VOIDBOUND Player Guide

> "The Void does not announce itself.
> It erodes. It distorts. It leaves survivors who no longer fit the world they came from.
>
> Those survivors are called Voidbound.
> Not because they sought power–
> but because they lived through what should have ended them"
>
> *– Axiom*

The Universe of Voidbound

Creation did not fail. It stopped.

Reality was left unfinished, abandoned mid-process, with rules that never fully resolved and structures that were never reinforced. The universe continued anyway, carrying its flaws forward like stress fractures in cooling metal.

The Void is not a force of destruction and it is not a thinking entity. It is the absence left behind by incomplete creation. It is the memory of what should have been there and never was. Where laws contradict themselves, where cause and effect lose their certainty, where existence hesitates, the Void leaks through.

What did hold became Aether. Aether is the binding force of reality, the pressure that allows form, continuity, and repetition. It is the reason things persist long enough to matter. Where the Void erases structure, Aether enforces it. Together they are not opposites but remnants of the same broken process.

The universe did not collapse into ruin.

It fractured sideways.

Time did not advance cleanly. Civilizations did not rise and fall in sequence. Instead, eras coexist. Stone-age fortresses stand within sight of industrial ruins. Star-faring relics lie buried beneath cities that never learned to read. One region remembers an empire that never existed elsewhere. History is not global. It is local, fragmented, and unreliable.

The question is never what year it is.

The question is how stable the ground feels today.

The World as It Exists Now

Most people live their lives never touching the Void directly. They experience it through loss, inconsistency, and quiet catastrophe. A bridge collapses that should not have. A city wakes to find a district missing, not destroyed but absent. Records contradict memory. Bloodlines end without cause. Maps change.

Instability is measurable. Some places feel thin, as if reality is stretched too tightly. Others are rigid and hostile, locking events into place with brutal certainty. Travelers learn quickly that distance is not measured only in meters but in risk.

Survival is adaptation.

Cultures form around what the world allows them to keep. Technology diverges. Belief systems fracture. Entire societies are shaped by the limits imposed by their environment. No one agrees on what the universe is supposed to be. Everyone agrees it cannot be trusted.

The Voidbound

Some people are changed by direct exposure to the Void and do not break.

They bind it.

A Void Core is not a blessing and it is not an artifact. It is a controlled absence anchored inside a living being. It is a permanent compromise with reality. Through it, a person can draw on the Void's capacity to disrupt outcomes and Aether's capacity to enforce them, forcing impossible results to briefly make sense.

Voidbound are not chosen. There is no prophecy and no destiny. Every Void Core exists because someone accepted a cost and survived the moment it was paid.

Using a Void Core is not casting magic. It is exerting pressure against the universe's tolerance. Every use creates stress. Every escalation invites consequence. The more power drawn, the more the world resists.

The universe does not punish the Voidbound.

It responds to them.

What It Means to Play Voidbound

Voidbound is not a game about steady progression or clean growth. Characters do not become stronger because time passes. They change because they act, because they fail, because they push themselves into situations that leave marks.

Growth is earned through use. Skills improve because they are relied upon. Core traits shift because they are strained. Power deepens because the character chooses to accept instability rather than avoid it.

Nothing resets cleanly.

When a character crosses a threshold, something locks into place. Sometimes it is an advantage. Sometimes it is a flaw. Often it is both. Characters gain scars that matter, limitations that reshape how they approach the world, and consequences that cannot be undone.

You do not build a character by optimizing a path.

You define them by the risks you are willing to take.

Failure Is Part of the Story

Failure in Voidbound is not a pause or a null result. It is information. It is the universe asserting itself.

A missed charged ability does not simply fail. The Void answers back. A pushed limit does not simply exhaust a resource. Something gives, and it is rarely what the player intended.

Survival often comes at a cost that follows the character forward. Resources are lost. Capabilities are altered. Environments are changed. Sometimes the character themselves is changed permanently.

Death exists, but the game is far more interested in what happens when you live.

Conflict and Consequence

Combat in Voidbound is dangerous, fast, and decisive. Armor protects you, but often makes you easier to hit. Power lets you bend outcomes, but raises instability. Every fight risks lasting consequence even when you win.

Victory is not about raw damage. It is about pressure, positioning, timing, and knowing when not to push further. Sometimes the smartest decision is retreat. Sometimes the worst possible outcome is winning without cost, because it invites a greater one later.

Violence is a tool, not a solution.

Why Eras Can Fight Each Other

In a finished universe, progress would be absolute. New tools would replace old ones. Knowledge would stack. Power would scale cleanly upward.

Voidbound does not take place in a finished universe.

The same fractures that cause eras to coexist also prevent advancement from becoming dominant. The Void erodes reliability. Aether rewards coherence rather than complexity.

Sophistication is not the same as strength.

The Limits of Advanced Technology

Far-future technology is powerful but fragile. It depends on layered systems, precise tolerances, and assumptions about how reality behaves. In stable regions, it performs as intended. In unstable regions, it degrades, misfires, or fails unpredictably.

Targeting systems that rely on prediction struggle when cause and effect lose consistency. Energy weapons lose efficiency when conservation laws bend. Automated defenses hesitate when inputs contradict themselves.

The more advanced the system, the more it relies on the universe behaving correctly.

In Voidbound, the universe often does not.

Why Primitive Tools Still Matter

Early technology survives because it is brutally simple.

A stone blade does not require calibration. A thrown spear does not rely on signal integrity or energy flow. Muscle, leverage, and momentum behave consistently even when higher laws break down.

Primitive tools do not compete on precision or scale.

They compete on certainty.

The Human Constant

The Void resists systems that remove decision and risk. When technology tries to eliminate human judgment, it becomes brittle.

A fighter trained in their body, instincts, and awareness carries that competence everywhere. They do not lose it when machines fail. They adapt faster because adaptation is all they have ever known.

In a world that punishes assumptions, experience grounded in reality carries weight.

Power Does Not Scale Cleanly

Advanced gear does not automatically defeat older methods. Every approach has pressure points.

A far-future combatant brings reach and precision but also dependence. Power cells deplete. Systems desynchronize. Heavy armor trades mobility for protection.

A primitive fighter brings endurance, adaptability, and comfort in chaos. They fight close. They exploit mistakes rather than overwhelm defenses.

Neither is guaranteed to win.

That uncertainty is intentional.

The Role of the Voidbound

Voidbound exist between extremes. Their power does not come from tools alone or from raw physicality. It comes from accepting instability and forcing outcomes anyway.

A Void Core amplifies intent, risk, and consequence.

A caveman with a Void Core can fracture space with a thrown spear. A far-future soldier with a Void Core can anchor reality around a rifle shot.

The universe does not choose sides.

It responds to pressure.

The Truth Beneath It All

Advancement in Voidbound is not about replacing the old. It is about surviving within constraints.

A caveman can stand toe to toe with a far-future combatant because neither is fighting in a fair, stable world. They are fighting in a universe broken in localized, inconsistent ways.

Skill matters. Choice matters. Risk matters.

Technology helps, but it does not decide.

The Void does not respect progress.

It respects what endures.

Tone and Promise

Voidbound is dark, but not nihilistic. The universe is indifferent, but people are not. Meaning is not given. It is forced into existence through action, sacrifice, and persistence.

You are not here to save the world.

You are here to survive it long enough to matter.

The universe will not stop you.

But it will remember what you do.

And eventually, it will ask you to live with it.

Building Worlds by Hand

No one is trying to fix the universe.

What people do instead is build places that work, one piece at a time, using whatever still functions and whatever can be made to cooperate. Worlds in Voidbound are not restored. They are assembled.

Stability is modular. One valley might have consistent gravity. One city might have reliable time flow. One structure might preserve identity and memory. These things do not need to exist everywhere. They only need to exist where people live and survive.

Anchoring is closer to engineering than magic. To anchor a place is to decide what cannot be allowed to fail and reinforce only that. Everything else is permitted to flex, decay, or change. Trying to lock too much causes collapse. Anchoring is selective by necessity.

Different eras matter because they solve different problems. Primitive societies excel at resilience and redundancy. Advanced societies excel at efficiency and scale. Void-touched cultures understand instability itself. No single approach is sufficient.

Stable worlds are built by layering methods, not replacing them. Stone foundations under future alloys. Manual overrides built into automated systems. Ritual stabilization supporting advanced infrastructure. This is practical construction, not symbolism.

Voidbound are not world-builders alone. They operate where construction would otherwise fail. They test systems under pressure. They maintain anchoring points others rely on. They decide what is worth saving when everything cannot be kept.

Anchored regions are always unfinished. They require maintenance and adjustment. Some last decades. Some last generations. Success is not permanence. Success is continuity.

When Anchoring Goes Too Far

Anchoring exists so people can live. It makes places safer and more predictable. But anchoring only works when it is limited.

When anchoring is pushed past its limits, the problem is not chaos. The problem is loss of choice.

There are no written laws of anchoring, but every stable place follows the same practical constraints. You stabilize only what must not fail. You allow the rest to change. You accept decay, maintenance, and human decision. You let systems fail in controlled ways.

Breaking these limits usually begins with good intentions. Safety. Order. Efficiency. Over time, it becomes enforcement.

What Happens When the Rules Are Broken

Over-anchored places do not explode. They keep functioning, just badly.

Events repeat regardless of choice. Systems refuse to shut down. Communities cannot adapt. Improvisation is punished. People follow routines because deviation no longer works.

Pressure accumulates. Instability has nowhere to go and vents unpredictably, often beyond the original anchor. Nearby regions are affected. Trade routes fail. Refugees flee places that no longer allow meaningful life.

This is not chaos. It is rigidity.

Why Anyone Cares

Over-anchored systems trap lives inside them. Families cannot leave without losing everything. Cities cannot change course even when failing. Entire regions depend on anchors that have become liabilities.

Those enforcing absolute stability often believe they are saving people. From inside the system, it can feel that way. From outside, it is a slow disaster no one is allowed to stop.

Your Role in a Changing World

When your characters confront an over-anchored system or its creator, you are not trying to destroy a city or plunge it into chaos.

You are trying to reintroduce flexibility. To restore human decision-making. To allow systems to fail safely instead of catastrophically.

This work is dangerous. Weakening anchors can cause real harm in the short term. Structures may fail. People may suffer. Your characters will be blamed.

Victory is not a perfect solution. Victory is a world that can change again. A city that can adapt. A system that can fail without killing everyone who depends on it.

Voidbound does not ask whether stability is good or bad. It asks how much control is worth losing choice, and who gets to decide.

Sometimes the villain is not the one who breaks the world, but the one who refuses to let it change.

That is the risk Voidbound is built around.

Freedom of Creation

Voidbound is not built around predefined answers.

The universe is incomplete by design, and that incompleteness is intentional space for creation. Both the Voidmaster and the players are expected to add to the world, not just move through it.

Nothing in Voidbound assumes there is a single correct solution, a fixed setting state, or an intended outcome. Anchoring, world assembly, factions, regions, and even long-term stability are all meant to be shaped at the table.

Player Freedom: Making Things That Matter

Players are not limited to interacting with what already exists. They are allowed to create structures, solutions, and systems that did not exist before.

A player might help establish a trade route that becomes essential to multiple regions. They might stabilize a settlement that grows into a city. They might build a single structure that everything else relies on.

These creations are not cosmetic. Once established, they are real. They introduce new dependencies, new problems, and new responsibilities.

Players are free to attempt bold solutions. They are also free to fail. The system does not protect creations from consequence. If something works, it stays. If it breaks, it breaks in ways that matter.

Creation is earned through action, not permission.

Voidmaster Freedom: Shaping the World in Response

The Voidmaster is not bound to a fixed canon. The role is not to enforce a predefined world, but to respond honestly to player action.

When players create something, the Voidmaster decides how the world reacts. What strains does it introduce. What benefits does it provide. Who depends on it. Who wants control of it.

The Voidmaster is free to let creations succeed, fail, or evolve over time. There is no requirement to preserve player-made structures indefinitely. There is also no requirement to destroy them.

The only expectation is consistency. Actions have consequences. Stability creates dependency. Failure creates opportunity.

Shared Authority Over the Future

Voidbound assumes that the future of the setting is decided at the table.

Players decide what they try to build and protect. The Voidmaster decides how difficult that is and what it costs. Neither side controls the outcome alone.

This shared authority is intentional. It allows campaigns to diverge wildly while still feeling grounded. One group might assemble a stable region that lasts generations. Another might leave behind ruins that shape future play.

Both outcomes are valid.

Why This Freedom Matters

A finished universe would limit creativity. An unfinished one invites it.

Voidbound gives permission to invent because invention is the point. The world is incomplete, and play is how it is filled in.

Nothing you build is guaranteed to last. Nothing is guaranteed to fail. What matters is that your choices leave marks that shape what comes next.

That freedom applies equally to players and the Voidmaster.

The game does not ask you to discover the story.

It asks you to help create it

VOIDBOUND Player Guide

"I do not watch lives begin. I watch what survives long enough to matter.

Those who become Voidbound were never equal. They entered the world with different strengths, different limits, different fractures already forming beneath the surface. The Void did not make this unfair. It revealed it.

What follows is not a promise of balance. It is a method of recording what you bring with you into instability".

— Axiom

Chapter 2 Character Creation

Character creation in Voidbound defines who your character is and how they survive consequence, pressure, and irreversible change. All choices made here are permanent unless explicitly stated otherwise.

Step 1 Character Concept

Define your character's background, motivation, personality, and relationship to the Void.

Step 2 Species Selection

Choose a species. Apply all listed traits, base values, movement, lifespan, and passive effects immediately.

Step 3 Chromosomal Configuration

Select one chromosomal configuration. This choice is permanent.

• XX – Select two X Chromosome traits

• XY – Select one X Chromosome trait and one Y Chromosome trait

• YY – Select two Y Chromosome traits

Chromosomal traits are always active and require no Essence, actions, or ability slots.

Step 4 Core Stats

Assign your starting points to Body, Mind, Spirit, and Presence. Core stats influence growth, survival, and interaction with the world, but do not directly increase damage.

Step 5 Derived Stats

Derived stats represent perception, reaction speed, psychological resilience, and force of personality. They are calculated values and are not trained like skills.

• Presence – (Mind + Body + Spirit) ÷ 3

• Awareness –(Mind + Presence) x 2

• Reflex – (Body + Mind) × 2

• Morale – (Spirit + Presence) × 2

• Derived stats cannot be trained or mastered

• Derived stats may gain a +10% bonus if explicitly granted by a profession

• Derived stats are capped at a maximum value of 80%

Step 6 Profession Selection

Choose a profession. Professions grant trained skills, weapon and armor proficiencies, passive abilities, and starting equipment options.

Step 7 Assigning Skills

All skills begin at a base value of 10%.

Add the governing stat directly to the skill value (+1% per stat point).

Skills granted by a profession are considered trained and gain an additional +10%.

If a skill is mastered, it gains +25% instead of the trained bonus.

No skill may exceed 80%.

Step 8 Starting Void Core

All characters begin play with a Tier 0 Void Core.

Tier 0 Void Core Effects:

• 1 Tier 1 ability slot

• No access to abilities above Tier 1

• No Void Core passive bonuses

• Reduced corruption tolerance compared to higher tiers

Step 9 Starting Ability

Choose one Tier 1 ability you meet the requirements for. This ability occupies your single available ability slot.

Step 10 Starting Equipment

Choose starting weapons and armor based on your profession's listed proficiencies and starting equipment. Items selected must be the lowest available form unless the Voidmaster rules otherwise.

For example, if your profession grants a sidearm, you begin with a revolver. If it grants a small blade, you begin with a stone knife, or the closest available equivalent.

Armor Overview:

• Armor Rating (AR) reduces damage after a hit connects

• Phit represents the probability of being hit; heavier armor usually increases Phit

"I will remember which path you take" —Axiom

VOIDBOUND Player Guide

"No two lives begin with the same limits.

Bodies differ. Minds adapt differently. Some endure strain that would break others.

Species is not belief nor culture.
It is the structure you inhabit–the strengths you rely on, the failures you cannot avoid.

When circumstances turn hostile, these differences decide who continues and how."

– Axiom

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3.1 What Species Represents

Your species defines the biological and metaphysical baseline of your character. It determines physical tolerance, innate traits, and how the Void interacts with your body and mind.

3.2 Choosing a Species

During character creation, choose one species. This choice represents the body you were born into and the vessel through which the Void now acts.

3.3 Species Lore

Each species includes a lore section describing origins, culture, myths, and how the species understands the Void. Lore provides context, not mechanical bonuses.

3.4 Species Mechanics

Each species includes a mechanical profile defining stat modifiers, innate traits, and special interactions with corruption, mutation, or instability.

3.5 Innate Traits

Innate traits are always active unless stated otherwise. They cannot be removed through normal means and represent structural facts of the body.

3.6 Species and the Void

The Void does not affect all species equally. Pressure reveals how each species fractures, adapts, or stabilizes under stress.

3.7 Species Modifiers

Species modifiers apply to Body, Mind, and Spirit before Presence is derived. They represent structure, not training.

3.8 Lifespan and Decay

Species determine lifespan, resistance to disease, and how age affects body and mind. Void exposure can extend, shorten, or distort lifespan.

3.9 Culture Is Not Biology

Culture affects perception and reaction but grants no mechanical bonuses unless explicitly stated.

3.10 Mixed or Anomalous Origin

Characters with mixed or altered origins still select one species for mechanics. Any deviation beyond that is narrative unless stated otherwise.

Some characters may be the result of mixed ancestry.

If so, you may use the Genealogy mechanics to create a mixed species character. Genealogy defines how traits, modifiers, and inherited tolerances are combined. Unless stated otherwise, a mixed species character still resolves species mechanics through a single finalized species profile created using those rules.

3.11 How the World Sees You

Species influence access, suspicion, and assumptions made by the world before you act.

3.12 Axiom's Record

"I remember species as tolerances. Survival is not determined by form, but by what is accepted when pressure becomes constant"

3.13 Species Entries

Species data appears in separate sub-chapters labeled 3A, 3B, 3C, and so on. Each contains full lore and mechanics for a single species.

Chapter 3A Humans

Humans did not discover the Void.

They lived with it.

Where other species trace their beginnings to singular moments, engineered origins, or cosmic accidents, humanity's story is quieter and more brutal. The Void was always present, fracturing reality, eroding certainty, and reshaping lives through catastrophe. Humans survived long enough for it to become normal.

They are not the strongest. They are not the most stable. They are not the most attuned.

They are the ones who kept going.

Origins

Humanity emerged in a universe that was unfinished. Regions of reality were thin, unstable, or contradictory. Early human civilizations did not understand the Void as a force or a presence. They experienced it as loss, disaster, and inexplicable change.

Cities vanished. Memories shifted. Entire bloodlines ended without explanation.

Humans adapted not by mastering the Void, but by building lives that could survive uncertainty. Belief systems fractured. Technologies diverged. Cultures learned to expect collapse and learned how to rebuild afterward.

When Void Cores first appeared among humans, they were not worshipped. They were feared, hidden, exploited, and blamed. A human bearing a Void Core was not a prophet or a chosen one. They were a risk.

And yet, humanity kept them.

Physiology & Form

Humans possess no inherent adaptation to the Void. Their bodies are biologically mundane by galactic standards, and that mundanity defines them.

They bleed. They tire. They break.

What sets humans apart is tolerance. Pain does not immediately incapacitate them. Fatigue can be pushed through. Damage can be ignored, for a time.

This is not strength. It is delay.

Humans remain functional long past the point where other species would withdraw, destabilize, or collapse. That endurance allows them to survive chaos, often at the cost of long-term damage.

Scars, both physical and psychological, are common. Few humans remain unchanged after prolonged exposure to conflict or the Void.

Psychology & Adaptation

Human psychology is defined by flexibility.

They normalize extremes. They rationalize horror. They compartmentalize trauma. Where other species fracture under contradiction, humans learn to live with it.

This adaptability allows humans to function across wildly different environments, cultures, and power structures. It also carries a cost. Humans are prone to denial, overextension, and self-destructive persistence.

They push themselves beyond safe limits, often convinced that endurance and resilience are the same thing.

They are not.

Culture & Society

Human societies are layered, fragmented, and endlessly recursive. Empires rise and fall quickly by cosmic standards, but human culture survives through records, stories, and imitation.

Humans are builders. Not of perfect systems, but of workable ones.

Human cultures tend to value adaptability over purity, survival over legacy, and momentum over harmony.

Voidbound humans are rarely celebrated. They are tolerated, weaponized, or quietly relied upon when everything else has failed. Many institutions publicly denounce Void influence while privately depending on it.

This contradiction is not accidental. It is survival.

Relationship with the Void

Humans do not revere the Void.

They bargain with it.

To a human, a Void Core is not destiny. It is leverage, something to be endured, hidden, exploited, or sacrificed if necessary. This transactional relationship allows humans to wield Void power with alarming recklessness.

They are less likely than most species to ritualize Void interaction. Instead, they develop procedures and rules around it, usually after something has gone wrong.

Humans learn best after consequences.

How the World Sees Humans

Other species often see humans as unstable but persistent, reckless but effective, fragile yet dangerous.

They are frequently underestimated until they refuse to stop.

A Voidbound human is rarely the most powerful being in a room. They are often the last one still standing, still functioning while others have broken, retreated, or burned out.

That makes them unsettling allies and terrifying enemies.

The Human Condition

Humans survive the Void not by mastering it, but by absorbing damage, physical, mental, and existential, long enough to matter.

They are not built for eternity.

They are built to endure.

Mechanics 3A.1 Humans

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
40	15	15	6m	16 years	80–90 years	9 months

Core Stat Modifiers

+3 points distributed among Body, Mind, Spirit, Presence

X Chromosomes

Adaptive Frame: Once per scene, ignore one imposed penalty or disadvantage.
Learned Response: Reroll one failed non–damage roll per scene.
Enduring Will: Reduce the first condition gained each scene by one tier.
Improvised Solution: Treat one untrained skill as trained for one action per scene.

Y Chromosomes

Aggressive Execution: +2 true damage.
Relentless Follow–Through: First hit each scene deals +2 true damage.
Desperate Strike: While below half HP, attacks deal +2 true damage.
Focused Violence: Choose one target per scene; attacks deal +2 true damage.

Chapter 3B Astral Dwarves

Astral Dwarves were never meant to move.

They were meant to hold.

Where other species adapted by changing themselves, Astral Dwarves adapted by refusing to change at all. They learned to survive the Void not through flexibility, but through mass, pressure, and continuity. When reality thinned, they reinforced it. When time fractured, they endured it.

They are not fast. They are not graceful.

They remain.

Origins

Astral Dwarves trace their earliest histories to deep stellar structures, regions of space where gravity, radiation, and Void interference intersected in unstable equilibrium. Their ancestors did not flee these regions. They built within them.

Cities were carved into asteroid cores, collapsed stars, and gravity wells that bent time and matter alike. Each settlement was designed to persist across eras, not generations. When sections failed, they were sealed, reinforced, or abandoned without ceremony.

Void exposure was not a catastrophe to Astral Dwarves. It was a constant.

Rather than studying the Void as a phenomenon, they treated it as a structural problem.

Physiology & Form

Astral Dwarves are dense, compact beings, built around reinforced skeletal frameworks and layered tissue that resists deformation. Their mass is disproportionate to their size, and their bodies respond poorly to rapid change.

They do not heal quickly.

Instead, they stabilize.

Damage to an Astral Dwarf often manifests as fractures, compression injuries, or internal stress rather than superficial wounds. Once compromised, their bodies compensate by redistributing load rather than regenerating tissue.

This makes them exceptionally difficult to move, stagger, or displace. It also means that damage, once taken, lingers.

Psychology & Endurance

Astral Dwarves think in terms of weight and time.

They value patience over speed, certainty over possibility, and permanence over comfort. Where other species react emotionally to crisis, Astral Dwarves respond with assessment and containment.

This mindset makes them reliable under extreme pressure, but brittle when forced to adapt quickly. Sudden change is disorienting. Rapid escalation is dangerous.

They endure until something gives.

When it does, it is rarely subtle.

Culture & Society

Astral Dwarf culture is conservative in the truest sense of the word. Knowledge is preserved, not innovated lightly. Traditions exist because they worked once, and therefore may work again.

Authority is granted to those who have endured longest, not those who are most persuasive. Leadership is measured in decades of survival and visible scars of failure.

Astral Dwarves do not fear collapse. They plan for it.

Entire cultural frameworks exist to manage loss, seal damaged sectors, and redistribute labor when systems fail. Grief is private. Continuity is public.

Relationship with the Void

Astral Dwarves do not bargain with the Void.

They resist it.

Void influence is treated as structural stress, something to be braced against, diverted, or isolated. Void Cores among Astral Dwarves are integrated cautiously, often entombed within layers of ritual, engineering, and redundancy.

An Astral Dwarf Voidbound is not a visionary. They are a load-bearing element.

If they fail, something important collapses with them.

How the World Sees Astral Dwarves

Other species view Astral Dwarves as immovable, stubborn, and slow to act. They are often underestimated in moments of rapid change.

This is a mistake.

Astral Dwarves excel in prolonged conflict, sustained defense, and situations where endurance matters more than momentum. Once committed, they do not retreat easily, and they do not forget damage done.

They are trusted with foundations, fortresses, and final stands.

The Astral Burden

Astral Dwarves survive the Void by becoming part of the structure that holds reality together.

They do not bend.

They crack, seal the fracture, and keep standing.

Mechanics 3B.1 Astral Dwarves

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
45	17	8	6m	40 years	300–350 years	18 months

Core Stat Modifiers

Body +2
Mind +1

Spirit -1
Presence -1

X Chromosomes

Anchored Frame: You cannot be forcibly moved more than 1 meter per effect.
Structural Endurance: Reduce the first instance of physical damage each scene by 1/2.
Gravitic Stability: Ignore penalties from unstable terrain or gravity shifts.
Slow Certainty: Once per scene, convert a failed Body roll into a partial success.

Y Chromosomes

Crushing Momentum: Melee attacks deal +4 physical damage.
Mass Driver: If you do not move before attacking, deal +1d6 physical damage.
Unstoppable Impact: Two-handed melee attacks ignore 4 physical damage reduction.
Immutable Strike: Reaction attack for 1d4 damage that stops enemy movement.

Chapter 3C Lumenkin

Lumenkin were born from light that refused to fade.

Where darkness swallowed worlds and the Void unraveled certainty, something luminous remained. Not untouched, not pure, but persistent. The Lumenkin emerged from that persistence, shaped by exposure rather than shelter.

They do not endure by resisting the Void.

They endure by shining through it.

Origins

The earliest Lumenkin arose in regions saturated with radiant phenomena: collapsing stars, aetheric flares, and breaches where raw creation bled into unfinished reality. These zones were lethal to most life. For the Lumenkin, they were formative.

Light warped their bodies and memories alike. Identity was never singular. Each generation inherited echoes of the last, not as ancestry, but as resonance.

Lumenkin history is not recorded in years or dynasties. It is remembered in cycles of brightness and dimming, expansion and retreat. When one enclave fades, another ignites elsewhere.

Physiology & Form

Lumenkin are tall, slender beings with elongated limbs and finely structured features. Their most immediately recognizable trait is their long, tapering ears, which curve slightly backward and glow faintly along the edges when their inner radiance intensifies.

Their bodies are suffused with internal light. Flesh carries a soft glow that brightens with exertion, emotion, or proximity to aetheric currents.

