**Range:** 60 feet  
**Components:** V, S, M (a bit of frayed wire)  
**Duration:** Concentration, up to 1 minute

This spell causes lights to flicker, blasters to malfunction, and arcane terminals to crash. Choose a piece of magical technology within range. The device malfunctions in unpredictable ways, such that it is unusable for the duration. As a bonus action on your turn, you can switch the target of this spell to a different device within range.

**Technomancy**  
*Transmutation cantrip*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** S  
**Duration:** Instantaneous

With a complex input gesture, you can manipulate a technological device you can see within range. You can use this ability to perform any basic operation on the device, including, but not limited to, pressing an external button, entering a dozen keystrokes of data, activating an authorized operation (such as opening an unlocked door), dimming or brightening a screen, or muting a device that has a speaker. You can’t disconnect or reconnect wires, or perform an unauthorized operation, such as crashing a device or changing its password without knowing the original.

**Worldseek**  
*1st-level divination (ritual)*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a spyglass)  
**Duration:** Concentration, up to 1 hour

This spell reveals the path to the nearest planet to you. For the duration, you know the direction and the distance to the nearest planet, planetoid, or moon. If you cast this spell while you’re on a planet, planetoid, or moon, the spell fails.

**Zone of Atmosphere**  
*2nd-level conjuration*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a glass fish bowl worth 10 gp)  
**Duration:** 1 hour

You create a spherical area of clean, breathable air centered on a point within range for the duration. The sphere can have any radius you choose to a maximum of 30 feet. If the point you choose is on an object you are holding or one that isn’t being worn or carried, the sphere is centered on the object and moves with it. Airborne substances such as poisonous gas, smoke, or fog cannot enter the sphere, and any such substances already within the sphere’s area are destroyed. If such a substance is created by a spell of a higher level than this one, it is unaffected.