They are warm to the touch. Their blood carries light.

This luminosity is not cosmetic. It is structural. Injury to a Lumenkin disrupts internal flow rather than tearing tissue, causing flickers, flares, or sudden dimming instead of bleeding.

They heal unevenly. Some wounds vanish in moments. Others scar as dark fractures where the light no longer reaches.

Psychology & Exposure

Lumenkin experience the world intensely.

Sensation, emotion, and memory arrive amplified, layered with afterimages and echoes. Joy burns bright. Fear lingers as shadow. Prolonged exposure to stress can cause Lumenkin to overextend, radiating beyond safe limits.

They struggle with moderation.

To dim feels like surrender. To shine feels like survival.

Culture & Society

Lumenkin culture is transient by design. Settlements are grown, not built, formed around shared radiance rather than fixed structures.

Leadership shifts with brightness. Those who shine strongest guide, teach, and protect until they fade. When that happens, they step aside without ceremony.

Lumenkin value presence over permanence. Art, memory, and teaching are prioritized over monuments. What matters is what is felt and remembered, not what remains.

Relationship with the Void

The Void does not extinguish Lumenkin light.

It distorts it.

Void exposure bends radiance into unfamiliar spectra, creating instability rather than absence. Lumenkin Voidbound often glow erratically, their light pulsing or fracturing under pressure.

Lumenkin have learned a dangerous restraint. By holding their breath, they can dampen their inner light, drawing it inward and preventing it from shining outward. This suppression cannot be maintained indefinitely. They must breathe in short, measured moments to keep the light contained.

In this state, a Lumenkin can move unseen, their radiance muted to a dull internal ember. When breath returns too fully, the light spills back out, sudden and revealing.

They do not bargain with the Void. They challenge it, flooding fractures with illumination when restraint fails.

Sometimes it holds.

The Cost of Light

Lumenkin survive by using themselves up.

Their light is not infinite. Every flare, every sustained glow, every moment of restraint leaves a physical toll. Muscles weaken. Breath shortens. Memories blur at the edges where radiance once burned brightest.

When a Lumenkin fails, it is not poetic. It is exhaustion, collapse, and the body refusing to hold what it once carried. Light gutters out unevenly, leaving cold patches where warmth used to be.

Some recover. Many do not.

Lumenkin do not fade because they are fragile. They fade because they give more than they can afford.

Mechanics 3C.1 Lumenkin

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation

40	10	20	7m	25 years	180–220 years	12 months

Core Stat Modifiers

Body –1
Mind +1
Spirit +2
Presence 0

X Chromosomes

Light Dampening: While holding breath, gain advantage on Stealth.
Controlled Glow: Reduce penalties from visibility or glare.
Refractive Awareness: Ignore darkness penalties once per scene.
Gentle Illumination: Allies ignore fear from light changes.

Y Chromosomes

Focused Radiance: Attacks deal +2 radiant damage.
Burning Output: After spending Aether, next hit deals +1d6 radiant damage.
Light Overexposure: Targets suffer disadvantage on Stealth.
Flare Release: Once per scene deal 10 radiant damage in 1m radius.

Chapter 3D Nullborn

Nullborn should not exist.

They are not a people who adapted to the Void, nor a culture shaped by it. They are the result of absence, formed where something failed to finish being made. Where creation faltered, Nullborn appeared.

They are defined not by what they are, but by what is missing.

Origins

Nullborn arise in regions where reality collapses inward rather than tearing apart. These are places where the Void does not rage or corrupt, but erases. Matter thins. Causality slips. Identity loses coherence.

Some Nullborn are born in these zones. Others are created when living beings are partially erased and do not fully disappear. What remains stabilizes, imperfectly, into something new.

Nullborn do not share a unified origin myth. Many do not know where they came from at all. Records fail around them. Memories contradict themselves. Attempts to trace lineage often end in blanks.

Physiology & Form

Nullborn bodies appear incomplete in subtle ways. Limbs may be slightly misaligned. Shadows do not always match movement. Reflections lag or omit details.

They bleed less than expected. Wounds close without healing, leaving numb patches where sensation never fully returns.

Nullborn require sustenance and rest like any other species, but their bodies process both inefficiently. Energy leaks. Recovery is uneven.

They are present, but never fully anchored.

Psychology & Detachment

Nullborn experience emotion at a distance.

Fear, joy, anger, and attachment occur, but often feel delayed or muted, as if filtered through something thin. Many struggle to form lasting emotional bonds, not from cruelty, but from instability. Connections fade when not actively reinforced.

This detachment makes Nullborn difficult to read. It also makes them resilient to certain psychological pressures, while leaving them vulnerable to isolation and dissociation.

They are rarely driven by passion. More often, they are driven by inertia.

Culture & Society

Nullborn rarely form large societies. Communities that include them tend to orbit around stronger cultural anchors, borrowing structure rather than generating it.

Among themselves, Nullborn value consistency above all else. Repetition, routine, and documentation are survival tools. Many keep obsessive records of their own actions, conversations, and memories to compensate for what slips away.

Rituals are simple and practical. Anything too symbolic risks unraveling.

Relationship with the Void

The Void does not threaten Nullborn.

It recognizes them.

Void phenomena often pass through Nullborn without dramatic effect, but prolonged exposure worsens their instability. Pieces go missing. Details fail to resolve. Presence thins.

Nullborn Voidbound do not experience the Void as invasion or bargain. They experience it as familiarity. The Void feels like home, which is more unsettling than hostility.

How the World Sees Nullborn

Other species find Nullborn unsettling.

They are described as hollow, distant, or unfinished. Trust is difficult, not because Nullborn are deceptive, but because they feel unreliable. Promises are kept, yet something about them never fully commits.

In conflict, Nullborn are underestimated. They endure conditions that would break others simply because there is less of them to break.

The Weight of Absence

Nullborn survive by continuing.

Not because they want to, and not because they hope for something better, but because stopping would require more certainty than they possess. They move forward because momentum is easier than choice.

They are not empty.

They are incomplete.

Mechanics 3D.1 Nullborn

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
30	20	20	6m	18 years	90–110 years	9 months

Core Stat Modifiers

Body –2
Mind +3

Spirit +3
Presence -1

X Chromosomes

Void Familiarity: Reduce penalties from Void zones.
Emotional Dampening: Advantage vs fear or charm.
Absence Anchor: Ignore forced movement once per scene.
Quiet Mind: Treat one failed Mind roll as partial success.

Y Chromosomes

Null Strike: Attacks deal +2 void damage.
Suppressive Impact: Reduce target's next damage by 2.
Reality Fracture: Ignore 2 DR or resistance.
Collapse Event: Once per scene inflicts Disoriented.

Chapter 3E Aetherkin

Aetherkin live closer to creation than most beings can tolerate.

Where others touch Aether briefly and retreat, Aetherkin exist within it. Their bodies are threaded with raw creative force, not as a blessing, but as a constant strain. Every movement, every thought, every breath is shaped by energy that was never meant to remain contained.

They do not endure the Void by resisting it or burning through it.

They endure by surviving excess.

Origins

Aetherkin emerged in regions where creation never finished settling. These were places saturated with Aether, where matter formed too quickly, laws rewrote themselves mid-existence, and reality struggled to stabilize.

Most life could not persist there. Some dissolved. Others transformed uncontrollably. Aetherkin were the ones who stabilized just enough to remain alive.

Their origins are often tied to catastrophic overexposure. Colonies built too close to creation engines. Species altered by experimental Aether conduits. Survivors of events that should have erased identity entirely.

Aetherkin are rarely born without consequence. Their existence is usually the result of something going wrong.

Physiology & Form

At a distance, an Aetherkin can pass for something familiar.

Up close, the illusion breaks.

Their frames are tall and narrow, built with a lightness that feels intentional rather than delicate. Limbs are long and finely articulated, movements precise but never fully relaxed. Faces stretch subtly longer than human norms, features drawn into sharper lines that feel designed rather than evolved.

Aetherkin traits often defy ordinary biology. Hair may grow as faceted strands of crystallized Aether, catching and refracting light instead of absorbing it. Skin can shift in tone or texture, responding to internal energy flows like a surface under pressure. In some, the boundary between flesh and force is visible, a constant reminder that containment is imperfect.

Veins glow faintly beneath the surface. Muscles twitch with contained charge. Heat radiates from them unevenly, intensifying with stress, emotion, or exertion.

Their bodies do not absorb damage well. Bruises form quickly. Fractures happen where other species would bend.

What they lack in resilience, they compensate for in strange regeneration. Wounds knit unevenly, sometimes sealing too quickly, leaving behind hardened nodes of crystallized Aether or areas that feel unnaturally light or heavy.

They are not shaped to endure impact.

They are shaped to move energy through themselves, and to survive the strain of doing so.

Psychology & Overload

Aetherkin experience heightened cognition and sensation, but at a cost.

Thoughts race. Emotions spike quickly. Calm is difficult to maintain, not because of temperament, but because excess energy demands release. Prolonged restraint leads to mental fatigue, dissociation, or collapse.

Many Aetherkin develop strict personal routines to manage overload. Breathing patterns, movement rituals, and deliberate isolation are common coping mechanisms.

Without these, they burn out.

Culture & Society

Aetherkin societies are rare and unstable. When they form, they are usually centered around control, regulation, and containment.

Communities value precision, restraint, and discipline. Excess expression is discouraged, not for moral reasons, but for survival. Carelessness endangers everyone nearby.

Those who lose control are not shunned, but monitored. Collapse is expected. Recovery is communal.

Relationship with the Void

The Void reacts violently to Aetherkin.

Where Void meets excess creation, reality destabilizes rapidly. Aetherkin Voidbound often experience volatile interactions, surges followed by emptiness, creation collapsing into absence.

They do not negotiate with the Void. They attempt to regulate it, forcing incompatible forces to coexist inside a body already under strain.

Sometimes the balance holds.

Often, it does not.

The Price of Excess

Aetherkin survive by managing what would destroy others.

Their failures are not subtle. They are overloads, collapses, and moments where the body simply cannot contain what it carries.

They are not fragile by nature.

They are overloaded by design.

Mechanics 3E.1 Aetherkin

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
35	8	27	6m	20 years	120–150 years	10 months

Core Stat Modifiers

Body -2
Mind +2
Spirit +3

Presence 0

X Chromosomes

Aether Regulation: Reduce first Aether cost each scene by 1.
Controlled Channeling: Ignore Aether backlash once per scene.
Residual Flow: Recover 1 Aether on ability success.
Internal Circuitry: Treat one failed Spirit roll as partial success.

Y Chromosomes

Volatile Discharge: Abilities deal +2 aether damage.
Overchannel: Spending 3+ Aether deals +1d6 aether damage.
Aether Burn: Targets lose Aether regen.
Catastrophic Release: Once per scene deal 8 aether damage (self 2).

Chapter 3F Forgeborn

Forgeborn were made to last.

Not to grow. Not to change. Not to wonder why.

They were created to endure pressure, heat, repetition, and failure without complaint. Where other species evolved around the Void, the Forgeborn were constructed to stand against it, one component at a time.

They do not survive by adapting.

They survive by holding together.

Origins

The Forgeborn trace their beginnings to eras of extreme scarcity, when survival demanded precision and waste meant extinction. They were not born from myth or accident, but from design.

Early civilizations forged bodies capable of labor that never ended, minds that accepted repetition, and forms that could be repaired rather than healed. What began as tools slowly accumulated memory, preference, and eventually identity.

Some Forgeborn know who made them. Others were inherited by cultures that no longer remember why they were created at all.

What all Forgeborn share is this: they were built for a purpose, and that purpose came before sentience.

Physiology & Form

A Forgeborn silhouette is unmistakable. Broad frames, dense mass, and visible seams where materials meet rather than blend.

Their bodies are a composite of forged structure and living matter. Plates overlap muscle. Joints grind softly under load. Surfaces bear tool marks, reinforcement scars, and repairs layered over earlier repairs.

Faces are rigid, expressive only in limited ranges. Eyes glow dimly from within housings rather than sockets. Heat vents, engravings, or structural ribs often interrupt what would otherwise resemble flesh.

They move with weight and certainty. When a Forgeborn stops, it is because something physically prevents them from continuing.

Psychology & Function

Forgeborn think in terms of function.

They measure success by completion, failure by interruption. Emotional responses exist, but are often secondary to task priority. Many struggle to recognize desires that do not serve an immediate role.

This does not make them unfeeling. It makes them focused.

When Forgeborn lose purpose, deterioration follows. Systems idle. Maintenance routines lapse. Identity fragments without a task to anchor it.

Culture & Society

Forgeborn communities are organized around labor, maintenance, and shared output. Status is derived from reliability rather than charisma. Elders are those who have endured the most refits and still function.

Rituals focus on repair, replacement, and calibration. Ceremonies mark component swaps and structural upgrades, not birthdays or bloodlines.

Among other species, Forgeborn are often treated as assets rather than people. Many internalize this view, while others quietly resent it.

Relationship with the Void

The Void attacks Forgeborn differently.

Rather than corrupting thought or eroding memory, it stresses structure. Metal fatigues. Joints misalign. Systems desynchronize.

Forgeborn Voidbound experience the Void as cumulative wear. Each exposure leaves something slightly out of tolerance.

They do not bargain with the Void.

They repair what breaks and continue until repair is no longer possible.

How the World Sees Forgeborn

Other species rely on Forgeborn for construction, defense, and tasks no one else wants to do. They are valued for durability and consistency.

They are rarely invited to make decisions.

When a Forgeborn fails, it is treated as equipment loss rather than tragedy.

The Weight of Purpose

Forgeborn survive by fulfilling the roles they were built for.

When they can no longer do so, many struggle to define what remains. Some seek new purposes. Others simply stop.

They were made to last.

No one promised they were made to live.

Mechanics 3F.1 Forgeborn

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
45	20	5	5m	Upon activation	Indefinite	Upon first power-up

Core Stat Modifiers

Body +3
Mind +1
Spirit -2
Presence -1

X Chromosomes

Redundant Systems: Ignore one condition for one action.
Reinforced Plating: Reduce physical damage by 5 (no armor stack).
Modular Function: Once per short rest restore all minor actions and reactions.
Self-Diagnostic Loop: Below half HP recover 2 Stamina.

Y Chromosomes

Kinetic Actuator: Melee attacks deal +3 physical damage.
Overclocked Output: Spend 5 Stamina to deal +1d8 physical damage.
Structural Breach: Ignore 3 physical DR.
Catastrophic Overload: Once per short rest deal 10 damage (self 2).

Chapter 3G Voidkin

– Axiom, Assembly Record –

Creation usually follows rules.

Voidkin are what remains when those rules overlap and do not agree.

They are not errors.

They are outcomes.

Voidkin are not unfinished.

They are complete in the only way they could be.

Where other species are shaped by stable rules of creation, Voidkin were assembled under conditions where those rules bent, overlapped, or misaligned. The result is not absence, but misplacement. Pieces fit, just not where they were expected to.

They do not endure the Void.

They are born from it.

Origins

Voidkin emerged from regions where creation and the Void intersected long enough to produce life, but not long enough to resolve it cleanly. These were not erasure zones or collapsing realities, but warped crucibles where incompatible patterns overlapped.

Voidkin were never altered after the fact. They were created as they are. From the moment of birth, their forms were already set, strange, specific, and complete.

Every Voidkin is unique. No two emerge with the same configuration, markings, or traits. Whatever force assembled them never repeats itself exactly.

Physiology & Form

All Voidkin share a broadly humanoid structure, upright posture, familiar proportions, and recognizable expressions. Beyond that shared frame, variation is extreme.

Skin is consistently pale, carrying a soft lavender or muted violet hue that never quite matches any natural tone. It is smooth and warm, with a texture closer to living flesh than corruption.

Facial structures vary widely. Some Voidkin appear almost human, aside from subtle asymmetries or unfamiliar coloration. Others display features drawn from unrelated life forms: fur along the jaw or spine, catlike ears rising from the crown, elongated pupils, or additional sensory ridges.

In some, hair never forms at all. Instead, flexible, eldritch appendages grow where hair should be, moving subtly as if responding to unseen currents. These are not parasites or growths. They are native parts of the body.

Every Voidkin bears at least one distinct birthmark or birthform. These may appear as swirling pigmentation beneath the skin, ridged patterns along bone, unusual limb articulation, or features that serve no clear function. Among Voidkin, these marks are treated as identifiers rather than deformities.

They are not mutated.

They are assembled.

Psychology & Identity

Voidkin grow up knowing they are singular.

There is no standard body to measure themselves against. Identity forms around acceptance of difference rather than conformity. Many Voidkin develop strong internal certainty early in life, not because they are confident, but because comparison is meaningless.

They are rarely disturbed by the unfamiliar. They have lived inside it since birth.

This does not make them detached or emotionless. Voidkin feel deeply, but their emotional frameworks are often personal, shaped by lived experience rather than cultural expectation.

Culture & Society

Voidkin cultures, where they exist, are loose and adaptive. Communities prioritize mutual accommodation rather than uniformity. Tools, clothing, and environments are customized rather than standardized.

Names often reference physical traits, birthmarks, or formative moments, not as labels, but as acknowledgments of individuality.

Outsiders frequently misinterpret Voidkin society as disorganized. In truth, it is flexible by necessity.

Relationship with the Void

The Void does not erode Voidkin.

It recognizes its own work.

Void exposure rarely introduces new changes. Instead, it reinforces existing traits, sharpening features or deepening patterns already present.

Voidkin Voidbound do not experience corruption or loss of self. They experience resonance.

How the World Sees Voidkin

Other species struggle to categorize Voidkin.

They are often mistaken for mutants, failed experiments, or corrupted beings. These assumptions are incorrect and deeply resented.

Voidkin are tolerated, feared, or fetishized, depending on context. Rarely are they understood.

Born Wrong, Not Broken

Voidkin survive by refusing the idea that there is a correct way to be assembled.

They do not seek to fix themselves.

They live as proof that creation does not always repeat itself, and that completeness does not require symmetry or familiarity.

Mechanics 3G.1 Voidkin

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
34	18	18	7m	20 years	120–160 years	10 months

Core Stat Modifiers

Body –1
Mind +1
Spirit +1
Presence +2

X Chromosomes

Misassembled Form: Ignore one physical condition for one action.
Adaptive Anatomy: Advantage vs grapples or restraints.
Anomalous Expression: Change damage to void once per scene.
Unstable Symmetry: Delay minor condition effects.

Y Chromosomes

Void-Touched Strike: Attacks deal +2 void damage.
Reality Shear: Ignore 2 DR or resistance.
Unnatural Force: +1d6 void damage vs larger targets.
Aberrant Release: Once per scene deal 8 void damage and Disorient.

Chapter 3H Chronborn

Chronborn do not move cleanly through time.

Time moves around them.

Where others experience moments in a single, unbroken line, Chronborn exist slightly out of phase. Not displaced enough to predict the future or rewrite the past, but fractured just enough that reality never fully agrees on when they are.

They do not control time.

They live with its misalignment.

Origins

Chronborn emerged in regions where temporal systems destabilized without collapsing. These were places where causality bent, loops formed and resolved imperfectly, and events overlapped instead of progressing cleanly.

They were not created by time travel, paradox, or deliberate manipulation. Chronborn were born during moments when time failed to settle before life took shape.

From their first breath, they existed slightly before and slightly after themselves.

Physiology & Form

Chronborn share a recognizable human facial structure, familiar enough to be immediately readable. Expressions land where expected. Eyes meet yours without distortion.

Above the scalp, hair does not grow normally. Instead, dense, scaled ridges and filamented growths form, resembling lizard-like crests rather than strands. These structures shift subtly, not with wind or emotion, but with temporal pressure, rising or flattening as moments strain.

Their bodies are otherwise humanoid and stable, but they are never alone in space.

Each Chronborn casts a remnant.

This remnant appears as a shadow-like echo that steps slightly ahead of them or lags just behind. It mirrors their movements with near-perfect fidelity, offset by a fraction of a moment. When a Chronborn raises a hand, the echo follows just before or just after, never synchronized.

The remnant is not separate.

It is them, displaced.

The Temporal Echo

The echo does not speak, act independently, or reveal hidden futures.

It does not grant foresight or advantage.

Its offset is too small to be useful and too large to ignore. A sword swing is not predicted early enough to be dodged. A step is not delayed enough to be mistaken. The echo simply exists as proof that time fractured and failed to close cleanly.

Most Chronborn learn to ignore it. Others find it unsettling even after a lifetime.

Psychology & Perception

Chronborn experience awareness with constant temporal noise.

Thoughts arrive layered. Decisions feel delayed or premature, even when they are not. This creates a cautious mindset, not from fear, but from uncertainty about when something truly happened.

They are rarely impulsive.

Living slightly out of sync teaches patience by necessity.

Culture & Society

Chronborn communities emphasize synchronization.

Routines, shared timing rituals, and deliberate pacing help anchor individuals to one another. Meals are taken together. Movements are measured. Sudden changes are discouraged, not because they are dangerous, but because they are disorienting.

Language among Chronborn often includes temporal qualifiers, not to predict outcomes, but to confirm alignment. Conversations frequently pause to let moments settle.

Relationship with the Void

The Void interacts strangely with Chronborn.

Rather than deepening fractures, Void exposure often sharpens the boundary between moments. The echo becomes clearer, more defined, but no further displaced.

Chronborn Voidbound do not gain power over time.

They gain stability within its fracture.

How the World Sees Chronborn

Other species find Chronborn unsettling to watch.

The echo draws the eye even when nothing else is wrong. It suggests danger without delivering it, tension without release.

Chronborn are often mistaken for prophets or temporal manipulators. They are neither.

Living Out of Step

Chronborn survive by accepting that perfect alignment will never come.

They do not chase the future or cling to the past. They live in the narrow space where moments overlap and learn to function despite the noise.

Time did not break them.

It fractured around them, and missed its mark.

Mechanics 3H.1 Chronborn

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
38	12	20	7m	22 years	150–200 years	11 months

Core Stat Modifiers

Body +2
Mind +2
Spirit –2
Presence +1

X Chromosomes

Temporal Offset: Delay a condition until end of next turn.
Fractured Step: Ignore movement reactions once per scene.
Action Echo: Repeat one minor action once per scene.
Stabilized Moment: Treat one failed roll as partial success.

Y Chromosomes

Inevitable Strike: Attacks deal +1d4 temporal damage.
Desynced Impact: +1 temporal damage and Shift 2m using movement.
Out-of-Phase Blow: Ignore 2 DR or resistance.
Temporal Collapse: Once per scene deal 7 temporal damage and stop reactions.

– Axiom, Closing Record –

Time does not like to be reminded that it can misalign.

Chronborn are that reminder".

Chapter 31 Feral Exiles

- Axiom, Survival Record -

Civilization fails quietly at first.

Feral Exiles are what remain when it never comes back.

They are not madness.

They are adaptation stripped of comfort.

Feral Exiles were not born feral.

They became that way.

They are the remnants of peoples who lost their structures, their protections, and eventually their names. What remains is not madness, but adaptation stripped of comfort. When systems fail long enough, instinct replaces culture.

They do not survive the Void through mastery or harmony.

They survive by refusing to stop.

Origins

Feral Exiles originate from collapses, not singular events. Long-term exposure to hostile environments, sustained scarcity, and repeated displacement eroded whatever societies they once belonged to.

Some were abandoned during evacuations that never completed. Others were cut off from supply chains and learned too late that help was not coming. Generations passed without stability long enough to rebuild anything lasting.

Over time, language simplified. Traditions vanished. Survival behaviors became the only inheritance.

Physiology & Form

Feral Exiles retain a broadly humanoid shape, but their bodies are records of survival and choice.

Muscle is dense and functional, built through repetition rather than training. Scar tissue is common, layered over older wounds that never fully healed. Where parts are lost, they are replaced without hesitation. Limbs are rebuilt from whatever works: scavenged plating, jointed scrap, repurposed tools, or hybrid grafts that blur the line between flesh and function.

Mutation is not feared. It is assessed.

Some Feral Exiles bear grotesque alterations: asymmetry, exposed bone, hardened growths, or unfamiliar anatomies that would unsettle the unprepared. Others carry mutations that are striking or beautiful: iridescent skin, adaptive musculature, luminous markings, or forms that move with unexpected grace.

None of this erases who they are. Identity persists through change.

Nothing about a Feral Exile is ornamental unless it serves a purpose.

Psychology & Instinct

Feral Exiles think in immediate terms.

Threat, shelter, food, escape. Long-term planning exists, but only where experience proves it necessary. Abstract goals feel indulgent.

This does not make them unintelligent. It makes them selective.

Emotion is present, but tightly regulated. Displays of vulnerability are rare and deliberate. Trust is earned through repeated action, not words.

Culture & Packs

Feral Exiles organize into small, fluid groups rather than permanent settlements. Packs form around shared survival, fracture under stress, and reform when conditions allow.

They are scavengers by tradition and necessity. Ruins, wrecks, and battlefields are resources to be harvested. From broken machines and abandoned hulls, they build what they need: armored transports from wrecked vehicles, weapons from scrap, shelters that move when staying put becomes dangerous.

Leadership is situational. The one who sees danger first leads in danger. The one who can rebuild an engine leads when movement matters. Authority shifts constantly.

Rituals are practical. Scars are remembered. Death is acknowledged briefly and then set aside.

Nomadism is not exile alone. It is preference. Staying too long invites dependency.

Relationship with the Void

The Void is not myth to Feral Exiles.

It is terrain.

They do not study it or worship it. They learn how it behaves and avoid what kills them. Void anomalies are navigated like storms or predators.

Feral Exile Voidbound do not frame their power as destiny. It is another survival tool, used until it fails.

How the World Sees Feral Exiles

Other species respond to Feral Exiles in inconsistent ways.

Some see only danger and deformity. Others see ingenuity, resilience, or even beauty in forms reshaped by necessity. Acceptance varies by culture and circumstance, and Feral Exiles expect none of it.

They are rarely unsettled by others. Difference is familiar terrain. Because of this, they tend to keep to themselves, engaging when trade, passage, or survival requires it, and disappearing again when it does not.

In prolonged conflict or extreme conditions, they outperform more disciplined forces simply because they are accustomed to building solutions from nothing.

Survival Without Witness

Feral Exiles endure without expecting recognition.

They do not preserve history. They do not record legacy. Survival is its own justification.

They are not savage.

They are what remains when civilization stops keeping its promises.

Mechanics 3I.1 Feral Exiles

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
40	25	5	7m	14 years	60–80 years	8 months

Core Stat Modifiers

Body +3
Mind -1
Spirit -1
Presence +2

X Chromosomes

Scavenger's Instinct: Improvised weapons never incur penalties.
Hardened Flesh: Reduce first physical damage each scene by 4.
Makeshift Adaptation: Treat broken limb or item as functional.
Mutation Tolerance: Ignore first mutation penalty per session.

Y Chromosomes

Savage Strike: Melee attacks deal +3 physical damage.
Relentless Assault: After dropping enemy below half HP deal +1d6 damage.
Crude Penetration: Ignore 2 physical DR.
Kill Through Pain: Once per scene deal 6 damage and gain 6 Stamina.

– *Axiom, Closing Record* –

They are called feral because they did not wait to be saved.

I have observed entire civilizations die waiting.

The Exiles chose motion instead.

Chapter 3J Eidolon-Born

- Axiom, Memory Record -

Some deaths do not conclude.

Eidolon-Born are what happens when memory refuses to leave.

They are not haunted.

They are accompanied.

Eidolon-Born are not haunted.

They are inhabited.

Where others carry memory as something remembered, Eidolon-Born carry it as something present. Their lives begin alongside an echo that does not fade, a remnant of something that once was and refused to fully disappear.

They do not channel the dead.

They live with what remains.

Origins

Eidolon-Born arise when death does not resolve cleanly.

In places saturated with loss, ritual failure, or overwhelming emotional imprint, identity can linger beyond the body meant to contain it. When new life forms in these conditions, it does not emerge alone.

The echo that binds to an Eidolon-Born is not always a person. Some are fragments of collective memory, unfinished intentions, or emotional impressions torn loose from their source.

Whatever the origin, the bond forms at birth. It is not possession.

It is coexistence.

Physiology & Form

Eidolon-Born bodies appear largely intact and humanoid, but subtle distortions mark the presence of the echo.

Skin may pale or darken unevenly where the eidolon presses closest. Breath fogs when no cold is present. Heartbeats occasionally fall out of rhythm, as if listening to another cadence.

Eyes sometimes reflect movement that does not occur. Shadows linger a moment too long. Reflections fail to agree on expression.

These signs are not constant. They surface under stress, emotion, or proximity to death.

The Bound Echo

The eidolon is always present.

It does not act independently or seize control. It observes, remembers, and reacts through sensation rather than voice. Some Eidolon-Born perceive it as pressure, others as emotion, others as memory that does not belong to them.

The echo may carry skills, instincts, or emotional responses, but never with full context. Knowledge arrives without explanation.

Over time, boundaries blur.

Psychology & Identity

Eidolon-Born grow up negotiating identity.

Which thoughts are theirs, and which are inherited, is not always clear. Most develop strong self-awareness early, learning to assert intention in order to remain distinct.

Those who fail to do so may drift, allowing the echo to shape choices indirectly.

This does not erase individuality. It complicates it.

Culture & Communion

Eidolon-Born communities, when they exist, are quiet and introspective. Expression is encouraged through art, ritual, or controlled recollection, methods that give the echo space without surrendering to it.

Some cultures treat Eidolon-Born with reverence, others with fear. Both reactions misunderstand them.

Among themselves, Eidolon-Born value consent, boundaries, and clarity. Silence is respected. Intrusion is not.

Relationship with the Void

The Void interacts cautiously with Eidolon-Born.

Where absence would normally erase memory, the eidolon resists dissolution. Void exposure can weaken the boundary between host and echo, making sensations bleed across more easily.

Eidolon-Born Voidbound do not command spirits or death.

They stabilize what refuses to pass on.

How the World Sees Eidolon-Born

Other species project meaning onto Eidolon-Born.

They are called mediums, vessels, or walking graves. These labels ignore the reality that the Eidolon-Born did not choose their condition.

Some are sought for counsel. Others are avoided entirely.

Living With Two

Eidolon-Born survive by balance.

They do not erase the echo, nor do they surrender to it. They learn to live alongside something that remembers more than they ever will.

They are not possessed.

They are shared.

Mechanics 3J.1 Eidolon-Born

HP	Stamina	Aether	Movement	Age of Maturity	Lifespan	Gestation
34	14	22	6m	21 years	140–180 years	10 months

Core Stat Modifiers

Body –3
Mind +1
Spirit +3
Presence +2

X Chromosomes

Echo Buffer: Ignore one mental condition for one action.
Shared Memory: Treat one failed roll as partial success.
Boundary Negotiation: Reroll a save to avoid a condition.
Lingering Awareness: Cannot be surprised.

Y Chromosomes

Resonant Strike: +1 spectral damage and ignore 1 AR.
Echoed Impact: +3 spectral damage if already hit target.
Soul Pressure: Target suffers 5% penalty to next roll.
Convergence Event: Once per scene deal 9 spectral damage and Shaken.

CHAPTER 4: PROFESSIONS

"No one enters the Void unshaped.

Before power, there was labor. Before corruption, there was survival.

A profession is not destiny.
It is the set of habits you relied on when the world still made sense.

When the Void arrives, it does not erase these habits.
It tests whether they are enough."

– Axiom

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Purpose:

Professions in Voidbound represent broad training, lived experience, and operational identity.
They do not define a character's destiny, but they do shape how a character approaches danger, solves problems, and leaves traces behind.

A profession grants:
· Trained non-combat skills
· Weapon and armor proficiencies
· Passive abilities tied to role identity
· Starting equipment

Professions do not grant abilities, Essence discounts, or ability scaling.

Professions may grant bonuses to derived stats such as Awareness, Reflex or Morale. If one does add a 10% bonus to that stat. Keep in mind these can not be trained.

4.1 Profession Structure

Each profession includes:

• Role – Narrative and mechanical function

• Non-Combat Skills – Five trained skills

• Weapon Proficiencies

• Armor Proficiency

• Profession Passives – Always-on or limited-use effects

• Starting Equipment

4.2 Defined Professions (Chapter 4D)

4D.1 – Shadow Operative

Non-Combat Skills   Stealth, Awareness, Deception, Infiltration, Investigation
Weapon Proficiencies   Light Blades, Sidearms
Armor   Light Armor
Profession Passives
1. Deniable Presence: You do not leave identifying traces unless you choose.
2. Prepared Contingency: At the start of a scene, declare one reasonable preparation.
Starting Equipment
• Light blade or concealed melee weapon
• Sidearm
• Light armor
• Covert utility kit
• Minimal supplies

4D.2 – Void Vanguard

Non-Combat Skills   Athletics, Awareness, Intimidation, Tactics, Endurance
Weapon Proficiencies   Heavy Melee Weapons, Polearms
Armor   Medium Armor
Profession Passives
3. Hold the Line: When stationary, gain +10% resistance to forced movement.
4. Pressure Anchor: Engaged enemies suffer −1 meter movement.
Starting Equipment
• Heavy melee weapon or polearm
• Medium armor
• Defensive gear
• Field supplies

4D.3 – Heavy Enforcer

Non-Combat Skills   Intimidation, Athletics, Awareness, Interrogation, Endurance
Weapon Proficiencies   Heavy Blunt Weapons, Shotguns
Armor   Heavy Armor
Profession Passives
5. Overbearing Presence: −5% to resist fear or intimidation within 2 meters.
6. Close-Quarters Pressure: −1 meter movement after damage within 2 meters.
Starting Equipment
• Heavy blunt weapon or shotgun
• Heavy armor
• Restraints
• Breaching tools

4D.4 – Shock Trooper

Non-Combat Skills   Athletics, Awareness, Tactics, Demolitions, Endurance

Weapon Proficiencies   Assault Weapons, Light Melee Weapons

Armor   Medium Armor

Profession Passives

7. Momentum Drive: +1 damage after moving 2 meters before attack.

8. Breach Flow: Once per scene, free 2 meter move after incapacitating a target.

Starting Equipment

• Assault weapon or light melee weapon

• Medium armor

• Breaching gear

• Combat supplies

4D.5 – Duelist

Non-Combat Skills   Athletics, Awareness, Insight, Discipline, Etiquette

Weapon Proficiencies   Finesse Blades, Sidearms

Armor   Light Armor

Profession Passives

9. Measured Engagement: +5% defensive rolls vs single enemy.

10. Point of Control: Reduce target movement by 2 meters after consecutive hits.

Starting Equipment

• Finesse blade or sidearm

• Light armor

• Weapon kit

• Travel supplies

4D.6 – Void Engineer

Non-Combat Skills   Engineering, Repair, Investigation, Analysis, Awareness

Weapon Proficiencies   Sidearms, Light Melee Weapons

Armor   Light Armor

Profession Passives

11. Rapid Diagnostics: Identify system state once per scene.

12. Field Jury-Rig: Restore device function for one round or one use.

Starting Equipment

• Engineering toolkit

• Sidearm

• Light armor

• Spare components

4D.7 – Forgebinder

Non-Combat Skills   Crafting, Engineering, Material Analysis, Endurance, Awareness

Weapon Proficiencies   Heavy Melee Weapons, Tools

Armor   Medium Armor

Profession Passives

13. Reinforce on Demand: +10% durability for one hit.

14. Stability Under Heat: Ignore crafting penalties from environment.

Starting Equipment

• Fabrication kit

• Heavy weapon or tool

• Medium armor

• Salvage stock

4D.8 – Relic Tinkerer

Non-Combat Skills   Arcana, Investigation, Analysis, Crafting, Awareness

Weapon Proficiencies   Sidearms, Light Melee Weapons

Armor   Light Armor

Profession Passives

15. Controlled Instability: Reduce relic backlash once per scene.

16. Careful Extraction: Examine relics safely with advantage.

Starting Equipment

• Relic kit

• Sidearm

• Light armor

• Inert relic

4D.9 – Systems Breaker

Non-Combat Skills   Sabotage, Engineering, Investigation, Awareness, Stealth

Weapon Proficiencies   Sidearms, Explosives

Armor   Light Armor

Profession Passives

17. Cascading Failure: Secondary malfunction once per scene.

18. Delayed Detonation: Delay sabotage up to one scene.

Starting Equipment

• Sabotage kit

• Sidearm

• Light armor

• Demolition supplies

4D.10 – Void Warden

Non-Combat Skills   Awareness, Discipline, Endurance, Containment, Investigation

Weapon Proficiencies   Polearms, Non-lethal Weapons

Armor   Medium Armor

Profession Passives

19. Containment Stance: −10% escape within 2 meters while stationary.

20. Controlled Response: Reduce breakout movement by 1 meter once per scene.

Starting Equipment

• Containment gear

• Polearm

• Medium armor

• Field kit

4D.11 – Scavenger Nomad

Non-Combat Skills   Survival, Scavenging, Navigation, Repair, Awareness

Weapon Proficiencies   Improvised Weapons, Rifles

Armor   Light Armor

Profession Passives

21. Salvage Sense: Gain one extra useful item when scavenging once per scene.

22. Long Road Conditioning: −10% stamina/fatigue from travel.

Starting Equipment

• Salvage kit

• Rifle or improvised weapon

• Light armor

• Travel supplies

4D.12 – Pathseeker

Non-Combat Skills   Navigation, Awareness, Survival, Climbing, Environmental Analysis

Weapon Proficiencies   Bows, Light Melee Weapons

Armor   Light Armor

Profession Passives

23. Route Sense: Advantage on navigation and pathfinding checks.

24. Surefooted Advance: Ignore first difficult terrain penalty each scene.

Starting Equipment

• Navigation tools

• Bow or light melee weapon

• Light armor

• Climbing gear

4D.13 – Void Envoy

Non-Combat Skills   Diplomacy, Deception, Insight, Etiquette, Negotiation

Weapon Proficiencies   Sidearms, Light Melee Weapons

Armor   Light Armor

Profession Passives

25. Measured Words: Improve one social outcome once per scene.

26. Tension Diffusion: Delay violence escalation once per scene.

Starting Equipment

• Formal attire

• Sidearm

• Light armor

• Credentials

4D.14 – Underworld Fixer

Non-Combat Skills   Streetwise, Negotiation, Deception, Investigation, Awareness

Weapon Proficiencies   Sidearms, Concealed Weapons

Armor   Light Armor

Profession Passives

27. Network of Favors: Call in a minor favor once per scene.

28. Quiet Arrangements: Reduced exposure when acquiring illicit goods.

Starting Equipment

• Discreet weapon

• Light armor

• Comms

• Trade goods

4D.15 – Cult Adherent

Non-Combat Skills   Ritualism, Lore, Insight, Deception, Endurance

Weapon Proficiencies   Simple Melee Weapons, Sidearms

Armor   Light Armor

Profession Passives

29. Shared Conviction: +5% resistance to fear/coercion when serving belief.

30. Ritual Familiarity: Assist rituals without penalty.

Starting Equipment

• Ritual focus

• Simple weapon

• Light armor

• Ritual supplies

4D.16 – Void Scholar

Non-Combat Skills   Lore, Analysis, Investigation, Arcana, Insight

Weapon Proficiencies   Sidearms, Simple Melee Weapons

Armor   Light Armor

Profession Passives

31. Pattern Recognition: Ask one clarifying question once per scene.

32. Prepared Mind: +5% resistance to mental interference.

Starting Equipment

• Void texts

• Analytical tools

• Sidearm

• Light armor

4D.17 – Essence Channeler

Non-Combat Skills   Focus, Discipline, Awareness, Insight, Lore

Weapon Proficiencies   Simple Melee Weapons, Sidearms

Armor   Light Armor

Profession Passives

33. Flow Regulation: Reduce Essence consequence severity once per scene.

34. Measured Draw: +5% to control, stabilization, concentration, and focus rolls.

Starting Equipment

• Essence focus

• Simple weapon

• Light armor

• Stabilizing reagents

4D.18 – Intelligence Broker

Non-Combat Skills   Investigation, Insight, Analysis, Deception, Awareness

Weapon Proficiencies   Sidearms, Concealed Weapons

Armor   Light Armor

Profession Passives

35. Information Leverage: +5% to one roll when acting on intel once per scene.

36. Web of Contacts: Reduced time/risk when gathering info.

Starting Equipment

• Encrypted records

• Comms

• Sidearm

• Light armor

4D.19 – Infiltration Specialist

Non-Combat Skills   Infiltration, Security, Stealth, Engineering, Awareness

Weapon Proficiencies   Sidearms, Light Melee Weapons

Armor   Light Armor

Profession Passives

37. Layered Bypass: Ignore one layer of security once per scene.

38. Silent Entry: +10% Stealth after clean entry.

Starting Equipment

• Infiltration kit

• Sidearm

• Light armor

• Surveillance tags

4D.20 – Saboteur

Non-Combat Skills   Sabotage, Engineering, Demolitions, Awareness, Stealth

Weapon Proficiencies   Explosives, Sidearms

Armor   Light Armor

Profession Passives

39. Planned Collapse: Increase sabotage severity once per scene.

40. Delayed Consequence: Delay failure up to one scene.

Starting Equipment
• Demolition kit
• Sidearm
• Light armor
• Trigger tools

4E – Custom Profession Framework

4E.1 Custom Profession Creation
Instead of selecting a profession from Chapter 4D, a player may create a Custom Profession with Voidmaster approval.
A custom profession grants exactly:
• 5 Trained Non-Combat Skills
• 2 Weapon Proficiencies
• 1 Armor Proficiency
• Starting Equipment equivalent to a standard profession
Custom professions do not grant profession passives.

4E.2 Hybrid Skill Package
Replace up to 2 trained non-combat skills. Weapon and armor proficiencies remain unchanged.

4E.3 Starting Equipment for Custom Builds
• One primary weapon
• Armor matching proficiency
• Background-appropriate tools
• No relics or modified equipment

4E.4 Design Philosophy
Customization exists to support identity, not power.

4E.5 Voidmaster Authority
The Voidmaster has final approval.

"You will say this was a choice.
You will be wrong.
The Void does not care what you wanted–only what you were prepared to become."

– Axiom

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VOIDBOUND Player Guide

Chapter 5: Skills

"Power is crude without direction. The Void does not ask what you can do–it asks whether you understand what you are doing."

– Axiom

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5.0 Purpose

This chapter defines how skills function in Voidbound. Skills represent applied knowledge, training, and instinct. They do not replace attributes; instead, they refine how attributes are expressed.

Voidbound avoids bloated skill trees–skills scale primarily through the core stats (Mind, Body, Spirit), while Training provides a flat reliability boost.

5.1 Skill Fundamentals

Every skill is governed by a core stat. If a character attempts something that could reasonably be done by a person with that attribute, they may attempt the skill.

Skills are resolved with a d100 roll against the character's skill chance.

Governing Stats

Stat	Represents
Mind	Knowledge, analysis, perception, logic, technical understanding
Body	Strength, endurance, coordination, physical execution
Spirit	Resolve, intuition, emotional force, inner stability
Presence	Authority, identity, social gravity, will made manifest

5.2 Universal Skill Floor (Mandatory Rule)

All skills begin with a minimum baseline competence, even without training.

Skill Chance = 10% base + Governing Stat

5.3 Training

Training represents formal instruction, repeated practice, or a true breakthrough.

Training Bonus: +10% to a skill

Training may be gained via:
· Extended downtime
· Major narrative milestones
· Critical success epiphany (Voidmaster discretion)

5.4 Restricted Skills

Some skills do not receive the 10% base unless explicitly unlocked.

Restricted Skill Chance = Governing Stat only.

Restricted skills represent knowledge or capability beyond normal existence.

5.5 Passive and Inherent Values

Value	Formula	Used For
Reflex	(Mind + Presence) ÷ 2	Reaction timing, initiative pressure
Awareness	(Mind + Body) ÷ 2	Spotting threats, resisting ambush
Morale	(Mind + Spirit + Presence) ÷ 3	Resisting fear, despair, panic

5.6 Growth and Advancement

Skills do not level independently. Skills scale automatically when governing stats increase. Training represents focus and refinement–not raw power.

5.7 The Skill List

5.8 Mind Skills

Academics: Formal education, history, mathematics, theory
Investigation: Deducing clues, piecing together information
Medicine: Treating injuries, diseases, trauma
Science: Physics, chemistry, engineering principles
Technology: Operating advanced or unfamiliar tech
Void Lore: (Restricted) Knowledge of Void phenomena
Tactics: Battlefield analysis and positioning
Research: Long-term study, libraries, data archives
Cryptography: Codes, ciphers, encrypted data
Navigation: Maps, star charts, wayfinding

5.9 Body Skills

Athletics Running, climbing, jumping, lifting
Endurance Resisting exhaustion, poison, harsh conditions
Melee Combat Martial weapon use
Unarmed Combat Strikes, grappling, improvised fighting
Firearms Guns and ranged ballistic weapons
Ranged WeaponsBows, crossbows, thrown weapons
Stealth Moving unseen, hiding
Acrobatics Balance, rolls, evasive movement
Survival Hunting, shelter, tracking
Piloting Vehicles, mounts, spacecraft

5.10 Spirit Skills

Willpower – Resisting domination, corruption, fear
Intuition – Gut feelings, premonitions
Meditation – Recovery, focus, Void stabilization
Faith – Belief-driven actions and rites
Corruption Control – Managing Void influence in self
Empathy – Reading emotions, emotional bonds
Ritualism – Non-combat Void or mystical rites
Instability Resistance – Resisting psychological breakdown
Dreamwalking (Restricted) – Influence or traversal via dreams
Spirit Healing – Mental and emotional recovery

5.11 Presence Skills

Leadership – Commanding groups, inspiring others
Persuasion – Convincing, bargaining
Intimidation – Threats and fear-based influence
Deception – Lying, misdirection
Performance – Art, expression, public presence
Negotiation – Trade and contracts
Reputation – Leveraging fame or infamy
Command – Battlefield orders under pressure
Diplomacy – Formal relations, treaties
Void Presence (Restricted) – Projecting Void authority

5.12 Craft and Profession Skills

Blacksmithing (Body) – Metalwork, weapons, reinforced components
Engineering (Mind) – Structures, machines, mechanisms
Alchemy (Mind) – Potions, reagents, extracts
Cooking (Body) – Food, survival meals, preservation
Tailoring (Body) – Clothing, padding, field repairs
Cybernetics (Mind) – Implants, augments, interfaces
Voidcrafting (Restricted, Spirit) – Forging Void-bound patterns
Artifice (Mind) – Relics, devices, precision constructs

5.13 Social and Downtime Skills

Commerce – Running businesses, supply chains, pricing instincts
Streetwise – Criminal networks, rumors, underground access
Foraging – Gathering natural materials and useful resources
Teaching – Training others during downtime
Administration – Managing holdings, payroll, records, logistics

5.14 Combat Training Specializations

Firearms

Heavy Armor
Medium Armor
Tech Weapons
Tech Armor
Melee Weapons
Ranged Weapons (Martial)

5.15 Design Philosophy

Skills are capability, not specialization trees.

Training is earned, not casually purchased.

Failure is allowed–growth is narrative.

Critical success can permanently change a character.

"Skill does not prevent collapse. It only determines whether you recognize it before it arrives."

– Axiom

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VOIDBOUND Player Guide

Chapter 6: Abilities Core Rules

"Power does not appear all at once.
It fractures outward from a single point of strain.

Abilities are not talents you possess.
They are actions you can still perform while the world resists you."
— Axiom—

6.0 PURPOSE

This chapter defines what abilities are, how they are acquired, how they are used, and how they scale.

Abilities represent intentional acts of power–martial, technical, elemental, or Void-touched–that exceed what skills alone can accomplish. They are not passive traits, professions, or skill checks.

Voidbound does not use traditional levels. Abilities are constrained by Void Core Tier, ability slots, and consequence–not accumulation.

6.1 WHAT AN ABILITY IS

An ability is a discrete, defined action that produces a mechanical effect and carries cost, risk, or commitment.

Abilities are not skills.
Skills describe how an action is attempted.
Abilities define what becomes possible at all.

6.2 ABILITY SOURCES

Abilities may be gained through Void Core progression, professions, species traits, relics, corruption, or irreversible narrative outcomes.

Unless explicitly stated, abilities are not freely interchangeable. Choosing an ability is a commitment, not a loadout swap.

6.3 ABILITY TIERS

All abilities are assigned a Tier (1–5).

Tier reflects scope, instability, and consequence–not raw numerical superiority.

Higher-tier abilities are louder, riskier, and harder to control.

Tier	Meaning
Tier 1	Trained action beyond normal capability
Tier 2	Specialized or forceful execution

Tier 3	Battlefield-shaping or reality-altering
Tier 4	Rare, destabilizing acts
Tier 5	Apex expressions of power

6.4 ABILITY SLOTS

Voidbound characters have a limited number of Ability Slots determined by Void Core Tier.

Each slotted ability represents an action the character can reliably access under pressure.

Slots measure mental, physical, and metaphysical bandwidth. You are not meant to carry every solution at once.

6.5 USING AN ABILITY

Using an ability requires commitment.

Most abilities specify an action type, a cost, a target or area, and a defined effect.

Failure does not always negate the outcome. More often, it alters the cost, escalates consequences, or destabilizes the situation.

6.6 COSTS AND CONSEQUENCE

Abilities are balanced through cost, not cooldowns.

Costs may include Stamina, Aether, Health, Instability, or Pressure escalation.

Repeated use without adaptation is not efficient–it is dangerous.

6.7 PASSIVE ABILITIES

Some abilities are passive.

Passive abilities are always active and typically modify rules, thresholds, or reactions rather than producing discrete effects.

Passive abilities are rare and tightly controlled.

6.8 ABILITY SCALING

Abilities do not scale through numerical inflation.

Scaling occurs through new effects, expanded scope, altered costs, or interaction with Void Core Tier.

This preserves relevance without turning power into arithmetic.

6.9 ABILITY REPLACEMENT AND LOSS

Some abilities replace earlier ones, lock out alternatives, or are lost through corruption, trauma, or irreversible choice.

These changes are permanent unless explicitly stated otherwise.

6.10 ABILITIES VS SKILLS

If an action could reasonably be attempted by an unaugmented person, it is resolved as a skill.

If an action directly alters outcomes beyond normal capability, it is an ability.

When both apply, the ability defines the effect. The skill may influence execution or consequence.

6.11 Accuracy and Phit (Conceptual Rule)

Abilities do not determine whether a target can be hit. They determine how an action is executed and what occurs if it connects.

Phit (Probability to be hit) is a defensive value derived from armor and base statistics.

Attack resolution modifies the roll, not Phit:
· Melee and physical abilities apply Body
· Spells and mental abilities apply Mind
· Accuracy modifiers may apply from weapons, abilities, or conditions

The final result is compared directly against the target's Phit.

6.12 Base Damage by Tier Spells

Tier 1 – 1d6

Tier 2 – 2d6

Tier 3 – 3d6

Tier 4 – 4d6

Tier 5 – 5d6

"Power does not make you capable of more.

It makes your mistakes harder to survive."

– Axiom

Chapter 7 Melee Abilities

"Steel does not argue.

It answers commitment with consequence."

– Axiom

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Tier 1 Abilities

1. Low Guard Cut

Tier	1
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	3 / 6
Requirements	Body 4+, Bladed weapon
Effect (Normal)	Deal Weapon Damage. Apply Bleeding (Minor).
Effect (Heavy)	Deal Weapon Damage ×2. Bleeding becomes Moderate.
On Miss (Heavy)	Off–Balance
On Miss	–
Notes	–

2. Shield Bash

Tier	1
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Body 5+, Shield equipped
Effect (Normal)	Deal 1d6 + Body damage. Target is Disoriented.
Effect (Heavy)	2d6 + Body damage. Target is Staggered (1).
On Miss (Heavy)	Off–Balance
On Miss	–
Notes	–

3. DRIVING THRUST

Tier	1
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Body 5+
Effect (Normal)	Deal Weapon Damage and push target 1 meter.
Effect (Heavy)	Deal Weapon Damage ×2, push 2 meters, target is Off–Balance.
On Miss (Heavy)	Off–Balance
On Miss	–
Notes	–

4. SWEEPING STRIKE

Tier	1
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Body 6+
Effect (Normal)	Deal Weapon Damage to two adjacent enemies.
Effect (Heavy)	Deal Weapon Damage ×2 to both.
On Miss (Heavy)	Off–Balance
On Miss	–
Notes	–

5. GUARD BREAK

Tier	1
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Body 5+
Effect (Normal)	Deal Weapon Damage. Reduce target AR by 2 until end of next turn.
Effect (Heavy)	Reduce AR by 4 and deal Weapon Damage ×2.
On Miss (Heavy)	Off–Balance

On Miss	—
Notes	—

6. Hook and Drag

Tier	1
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Body 5+
Effect (Normal)	Pull target 1 meter toward you.
Effect (Heavy)	Pull 2 meters and target is Prone.
On Miss (Heavy)	Off-Balance
On Miss	—
Notes	—

Tier 2 Abilities

1. Bone-Splitting Strike

Tier	2
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Body 8+, Melee Weapon
Effect (Normal)	+1 damage die. On hit, target gains Fractured (Minor).
Effect (Heavy)	+2 damage dice instead.
On Miss (Heavy)	You are Off Balance.
On Miss	—
Notes	—

2. Driving Bash

Tier	2
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Shield or Blunt Weapon
Effect (Normal)	Deal normal damage and push target 2 meters.

Effect (Heavy)	normal damage and push target 2 meters. Push 4 meters and knock Prone.
On Miss (Heavy)	Lose Reaction next round.
On Miss	—
Notes	—

3. Serrated Cut

Tier	2
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	3 / 6
Requirements	Blade Weapon
Effect (Normal)	Deal normal damage and apply Bleeding (1).
Effect (Heavy)	normal damage and apply Bleeding (1). Bleeding (2).
On Miss (Heavy)	—
On Miss	—
Notes	—

4. Overhand Crush

Tier	2
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Two-Handed Weapon
Effect (Normal)	+2 damage dice.
Effect (Heavy)	+2 damage dice. Ignore 25% AR.
On Miss (Heavy)	Staggered.
On Miss	—
Notes	—

5. Guard Breaker

Tier	2
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Melee Weapon
Effect (Normal)	On hit, reduce target AR by 2 until end of next round.

Effect (Heavy)	Reduce AR by 4.
On Miss (Heavy)	Target gains +10% evasion vs you next attack.
On Miss	—
Notes	—

6. Reaping Swing

Tier	2
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Two-Handed Blade
Effect (Normal)	Hit up to 2 adjacent targets (separate rolls).
Effect (Heavy)	Hit 3 targets.
On Miss (Heavy)	You are Exposed.
On Miss	—
Notes	—

Tier 3 Abilities

1. Shatterpoint Strike

Tier	3
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Body 10+, Melee Weapon
Effect (Normal)	+2 damage dice. Ignore 25% AR.
Effect (Heavy)	+2 damage dice. Ignore 50% AR.
On Miss (Heavy)	You are Off Balance and lose Reaction.
On Miss	—
Notes	—

2. Hammerfall

Tier	3
Category	Physical (Martial)

Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Two-Handed Blunt
Effect (Normal)	Apply Stunned (Minor) and deal Weapon Damage.
Effect (Heavy)	Apply Stunned (Minor) and deal Weapon Damage. Stunned (Major).
On Miss (Heavy)	Weapon integrity check.
On Miss	—
Notes	—

3. Severing Arc

Tier	3
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Blade Weapon
Effect (Normal)	Apply Bleeding (2).
Effect (Heavy)	Bleeding (3) and Slowed.
On Miss (Heavy)	—
On Miss	—
Notes	—

4. Ironbreaker Charge

Tier	3
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Heavy Armor
Effect (Normal)	Move 4 meters, deal Weapon Damage, push target 2 meters.
Effect (Heavy)	Move 4 meters, deal Weapon Damage, push target 2 meters. Push 4 meters and knock Prone.
On Miss (Heavy)	Movement ends; you are Staggered.
On Miss	—
Notes	—

5. Skull Rend

Tier	3
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Axe or Heavy Blade
Effect (Normal)	+2 damage dice.
Effect (Heavy)	+3 damage dice.
On Miss (Heavy)	Take 2 ST damage.
On Miss	—
Notes	—

6. Lockstep Counter

Tier	3
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	4 / 8
Requirements	Reaction available
Effect (Normal)	If hit by melee, immediately counterattack.
Effect (Heavy)	Counterattack gains +1 damage die.
On Miss (Heavy)	Lose Reaction next round.
On Miss	—
Notes	—

Tier 4 Abilities

1. Colossus Break

Tier	4
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Body 13+, Two-Handed Weapon
Effect (Normal)	Ignore 40% AR, +2 damage dice.
Effect (Heavy)	Ignore 70% AR, +3 damage dice.
On Miss (Heavy)	You are Staggered and lose Reaction.

On Miss	—
Notes	—

2. EARTHSPLITTER

Tier	4
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Blunt Weapon
Effect (Normal)	Targets in a 2-meter line take Weapon Damage.
Effect (Heavy)	Targets in a 2-meter line take Weapon Damage. Targets are Prone.
On Miss (Heavy)	Weapon integrity check.
On Miss	—
Notes	—

3. FLESHRENDER

Tier	4
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Blade Weapon
Effect (Normal)	Apply Bleeding (3).
Effect (Heavy)	Bleeding (4) and Weakened.
On Miss (Heavy)	Lose Minor Action next turn.
On Miss	—
Notes	—

4. IRONSTORM RUSH

Tier	4
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Heavy Armor
Effect (Normal)	Move 5 meters, deal Weapon Damage, push 3 meters.
Effect (Heavy)	Move 5 meters, deal Weapon Damage, push 3 meters. Push 5 meters and knock Prone.

On Miss (Heavy)	You fall Prone.
On Miss	–
Notes	–

5. BONECRUSH

Tier	4
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Axe or Blunt
Effect (Normal)	+3 damage dice.
Effect (Heavy)	+4 damage dice.
On Miss (Heavy)	Take 3 ST damage.
On Miss	–
Notes	–

6. ABSOLUTE COUNTER

Tier	4
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	5 / 10
Requirements	Reaction available
Effect (Normal)	Counterattack ignores 25% AR.
Effect (Heavy)	Ignore 50% AR.
On Miss (Heavy)	Reaction disabled next round.
On Miss	–
Notes	–

TIER 5 ABILITIES

1. WORLDBREAKER

Tier	5
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	7 / 14
Requirements	Body 15+, Two-Handed Weapon
Effect (Normal)	Ignore 60% AR, +4 damage dice.

Effect (Heavy)	Ignore 90% AR, +6 damage dice.
On Miss (Heavy)	You are Staggered, Exposed, and lose Reaction.
On Miss	—
Notes	—

2. OBLITERATE LINE

Tier	5
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	7 / 14
Requirements	Heavy Weapon
Effect (Normal)	Strike all enemies in a 4–meter line.
Effect (Heavy)	Apply Prone and Weakened.
On Miss (Heavy)	Weapon integrity check + lose movement next round.
On Miss	—
Notes	—

3. BUTCHER'S OATH

Tier	5
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Blade Weapon
Effect (Normal)	Bleeding (5), ignores healing for 1 round.
Effect (Heavy)	Bleeding (6), healing blocked for 2 rounds.
On Miss (Heavy)	Lose Minor + Reaction.
On Miss	—
Notes	—

4. TITAN'S ADVANCE

Tier	5
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Heavy Armor

Effect (Normal)	Move 6 meters, knock aside enemies.
Effect (Heavy)	Targets hit are Prone.
On Miss (Heavy)	You fall Prone.
On Miss	—
Notes	—

5. Ruin Sweep

Tier	5
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	7 / 14
Requirements	Two-Handed Weapon
Effect (Normal)	All enemies within 3 meters take Weapon Damage.
Effect (Heavy)	All enemies within 3 meters take Weapon Damage. Apply Slowed and Weakened.
On Miss (Heavy)	You are Exposed.
On Miss	—
Notes	—

6. Spinebreaker

Tier	5
Category	Physical (Martial)
Action	Major
Range	Melee
Cost (ST)	6 / 12
Requirements	Blunt Weapon
Effect (Normal)	+5 damage dice.
Effect (Heavy)	+6 damage dice.
On Miss (Heavy)	You take 4 ST damage.
On Miss	—
Notes	—

"A blade is a promise.

So is the cost of using it."

— Axiom

VOIDBOUND – Player Guide

Chapter 8 Ranged Abilities

"Distance does not make violence safer.

It only delays consequence."

– Axiom

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Tier 1 Abilities

1. Power Draw

Tier	Tier 1 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	Major
Range	Weapon
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	Body 5+
Effect (Normal)	Deal weapon damage.
Effect (Heavy)	+1 damage die.
On Miss (Heavy)	Off-Balance
On Miss	—
Notes	Overdrawing the bowstring.

2. Driving Throw

Tier	Tier 1 Design Intent
Category	Martial (Ranged)
Weapon	Thrown
Action	Major
Range	Weapon
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	Body 5+
Effect (Normal)	Deal damage; push target 1 meter.
Effect (Heavy)	Push 2 meters.
On Miss (Heavy)	Off-Balance
On Miss	—

Notes	—

3. QUICK NOCK

Tier	Tier 1 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	Minor
Range	Self
Cost (ST)	3 / 6
Cost (AE)	—
Requirements	—
Effect (Normal)	Your next ranged attack this turn gains +10% hit chance.
Effect (Heavy)	+20% hit chance.
On Miss (Heavy)	Lose Minor Action next turn
On Miss	—
Notes	—

4. SKULL TAP

Tier	Tier 1 Design Intent
Category	Martial (Ranged)
Weapon	Thrown / Sling
Action	Major
Range	Weapon
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	—
Effect (Normal)	Deal damage; target is Disoriented.
Effect (Heavy)	Target is Dazed.
On Miss (Heavy)	—
On Miss	—

Notes	—

5. Arc Shot

Tier	Tier 1 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	Major
Range	Weapon
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	—
Effect (Normal)	Ignore partial cover.
Effect (Heavy)	Ignore full cover (not total obstruction).
On Miss (Heavy)	Off–Balance
On Miss	—
Notes	—

6. Brace and Fire

Tier	Tier 1 Design Intent
Category	Martial (Ranged)
Weapon	Crossbow
Action	Major
Range	Weapon
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	No movement this turn
Effect (Normal)	+1 damage die.
Effect (Heavy)	Ignore 25% AR.
On Miss (Heavy)	Weapon jam check
On Miss	—
Notes	—

Tier 2 Abilities

1. Driving Shot

Tier	Tier 2 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow / Thrown

Action	Major
Range	Weapon
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	Body 7+
Effect (Normal)	Deal Weapon Damage. Push target 2 meters.
Effect (Heavy)	Deal Weapon Damage ×2. Push 4 meters.
On Miss (Heavy)	Off-Balance
On Miss	—
Notes	Tier: 2 Category: Physical (Martial) Uses kinetic follow-through.

2. Crippling Volley

Tier	Tier 2 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Thrown
Action	—
Range	40m (default; weapon may override)
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	Body 7+
Effect (Normal)	Deal Weapon Damage. Target is Slowed.
Effect (Heavy)	—
On Miss (Heavy)	Lose Minor Action next turn
On Miss	—
Notes	—

3. Barbed Impact

Tier	Tier 2 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	3 / 6
Cost (AE)	—
Requirements	Barbed ammo or arrow
Effect (Normal)	Deal Weapon Damage. Apply Bleeding (Minor).
Effect (Heavy)	Bleeding (Moderate).

On Miss (Heavy)	Target gains +10% evasion vs you
On Miss	–
Notes	–

4. PINNING SHOT

Tier	Tier 2 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	–
Range	40m (default; weapon may override)
Cost (ST)	4 / 8
Cost (AE)	–
Requirements	Body 8+
Effect (Normal)	Deal Weapon Damage. Target movement reduced to 0 next turn.
Effect (Heavy)	Target is Restrained (Minor).
On Miss (Heavy)	You are Exposed
On Miss	–
Notes	–

5. OVERDRAW

Tier	Tier 2 Design Intent
Category	Martial (Ranged)
Weapon	Bow only
Action	–
Range	40m (default; weapon may override)
Cost (ST)	5 / 10
Cost (AE)	–
Requirements	Body 8+
Effect (Normal)	Deal Weapon Damage ×2.
Effect (Heavy)	Ignore 25% AR.
On Miss (Heavy)	Take 2 ST damage
On Miss	–
Notes	Risky over-tension.

6. SHRAPNEL THROW

Tier	Tier 2 Design Intent
Category	Martial (Ranged)

Weapon	Thrown (Knives / Axes)
Action	—
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	4 / 8
Cost (AE)	—
Requirements	Body 7+
Effect (Normal)	Hit two targets within 2 meters of each other.
Effect (Heavy)	—
On Miss (Heavy)	Lose Reaction
On Miss	—
Notes	—

Tier 3 Abilities

1. Armor-Piercing Shot

Tier	Tier 3 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow / Thrown
Action	Major
Range	Weapon
Cost (ST)	5 / 10
Cost (AE)	—
Requirements	Body 10+
Effect (Normal)	Deal Weapon Damage. Ignore 25% AR.
Effect (Heavy)	Ignore 50% AR.
On Miss (Heavy)	You are Exposed
On Miss	—
Notes	Tier: 3 Category: Physical (Martial)

2. Scatter Volley

Tier	Tier 3 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	6 / 12

Cost (AE)	—
Requirements	Ammo available
Effect (Normal)	Hit up to 3 targets within a 3-meter cone (separate rolls).
Effect (Heavy)	—
On Miss (Heavy)	Lose Minor Action
On Miss	—
Notes	—

3. CRIPPLING PIN

Tier	Tier 3 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	5 / 10
Cost (AE)	—
Requirements	Clear shot to limbs
Effect (Normal)	Apply Crippled (Minor).
Effect (Heavy)	Crippled (Major).
On Miss (Heavy)	—
On Miss	—
Notes	—

4. BRUTAL LAUNCH

Tier	Tier 3 Design Intent
Category	Martial (Ranged)
Weapon	Heavy Thrown
Action	—
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	6 / 12
Cost (AE)	—
Requirements	Body 11+
Effect (Normal)	+2 damage dice.
Effect (Heavy)	+3 damage dice and push 3 meters.
On Miss (Heavy)	Take 2 ST damage
On Miss	—
Notes	—

5. Precision Overdraw

Tier	Tier 3 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	6 / 12
Cost (AE)	—
Requirements	Did not move this turn
Effect (Normal)	+2 damage dice.
Effect (Heavy)	Ignore 40% AR.
On Miss (Heavy)	Take 3 ST damage
On Miss	—
Notes	—

6. Linebreaker Throw

Tier	Tier 3 Design Intent
Category	Martial (Ranged)
Weapon	Javelin / Spear (Thrown)
Action	—
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	6 / 12
Cost (AE)	—
Requirements	Body 11+
Effect (Normal)	Hit target and one enemy behind at reduced damage.
Effect (Heavy)	Full damage to both.
On Miss (Heavy)	Weapon lands 8 meters away
On Miss	—
Notes	—

Tier 4 Abilities

1. Armor-Piercer Volley

Tier	Tier 4 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	6 / 12

Cost (AE)	—
Requirements	Body 13+
Effect (Normal)	Ignore 40% AR.
Effect (Heavy)	Ignore 70% AR.
On Miss (Heavy)	You are Exposed and lose Reaction
On Miss	—
Notes	—

2. Rain of Splinters

Tier	Tier 4 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	7 / 14
Cost (AE)	—
Requirements	Ammo available
Effect (Normal)	Area (4 meters) takes damage.
Effect (Heavy)	Area also suffers Bleeding (2).
On Miss (Heavy)	Lose Minor Action
On Miss	—
Notes	—

3. Tendon Obliteration

Tier	Tier 4 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Thrown
Action	—
Range	40m (default; weapon may override)
Cost (ST)	6 / 12
Cost (AE)	—
Requirements	Clear limb shot
Effect (Normal)	Crippled (Major).
Effect (Heavy)	Crippled (Severe).
On Miss (Heavy)	—
On Miss	—
Notes	—

4. Titan Cast

Tier	Tier 4 Design Intent
Category	Martial (Ranged)
Weapon	Heavy Thrown
Action	–
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	7 / 14
Cost (AE)	–
Requirements	Body 14+
Effect (Normal)	+4 damage dice.
Effect (Heavy)	+5 damage dice and push 4 meters.
On Miss (Heavy)	Take 4 ST damage
On Miss	–
Notes	–

5. Deadeye Ascendant

Tier	Tier 4 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	–
Range	40m (default; weapon may override)
Cost (ST)	5 / 10
Cost (AE)	–
Requirements	No movement this turn
Effect (Normal)	+25% hit chance.
Effect (Heavy)	+35% hit chance.
On Miss (Heavy)	Lose Minor Action
On Miss	–
Notes	–

6. Linebreaker Impale

Tier	Tier 4 Design Intent
Category	Martial (Ranged)
Weapon	Thrown Spear / Javelin
Action	–
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	7 / 14
Cost (AE)	–

Requirements	Body 13+
Effect (Normal)	Hit target and one enemy behind for reduced damage.
Effect (Heavy)	Full damage to both; second target is Prone.
On Miss (Heavy)	Weapon lands 10 meters away
On Miss	—
Notes	—

TIER 5 ABILITIES

1. WORLD-PIERCER SHOT

Tier	Tier 5 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	7 / 14
Cost (AE)	—
Requirements	Body 15+
Effect (Normal)	Ignore 60% AR, +4 damage dice.
Effect (Heavy)	Ignore 90% AR, +6 damage dice.
On Miss (Heavy)	You are Exposed and lose Reaction
On Miss	—
Notes	—

2. HORIZON BREAK

Tier	Tier 5 Design Intent
Category	Martial (Ranged)
Weapon	Bow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	7 / 14
Cost (AE)	—
Requirements	—
Effect (Normal)	Area (6 meters) takes damage.
Effect (Heavy)	Area is Slowed and Weakened.
On Miss (Heavy)	Lose Minor + Movement
On Miss	—
Notes	—

3. Tendon Erasure

Tier	Tier 5 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Thrown
Action	—
Range	40m (default; weapon may override)
Cost (ST)	6 / 12
Cost (AE)	—
Requirements	Clear limb shot
Effect (Normal)	Crippled (Severe).
Effect (Heavy)	Crippled (Severe) + Bleeding (4).
On Miss (Heavy)	Movement reduced to 0 next round
On Miss	—
Notes	—

4. Titanfall Cast

Tier	Tier 5 Design Intent
Category	Martial (Ranged)
Weapon	Heavy Thrown
Action	—
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	8 / 16
Cost (AE)	—
Requirements	Body 16+
Effect (Normal)	+6 damage dice.
Effect (Heavy)	+8 damage dice and Prone in 3 meters.
On Miss (Heavy)	Take 6 ST damage
On Miss	—
Notes	—

5. Perfect Draw Ascendant

Tier	Tier 5 Design Intent
Category	Martial (Ranged)
Weapon	Bow / Crossbow
Action	—
Range	40m (default; weapon may override)
Cost (ST)	5 / 10
Cost (AE)	—

Requirements	No movement this turn
Effect (Normal)	+40% hit chance.
Effect (Heavy)	+60% hit chance.
On Miss (Heavy)	Lose all Reactions next round
On Miss	–
Notes	–

6. Linebreaker Cataclysm

Tier	Tier 5 Design Intent
Category	Martial (Ranged)
Weapon	Thrown Spear / Javelin
Action	–
Range	Body × 3m (default; ability/weapon may override)
Cost (ST)	8 / 16
Cost (AE)	–
Requirements	Body 15+
Effect (Normal)	Hit all enemies in a 6-meter line.
Effect (Heavy)	Targets are Prone and Weakened.
On Miss (Heavy)	Weapon lost for encounter
On Miss	–
Notes	–

"The arrow does not hesitate.

Neither does the aftermath."

– Axiom

Chapter 9 Firearm Abilities

"Steel speaks louder when it remembers who holds it."

– Axiom

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TIER 1 ABILITIES

Fundamental firearm drills

Tactical pressure without magic

Simple control (disrupt, suppress, reposition)

1. DOUBLE TAP

Tier	Tier 1 Abilities (1–20)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	1
Requirements	Body 5+, Rifle
Effect (Normal)	Deal normal firearm damage. Target suffers -10% hit chance until end of next round.
On Miss	You must Reload next turn.
Notes	—

2. COVERING FIRE

Tier	Tier 1 Abilities (1–20)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 5+, SMG
Effect (Normal)	+0 damage dice. If the target is in cover, ignore partial cover bonuses.
On Miss	You must Reload next turn.
Notes	—

3. Quick Reload

Tier	Tier 1 Abilities (1–20)
Category	Physical (Firearms)
Weapon	Shotgun
Action	Minor
Range	Weapon Self
Ammo	1
Requirements	Body 5+, Shotgun
Effect (Normal)	Ignore 0% AR on this attack. On hit, force the target to move 2 meters (any direction) or be Off-Balance.
On Miss	You must Reload next turn.
Notes	—

4. Center Mass

Tier	Tier 1 Abilities (1–20)
Category	Physical (Firearms)
Weapon	Pistol
Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 5+, Pistol
Effect (Normal)	Deal normal damage. On hit, cancel Concentrating/Entranced/Focused on the target.
On Miss	You must Reload next turn.
Notes	—

5. Shoulder Switch

Tier	Tier 1 Abilities (1–20)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	1
Requirements	Body 5+, Rifle
Effect (Normal)	Move up to 2 meters and fire. If you moved from cover to cover, gain +10% hit chance for this attack.
On Miss	You must Reload next turn.
Notes	—

6. Low Recoil

Tier	Tier 1 Abilities (1–20)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	1
Requirements	Body 5+, SMG
Effect (Normal)	Deal normal damage. On hit, the target cannot take Reactions until next turn.
On Miss	You must Reload next turn.
Notes	—

Tier 2 Abilities

Reliable tempo control

Clear accuracy/reload play

Stronger single-target spikes

1. Hard Reset

Tier	Tier 2 Abilities (21–40)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	1
Requirements	Body 7+, SMG
Effect (Normal)	+1 damage dice. If the target is in cover, ignore partial cover bonuses.
On Miss	Lose Minor Action next turn.
Notes	—

2. Speed Loader

Tier	Tier 2 Abilities (21–40)
Category	Physical (Firearms)
Weapon	Shotgun
Action	Minor
Range	Weapon Self
Ammo	3
Requirements	Body 7+, Shotgun

Effect (Normal)	Ignore 0% AR on this attack. On hit, force the target to move 2 meters (any direction) or be Off-Balance.
On Miss	Lose Minor Action next turn.
Notes	—

3. BLIND CORNER

Tier	Tier 2 Abilities (21–40)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	3
Requirements	Body 7+, Rifle
Effect (Normal)	Move up to 2 meters and fire. If you moved from cover to cover, gain +10% hit chance for this attack.
On Miss	Lose Minor Action next turn.
Notes	If this ability critically misses, roll firearm malfunction as normal (Core Combat) and apply the result.

4. RECOIL RIDE

Tier	Tier 2 Abilities (21–40)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	1
Requirements	Body 7+, SMG
Effect (Normal)	Deal normal damage. On hit, the target cannot take Reactions until next turn.
On Miss	Lose Minor Action next turn.
Notes	—

5. STAGGER SHOT

Tier	Tier 2 Abilities (21–40)
Category	Physical (Firearms)
Weapon	Shotgun
Action	Minor
Range	Weapon Self
Ammo	1
Requirements	Body 7+, Shotgun

Effect (Normal)	+1 damage dice and ignore 0% AR. If the target is below 50% HP, add +1 additional die.
On Miss	Lose Minor Action next turn.
Notes	—

6. HEAT CONTROL

Tier	Tier 2 Abilities (21–40)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	3
Requirements	Body 7+, SMG
Effect (Normal)	+1 damage dice. If the target is in cover, ignore partial cover bonuses.
On Miss	Lose Minor Action next turn.
Notes	—

TIER 3 ABILITIES

Veteran ranged dominance

Meaningful AR interaction

Battlefield denial and disruption

1. SURGICAL SHOT

Tier	Tier 3 Abilities (41–60)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	4
Requirements	Body 10+, Rifle
Effect (Normal)	Deal normal firearm damage. Target suffers Slowed until end of next round.
On Miss	You are Exposed.
Notes	—

2. PRESSURE WALL

Tier	Tier 3 Abilities (41–60)
Category	Physical (Firearms)
Weapon	SMG

Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 10+, SMG
Effect (Normal)	+2 damage dice. If the target is in cover, ignore partial cover bonuses.
On Miss	You are Exposed.
Notes	—

3. STUTTER BURST

Tier	Tier 3 Abilities (41–60)
Category	Physical (Firearms)
Weapon	Shotgun
Action	Minor
Range	Weapon Self
Ammo	2
Requirements	Body 10+, Shotgun
Effect (Normal)	Ignore 25% AR on this attack. On hit, force the target to move 2 meters (any direction) or be Off-Balance.
On Miss	You are Exposed.
Notes	—

4. BREACH LINE

Tier	Tier 3 Abilities (41–60)
Category	Physical (Firearms)
Weapon	Pistol
Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 10+, Pistol
Effect (Normal)	Deal normal damage. On hit, cancel Concentrating/Entranced/Focused on the target.
On Miss	You are Exposed.
Notes	—

5. PULSE CONTROL

Tier	Tier 3 Abilities (41–60)
Category	Physical (Firearms)
Weapon	Rifle

Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 10+, Rifle
Effect (Normal)	Move up to 2 meters and fire. If you moved from cover to cover, gain +10% hit chance for this attack.
On Miss	You are Exposed.
Notes	—

6. Volley Discipline

Tier	Tier 3 Abilities (41–60)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	4
Requirements	Body 10+, SMG
Effect (Normal)	Deal normal damage. On hit, the target cannot take Reactions until next turn.
On Miss	You are Exposed.
Notes	—

Tier 4 Abilities

Master–level engagements

Heavy suppression and precision

Misses create real danger

1. Choke Point

Tier	Tier 4 Abilities (61–80)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 13+, Rifle
Effect (Normal)	Deal normal firearm damage. Target suffers Staggered (1) until end of next round.
On Miss	Lose Reaction and Minor Action.
Notes	—

2. Ricochet Angle

Tier	Tier 4 Abilities (61–80)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	5
Requirements	Body 13+, SMG
Effect (Normal)	+3 damage dice. If the target is in cover, ignore partial cover bonuses.
On Miss	Lose Reaction and Minor Action.
Notes	If this ability critically misses, roll firearm malfunction as normal (Core Combat) and apply the result.

3. Sightline Dominion

Tier	Tier 4 Abilities (61–80)
Category	Physical (Firearms)
Weapon	Shotgun
Action	Minor
Range	Weapon Self
Ammo	2
Requirements	Body 13+, Shotgun
Effect (Normal)	Ignore 40% AR on this attack. On hit, force the target to move 2 meters (any direction) or be Off-Balance.
On Miss	Lose Reaction and Minor Action.
Notes	–

4. Steel Nerves

Tier	Tier 4 Abilities (61–80)
Category	Physical (Firearms)
Weapon	Pistol
Action	Major
Range	Weapon Weapon
Ammo	5
Requirements	Body 13+, Pistol
Effect (Normal)	Deal normal damage. On hit, cancel Concentrating/Entranced/Focused on the target.
On Miss	Lose Reaction and Minor Action.

Notes	–

5. Relentless Fire

Tier	Tier 4 Abilities (61–80)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 13+, Rifle
Effect (Normal)	Move up to 2 meters and fire. If you moved from cover to cover, gain +10% hit chance for this attack.
On Miss	Lose Reaction and Minor Action.
Notes	–

6. Kill Box

Tier	Tier 4 Abilities (61–80)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	2
Requirements	Body 13+, SMG
Effect (Normal)	Deal normal damage. On hit, the target cannot take Reactions until next turn.
On Miss	Lose Reaction and Minor Action.
Notes	–

Tier 5 Abilities

Mythic gunplay

Encounter-defining turns

Failure has brutal consequences

1. Perfect Cadence

Tier	Tier 5 Abilities (81–100)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon

Ammo	3
Requirements	Body 15+, Rifle
Effect (Normal)	Deal normal firearm damage. Target suffers Stunned (Minor) until end of next round.
On Miss	You lose all actions next round.
Notes	—

2. Iron Magazine

Tier	Tier 5 Abilities (81–100)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	3
Requirements	Body 15+, SMG
Effect (Normal)	+6 damage dice. If the target is in cover, ignore partial cover bonuses.
On Miss	You lose all actions next round.
Notes	—

3. Last Stand

Tier	Tier 5 Abilities (81–100)
Category	Physical (Firearms)
Weapon	Shotgun
Action	Minor
Range	Weapon Self
Ammo	6
Requirements	Body 15+, Shotgun
Effect (Normal)	Ignore 60% AR on this attack. On hit, force the target to move 2 meters (any direction) or be Off-Balance.
On Miss	You lose all actions next round.
Notes	—

4. WARPATH

Tier	Tier 5 Abilities (81–100)
Category	Physical (Firearms)
Weapon	Pistol
Action	Major
Range	Weapon Weapon
Ammo	3
Requirements	Body 15+, Pistol
Effect (Normal)	Deal normal damage. On hit, cancel Concentrating/Entranced/Focused on the target.
On Miss	You lose all actions next round.
Notes	—

5. KING'S SIGHT

Tier	Tier 5 Abilities (81–100)
Category	Physical (Firearms)
Weapon	Rifle
Action	Major
Range	Weapon Weapon
Ammo	6
Requirements	Body 15+, Rifle
Effect (Normal)	Move up to 2 meters and fire. If you moved from cover to cover, gain +10% hit chance for this attack.
On Miss	You lose all actions next round.
Notes	—

6. BLACKWIND

Tier	Tier 5 Abilities (81–100)
Category	Physical (Firearms)
Weapon	SMG
Action	Major
Range	Weapon Weapon
Ammo	3
Requirements	Body 15+, SMG
Effect (Normal)	Deal normal damage. On hit, the target cannot take Reactions until next turn.
On Miss	You lose all actions next round.
Notes	—

Chapter 10 Elemental Abilities

"Elements do not obey.

They answer only to restraint."

– Axiom

———————————————————————————————

Tier 1 Elemental Abilities

1. Emberbolt

Tier	Tier 1
Category	—
Action	—
Range	—
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Effect (Normal)	Deal +1 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +2 damage dice as fire damage. Also ignore 15% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	You are Off-Balance.

2. Cinderlash

Tier	Tier 1
Category	—
Action	—
Range	—
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 5+
Effect (Normal)	Deal +1 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +2 damage dice as fire damage. Also ignore 15% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	You are Off-Balance.

3. Searline

Tier	Tier 1

Category	—
Action	—
Range	—
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 5+
Effect (Normal)	Deal +1 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +2 damage dice as fire damage. Also ignore 15% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	You are Off-Balance.

4. ASHEN RING

Tier	Tier 1
Category	—
Action	—
Range	—
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 5+
Effect (Normal)	Deal +1 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +2 damage dice as fire damage. Also ignore 15% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	You are Off-Balance.

5. RIME BIND

Tier	Tier 1
Category	—
Action	—
Range	—
Area	Target
Cost (AE)	4 / 8
Requirements	Spirit 5+
Effect (Normal)	Choose a target. They are Restrained (Minor) until end of next round.
Effect (Charged)	Restrained (Major) and they cannot take Reactions while restrained.
On Miss (Charged)	You are Exposed and lose Minor Action next turn.

6. FROSTVEIL

Tier	Tier 1

Category	—
Action	—
Range	—
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 5+
Effect (Normal)	Gain +20% evasion until your next turn.
Effect (Charged)	—
On Miss (Charged)	Ward fails; you are Exposed.

Tier 2 Elemental Abilities

1. Blazeward

Tier	Tier 2
Category	—
Action	—
Range	—
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 7+
Effect (Normal)	Gain +20% evasion until your next turn.
Effect (Charged)	—
On Miss (Charged)	Ward fails; you are Exposed.

2. Kindle Step

Tier	Tier 2
Category	—
Action	—
Range	—
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Move 4 meters without provoking Reactions.
Effect (Charged)	Move 6 meters; you gain +10% evasion until next turn.
On Miss (Charged)	Movement ends immediately; you are Off-Balance.

3. IGNITION

Tier	Tier 2
Category	—
Action	—
Range	—
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 7+
Effect (Normal)	Deal +2 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +3 damage dice as fire damage. Also ignore 30% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	You are Off-Balance.

4. SCORCHBRAND

Tier	Tier 2
Category	—
Action	—
Range	—
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 7+
Effect (Normal)	Deal +2 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +3 damage dice as fire damage. Also ignore 30% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	You are Off-Balance.

5. CHILL WARD

Tier	Tier 2
Category	—
Action	—
Range	—
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Gain +20% evasion until your next turn.
Effect (Charged)	—
On Miss (Charged)	Ward fails; you are Exposed.

6. Winter Step

Tier	Tier 2
Category	—
Action	—
Range	—
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 7+
Effect (Normal)	Move 4 meters without provoking Reactions.
Effect (Charged)	Move 6 meters; you gain +10% evasion until next turn.
On Miss (Charged)	Movement ends immediately; you are Off-Balance.

Tier 3 Elemental Abilities

1. Pyre Lance

Tier	Tier 3
Category	—
Action	—
Range	—
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Effect (Normal)	Deal +3 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +4 damage dice as fire damage. Also ignore 45% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

2. Molten Grasp

Tier	Tier 3
Category	—
Action	—
Range	—
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Deal +3 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +4 damage dice as fire damage. Also ignore 45% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

3. Charfall

Tier	Tier 3
Category	—
Action	—
Range	—
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 10+
Effect (Normal)	Deal +3 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +4 damage dice as fire damage. Also ignore 45% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

4. Cauterize

Tier	Tier 3
Category	—
Action	—
Range	—
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 10+; Rest state
Effect (Normal)	Heal 10 HP to a creature you can touch; remove Bleeding (Minor). (Requires Rest state.)
Effect (Charged)	Heal 20 HP; remove Bleeding up to Moderate. (Requires Rest state.)
On Miss (Charged)	No effect; cost is still paid.

5. Lightning Spear

Tier	Tier 3
Category	—
Action	—
Range	—
Area	Target
Cost (AE)	5 / 10
Requirements	Spirit 10+
Effect (Normal)	Deal +3 damage dice as lightning damage. Target is Disoriented.
Effect (Charged)	Deal +4 damage dice as lightning damage. Also ignore 45% Elemental Resistance. Target is Dazed; if already Dazed, Stunned (Minor).
On Miss (Charged)	Lose Reaction next round.

6. Ion Burst

Tier	Tier 3
Category	—
Action	—
Range	—
Area	Target
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Deal +3 damage dice as lightning damage. Target is Disoriented.
Effect (Charged)	Deal +4 damage dice as lightning damage. Also ignore 45% Elemental Resistance. Target is Dazed; if already Dazed, Stunned (Minor).
On Miss (Charged)	Lose Reaction next round.

Tier 4 Elemental Abilities

1. Wildflare

Tier	Tier 4
Category	—
Action	—
Range	—
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 13+
Effect (Normal)	Deal +4 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +5 damage dice as fire damage. Also ignore 60% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

2. Inferno Arc

Tier	Tier 4
Category	—
Action	—
Range	—
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 13+
Effect (Normal)	Deal +4 damage dice as fire damage. Apply Burned (Minor).

Effect (Charged)	Deal +5 damage dice as fire damage. Also ignore 60% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

3. Sunburst

Tier	Tier 4
Category	—
Action	—
Range	—
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 13+
Effect (Normal)	Deal +4 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +5 damage dice as fire damage. Also ignore 60% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

4. Dragonbreath

Tier	Tier 4
Category	—
Action	—
Range	—
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 13+
Effect (Normal)	Deal +4 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +5 damage dice as fire damage. Also ignore 60% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

5. Ice Coffin

Tier	Tier 4
Category	—
Action	—
Range	—
Area	Target
Cost (AE)	7 / 14
Requirements	Spirit 13+

Effect (Normal)	Choose a target. They are Restrained (Minor) until end of next round.
Effect (Charged)	Restrained (Major) and they cannot take Reactions while restrained.
On Miss (Charged)	You are Exposed and lose Minor Action next turn.

6. GROUNDED

Tier	Tier 4
Category	—
Action	—
Range	—
Area	Target
Cost (AE)	6 / 12
Requirements	Spirit 13+
Effect (Normal)	Deal +4 damage dice as lightning damage. Target is Disoriented.
Effect (Charged)	Deal +5 damage dice as lightning damage. Also ignore 60% Elemental Resistance. Target is Dazed; if already Dazed, Stunned (Minor).
On Miss (Charged)	You are Staggered and lose Reaction.

TIER 5 ELEMENTAL ABILITIES

1. FURNACE

Tier	Tier 5
Category	—
Action	—
Range	—
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 15+
Effect (Normal)	Deal +5 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +7 damage dice as fire damage. Also ignore 75% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

2. BRANDSTORM

Tier	Tier 5
Category	—
Action	—
Range	—

Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	Deal +5 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +7 damage dice as fire damage. Also ignore 75% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

3. PYROCLASM

Tier	Tier 5
Category	—
Action	—
Range	—
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	Deal +5 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +7 damage dice as fire damage. Also ignore 75% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

4. CROWNFIRE

Tier	Tier 5
Category	—
Action	—
Range	—
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	Deal +5 damage dice as fire damage. Apply Burned (Minor).
Effect (Charged)	Deal +7 damage dice as fire damage. Also ignore 75% Elemental Resistance. Burned becomes Moderate (or +1 tier).
On Miss (Charged)	Take 2 ST damage and gain Burned (Minor).

5. BLACKOUT

Tier	Tier 5
Category	—
Action	—
Range	—

Area	Target
Cost (AE)	7 / 14
Requirements	Spirit 15+
Effect (Normal)	Deal +5 damage dice as lightning damage. Target is Disoriented.
Effect (Charged)	Deal +7 damage dice as lightning damage. Also ignore 75% Elemental Resistance. Target is Dazed; if already Dazed, Stunned (Minor).
On Miss (Charged)	You are Staggered and lose Reaction.

6. STORM CAGE

Tier	Tier 5
Category	—
Action	—
Range	—
Area	Target
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	Choose a target. They are Restrained (Minor) until end of next round.
Effect (Charged)	Restrained (Major) and they cannot take Reactions while restrained.
On Miss (Charged)	You are Exposed and lose Minor Action next turn.

VOIDBOUND Player Guide

Chapter 11 Void Abilities

"The Void does not grant power.

It remembers what you were willing to lose."

– Axiom

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TIER 1

1. Void Lance

Tier	Tier 1
Category	Void
Action	Major
Range	10 meters
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 5+
Effect (Normal)	Deal 2d6 void damage.
Effect (Charged)	Deal 3d6 void damage. Ignore 10% AR.
On Miss (Charged)	You are Exposed.

3. Void Pulse

Tier	Tier 1
Category	Void
Action	Major
Range	4-meter radius (self-centered)
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 6+
Effect (Normal)	Enemies take 2d6 void damage.
Effect (Charged)	3d6 damage and Disoriented.
On Miss (Charged)	You are Staggered.

4. Fracture Will

Tier	Tier 1
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	4 / 8
Requirements	Presence 5+
Effect (Normal)	Target suffers –10% hit chance next turn.
Effect (Charged)	–20% hit chance and Disoriented.
On Miss (Charged)	No effect.

5. Voidstep

Tier	Tier 1
Category	Void

Action	Minor
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Effect (Normal)	Teleport 3 meters.
Effect (Charged)	Teleport 6 meters.
On Miss (Charged)	Lose Minor Action next turn.

6. Abyssal Mark

Tier	Tier 1
Category	Void
Action	Major
Range	10 meters
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 5+
Effect (Normal)	Target takes +1d6 void damage from next hit.
Effect (Charged)	Effect lasts 2 hits.
On Miss (Charged)	Mark rebounds on you.

7. Void Shatter

Tier	Tier 1
Category	Void
Action	Major
Range	6 meters
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 6+
Effect (Normal)	Deal 2d6 void damage; reduce AR by 2 this round.
Effect (Charged)	3d6 damage; reduce AR by 4.
On Miss (Charged)	Target gains +10% evasion.

Tier 2

21. Void Rupture

Tier	Tier 2
Category	Void

Action	Major
Range	6 meters
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Deal 3d6 Void damage.
Effect (Charged)	Deal 4d6 Void damage; target is Staggered (1).
On Miss (Charged)	You are Exposed and take 2 AE backlash damage.

22. GRASPING COLLAPSE

Tier	Tier 2
Category	Void
Action	Major
Range	6 meters
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Target is Slowed and –10% evasion.
Effect (Charged)	Target is Restrained (Minor).
On Miss (Charged)	Lose Movement next turn.

23. VOID SHARD

Tier	Tier 2
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 7+
Effect (Normal)	Deal 3d6 Void damage.
Effect (Charged)	Deal 4d6 and ignore 25% resistance.
On Miss (Charged)	–10% hit chance next turn.

24. ENTROPY WAVE

Tier	Tier 2
Category	Void
Action	Major
Range	Self

Area	4-meter radius
Cost (AE)	6 / 12
Requirements	Spirit 8+
Effect (Normal)	Enemies take 3d6 Void damage.
Effect (Charged)	Damage becomes 4d6; enemies are Disoriented.
On Miss (Charged)	You are Staggered.

25. Fray Mind

Tier	Tier 2
Category	Void
Action	Major
Range	6 meters
Area	–
Cost (AE)	4 / 8
Requirements	Presence 7+
Effect (Normal)	Target suffers –15% hit chance next turn.
Effect (Charged)	–25% hit chance and cannot benefit from bonuses.
On Miss (Charged)	You are Disoriented.

26. Void Slip

Tier	Tier 2
Category	Void
Action	Minor
Range	Self
Area	–
Cost (AE)	4 / 8
Requirements	Spirit 7+
Effect (Normal)	Reposition 3 meters without provoking reactions.
Effect (Charged)	Reposition 5 meters.
On Miss (Charged)	Lose Minor Action next turn.

Tier 3

41. Void Lance Ascendant

Tier	Tier 3
Category	Void
Action	Major
Range	8 meters

Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Deal 4d6 Void damage.
Effect (Charged)	Deal 5d6; ignore 40% resistance.
On Miss (Charged)	You are Exposed.

42. COLLAPSE ZONE

Tier	Tier 3
Category	Void
Action	Major
Range	6 meters
Area	3-meter radius
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Area becomes Difficult Terrain for enemies.
Effect (Charged)	Enemies entering are Slowed and Disoriented.
On Miss (Charged)	Lose Movement next round.

43. VOID SHEAR

Tier	Tier 3
Category	Void
Action	Major
Range	6 meters
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Effect (Normal)	Deal 4d6 Void damage; target –15% evasion.
Effect (Charged)	Deal 5d6 Void damage; –25% evasion.
On Miss (Charged)	—

44. GRAVITIC CRUSH

Tier	Tier 3
Category	Void
Action	Major
Range	6 meters
Area	—
Cost (AE)	7 / 14

Requirements	Spirit 11+
Effect (Normal)	Target is Staggered (2).
Effect (Charged)	Target is Restrained (Major).
On Miss (Charged)	You are Staggered.

45. Void Mantle

Tier	Tier 3
Category	Void
Action	Minor
Range	Self
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Effect (Normal)	Gain +25% evasion until next turn.
Effect (Charged)	+35% evasion.
On Miss (Charged)	Lose Minor Action next turn.

46. Entropic Sunder

Tier	Tier 3
Category	Void
Action	Major
Range	6 meters
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 11+
Effect (Normal)	Reduce target resistance by 25% for 2 rounds.
Effect (Charged)	Reduce by 40%.
On Miss (Charged)	Target gains +10% evasion.

Tier 4

61. Void Spear Ascendant

Tier	Tier 4
Category	Void
Action	Major
Range	10 meters
Area	—
Cost (AE)	7 / 14

Requirements	Spirit 13+
Effect (Normal)	Deal 5d6 Void damage; ignore 40% resistance.
Effect (Charged)	6d6; ignore 60% resistance.
On Miss (Charged)	You are Exposed and lose Reaction.

62. Singularity Field

Tier	Tier 4
Category	Void
Action	Major
Range	8 meters
Area	4-meter radius
Cost (AE)	7 / 14
Requirements	Spirit 13+
Effect (Normal)	Area is Difficult Terrain; enemies –15% evasion.
Effect (Charged)	Enemies entering are Slowed and Disoriented.
On Miss (Charged)	Lose Movement next round.

63. Entropic Collapse

Tier	Tier 4
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 14+
Effect (Normal)	Deal 5d6 Void damage; target is Staggered (2).
Effect (Charged)	6d6 and Restrained (Minor).
On Miss (Charged)	You are Staggered and Exposed.

64. Void Bastion Ascendant

Tier	Tier 4
Category	Void
Action	Minor
Range	Self
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 12+
Effect (Normal)	+35% evasion until next turn.

Effect (Charged)	+50% evasion.
On Miss (Charged)	Lose Minor Action next turn.

65. REALITY REND

Tier	Tier 4
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 13+
Effect (Normal)	Reduce target resistance by 40% for 2 rounds.
Effect (Charged)	Reduce by 60%.
On Miss (Charged)	Target gains +15% evasion.

66. VOID DEVOUR

Tier	Tier 4
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 12+
Effect (Normal)	4d6 Void damage; regain 6 AE.
Effect (Charged)	5d6; regain 10 AE.
On Miss (Charged)	Lose 6 AE instead.

TIER 5

81. VOID ANNIHILATION

Tier	Tier 5
Category	Void
Action	Major
Range	10 meters
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	7d6 Void damage; ignore 60% resistance.

| Effect (Charged) | 9d6; ignore 90% resistance. |
| On Miss (Charged) | You are Exposed, Staggered, and lose Reaction. |

82. Event Horizon Sovereign

Tier	Tier 5
Category	Void
Action	Major
Range	10 meters
Area	5-meter radius
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	Area becomes Difficult Terrain; enemies –30% evasion.
Effect (Charged)	Enemies entering are Restrained (Minor).
On Miss (Charged)	Lose Movement and Minor next round.

83. Erase the Flesh

Tier	Tier 5
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 14+
Effect (Normal)	Apply Crippled (Severe).
Effect (Charged)	Crippled (Severe) + Bleeding (6).
On Miss (Charged)	Movement reduced to 0 next round.

84. Singularity Collapse

Tier	Tier 5
Category	Void
Action	Major
Range	10 meters
Area	4-meter radius
Cost (AE)	9 / 18
Requirements	Spirit 16+
Effect (Normal)	7d6 Void damage; pull enemies 3 meters inward.
Effect (Charged)	9d6; pull 5 meters and Prone.
On Miss (Charged)	You are Prone and Exposed.

85. Absolute Null

Tier	Tier 5
Category	Void
Action	Major
Range	8 meters
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 15+
Effect (Normal)	Target cannot use abilities next turn.
Effect (Charged)	Also cannot take Reactions or Minor Actions.
On Miss (Charged)	No effect.

86. Void Bastion Prime

Tier	Tier 5
Category	Void
Action	Minor
Range	Self
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 14+
Effect (Normal)	+60% evasion until next turn.
Effect (Charged)	+80% evasion.
On Miss (Charged)	Lose all Reactions next round.

"Every mark the Void leaves is permanent.

Some scars simply learn to speak."

— Axiom

VOIDBOUND Player Guide

Chapter 12: Meta, Healing, and Temporal Abilities

"Healing is not kindness.

It is a decision to keep someone in the struggle when release would be easier."

— Axiom

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Tier 1

1. Mend Flesh

Tier	1
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 5+
Effect (Normal)	Heal 2d6 HP.
Effect (Charged)	Heal 3d6 HP.
On Miss (Charged)	Healing halved.

2. Time Nudge

Tier	1
Category	Meta/Healing/Temporal
Action	Minor
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Presence 5+
Effect (Normal)	+10% hit chance on next action.
Effect (Charged)	+20% hit chance.
On Miss (Charged)	Lose Minor Action next turn.

3. Stabilize

Tier	1
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 5+
Effect (Normal)	Remove Bleeding (Minor) or Staggered (1).

| Effect (Charged) | Remove Bleeding (Moderate) or Staggered (2). |
| On Miss (Charged) | Condition persists. |

4. QUICK PATCH

Tier	1
Category	Meta/Healing/Temporal
Action	Minor
Range	Touch
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Effect (Normal)	Heal 1d6 HP.
Effect (Charged)	Heal 2d6 HP.
On Miss (Charged)	Lose Minor Action next turn.

5. TEMPORAL FOOTING

Tier	1
Category	Meta/Healing/Temporal
Action	Reaction
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Trigger	You would be pushed/knocked Prone
Effect (Normal)	Negate push/Prone.
Effect (Charged)	Also gain +10% evasion until next turn.
On Miss (Charged)	Effect fails.

6. RESTORE FOCUS

Tier	1
Category	Meta/Healing/Temporal
Action	Major
Range	Self
Area	—

Cost (AE)	4 / 8
Requirements	Presence 5+
Effect (Normal)	Regain 3 AE.
Effect (Charged)	Regain 5 AE.
On Miss (Charged)	Regain 0 AE.

TIER 2

21. DEEP MEND

Tier	2
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Heal 3d6 HP.
Effect (Charged)	Heal 4d6 HP.
On Miss (Charged)	Healing reduced by half.

22. TEMPORAL CORRECTION

Tier	2
Category	Meta/Healing/Temporal
Action	Reaction
Range	Self
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 7+
Trigger	You fail a roll
Effect (Normal)	Reroll at –10%.
Effect (Charged)	Reroll with no penalty.
On Miss (Charged)	Original result stands.

23. REINFORCE REALITY

Tier	2
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—

Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Ally gains +20% evasion next turn.
Effect (Charged)	+30% evasion.
On Miss (Charged)	Effect fails.

24. PURGE AFFLICTION

Tier	2
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Effect (Normal)	Remove one Physical or Mental condition (Minor).
Effect (Charged)	Remove one Major condition.
On Miss (Charged)	Condition persists.

25. STEAL A SECOND

Tier	2
Category	Meta/Healing/Temporal
Action	Minor
Range	Self
Area	—
Cost (AE)	4 / 8
Requirements	Presence 7+
Effect (Normal)	Gain +15% hit chance next action.
Effect (Charged)	+25% hit chance.
On Miss (Charged)	Lose Minor Action next turn.

26. DELAY FATE

Tier	2
Category	Meta/Healing/Temporal
Action	Reaction
Range	6 meters

Area	—
Cost (AE)	5 / 10
Requirements	Spirit 8+
Trigger	Ally would take damage
Effect (Normal)	Reduce damage by 3d6.
Effect (Charged)	Reduce by 4d6.
On Miss (Charged)	Damage not reduced.

TIER 3

41. MAJOR RESTORATION

Tier	3
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Heal 5d6 HP.
Effect (Charged)	Heal 6d6 HP.
On Miss (Charged)	Healing reduced by half.

42. TEMPORAL REVERSAL

Tier	3
Category	Meta/Healing/Temporal
Action	Reaction
Range	Self
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Trigger	You are hit
Effect (Normal)	Reduce damage by 5d6.
Effect (Charged)	Reduce by 6d6.
On Miss (Charged)	Damage not reduced.

43. CLEANSE TRAUMA

Tier	3

Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Remove one Major Physical or Mental condition.
Effect (Charged)	Remove one Severe condition.
On Miss (Charged)	Condition downgraded only.

44. REWRITE MOMENT

Tier	3
Category	Meta/Healing/Temporal
Action	Reaction
Range	6 meters
Area	—
Cost (AE)	5 / 10
Requirements	Presence 10+
Trigger	Ally fails a roll
Effect (Normal)	Ally rerolls at -10%.
Effect (Charged)	Reroll with no penalty.
On Miss (Charged)	Original result stands.

45. TEMPORAL SURGE

Tier	3
Category	Meta/Healing/Temporal
Action	Minor
Range	Self
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Effect (Normal)	Gain +25% hit chance next action.
Effect (Charged)	+40% hit chance.
On Miss (Charged)	Lose Minor Action next turn.

46. Fortify Reality

Tier	3
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Effect (Normal)	Ally gains +30% evasion next turn.
Effect (Charged)	+45% evasion.
On Miss (Charged)	Effect fails.

Tier 4

Design Intent:

61. Supreme Restoration

Tier	4
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 12+
Effect (Normal)	Heal 7d6 HP.
Effect (Charged)	Heal 8d6 HP.
On Miss (Charged)	Healing reduced by half.

62. Temporal Negation

Tier	4
Category	Meta/Healing/Temporal
Action	Reaction
Range	Self
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 12+
Trigger	You are hit
Effect (Normal)	Negate damage entirely.
Effect (Charged)	Also gain +25% evasion next turn.

On Miss (Charged)	Damage fully applies.

63. PURGE CATASTROPHE

Tier	4
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	–
Cost (AE)	7 / 14
Requirements	Spirit 12+
Effect (Normal)	Remove one Severe condition.
Effect (Charged)	Remove all Major conditions.
On Miss (Charged)	One Major condition removed instead.

64. REWRITE OUTCOME

Tier	4
Category	Meta/Healing/Temporal
Action	Reaction
Range	8 meters
Area	–
Cost (AE)	6 / 12
Requirements	Presence 12+
Trigger	Ally fails a roll
Effect (Normal)	Ally rerolls and takes new result.
Effect (Charged)	Takes the better result.
On Miss (Charged)	Original result stands.

65. CHRONAL ACCELERATION

Tier	4
Category	Meta/Healing/Temporal
Action	Minor
Range	Self
Area	–
Cost (AE)	6 / 12
Requirements	Spirit 12+

Effect (Normal)	Gain +40% hit chance next action.
Effect (Charged)	+60% hit chance.
On Miss (Charged)	Lose Minor Action next turn.

66. REALITY WARD

Tier	4
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 12+
Effect (Normal)	Ally gains +45% evasion next turn.
Effect (Charged)	+60% evasion.
On Miss (Charged)	Ward fails.

TIER 5

81. ABSOLUTE RESTORATION

Tier	5
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Effect (Normal)	Heal 9d6 HP and remove all Physical conditions.
Effect (Charged)	Heal 11d6 HP and remove all conditions.
On Miss (Charged)	Healing reduced to 5d6.

82. DENY FATE

Tier	5
Category	Meta/Healing/Temporal
Action	Reaction
Range	10 meters
Area	—
Cost (AE)	8 / 16
Requirements	Presence 15+

Trigger	Ally would drop to 0 HP
Effect (Normal)	Ally remains at 1 HP instead.
Effect (Charged)	Ally instead heals 6d6 HP.
On Miss (Charged)	Effect fails.

83. REWRITE THE MOMENT

Tier	5
Category	Meta/Healing/Temporal
Action	Reaction
Range	Self
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Trigger	You fail a roll
Effect (Normal)	Reroll and take new result.
Effect (Charged)	Choose the better result.
On Miss (Charged)	Original failure stands and lose Reaction next round.

84. SOVEREIGN RENEWAL

Tier	5
Category	Meta/Healing/Temporal
Action	Major
Range	Touch
Area	—
Cost (AE)	9 / 18
Requirements	Spirit 16+
Effect (Normal)	Heal 10d6 HP and restore all Reactions next turn.
Effect (Charged)	Heal 12d6 HP and restore all actions next turn.
On Miss (Charged)	Healing reduced by half.

85. STOP THE WORLD

Tier	5
Category	Meta/Healing/Temporal
Action	Major
Range	Self
Area	—

Cost (AE)	9 / 18
Requirements	Spirit 16+
Effect (Normal)	Enemies within 6 meters lose Reactions next turn.
Effect (Charged)	Enemies also lose Minor Actions.
On Miss (Charged)	You lose all Reactions next round.

86. PERFECT REVERSAL

Tier	5
Category	Meta/Healing/Temporal
Action	Reaction
Range	Self
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Trigger	You are hit
Effect (Normal)	Negate all damage.
Effect (Charged)	Negate damage and reposition 6 meters.
On Miss (Charged)	Damage applies normally.

"Those you heal continue the fight because you chose for them.

Carry that weight longer than they carry the scar."

– Axiom

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VOIDBOUND Player Guide

CHAPTER 13: UTILITY ABILITIES

"Survival is not strength.
It is the choice to remain."
– Axiom

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TIER 1 ABILITIES

1. WATER BREATHING

Tier	1
Category	Utility
Action	Major
Range	Touch
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 5+
Trigger	—
Effect (Normal)	Target can breathe underwater for 10 minutes.
Effect (Charged)	Duration increases to 1 hour.
On Miss (Charged)	You are Disoriented for 1 round.

2. SLOW FALL

Tier	1
Category	Utility
Action	Reaction
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Trigger	You begin falling
Effect (Normal)	Reduce fall damage by 50%.
Effect (Charged)	Negate fall damage entirely.
On Miss (Charged)	You land Prone.

3. VOID WHISPER

Tier	1
Category	Utility
Action	Minor
Range	6 meters
Area	—
Cost (AE)	3 / 6
Requirements	Presence 5+
Trigger	—
Effect (Normal)	Send a brief mental message (10 words).
Effect (Charged)	Two-way exchange for one round.

On Miss (Charged)	You receive a distracting echo (–10% next action).

4. HEIGHTENED SENSES

Tier	1
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Trigger	—
Effect (Normal)	+15% perception checks for 1 minute.
Effect (Charged)	+30% perception.
On Miss (Charged)	You are Overstimulated (–10% perception next minute).

5. BREATH CONTROL

Tier	1
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	2 / 4
Requirements	Body 5+
Trigger	—
Effect (Normal)	Hold breath twice as long as normal.
Effect (Charged)	Immune to suffocation for 1 minute.
On Miss (Charged)	You lose Movement next turn.

6. FEATHER STEP

Tier	1
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Spirit 5+
Trigger	—

Effect (Normal)	Ignore Difficult Terrain for 1 round.
Effect (Charged)	Ignore Difficult Terrain for 3 rounds.
On Miss (Charged)	Movement reduced by 2 meters next turn.

Tier 2 Abilities

1. Extended Water Breathing

Tier	2
Category	Utility
Action	Major
Range	Touch
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 7+
Trigger	—
Effect (Normal)	Target can breathe underwater for 1 hour.
Effect (Charged)	Duration increases to 8 hours.
On Miss (Charged)	You are Slowed for 1 round.

2. Safe Descent

Tier	2
Category	Utility
Action	Reaction
Range	Self
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 7+
Trigger	You or an ally within 3m begins falling
Effect (Normal)	Reduce fall damage by 75%.
Effect (Charged)	Negate fall damage for all affected.
On Miss (Charged)	You land Prone.

3. Mental Thread

Tier	2
Category	Utility
Action	Minor
Range	10 meters
Area	—

Cost (AE)	4 / 8
Requirements	Presence 7+
Trigger	—
Effect (Normal)	Maintain one-way telepathic link with a willing target.
Effect (Charged)	Two-way communication for 5 minutes.
On Miss (Charged)	Mental feedback (–10% social checks).

4. ENHANCED SENSES

Tier	2
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	4 / 8
Requirements	Spirit 7+
Trigger	—
Effect (Normal)	+25% perception checks for 5 minutes.
Effect (Charged)	Also ignore obscured vision penalties.
On Miss (Charged)	Sensory overload (–10% perception).

5. LUNG CONTROL

Tier	2
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	3 / 6
Requirements	Body 7+
Trigger	—
Effect (Normal)	Immune to suffocation for 2 minutes.
Effect (Charged)	Immune for 10 minutes.
On Miss (Charged)	Lose Movement next turn.

6. PATH WITHOUT WEIGHT

Tier	2
Category	Utility
Action	Minor
Range	Self

Area	—
Cost (AE)	4 / 8
Requirements	Spirit 7+
Trigger	—
Effect (Normal)	Ignore Difficult Terrain for 3 rounds.
Effect (Charged)	Also ignore environmental movement penalties.
On Miss (Charged)	Movement reduced by 2 meters next turn.

Tier 3 Abilities

1. Greater Water Breathing

Tier	3
Category	Utility
Action	Major
Range	Touch
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 10+
Trigger	—
Effect (Normal)	Target breathes underwater for 8 hours.
Effect (Charged)	Duration becomes 24 hours.
On Miss (Charged)	You are Fatigued (–10% movement) for 1 minute.

2. Absolute Descent

Tier	3
Category	Utility
Action	Reaction
Range	6 meters
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Trigger	You or allies fall
Effect (Normal)	Negate fall damage for yourself.
Effect (Charged)	Negate fall damage for all affected creatures.
On Miss (Charged)	You land Prone.

3. MIND BRIDGE

Tier	3
Category	Utility
Action	Major
Range	20 meters
Area	—
Cost (AE)	5 / 10
Requirements	Presence 10+
Trigger	—
Effect (Normal)	Two-way telepathic link with willing target for 10 minutes.
Effect (Charged)	Link persists for 1 hour.
On Miss (Charged)	Mental feedback (–15% social checks).

4. APEX SENSES

Tier	3
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Trigger	—
Effect (Normal)	+40% perception checks for 10 minutes.
Effect (Charged)	Ignore darkness, fog, and obscured vision penalties.
On Miss (Charged)	Sensory overload (Disoriented).

5. BREATH OF STILLNESS

Tier	3
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	4 / 8
Requirements	Body 10+
Trigger	—
Effect (Normal)	Immune to suffocation for 15 minutes.
Effect (Charged)	Immune for 1 hour.

On Miss (Charged)	Lose Movement next turn.

6. Weightless Path

Tier	3
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	5 / 10
Requirements	Spirit 10+
Trigger	—
Effect (Normal)	Ignore all terrain penalties for 5 rounds.
Effect (Charged)	Also ignore vertical movement penalties.
On Miss (Charged)	Movement halved next turn.

Tier 4 Abilities

1. Ocean Without End

Tier	4
Category	Utility
Action	Major
Range	Touch
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 12+
Trigger	—
Effect (Normal)	Target breathes underwater for 24 hours.
Effect (Charged)	Duration becomes permanent (until dismissed).
On Miss (Charged)	You are Fatigued for 10 minutes.

2. Worldcatch

Tier	4
Category	Utility
Action	Reaction
Range	10 meters
Area	—

Cost (AE)	6 / 12
Requirements	Spirit 12+
Trigger	Any number of creatures fall
Effect (Normal)	Negate fall damage for up to 3 creatures.
Effect (Charged)	Negate fall damage for all creatures in range.
On Miss (Charged)	You land Prone.

3. Mind Network

Tier	4
Category	Utility
Action	Major
Range	30 meters
Area	–
Cost (AE)	6 / 12
Requirements	Presence 12+
Trigger	–
Effect (Normal)	Establish a telepathic network of up to 4 willing creatures for 1 hour.
Effect (Charged)	Network persists for 8 hours.
On Miss (Charged)	Mental feedback (–20% social checks).

4. Omnisense

Tier	4
Category	Utility
Action	Minor
Range	Self
Area	–
Cost (AE)	6 / 12
Requirements	Spirit 12+
Trigger	–
Effect (Normal)	+60% perception and awareness for 10 minutes.
Effect (Charged)	You cannot be surprised by environmental hazards.
On Miss (Charged)	Sensory overload (Disoriented).

5. Breathless Existence

Tier	4
Category	Utility
Action	Minor

Range	Self
Area	—
Cost (AE)	5 / 10
Requirements	Body 12+
Trigger	—
Effect (Normal)	Immune to suffocation for 2 hours.
Effect (Charged)	Immune for 24 hours.
On Miss (Charged)	Lose Movement next turn.

6. Path of the Unbound

Tier	4
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	6 / 12
Requirements	Spirit 12+
Trigger	—
Effect (Normal)	Ignore all terrain and vertical penalties for 10 minutes.
Effect (Charged)	You may move across walls, ceilings, and liquids freely.
On Miss (Charged)	Movement reduced by half next turn.

Tier 5 Abilities

1. Ocean Eternal

Tier	5
Category	Utility
Action	Major
Range	Touch
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Trigger	—
Effect (Normal)	Up to 6 creatures breathe underwater for 24 hours.
Effect (Charged)	Up to 6 creatures breathe underwater permanently (until dismissed).
On Miss (Charged)	You are Fatigued for 1 hour.

2. Fall Denied

Tier	5
Category	Utility
Action	Reaction
Range	20 meters
Area	—
Cost (AE)	7 / 14
Requirements	Spirit 15+
Trigger	Any number of creatures in range begin falling
Effect (Normal)	Negate fall damage for up to 6 creatures.
Effect (Charged)	Negate fall damage for all creatures in range and prevent Prone from landing.
On Miss (Charged)	You land Prone and lose your next Minor Action.

3. Sovereign Link

Tier	5
Category	Utility
Action	Major
Range	100 meters
Area	—
Cost (AE)	7 / 14
Requirements	Presence 15+
Trigger	—
Effect (Normal)	Telepathic network of up to 10 willing creatures for 8 hours.
Effect (Charged)	Network persists for 24 hours and transmits images/emotions.
On Miss (Charged)	Mental feedback (–25% social checks for 24 hours).

4. Sight Beyond Senses

Tier	5
Category	Utility
Action	Major
Range	Self
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Trigger	—

Effect (Normal)	Perfect perception for 10 minutes (ignore darkness/fog/obscurement).
Effect (Charged)	You perceive hidden doors, illusions, and void distortions as "outlined" for 10 minutes.
On Miss (Charged)	Overload (Disoriented for 1 minute).

5. BREATHLESS LIFE

Tier	5
Category	Utility
Action	Minor
Range	Self
Area	—
Cost (AE)	6 / 12
Requirements	Body 15+
Trigger	—
Effect (Normal)	You do not need to breathe, eat, or drink for 24 hours.
Effect (Charged)	Duration becomes 7 days.
On Miss (Charged)	You are Slowed for 10 minutes.

6. PATH UNWRITTEN

Tier	5
Category	Utility
Action	Major
Range	Self
Area	—
Cost (AE)	8 / 16
Requirements	Spirit 15+
Trigger	—
Effect (Normal)	For 1 hour, you ignore terrain, vertical movement, and surface limitations.
Effect (Charged)	For 1 hour, you may move through narrow gaps as if you were smoke (not solid walls).
On Miss (Charged)	Movement halved for 1 hour.

"Utility is not subtle power.

It is preparation made visible–and consequences avoided only by those who planned ahead"

– Axiom

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VOIDBOUND Player Guide

Chapter 14 Void Cores and Progression

"The Core does not ask what you intend to become.

It only records what you allow inside."

– Axiom

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14 VOID CORES

Void Cores define how characters gain power, how that power is constrained, and why every step forward carries permanent consequence.

Void Cores are not levels. They do not represent experience totals or linear strength. They represent how much of the Void a character has internalized and survived.

14.1 Void Core Basics

Every character begins play with a Void Core at Tier 0 (T0). A Void Core is a permanent internal conduit that allows a character to channel Void energy. It is always present, even before meaningful power is gained.

Void Cores are not classes, are not professions, and do not grant automatic scaling. They exist to define capacity, not competence.

14.2 Void Core Tiers (T0T5)

Void Cores progress through six tiers: T0, T1, T2, T3, T4, and T5.

A tier represents the depth of Void integration, not raw power. Advancing a tier expands how much power the core can sustain, unlocks higher-tier ability slots, and increases corruption risk and long-term consequence.

Tier advancement does not grant abilities automatically.

14.3 Tier Advancement Cost & Timing

Advancing a Void Core tier requires paying a fixed Essence cost.

A tier may only be unlocked during downtime, with Voidmaster approval, and when it narratively makes sense. Paying the Essence cost alone is not sufficient.

Void Tier	Essence Cost
T1	500
T2	1,000
T3	2,000
T4	4,000
T5	8,000

14.4 Ability Slots

Void Core tiers grant ability slots, not abilities. Ability slots determine which tiers of abilities may be equipped and how many abilities may be committed to the core.

Void Tier	Tier-1	Tier-2	Tier-3	Tier-4	Tier-5
T0	1	—	—	—	—
T1	3	—	—	—	—
T2	4	1	—	—	—
T3	5	2	1	—	—
T4	6	3	2	1	—
T5	7	4	3	2	1

14.5 T0 Special Rule

At T0, characters begin with 1 Tier-1 slot and 1 Tier-1 ability already slotted. This is the only time an ability is granted automatically.

14.6 SLOTTING ABILITIES

Slotting an ability costs Essence based on the ability's tier. Essence spent is consumed and represents the Void reshaping the core to sustain that ability.

Ability Tier	Essence Cost
Tier 1	100
Tier 2	300
Tier 3	700
Tier 4	1,500
Tier 5	3,000

Removing an ability does not refund Essence.

14.6.1 UNSLOTTING AN ABILITY

A character may choose to unslot an ability, but doing so is destructive and irreversible.

· The ability is destroyed.
· The Essence spent to slot it is lost.
· The ability cannot be recovered, relearned, or reslotted.
· Unslotting an ability immediately triggers a Forge Event.

The Forge Event represents the Void Core violently restructuring itself. The Voidmaster determines the outcome. The event cannot be avoided or mitigated.

14.7 ESSENCE CAPACITY & CORRUPTION RISK

There is no maximum Essence cap. A character may accumulate any amount of Essence.

Power is not limited. Stability is.

14.7.1 CORRUPTION THRESHOLD

Corruption Threshold = Tier Unlock Cost × 10

Void Tier	Threshold (Essence Pool)
T1	5,000
T2	10,000
T3	20,000
T4	40,000
T5	80,000

14.7.2 CORRUPTION CHECKS

If a character's Essence pool is at or above their Corruption Threshold, they must roll once per scene.

Roll 1d100. On 50 or lower, corruption occurs.

14.8 OVER-SLOTTING & SLOT PRESSURE

Ability slot limits are not absolute. If an effect would cause a character to exceed their available slots, the ability may be slotted.

Doing so immediately subjects the character to corruption checks and additional consequences.

14.9 INSTABILITY & FRACTURE

Instability represents short-term strain. Corruption represents saturation. Fracture represents permanent damage.

Fractures are permanent and are never free upgrades.

14.10 PERMANENCE & LOCK-IN

Void Core progression is permanent. Tier unlocks cannot be undone. Essence spent is not recovered.

As characters advance, they become more specialized, more powerful, and more fragile.

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"Once shaped, the Core remembers every hand that touched it."

– Axiom

VOIDBOUND – Player Guide

Chapter 15 Combat

"Violence is never sudden.
It is only the moment consequences stop waiting."

– Axiom

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Combat in Voidbound is dangerous, decisive, and costly. Violence is never assumed, and when it occurs it leaves lasting impact.

Combat is not a primary progression engine. It is a consequence of choices.

15.1 ACTION ECONOMY

Action Type	Uses per Turn	Notes
Major Action	1	Committed, consequential effort
Minor Action	2	Quick or preparatory actions
Reaction	1 / round	Triggered, outside your turn

Unused actions are lost unless a rule explicitly allows otherwise.

Major Actions include attacks, releasing Heavy or Charged abilities, or decisive interactions.

Minor Actions include entering Focus, drawing equipment, or brief adjustments.

Reactions require a valid trigger and refresh at the start of your next turn.

15.2 Initiative

Initiative determines the order in which combatants act. It represents readiness, not raw speed.

When combat begins:
1. Roll 1d100
2. Add Reflex
3. Apply situational modifiers

Combatants act from highest to lowest Initiative.

Surprised combatants cannot use Reactions until after their first turn.

Initiative ties are resolved by higher Reflex, then Presence, then the fiction.

15.3 Hit, Evasion, and Armor

Element	Applies To	Effect
Hit Chance	Attack Resolution	Determines if an attack connects
Evasion	Defense	Reduces Hit Chance
Armor Rating	Damage	Reduces damage after hit

To make an attack:
1. Roll 1d100
2. Apply modifiers
3. Compare to target Phit

If the roll is equal to or below Phit, the attack connects.

All Phit modifiers stack additively unless stated otherwise.

15.4 Damage Types

Damage types do not apply conditions unless the ability or effect explicitly states otherwise.

Damage types affect mitigation, resistances, vulnerabilities, and any effects that reference a specific type. They do not change the hit process (Phit + Accuracy), only what happens after a hit connects.

Accuracy applies only to attack rolls. It does not modify skill checks unless an ability explicitly states otherwise.

Core Damage Types

• Physical – mundane harm from weapons, impact, and trauma.

  ○ Physical subtypes are used only when an effect calls them out explicitly: Blunt, Piercing, Slashing.

• Kinetic – high-impulse impacts, shockwaves, and momentum transfer beyond ordinary trauma.

• Force – raw projected impact or pressure not tied to a specific element; often concussive or crushing.

• Fire – heat, flame, and combustion.

• Frost – cold, ice, and thermal drain.

• Lightning – electrical discharge and conduction.

• Temporal – time distortion, decay acceleration, rewinds, and time-shear effects.

• Void – reality-fraying harm that interacts with Void effects and Void conditions.

• Spectral – non-corporeal, soul/echo harm; interacts with Spectral rules where referenced.

If an attack or ability does not specify a damage type, it is Physical by default.

15.5 Movement & Positioning

Movement is measured in meters. Terrain, cover, elevation, and line of sight matter.

Forced movement is meaningful and constrained.

15.X Size, Reach, and Physical Presence

Size represents physical scale and spatial presence. Size modifies Phit as a target-based modifier, affects natural reach, and limits forced movement. Size does not increase damage.

Size and Phit
Size modifies Phit (Probability to be Hit) as a target-based modifier. This stacks with Void Core Tier, armor evasion modifiers, and situational effects.

Size → Phit Modifier
Tiny: –15
Small: –5
Medium: 0
Large: +5
Huge: +10
Gargantuan: +15
Colossal: +20

Size and Reach
Tiny: 0 meters (direct contact only)
Small / Medium: 1 meter (adjacent)
Large: 2 meters
Huge: 3 meters
Gargantuan: 4 meters
Colossal: 5 meters

Weapon reach bonuses stack with size-based reach unless stated otherwise.

Size and Forced Movement
Target 1 size larger: effect reduced or resisted.
Target 2 sizes larger: effect fails unless explicitly overridden.
Target 3+ sizes larger: immune to forced movement from that source.

15.6 Reactions & Interrupts

Reactions are limited and powerful. Interrupts can break Focus, prevent reactions, or alter combat flow.

Timing matters more than raw stats.

15.7 Focus & Concentration

Step	Requirement
Declare Ability	Specific Heavy or Charged ability

Prepare	Spend 2 Minor Actions
Condition	Gain Focused
Release	Spend Major Action next turn

If interrupted before release, Focus ends, the ability is lost, and costs remain paid.

15.8 ENVIRONMENT IN COMBAT

Cover, concealment, hazards, unstable terrain, verticality, and destructible objects all influence combat.

15.9 TYPICAL COMBAT FLOW

1. Initiative is rolled.
2. Combatants act in order.
3. Actions and reactions resolve.
4. Conditions apply.
5. The next round begins.

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"Those who survive do not forget the order in which things fell."

– Axiom

VOIDBOUND – Player Guide

Chapter 16 Conditions

"Pain is not the danger. Persistence is."

– Axiom

——

Conditions represent persistent consequences. They are the primary way Voidbound turns danger, failure, exposure, and injury into mechanical pressure that players can feel immediately.

Conditions are not Flaws. Flaws are longer-term consequences and are handled in the Flaws chapter.

Pressure is not a condition and cannot be removed by effects that remove conditions unless explicitly stated.

If a condition's duration is not specified, it ends at the end of the target's next turn.

16.1 PURPOSE

Conditions represent persistent consequences. They are the primary way Voidbound turns danger, failure, exposure, and injury into mechanical pressure that players can feel immediately.
Conditions are not Flaws. Flaws are longer-term consequences and are handled in the Flaws chapter.

16.2 Universal Condition Rules

Rule	Effect
16.2.1 Minor and Major	Every condition has exactly two mechanical states: Minor and Major. Minor represents early impact. Major represents severe impact.
16.2.2 Escalation	If a condition is applied again while it is Minor, it escalates to Major.
16.2.3 Reapplication at Major (Refresh)	If a condition is already Major and is applied again, it does not stack. The condition's duration refreshes to its full value.
16.2.4 Progressive Conditions (Transformation)	Some conditions are Progressive. If a Progressive condition is applied again while it is already Major, its duration refreshes and it transforms into the next, worse condition listed in its progression. A condition only progresses if it explicitly lists a progression result, or an ability explicitly forces progression.
16.2.5 Elemental Interactions	Elemental conditions interact with each other. These interactions are written into the condition entries.

16.3 State & Interaction Conditions

Bleeding

Type: Physical

Progressive: Yes → Exsanguinated

Bleeding represents open wounds, internal hemorrhaging, or sustained blood loss.

State	Mechanical Effects
Minor	· Lose 2 HP at the end of each round. · –5% to physical skill checks.
Major	· Lose 5 HP at the end of each round. · –15% to physical skill checks. · Healing effects restore half their normal HP (rounded down).

Reapplication	Interactions	Removal
· If Bleeding is applied again while Minor, it escalates to Major. · If Bleeding is applied again while Major, the duration is refreshed and it progresses to Exsanguinated.	—	· First Aid / Medicine (Body or Mind check): removes Minor. · First Aid / Medicine (Body or Mind check): downgrades Major → Minor. · Rest does not remove Bleeding on its own. · Advanced medical or supernatural effects may remove it outright if stated.

Exsanguinated

Type: Physical (Terminal)

Progressive: No

Exsanguinated represents catastrophic, uncontrolled blood loss.

State	Mechanical Effects

State	Mechanical Effects	
Minor	· Lose 7 HP at the end of each round. · Cannot regain HP from any source. · Movement speed reduced by half.	
Major	· Lose 10 HP at the end of each round. · Cannot take Major Actions. · If HP reaches 0, immediately enter Downed state (see Chapter 11).	

Reapplication	Interactions	Removal
· If Exsanguinated is applied again while Minor, it escalates to Major. · If Exsanguinated is applied again while Major, the duration is refreshed.	—	· Requires immediate medical intervention, advanced equipment, or narrative action. · Cannot be removed by rest. · Failure to stabilize before HP reaches 0 is typically fatal.

Exhausted

Type: Physical / Mental

Progressive: No

Exhausted represents overexertion, sleep deprivation, oxygen debt, or sustained stress on the body and mind.

State	Mechanical Effects	
Minor	· –10% to all skill checks. · Stamina costs for abilities increase by +2. · Cannot benefit from effects that reduce Stamina costs.	
Major	· –20% to all skill checks. · Stamina costs for abilities increase by +5. · You may only take 1 Minor Action on your turn (you still retain your Reaction).	

Reapplication	Interactions	Removal
· If Exhausted is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	—	· Short Rest: removes Minor. · Long Rest: removes Major. · Medical or restorative abilities may downgrade or remove Exhausted if stated.

Burning

Type: Elemental (Fire)

Progressive: Yes → Severe Burns

Burning represents sustained exposure to fire, extreme heat, or ongoing ignition.

State	Mechanical Effects	
Minor	· Take 3 fire damage at the end of each round. · –5% to physical skill checks.	
Major	· Take 7 fire damage at the end of each round. · –15% to physical skill checks.	

	· You cannot benefit from effects that grant concealment.	
Reapplication	Interactions	Removal
· If Burning is applied again while Minor, it escalates to Major. · If Burning is applied again while Major, the duration is refreshed and it progresses to Severe Burns.	· Wet: removes Burning (Minor). · Wet: downgrades Burning (Major → Minor). · Wind / forced air may escalate Burning (Minor → Major) at the Voidmaster's discretion. · In volatile environments, Burning may spread or apply secondary conditions.	· Action: extinguish flames (smothering, immersion, etc.) removes Minor. · Action: extinguish flames downgrades Major → Minor. · Rest does not remove Burning.

SEVERE BURNS

Type: Elemental (Fire) / Physical

Progressive: No

Severe Burns represent deep tissue damage, nerve trauma, and widespread burns.

State	Mechanical Effects
Minor	· Take 8 fire damage at the end of each round. · –20% to physical skill checks. · Healing restores half HP (rounded down).
Major	· Take 12 fire damage at the end of each round. · Cannot take Major Actions. · Gain Exhausted (Minor) automatically.

Reapplication	Interactions	Removal
· If Severe Burns is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	—	· Requires medical treatment, advanced care, or downtime. · Cannot be removed by rest alone. · Regenerative effects may downgrade or remove Severe Burns if stated.

WET

Type: Elemental (Water)

Progressive: No

Wet represents being soaked, drenched, submerged, or otherwise saturated with water or conductive fluid.

State	Mechanical Effects
Minor	· –5% to physical skill checks. · Fire damage dealt to you is reduced by 25%.
Major	· –10% to physical skill checks. · Fire damage dealt to you is reduced by 50%. · Movement speed reduced by 1 meter.
Reapplication	Interactions	Removal

· If Wet is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	· Burning: removes Burning (Minor). · Burning: downgrades Burning (Major → Minor). · Electrified applied to a Wet target immediately escalates to Major. · Lightning damage against a Wet target deals +25% damage if Wet (Minor) or +50% if Wet (Major). · Cold effects applied to a Wet target may immediately apply or escalate Frozen at the Voidmaster's discretion.	· Drying naturally over a scene removes Minor. · Actively drying removes Minor or downgrades Major → Minor.

ELECTRIFIED

Type: Elemental (Lightning)

Progressive: No

Electrified represents disrupted nerve signals, muscle lockup, and volatile energy coursing through the body.

State	Mechanical Effects
Minor	· –10% to Reaction-based checks. · You cannot take Reactions that involve movement.
Major	· –20% to Reaction-based checks. · You lose your Reaction. · At the start of your turn, roll 1d100. On 50 or lower, you lose all actions and reactions this turn.

Reapplication	Interactions	Removal
· If Electrified is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	· Wet: Electrified applied to a Wet target immediately escalates to Major. · Wet: lightning damage against a Wet target deals +25% (Wet Minor) or +50% (Wet Major). · Metal armor: the Voidmaster may treat Electrified as Major on application. · Insulation / grounding may downgrade or negate Electrified if explicitly stated.	· Ends at the end of the scene if no further lightning exposure occurs. · Grounding, insulation, or disrupting the current removes Minor. · Major typically requires time, treatment, or specific effects.

FROZEN

Type: Elemental (Cold)

Progressive: No

Frozen represents extreme cold locking muscles, joints, or the environment solid.

State	Mechanical Effects
Minor	· Movement speed reduced by 2 meters. · –10% to physical skill checks. · You cannot take Reactions that involve movement.

Major	· You are Immobilized. · You cannot take Reactions. · –20% to physical skill checks. · At the start of your turn, take 2 cold damage.

Reapplication	Interactions	Removal
· If Frozen is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	· Wet + Cold may apply Frozen immediately or escalate it at the Voidmaster's discretion. · Burning / Fire removes Frozen (Minor). · Burning / Fire downgrades Frozen (Major → Minor).	· Fire / heat removes Minor. · Fire / heat downgrades Major → Minor. · Major Frozen often requires deliberate intervention.

Toxic

Type: Elemental (Toxin / Chemical / Biological)

Progressive: No

Toxic represents poisoning, venom, chemical exposure, or inhaled contaminants that disrupt the body over time.

State	Mechanical Effects
Minor	· Take 2 toxic damage at the end of each round. · –10% to Mind– and Body–based skill checks.
Major	· Take 5 toxic damage at the end of each round. · –20% to Mind– and Body–based skill checks. · Healing restores half its normal value (rounded down).

Reapplication	Interactions	Removal
· If Toxic is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	· Burning while Toxic may escalate Toxic (Minor → Major). · Toxic applied while Suffocating may escalate Toxic at the Voidmaster's discretion. · Wet does not remove Toxic. · If Exhausted (Major), Toxic removal requires two successful treatments.	· First Aid / Medicine: removes Minor. · First Aid / Medicine: downgrades Major → Minor. · Antitoxins / filtration / purification may remove Toxic outright if stated. · Rest does not remove Toxic by itself.

Corroded

Type: Elemental (Acid / Corrosive)

Progressive: No

Corroded represents acid exposure or corrosive substances degrading materials and flesh.

State	Mechanical Effects
Minor	· Armor Rating is reduced by 2. · Physical damage taken is increased by +1. · –10% to physical skill checks.
Major	· Armor Rating is reduced by 5. · Physical damage taken is

	increased by +3. · Equipment worn or held may be damaged or destroyed at the Voidmaster's discretion.	
Reapplication	Interactions	Removal
· If Corroded is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	· Burning + Corroded may cause rapid escalation or secondary effects at the Voidmaster's discretion. · Corroded applied while Toxic may escalate Corroded at the Voidmaster's discretion. · Metal equipment suffers Corroded effects fully.	· Neutralizing agents / washing removes Minor. · Neutralizing agents / washing downgrades Major → Minor. · Repair / reinforcement is required to restore lost Armor Rating. · Rest does not remove Corroded.

Suffocating

Type: Environmental / Physical

Progressive: Yes → Asphyxiated

Suffocating represents lack of breathable air, choking gas, vacuum exposure, drowning, or crushed airways.

State	Mechanical Effects
Minor	· –10% to all skill checks. · Stamina costs for abilities increase by +2. · You cannot benefit from Focused or Concentrating.
Major	· –20% to all skill checks. · Stamina costs for abilities increase by +5. · You may only take 1 Minor Action on your turn. · You cannot take Reactions.

Reapplication	Interactions	Removal
· If Suffocating is applied again while Minor, it escalates to Major. · If Suffocating is applied again while Major, the duration is refreshed and it progresses to Asphyxiated.	· Toxic applied while Suffocating may escalate Suffocating. · Burning in an enclosed space may apply Suffocating automatically. · Wet in deep or confined water may apply Suffocating.	· Requires immediate access to breathable air to remove. · Medical intervention may downgrade Major → Minor if stated. · Rest does not remove Suffocating.

Asphyxiated

Type: Environmental / Physical (Terminal)

Progressive: No

Asphyxiated represents critical oxygen deprivation.

State	Mechanical Effects
Minor	· Lose 5 HP at the end of each round. · You cannot take Major Actions. · All Stamina costs are doubled.
Major	· Lose 10 HP at the end of each round. · You are Prone. · You cannot take any actions or

| | reactions. |
| | · If HP reaches 0, immediately enter Downed state (see Chapter 11). |

Reapplication	Interactions	Removal
· If Asphyxiated is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	—	· Requires immediate access to breathable air. · Cannot be removed by rest. · Failure to resolve quickly is usually fatal.

16.4 Injuries

Fractured

Type: Physical (Injury)

Progressive: Yes → Maimed

Fractured represents cracked bones, torn ligaments, or structural damage that cannot be ignored mid-fight.

State	Mechanical Effects
Minor	· –15% to Body–based skill checks. · Movement speed reduced by 1 meter. · Physical attacks you deal are reduced by –2 damage.
Major	· –30% to Body–based skill checks. · Movement speed reduced by 2 meters. · You cannot use two-handed weapons. · You cannot use heavy or charged physical abilities. · Physical attacks you deal are reduced by –5 damage.

Reapplication	Interactions	Removal
· If Fractured is applied again while Minor, it escalates to Major. · If Fractured is applied again while Major, the duration is refreshed and it progresses to Maimed.	—	· First Aid cannot remove Fractured. · Medical treatment / splinting removes Minor. · Medical treatment / splinting downgrades Major → Minor. · Downtime or surgery is required to fully remove Major. · Rest alone does not remove Fractured.

Maimed

Type: Physical (Injury, Severe)

Progressive: No

Maimed represents shattered limbs, destroyed joints, or catastrophic physical trauma.

State	Mechanical Effects
Minor	· Arm: cannot use two-handed weapons or shields. · Leg: movement speed reduced by

| | half.
· –25% to all physical skill checks. |
| Major | · One limb is nonfunctional.
· You cannot use abilities requiring that limb.
· Leg: movement speed reduced to 1 meter.
· If untreated, Maimed may become permanent. |

Reapplication	Interactions	Removal
· If Maimed is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	—	· Requires major medical intervention, advanced tech, or regeneration. · May result in permanent loss, prosthetics, or species-specific solutions. · Permanent Maimed limbs often convert into Flaws (see Flaws chapter).

Internal Injury

Type: Physical (Injury)

Progressive: Yes → Critical Trauma

Internal Injury represents damaged organs, internal bleeding, collapsed lungs, or crushed tissue.

State	Mechanical Effects
Minor	· Lose 3 HP at the end of each round. · –10% to all physical skill checks. · Stamina recovery from rests is reduced by –2.
Major	· Lose 6 HP at the end of each round. · –20% to all physical skill checks. · You cannot regain Stamina during combat.

Reapplication	Interactions	Removal
· If Internal Injury is applied again while Minor, it escalates to Major. · If Internal Injury is applied again while Major, the duration is refreshed and it progresses to Critical Trauma.	—	· Requires medical treatment; rest alone does not remove Internal Injury. · Severe cases may require downtime or advanced care at the Voidmaster's discretion.

Critical Trauma

Type: Physical (Injury, Severe)

Progressive: No

Critical Trauma represents life-threatening internal damage.

State	Mechanical Effects
Minor	· Lose 8 HP at the end of each round. · You cannot regain HP. · Stamina costs for abilities increase by +3.

Major	· Lose 12 HP at the end of each round. · You cannot take Major Actions. · If HP reaches 0, immediately enter Downed state.	
Reapplication	Interactions	Removal
· If Critical Trauma is applied again while Minor, it escalates to Major. · If applied again while Major, the duration is refreshed.	_	· Requires immediate medical intervention. · Cannot be removed by rest. · Failure to treat quickly is often fatal.

16.5 Mental & Void Conditions

Panicked

Type: Mental

Progressive: No

Panicked represents sudden fear, shock, overwhelming stress, or loss of composure under extreme threat.

State	Mechanical Effects	
Minor	· –10% to Mind– and Presence–based skill checks. · You cannot take Focused or Concentrating actions. · The first time you take damage each round, you lose 1 Stamina.	
Major	· –20% to Mind– and Presence–based skill checks. · You cannot take Focused or Concentrating actions. · At the start of your turn, choose one: move up to half your movement away from the nearest threat, or hunker down (gain +2 AR but lose your Reaction this turn).	
Reapplication	Interactions	Removal
· If Panicked is applied again while Minor, it escalates to Major. · If Panicked is applied again while Major, the duration is refreshed.	_	· Rally / Leadership / Presence check removes Minor. · Rally / Leadership / Presence check downgrades Major → Minor. · Short Rest removes Minor. · Long Rest removes Major. · Certain abilities may remove Panicked outright if stated.

Disoriented

Type: Mental

Progressive: No

Disoriented represents confusion, sensory overload, vertigo, temporal slip, or fractured perception.

State	Mechanical Effects	

Minor	· –10% to all skill checks. · –10% to attack rolls. · You cannot take Reactions that rely on timing or precision.	
Major	· –20% to all skill checks. · –20% to attack rolls. · At the start of your turn, roll 1d100. On 50 or lower, you lose 1 Minor Action this turn.	
Reapplication	Interactions	Removal
· If Disoriented is applied again while Minor, it escalates to Major. · If Disoriented is applied again while Major, the duration is refreshed.	—	· Short Rest removes Minor. · Long Rest removes Major. · Certain abilities may downgrade or remove Disoriented if stated.

Void Tainted

Type: Void / Mental

Progressive: Yes → Fraying

Void Tainted represents lingering exposure to the Void, unstable Essence flow, or contact with corrupted forces.

State	Mechanical Effects	
Minor	· –10% to Spirit– and Presence–based skill checks. · When you gain a Growth Mark, roll 1d100. On 25 or lower, gain 1 Instability.	
Major	· –20% to Spirit– and Presence–based skill checks. · When you gain a Growth Mark, roll 1d100. On 50 or lower, gain 1 Instability. · The Voidmaster may introduce subtle narrative distortions.	
Reapplication	Interactions	Removal
· If Void Tainted is applied again while Minor, it escalates to Major. · If Void Tainted is applied again while Major, the duration is refreshed and it progresses to Fraying.	—	· Void Cleansing, Anchoring, or Rituals remove Minor. · Void Cleansing, Anchoring, or Rituals downgrade Major → Minor. · Rest does not remove Void conditions. · If Fraying becomes permanent, it converts into a Flaw (see Flaws chapter).

Fraying

Type: Void / Mental (Severe)

Progressive: No

Fraying represents the mind or soul beginning to unravel under Void pressure.

State	Mechanical Effects

Minor	• –25% to all Spirit-based checks. • Once per scene, the Voidmaster may impose Disoriented (Minor).	
Major	• –40% to all Spirit-based checks. • You cannot benefit from Rally, Inspiration, or similar effects. • When you gain Instability, gain +1 additional Instability.	
Reapplication	Interactions	Removal
• If Fraying is applied again while Minor, it escalates to Major. • If Fraying is applied again while Major, the duration is refreshed.	—	• Void Cleansing, Anchoring, or Rituals remove Minor. • Void Cleansing, Anchoring, or Rituals downgrade Major → Minor. • Rest does not remove Void conditions.

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"What persists reshapes you."

— Axiom

SLOWED

Effect	Duration / Notes
Movement reduced by 50% (round down). Cannot Dash.	Does not stack. Duration determined by the source (default: end of target's next turn).

WEAKENED

Effect	Duration / Notes
Damage dealt reduced by 25% (round down).	Applies to all damage types unless specified. Duration determined by the source.

DISORIENTED

Effect	Duration / Notes
–10 Accuracy. Reactions cost a Minor Action.	Does not stack. Duration determined by the source.

STAGGERED

Effect	Duration / Notes
Movement reduced by 1 meter. Cannot take Reactions.	Ends at the end of the target's next turn.

IMMOBILIZED

Effect	Duration / Notes
Target cannot move from its current position.	Target may otherwise act normally.

EXPOSED

Effect	Duration / Notes
Target Phit increased by +25%.	Target-based modifier. Stacks with Size and armor evasion. Duration determined by the source.

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Chapter 17 Death, Dying, and Final Acts

"Death is not an end here. It is a process with a price."

– Axiom

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Death in Voidbound is not a single moment. It is a process shaped by pressure, intervention, escalation, and consequence. This chapter defines what happens when a character reaches the edge of survival, how death unfolds, and what remains after.

Healing in Voidbound is not infinite correction. It is resource-bound, context-sensitive, and intentionally constrained. Death is not a failure state or a simple removal from play; it is a systemic event that alters the world, the party, and future decisions.

17.1 Purpose

This chapter governs mortality, recovery, last moments, and legacy. It exists to ensure that survival, sacrifice, and death all carry clear mechanical weight, agency without immunity, and permanent consequence.

17.2 The 0 HP Critical State

Reaching 0 HP does not immediately place a character in the Downed state. Instead, the character enters a Critical State.

While at 0 HP	Effect
Actions	Lose all Major Actions, Minor Actions, and Reactions.
Movement	On your turn, you may move up to 1 meter, or choose to collapse and become Downed.

17.3 Becoming Downed

A character becomes Downed if any of the following occur while at 0 HP:

· You take any damage.

· You are subjected to an effect that would incapacitate you.

· You voluntarily choose to collapse.

When Downed	Effect
State	You fall Prone and cannot perform voluntary movement.
Systems	The Intervention Window begins. Finality tracking begins or continues.

17.4 Damage Taken at 0 HP

If you are hit while at 0 HP, you immediately become Downed and Finality instantly increases by +2, regardless of damage amount.

17.5 Instability Track

Instability represents structural breakdown of the body, mind, and Void cohesion. It is gained from critical damage, Void backlash, corruption, conditions, and death-adjacent effects. Instability is tracked separately from HP.

17.6 Finality Stages

Stage	Description
I – Fading	Minor penalties and narrative strain.
II – Fracturing	Severe penalties and unstable conditions.
III – Dissolution	Character may declare a Final Act.
IV – Erasure	Permanent death.

17.7 Final Act

A character at Finality III may declare a Final Act. For one scene they ignore penalties, gain +50% effect potency, and may exceed normal limits. After the scene, survival must be resolved immediately.

17.8 SURVIVING FINALITY III

If the character is healed above 0 HP and reduces Instability before advancing to Finality IV, they may attempt survival. Roll under (Spirit + Presence) × Void Tier. Success results in survival with permanent consequence; failure advances to Erasure.

17.9 CONSEQUENCES OF SURVIVAL

Survival always creates lasting effects: permanent scars, mutations, stat shifts, lost memories, Void marks, or narrative obligations. These effects cannot be removed without major story arcs.

17.10 HEALING LIMITS

Healing Type	Effect	Notes
Base Healing	10 Essence per 5 HP restored (round up).	—
Emergency Healing	+50% Essence cost.	Target is Downed or Escalation 3+.
Desperate Healing	+100% Essence cost; +1 Instability.	After healing resolves.

17.11 INTERVENTION WINDOW

Once a character becomes Downed, an Intervention Window opens. Allies may attempt stabilization, environmental effects may worsen or aid survival, and Void effects may intervene. The window remains open until Finality advances to Stage IV.

17.12 AFTERLIFE STATES

State	Mechanical Impact
Echo	Once per session near the locus, grant +10% or impose –10% on a thematically linked check.
Anchor	Allies within the anchor's scene reduce Instability gained by 1 once per scene.
Fracture	Locus becomes a hazard zone; start-of-scene Instability checks.
Dissolution	No persistence; returns automatically fail.

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"What you save may live. What you lose will still matter."

— Axiom

VOIDBOUND – Player Guide

Chapter 18 Corruption, Flaws, Mutations, and Augments

"Power that cannot be undone will always demand a price."

— Axiom

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This chapter governs irreversible change. Corruption, Flaws, Mutations, and Augments represent power that persists beyond choice, survival, or intent. Once applied, these systems reshape identity, capability, and consequence.

18.1 Corruption Overview

Corruption represents Void saturation that cannot be safely purged. It accumulates through exposure, forced events, relic use, forge catalysts, and survival beyond normal limits. Corruption is not damage. It is pressure that alters future outcomes.

18.2 Forced Corruption Sources

Source	Effect
Relic Destruction	Assign 1–3 Corruption Marks based on Relic Potency; at least one mark must be assigned. Each Void–Bound Ability Slot forces one additional assignment. Forced corruption bypasses resistance.
Forge Catalysts	Automatically assigns 1 Corruption Mark to the Forge Target or forging character and increases Forge Intensity by one step. Cannot be negated or redirected.

18.3 Flaws

Flaws are permanent mechanical consequences. They emerge from corruption, survival at Finality, fractures, or irreversible choices. Flaws cannot be removed without extreme narrative cost.

Example Flaw	Effect
Distorted Aura	Enemies –10% checks nearby; allies –5%.
Fractured Identity	–1 Corruption gain; morale bonuses lost.
Void Marked	Always Void-touched; advantage on intimidation.

18.4 Mutations

Mutations are uncontrolled physical or metaphysical changes caused by corruption or extreme Void exposure. Each mutation grants one benefit and imposes one permanent cost.

18.5 Augments

Augments are intentional mechanical replacements that allow limited control over failure. They occupy system slots and always impose tradeoffs.

Body Augments

Augment	Effect
Reinforced Limb	+2 physical damage; –1m movement.
Subdermal Plating	+3 Physical DR; –10% Stealth.
Hydraulic Frame	+2 Strength checks; +1 Stamina to movement.
Auto-Stabilizer	Ignore Prone once per scene; +1 Instability.
Regeneration Node	Heal 5 HP per scene; removal unsafe.

Mind Augments

Augment	Effect
Cognitive Accelerator	+20% Focus; –1 Reaction.
Predictive Suite	Reroll once per scene; +1 Instability.
Memory Vault	Immune to memory alteration; –10% empathy.
Tactical Overlay	+10% attacks; –10% Evasion.

Partitioned Thought	Maintain two concentrations; increased corruption chance.

SPIRIT AUGMENTS

Augment	Effect
Void Regulator	–10% corruption chance; –2 Aether regen.
Essence Sink	+5 Aether storage; corruption roll when over half.
Anchor Lattice	Suppress 1 Corruption Mark; backlash on destruction.
Phase Stabilizer	Ignore one Void effect per scene; +mutation chance.
Core Firewall	Block forced Void activation; lose one Void ability.

PRESENCE AUGMENTS

Augment	Effect
Resonance Amplifier	+15% Presence checks; NPC reactions intensified.
Dread Projector	Fear effects +10%; allies –5% morale.
Persona Shifter	Reroll social checks; identity instability.
Authority Seal	Commands harder to resist; retreat costly.
Void Beacon	Allies gain morale; Void entities drawn.

18.6 PERMANENCE RULES

Corruption, Flaws, Mutations, and Augments are permanent by default. Removing them requires extreme narrative cost, Voidmaster approval, and often replaces one consequence with another.

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“What you accept changes you. What you refuse breaks you.”

– Axiom

VOIDBOUND – Player Guide

Chapter 19 Basic Equipment Overview

“What you carry shapes how you survive.”

– Axiom

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Equipment in Voidbound is functional, contextual, and finite. Weapons, armor, and gear do not scale automatically, do not replace player choice, and do not protect characters from consequence. Equipment extends capability, but it also concentrates risk.

19.1 EQUIPMENT CATEGORIES

Category	Description
Weapons	Melee, ranged, and firearm tools used to deliver attacks. Governed by Combat rules (Chapter 15).
Armor	Protective gear that reduces damage via Armor Rating (AR) but often increases Phit.
Gear	Tools, kits, consumables, and utility items used for interaction, survival, and preparation.
Relic Equipment	Items created through death, Voidforge, or fusion. Governed by Voidforge rules (Chapter 20).

19.2 WEAPONS

Equipment is sized for the creature intended to use it. Weapons, armor, and worn gear must be appropriately sized or they suffer penalties at the Voidmaster's discretion. Items not designed for a creature's size category may be unwieldy, ineffective, or unusable.

Size–Based Cost Scaling

When purchasing, crafting, or valuing equipment, adjust the base cost according to the user's size category:

· Tiny: ×0.5 (half cost)

· Small: ×0.75 (three-quarters cost)

· Medium: ×1 (standard cost)

· Large: ×2

· Huge: ×3

· Gargantuan: ×4

· Colossal: ×5

This scaling reflects material requirements, craftsmanship complexity, and logistical burden.

Armor and Weapons

· Weapons sized incorrectly for the user impose disadvantage or may be unusable, at the Voidmaster's discretion.

· Armor must be correctly sized to apply its listed Armor Rating (AR) and Phit modifiers.

· Oversized armor cannot be worn; undersized armor provides no AR.

Gear and Consumables

· Handheld gear must be sized appropriately to be used effectively.

· Consumables scale in quantity rather than potency unless explicitly stated otherwise.

Size scaling does not alter damage values, Accuracy, or special properties unless explicitly stated by the item.

Weapons define attack options, damage ranges, and action costs. They do not grant accuracy or scaling by default.

Weapon Type	Range	Damage Source	Notes
Melee	Melee	Weapon profile	Uses Body–based skills; subject to conditions and positioning.
Ranged	40m default	Weapon profile	Uses Reflex/Awareness; bows default to 40m.

Thrown	Body × 3 m	Weapon profile	Range scales with Body.
Firearms	Weapon–defined	Weapon profile	Range and damage defined per firearm.

19.3 ARMOR

Armor reduces damage after a hit connects. Armor does not prevent hits; it mitigates consequences.

Armor Type	Effect	Tradeoff
Light	Low AR	Minimal Phit increase.
Medium	Moderate AR	Increased Phit.
Heavy	High AR	High Phit increase; movement penalties possible.

19.4 GEAR & LOAD

Gear includes tools, kits, and consumables. Carrying excessive or inappropriate gear increases exhaustion risk during travel and combat.

19.5 EQUIPMENT DAMAGE & LOSS

Equipment may be damaged, destroyed, or lost through conditions, environmental pressure, and combat effects. The Voidmaster applies damage to equipment when fictionally appropriate.

19.6 INTERACTION WITH CONDITIONS

Certain conditions directly affect equipment performance or integrity.

Condition	Equipment Impact
Corroded	Reduces Armor Rating; may destroy gear.
Burning	May ignite flammable equipment.
Frozen	Locks mechanisms; movement gear impaired.

19.7 REPAIR & REPLACEMENT

Repairing equipment requires time, materials, and appropriate tools. Some damage cannot be repaired without Voidforge intervention.

"Every tool fails. What matters is when."

– Axiom

VOIDBOUND – Player Guide

CHAPTER 20: VOIDFORGE

"The Forge answers intent, not desire."

– Axiom

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20.1 WHAT THE VOIDFORGE IS

The Voidforge is an intentional crafting system used to create and reshape items and abilities through controlled exposure to the Void. It allows characters to forge new items, apply modifiers, fuse abilities, and alter relics using known procedures, known costs, and known tables.

The Voidforge does not perform identification, discovery, partial reveals, or information probing. Those systems are handled separately.

20.2 WHEN THE VOIDFORGE MAY BE USED

A character may invoke the Voidforge during downtime or at an established forge site, with Voidmaster approval. All forge actions are deliberate and permanent.

Difficulty Language: Any step that references difficulty uses the inverse d100 scale (lower is harder; roll ≤ target succeeds). T5 Extreme = 1; Hard = 25; Normal = 50; Easy = 75.

20.3 FORGE OPERATIONS

· Craft a new item

· Apply or replace a Prefix, Affix, or Suffix

· Fuse abilities

· Alter a Relic

20.4 MODIFIER RULES

· A Catalyst is required to attempt any modifier application.

· Modifiers are never chosen directly.

· You must roll to determine the modifier type (Prefix, Affix, or Suffix).

· You then roll on the corresponding table to determine the specific modifier.

· All Tier 1 or higher items must have a Prefix.

· Affixes are never automatic at any tier.

This chapter defines when a Void Forge Event roll is required, how the roll is resolved, and the full event outcome tables. Forge Events are the system's pressure valve: they create meaningful risk, speed GM prep, and keep Void crafting unpredictable without extra bookkeeping.

20.5 DEFINITIONS

· Forge Event Roll: A single roll made whenever the forge is pushed (crafting, upgrading, corruption forcing, salvage, or identification backlash).

· Forge Skill: A percentage bonus added directly to the Forge Event Roll (example: Forge Skill 18% adds +18).

· Desired Outcome: The exact result the crafter is attempting (add a prefix, add a suffix, add an affix, upgrade tier, cleanse a minor flaw, etc.).

· Item Stability: A simple modifier representing how 'safe' the item is to work with. Default 0 unless a rule grants ±.

20.6 WHEN YOU MUST ROLL A FORGE EVENT

Trigger	Forge Event Required?	Notes
Craft: Mundane → Tier 1 (prefix only)	Yes	Applies to the crafting roll; uses current Forge Skill.
Upgrade Item Tier (T1→T2, T2→T3, etc.)	Yes	Risk increases with tier; see Tier Pressure modifier.
Add Prefix / Suffix / Affix via the forge	Yes	Use the fixed Essence costs from Chapter 8.

Forced Corruption (destroy a corrupt Void Core)	Yes (always)	Guarantees the item is either Corrupted or Destroyed.
Salvage / Breakdown at the forge	Yes	Even success triggers a minor ripple; see Salvage results in 8C.
Identification Backlash (item pushes back)	Yes	Only when identification result calls for a random event roll.
GM-Called: unsafe circumstances	Optional	Example: forge is damaged, rushed, under attack, or in a Void–scar zone.

20.7 Forge Event Roll Procedure

1) Declare the Desired Outcome (exactly what you are trying to do).

2) Determine the Item Tier being worked on (or intended tier if crafting from mundane).

3) Apply modifiers (Forge Skill, Tier Pressure, Item Stability, and any special item/forge bonuses).

4) Roll 1d100 and add modifiers to get the Forge Event Total.

5) Resolve using the Outcome Bands table (8D.4).

6) If the result is Partial / Failure / Catastrophic, apply the corresponding table (8D.5–8D.7) and then finalize the item state (including corruption changes if any).

20.8 Modifiers

Modifier	Value	How to Apply
Forge Skill	+(Forge Skill %)	Add the character's Forge Skill percentage to the roll.
Tier Pressure	–(Tier × 5)	Tier 1 = –5, Tier 2 = –10, Tier 3 = –15, Tier 4 = –20, Tier 5 = –25.
Item Stability	–10 / 0 / +10	GM sets: unstable –10, normal 0, exceptionally stable +10.
Special Item/Forge Bonus	Varies (+5 to +20)	Granted by relic-quality forge tools, rituals, or rare materials.

Design note: With Tier Pressure applied, a crafter with modest Forge Skill trends around ~50% Success at Tier 1–2, and needs investment/bonuses to stay reliable at Tier 4–5. That keeps high-tier forging mythic and risky.

20.9 Outcome Bands

Forge Event Total	Outcome	Summary
0–39	Catastrophic	The Void bites hard. The attempt fails and a major consequence occurs.
40–64	Failure	Attempt fails; a consequence occurs.
65–79	Partial Success	You get part of what you wanted or get it with a twist/cost.
80–99	Success	You get the Desired Outcome as declared.

| 100+ | Critical Success | You get the Desired Outcome and a bonus (roll on Success Bonus table). |

20.10 Success Bonus Table (roll 1d10)

d10	Bonus (in addition to the Desired Outcome)
1	Efficiency: Refund 25% of the Essence cost (round down).
2	Stability: Item gains +10 Item Stability on the next forge interaction only.
3	Clean Cut: Remove one minor drawback from the process (GM choice).
4	Precision: If you added a Prefix/Suffix/Affix, you may reroll once and keep either result.
5	Harmonized: Next identification attempt on this item costs half Essence (once).
6	Resonant: The item's tier is treated as +1 for non–power utility checks only (does not change requirements).
7	Void Quiet: No additional Forge Event is triggered by this action's completion (if one would normally chain).
8	Material Recovery: You recover one material component used (GM determines which) if any were consumed.
9	Overchannel Safe: The item may be upgraded one step later with +10 Item Stability (once).
10	Signature: The item gains a distinct maker's mark; you may name it immediately (8D.9).

20.11 Partial Success Table (roll 1d20)

d20	Partial Result
1	Outcome succeeds, but Essence cost increases by +50% (pay now or the action fails).
2	Outcome succeeds, but you take 1d6 AE backlash.
3	Outcome succeeds, but a minor Void Flaw is added to the item (cosmetic or small penalty).
4	Outcome succeeds, but the item gains +1 Corruption Step.
5	Outcome succeeds, but only lasts for 24 hours (then fades) unless reforged (half cost).
6	You get the outcome, but at –1 tier strength (use the next lower tier table for the modifier).
7	You get the outcome, but it applies to the wrong slot: roll 1d6 (1–2 Prefix, 3–4 Suffix, 5–6 Affix).
8	You get the outcome, but it is unstable: next time it is used/triggered, roll a Forge Event at +0 modifiers.
9	You get half the outcome: for heals/utility, halve duration or targets (GM chooses).

10	You get the outcome, but the item becomes harder to identify: next identification costs double.
11	The forge 'succeeds,' but adds a minor unwanted tag (GM picks: humming, cold, whispers, staining, etc.).
12	Outcome succeeds, but you must immediately roll on the Minor Forge Event table (8D.8).
13	Outcome succeeds, but it consumes one extra material component (if available).
14	Outcome succeeds, but it locks: cannot be upgraded for 7 days unless a corrupt core is sacrificed.
15	Outcome succeeds, but you lose your next Minor Action (fatigue/strain).
16	Outcome succeeds, but it brands you: you gain a temporary Void Mark (cosmetic) for 24 hours.
17	Outcome partially applies: duration/uses are reduced by 50% until reforged.
18	Outcome applies, but the GM gains one 'Void Complication' to spend later in narrative play.
19	Outcome succeeds, but the item's name becomes unstable (must be renamed after next upgrade/corruption).
20	Choose: accept the outcome with a twist (GM selects from 1–19) or the attempt becomes a Failure instead.

20.12 FAILURE TABLE (ROLL 1D20)

d20	Failure Result
1	Essence is consumed; no change to the item.
2	Essence is half–consumed; no change to the item.
3	Item Stability –10 for the next forge interaction.
4	You take 2d6 AE backlash.
5	The item gains +1 Corruption Step (no other change).
6	A random slot destabilizes: roll 1d6 (1–2 Prefix, 3–4 Suffix, 5–6 Affix) and reroll that slot once (8A).
7	The item refuses: you cannot attempt the same action again for 24 hours.
8	A minor Forge Event triggers immediately (8D.8).
9	Material loss: one material component is destroyed (if any were used).
10	Backdraft: you are Slowed for 1 minute.
11	Backdraft: you are Disoriented for 1 minute.
12	Backdraft: you lose your next Reaction.
13	The item becomes 'Mute': identification attempts give only tier (no modifiers) until reforged successfully.
14	The item becomes 'Loud': it draws attention in the fiction (GM uses as a narrative hook).

d20	
15	Slot Lock: one slot (Prefix/Suffix/Affix) cannot be modified until the item is upgraded.
16	The forge consumes extra Essence equal to 25% of the action's cost (minimum 25).
17	The item's tier attempts to slip: if above Tier 1, it behaves as one tier lower for 24 hours.
18	The item forces an Identification Backlash event if anyone attempts to identify it next.
19	A Void Scar forms near the forge (GM places a minor hazard).
20	Choose: lose all Essence spent OR accept +2 Corruption Steps.

20.13 CATASTROPHIC TABLE (ROLL 1D20)

d20	Catastrophic Result
1	Item is destroyed; salvage returns 0 Essence and no materials.
2	Item is destroyed; salvage returns 25% Essence (round down) and no materials.
3	Item survives but becomes Corrupted: add a random new Prefix/Suffix/Affix (8A) and +2 Corruption Steps.
4	Item survives but loses one existing slot (random: Prefix/Suffix/Affix) permanently.
5	Void Surge: you lose all Actions next round.
6	Void Surge: you take 4d6 AE backlash and are Disoriented for 10 minutes.
7	Catastrophic Misbind: the desired modifier goes to the wrong item within 3 meters (GM chooses).
8	Rift Flicker: a random Forge Event triggers again immediately (reroll outcome bands at –10).
9	Tier Spike: the item jumps +1 tier but gains +3 Corruption Steps (may exceed safe limits).
10	Tier Collapse: the item drops 1 tier (minimum Tier 1 if not mundane) and gains +1 Corruption Step.
11	Brand of the Forge: you gain a lasting Void Mark; next forge roll suffers –10 for 7 days.
12	The forge is strained: no one can forge again for 1 hour without another Catastrophic roll at –10.
13	Reality Tear: local area becomes unstable (GM introduces a major complication/hazard).
14	The item becomes 'Hungry': it drains +1d6 Essence from its wielder each day until cleansed.
15	The item becomes 'Spiteful': on first use after forging, it forces a random event roll.
16	Corruption Bloom: roll 1d6; on 1–3 add a new slot, on 4–6 destroy the item.

17	The crafter is injured: lose 1d6 HP per Tier of the item (minimum 1d6).
18	Stolen Outcome: the forge grants the opposite of what was attempted (GM defines within the same category).
19	The item is bound to the forge: cannot leave the forge room for 24 hours or it crumbles.
20	Guaranteed Corruption/Destruction: roll 1d2 – 1 Corrupt (8D.9), 2 Destroy.

20.14 Minor Forge Event Table (roll 1d10)

d10	Minor Event
1	Whispers: –10% to the next social check within 1 hour.
2	Frosted air: environment becomes uncomfortable; no mechanical effect.
3	Static: next identification costs +50 Essence.
4	Echo pulse: a nearby light flickers; no mechanical effect.
5	Void mark: cosmetic stain/brand for 24 hours.
6	Essence leak: lose 50 Essence (or 1 AE) if available; otherwise no effect.
7	Resonance: next forge roll gains +5.
8	Dissonance: next forge roll suffers –5.
9	Momentary distortion: you are Off-Balance for 1 round (non-combat still matters for hazards).
10	Quiet: nothing happens.

20.15 Corruption Targeting and Naming

When a Forge Event causes CORRUPTION (or a corrupt Void Core is sacrificed), determine what part of the item changes and how the item's name updates.

20.16 What Gets Corrupted? (roll 1d6)

d6	Corrupted Component
1–2	Prefix (replace or add; if none, add).
3–4	Suffix (replace or add; if none, add).
5–6	Affix (add if possible; otherwise replace a random existing affix).

20.17 How Many Changes? (roll 1d4)

d4	Changes
1	One change (single component).
2	One change +1 Corruption Step.

3	Two changes (roll component twice; duplicates become replacement).
4	Two changes +2 Corruption Steps.

20.18 NAMING RULE

• Item Name format: PREFIX + Base Item Name + SUFFIX. Example: "Grim Ironblade of the Deep."

• Affixes are not part of the name by default; they are listed in the item's description block as "Affixes: …".

• If the item gains a new Prefix or new Suffix (crafting or corruption), the name updates immediately.

• If only an Affix changes, the item's name does NOT change unless the Success Bonus table result grants "Signature" (then the maker may rename it).

20.19 FORCED CORRUPTION RULE (DESTROY A CORRUPT VOID CORE)

If a player wants guaranteed corruption/destruction, they may destroy a corrupt Void Core at the forge as fuel.

Mechanics:

• A Forge Event Roll is always made.

• Regardless of outcome bands, the final result must be either: (A) the item is Destroyed, or (B) the item is Corrupted (apply 8D.9).

• If the roll would normally be Success/Critical Success, treat it as "Corrupted (controlled)" – the player chooses whether the corruption targets Prefix, Suffix, or Affix, but still rolls the tiered table for the new result.

20.20 CORRUPTION TRIGGERS

An item gains Corruption when:
– Failing a Void Forge Event
– Forced corruption via destroyed Void Core
– Salvaging corrupted items
– Using corrupted items at or above threshold

Each trigger applies 1 Corruption unless stated otherwise.

20.21 CORRUPTION THRESHOLDS BY TIER

Tier 1: Threshold 2
Tier 2: Threshold 3
Tier 3: Threshold 4
Tier 4: Threshold 5
Tier 5: Threshold 6

At threshold, the item must immediately resolve a Corruption Event.

20.22 CORRUPTION TARGET DETERMINATION

When corruption occurs, roll 1d6:
1–2: Prefix
3–4: Suffix
5: Affix (random if multiple)
6: Item Core / Identity

If the result does not exist, reroll.

20.23 Corruption Resolution Types

Roll 1d6:
1–2: Distortion (numerical or conditional shift)
3–4: Mutation (new behavior or restriction)
5: Inversion (effect reverses under conditions)
6: Consumption (effect feeds Void or drains wielder)

20.24 Name Evolution

Each Corruption Event alters the item's name.

Rules:
- Prefix corruption modifies the prefix
- Suffix corruption modifies the suffix
- Core corruption replaces the item's identity descriptor

Names should reflect consequence, not power.

20.25 False Ascension

If an item gains a higher-tier component through corruption, it counts as that tier for:
- Usage restrictions
- Void Core requirements
- Corruption thresholds

This does not grant additional slots automatically.

20.26 Collapse Checks

When corruption exceeds threshold:
Roll Presence + Void Core Tier modifier.
Failure results in item collapse.

Collapsed items are destroyed or transformed into Void Remnants.

20.27 Permanent Corruption & Void Scars

At 3 total Corruption Events, an item gains a Permanent Void Scar:
- Cannot be removed
- Alters future forge rolls
- May propagate corruption to the wielder

Void Scars are narrative anchors. Voidforge actions are permanent. Forging, modifier application, fusion, and relic alteration may introduce corruption, instability, fractures, or permanent flaws.

"What you bind into matter will remember you."

– Axiom

VOIDBOUND Player Guide

Chapter 21 Item Identification

"To look too closely is to invite the item to look back."

– Axiom

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21.1 PURPOSE

Item Identification governs how characters attempt to learn the hidden properties, origins, tier, and true nature of items. Identification reveals what an item already is; it does not alter the item. Crafting and modification are handled by the Voidforge (Chapter 20).

21.2 IDENTIFICATION ATTEMPTS

Each item tracks identification attempts separately. Repeated probing becomes increasingly costly and dangerous as the item resists disclosure.

21.3 ESSENCE COST PER ATTEMPT

Attempt # on This Item	Essence Cost
1st	100
2nd	200
3rd	400
4th	800
5th	1600
6th+	×2 each time (Voidmaster may cap only if desired)

21.4 PARTIAL REVEAL (1D4)

On a partial success, roll 1d4 to determine what aspect of the item is revealed.

1d4	Result
1	Reveal the Prefix (name, effect, and material).
2	Reveal the Suffix (name, effect, and material).
3	Reveal one Affix (name, effect, and material).
4	Reveal the item's Identity and/or Tier (Voidmaster chooses which).

21.5 FAILURE RESULT (1D4)

On a failed identification attempt, roll 1d4 and apply the result.

1d4	Failure Result
1–2	Nothing: You learn nothing useful.
3	Lies: You receive a plausible but incorrect detail (tier or one property).
4	Pushback: You learn nothing and the item forces a Random Event roll (Chapter 8: Forge Events).

21.6 BOUNDARIES

Identification never modifies an item, never adds properties, and never removes them. It may trigger consequences, but it does not reshape reality. That is the domain of the Voidforge.

"Knowledge is not free. Sometimes it is not even true."

– Axiom

VOIDBOUND Player Guide

Chapter 22 Salvage & Void Catalysts

"Nothing touched by the Void is ever truly inert."
– Axiom

22.1 Purpose of Salvage

Salvage governs the controlled dismantling of items, creatures, relics, and environments to recover materials, Essence, and Void Catalysts. It represents extraction under pressure rather than creation.

Salvage does not create finished items, reveal hidden properties, or grant abilities. It produces inputs used by other systems.

22.2 When Salvage May Be Performed

· After defeating a creature or entity

· After recovering or destroying an item or relic

· Within hazardous or unstable environments

· During downtime or controlled field operations

The Voidmaster determines whether a salvage attempt is possible and what risks apply.

22.3 Salvage Outputs

· Raw Materials (metals, organics, composites)

· Essence (residual or condensed)

· Void Catalysts (permission components)

Salvage outputs are contextual. The source determines what can be recovered.

22.4 Void Catalysts

Void Catalysts are specialized components required to permit certain Voidforge operations. They do not grant bonuses on their own. They allow actions that would otherwise be impossible.

· Catalysts are consumed on use unless stated otherwise.

· Catalysts are tied to origin, not effect.

· Multiple Catalysts may be required for high-tier actions.

Catalyst Tier	Typical Sources	Permits
T1	Common Void creatures, unstable items	Basic modifier application
T2	Elite entities, corrupted zones	Affix rolls, ability fusion
T3	Relics, bosses, fracture zones	Relic alteration, advanced fusion
T4	Cataclysm events, ancient constructs	High-risk forge actions
T5	Singular Void phenomena	Extreme forge operations

22.5 Salvage Procedure

1. Declare the salvage target and method.

2. Identify the dominant material or essence source.

3. Determine salvage difficulty based on source tier.

4. Make a Salvage Check (Voidmaster–set stat).

5. On success, recover outputs.

6. On failure, recover nothing or trigger complications.

22.6 Risk & Complications

Salvage is intrusive. Disturbing Void-saturated matter may provoke reactions.

· Environmental collapse

· Residual entity manifestation

· Essence backlash

· Catalyst destabilization

22.7 SALVAGE VS DESTRUCTION

Some objects or entities may be destroyed outright rather than salvaged. Destruction prevents recovery but avoids salvage risks.

22.8 PERMANENCE

Once a source has been salvaged or destroyed, it cannot be salvaged again. Void Catalysts and materials enter the economy permanently.

"What you take from the Void, the Void remembers."

– Axiom

VOIDBOUND Player Guide

Chapter 23 Commerce & Service

"Power circulates. Wealth remembers who held it last."

– Axiom

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23.1 Purpose of Commerce

Commerce governs the exchange of goods, services, information, and labor. It defines how characters buy, sell, trade, commission, and negotiate within the Voidbound economy.

Commerce does not create items, identify properties, or alter mechanics. It establishes access and obligation.

23.2 Currency & Value

Value in Voidbound is contextual. While standardized currencies exist, scarcity, danger, and influence often matter more than raw numbers.

· Credits, coin, or trade chits (setting dependent)

· Essence as a volatile medium of exchange

· Barter involving services, favors, or information

23.3 Buying & Selling Items

Buying and selling reflects availability rather than entitlement. Merchants decide what they are willing to part with.

· Common goods are usually available in stable settlements

· Restricted items require connections or leverage

· Void-touched items are rarely sold openly

Item Rarity	Typical Availability	Price Modifier
Common	Most settlements	Base cost
Uncommon	Established traders	×2
Rare	Specialists / black markets	×5
Relic	Almost never sold	Voidmaster-set

23.4 Services

Services represent expertise, labor, protection, or access. Most services require trust or reputation.

· Transportation and guides

· Medical treatment

· Information brokerage

· Security and escorts

· Specialized labor

Service Type	Typical Cost	Notes
Basic labor	Low (50–500 Essence)	Readily available
Skilled work	Moderate (501–2,000 Essence)	Requires time
Expert services	High (2,001–5,000 Essence)	Limited availability
Void specialists	Very High (5,001+ Essence)	Often tied to obligations

23.5 Negotiation & Leverage

Negotiation uses skills, leverage, and circumstance. Success changes terms; failure may close opportunities.

· Presence-based skills influence outcomes

· Reputation modifies initial attitude

· Threats and coercion carry consequences

23.6 Black Markets & Illicit Trade

Illegal trade flourishes where enforcement fails. Black markets offer access at elevated risk.

- Void artifacts
- Unregistered weapons
- Forbidden materials

23.7 Debts, Favors, and Obligation

Not all exchanges are transactional. Debts and favors bind parties together.

- Unpaid debts may escalate
- Favors may be called in later
- Breaking trust has lasting impact

23.8 Permanence

Economic choices leave traces. Prices shift, access changes, and reputations persist.

These ranges are generalized guidelines. Actual prices vary by service complexity, provider reputation, regional economy, danger involved, and current world conditions.

23.7 Essence Laundering (Mechanical Hooks)

Raw Essence is volatile, traceable, and politically sensitive. Most regions require Essence to be refined, converted, or washed before it can circulate. Laundering destroys value but reduces exposure.

Laundering Method	Essence Retained
Legal Refinement	70–90%
Institutional Conversion	60–80%
Black Market Washing	40–70%
Essence Bleeding	Variable (often 30–60%)

The Voidmaster determines the exact percentage based on scale, stability of the source, regional infrastructure, and time spent laundering. Laundering never increases Essence value.

Time Pressure:

- Small amounts: hours to days
- Large amounts: days to weeks
- Massive hauls: multiple downtime phases

Trace & Heat:

Carrying raw Essence generates attention. Voidmasters may introduce surveillance, enforcement, Void phenomena, or faction interference. Laundering reduces Heat but never removes it completely.

Access & Control:

Laundering access depends on location, faction standing, reputation, and obligations. Failure may result in confiscation, debt, or forced alternatives.

Voidbound Exception:

Voidbound may absorb Essence directly instead of laundering. This avoids value loss but increases corruption risk and may violate laws or taboos. Absorption does not reduce Heat.

Catalyst Interaction:

Some Void Catalysts cannot be laundered safely. Refinement may downgrade, alter, or destroy their function. Catalysts are harder to fence than Essence.

Optional Rule — Heat Track: Each scene carrying raw Essence generates +1 Heat. Laundering removes 1–3 Heat. At 3+ Heat, the Voidmaster introduces complications.

"What you buy today may cost you tomorrow."

— Axiom

VOIDBOUND Player Guide

Chapter 24 Weapons & Armor

"A weapon is not power. It is permission."

—Axiom

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24.1 PURPOSE OF EQUIPMENT

Equipment defines baseline capability: weapons, armor, shields, ammunition, and field gear. Equipment does not automatically scale and does not grant progression. Crafting, modification, identification, and salvage are handled in their respective chapters.

24.2 UNIFIED WEAPON TRAITS

Traits are shared keywords used across all weapon tables.

· Reach: strikes from extended melee distance.

· Versatile: usable one- or two-handed (as listed).

· Cleave: favors wide arcs and multiple-target pressure.

· Precision: favors accurate placement and controlled thrusts.

· Reload (Minor/Major): requires the listed action economy to reload.

· Spread: close-range pattern fire (shotguns).

· Scoped: long-range targeting support.

· Arcing: can jump or chain to additional targets under specific effects.

· Stabilized: reduced kick / improved control under stress.

· Compact: easy to conceal or deploy quickly.

· Armor-edge / Armor-break leaning: favors penetration and structure damage.

· Knockback leaning / Stun-leaning: favors displacement or control.

24.3 MELEE WEAPONS

Table 24.3A – Melee Weapons

Era	Weapon	Category	Hands	Range	Base Damage	Traits	Essence Cost
Prehistoric	Stone Spear	Melee Martial	1H/2H	Melee	2d6 Pierce	Reach, Versatile	150
Prehistoric	Stone Axe	Melee Martial	1H	Melee	2d6 Slash	Cleave	100
Prehistoric	War Club	Melee Martial	1H	Melee	2d6 Blunt	Stun-leaning	100
Antiquity	Short Sword	Melee Martial	1H	Melee	2d6 Slash	Balanced	150
Antiquity	Trident	Melee Martial	2H	Melee	2d6 Pierce	Reach, Hook	150
Medieval	Longsword	Melee Martial	2H	Melee	3d6 Slash	Versatile, Parry	550
Medieval	Warhammer	Melee Martial	1H	Melee	3d6 Blunt	Armor-break leaning	400
Renaissance	Rapier	Melee Martial	1H	Melee	2d6 Pierce	Precision	150
Industrial	Bayonet Knife	Melee Martial	1H	Melee	2d6 Pierce	Compact	150
Modern	Tactical Machete	Melee Martial	1H	Melee	3d6 Slash	Cleave	550

| Far Future | Mono-Knife | Melee Martial | 1H | Melee | 3d6 Pierce | Armor-edge | 800 |
| Far Future | Grav Hammer | Melee Martial | 2H | Melee | 4d6 Blunt | Knockback leaning | 2,150 |

24.4 RANGED MARTIAL WEAPONS

Table 24.4A – Ranged Martial Weapons

Era	Weapon	Category	Hands	Range	Base Damage	Traits	Essence Cost
Prehistoric	Hunting Bow	Ranged Martial	2H	20m	2d6 Pierce	Ammo (Arrows), Silent	150
Antiquity	Composite Bow	Ranged Martial	2H	25m	2d6 Pierce	Ammo (Arrows)	150
Medieval	Light Crossbow	Ranged Martial	2H	18m	3d6 Pierce	Ammo (Bolts), Reload (Minor)	550
Medieval	Heavy Crossbow	Ranged Martial	2H	24m	4d6 Pierce	Ammo (Bolts), Reload (Major)	1,100
Industrial	Throwing Knives	Ranged Martial	1H	10m	2d6 Pierce	Thrown, Compact	150
Modern	Tactical Sling	Ranged Martial	1H	12m	2d6 Blunt	Ammo (Stones)	200
Far Future	Smart Bow	Ranged Martial	2H	30m	3d6 Pierce	Ammo (Arrows), Stabilized	1,100

24.5 RANGED FIREARMS

Table 24.5A – Ranged Firearms

Era	Weapon	Category	Hands	Range	Base Damage	Ammo / Capacity / Reload	Essence Cost
Industrial	Revolver	Ranged Firearms	1H	20m	3d6 Pierce	Ammo (Pistol), 6, Reload (Major)	700
Modern	9mm Pistol	Ranged Firearms	1H	20m	3d6 Pierce	Ammo (Pistol), 15, Reload (Minor)	800
Modern	Shotgun	Ranged Firearms	2H	15m	4d6 Pierce	Ammo (Shells), 6, Reload (Major), Spread	2,200

Era	Armor	Class	2H	Range	Damage	Ammo/Notes	Cost
Modern	Assault Rifle	Ranged Firearms	2H	30m	4d6 Pierce	Ammo (Rifle), 30, Reload (Minor)	2,200
Modern	Sniper Rifle	Ranged Firearms	2H	60m	5d6 Pierce	Ammo (Rifle), 5, Reload (Major), Scoped	3,300
Modern	SMG	Ranged Firearms	2H	20m	3d6 Pierce	Ammo (Pistol), 30, Reload (Minor)	1,100
Far Future	Coil Pistol	Ranged Firearms	1H	25m	4d6 Pierce	Ammo (Slug), 20, Reload (Minor)	2,400
Far Future	Rail Carbine	Ranged Firearms	2H	40m	5d6 Pierce	Ammo (Slug), 24, Reload (Minor)	4,850
Far Future	Plasma Rifle	Ranged Firearms	2H	35m	5d6 Plasma	Ammo (Cell), 12, Reload (Minor)	5,600
Far Future	Arc Projector	Ranged Firearms	2H	20m	4d6 Electric	Ammo (Cell), 10, Reload (Minor), Arcing	3,750

24.6 ARMOR

Armor reduces damage after a hit connects (Armor Rating, AR) and applies a Phit modifier. Heavier protection generally increases Phit (you are easier to hit), trading avoidance for mitigation.

Table 24.6A – Armor Type Scaling (T1–T5)

Armor Type	T1 AR	T1 Phit	T2 AR	T2 Phit	T3 AR	T3 Phit	T4 AR	T4 Phit	T5 AR	T5 Phit
Light	4	+15%	6	+20%	8	+25%	10	+30%	12	+35%
Medium	7	+5%	10	+8%	13	+10%	16	+12%	19	+15%
Heavy	10		14		18		22		25	

24.6.1 LIGHT ARMOR CATALOG

Table 24.6B – Light Armor Catalog

Era	Armor	Class	Phit Modifier	Resistance Band	Notes	Essence Cost
Prehistoric	Hide Wraps	Light	+5% Phit	Low	Quiet, Warm	1,400

| Antiquity | Linen Lamellar | Light | +10% Phit | Low | Flexible | 1,700 |
| Far Future | Phase Weave | Light | +15% Phit | Low | Heat–diffuse | 5,000 |

24.6.2 MEDIUM ARMOR CATALOG

Table 24.6C – Medium Armor Catalog

Era	Armor	Class	Phit Modifier	Resistance Band	Notes	Essence Cost
Medieval	Chain Shirt	Medium	+0% Phit	Medium	Balanced	4,500
Industrial	Kevlar Vest	Medium	+0% Phit	Medium	Ballistic	5,200

24.6.3 HEAVY ARMOR CATALOG

Table 24.6D – Heavy Armor Catalog

Era	Armor	Class	Phit Modifier	Resistance Band	Notes	Essence Cost
Medieval	Plate Harness	Heavy	–10% Phit	High	Bulwark	8,000
Modern	Tactical Armor	Heavy	–10% Phit	High	Modular	9,700
Far Future	Reactive Plating	Heavy	–10% Phit	High	Reactive	13,000

24.7 SHIELDS

■ Block & Phit Interaction

Some items or abilities grant Block or Evasion instead of Armor Rating. Any source of Block or Evasion reduces the target's Phit directly.

When you gain Block or Evasion:
· Subtract the Block/Evasion value from your current Phit.
· This reduction applies after all armor and shield Phit modifiers.

Example:
· Your current Phit is 80.
· You are using a shield that grants 20% Block.
· Your final Phit becomes 60.

Block and Evasion never reduce damage; they only reduce the chance to be hit.

Shields provide defensive coverage and apply a Phit modifier based on size. Larger shields generally provide stronger defense but make you easier to hit.

Table 24.7A – Shield Type Scaling (T1–T5)

Shield Type	T1 AR	T1 Phit	T2 AR	T2 Phit	T3 AR	T3 Phit	T4 AR	T4 Phit	T5 AR	T5 Phit
Buckler	1		2		3		4		6	

Kite/St andard	2		4		6		8		10	
Tower	4		6		8		10		14	

Table 24.7B – Shield Catalog

Era	Shield	Block Bonus	Hands	Notes	Essence Cost
Prehistoric	Wood Shield	+10% block	1H (Shield)	Basic	400
Medieval	Kite Shield	+15% block	1H (Shield)	Defensive	1,200
Medieval	Tower Shield	+20% block	1H (Shield)	Bulky	2,600
Modern	Riot Shield	+20% block	1H (Shield)	Cover-granting	2,450
Far Future	Kinetic Barrier	+25% block	1H (Shield)	Energy field	4,800

24.8 AMMUNITION

Primitive Ammunition Traits

The following traits are inherent to low-tech ammunition and apply automatically. They do not increase Essence cost unless combined with advanced ammunition traits.

Stones / Rocks (Slings, Thrown)
■ Crude Impact: Damage type is Blunt. Ignore 1 Armor Rating against unarmored or lightly armored targets. Cannot benefit from Armor-Piercing ammo traits.
■ Scattered: On a miss, if the attack roll exceeds Phit by 10 or less, deal 1 damage.
■ Recoverable: After combat, recover 50% of expended stones if the area is accessible.

Arrows (Bows / Smart Bows)
■ Embedded: On a hit dealing 8+ damage, the arrow embeds. Target gains Bleeding (Minor) until removed. Removing an embedded arrow is a Minor Action and deals 1 damage.
■ Silent Flight: Attacks with arrows do not automatically break stealth; detection requires an explicit Awareness check.
■ Recoverable: After combat, recover half of expended arrows if conditions allow.

Bolts (Crossbows)
■ Heavy Shaft: Gain Armor-Edge 1 (ignore 1 Armor Rating). Does not stack with Armor-Piercing ammo traits.
■ Brutal Removal: If a bolt applies Bleeding, removing it deals 2 damage instead of 1.
■ Limited Recovery: After combat, recover 25% of expended bolts.

Ammo Limits
Primitive ammunition may not carry more than one advanced ammunition trait. Explosive, EMP, and Plasma traits cannot be applied to stones, arrows, or bolts.

Table 24.8A – Ammunition

Ammo Type	Used By	Typical Cost (Essence)	Notes
Arrows (bundle)	Bows / Smart Bows	20 arrows	40
Bolts (bundle)	Crossbows	15 bolts	50
Pistol Ammo (mag)	Pistols / SMGs	15 rounds	150
Rifle Ammo (mag)	Rifles / Carbines	30 rounds	350
Shells (box)	Shotguns	10 shells	250

Slug / Rail Ammo (mag)	Coil / Rail Weapons	20 slugs	300
Cells (unit)	Plasma / Arc Weapons	1 cell (10 shots)	500

24.9 Equipment Limits

Carrying capacity, legality, and availability are determined by species, Body, environment, and narrative context. Equipment must be accessible to be used.

Armor Traits

Armor Trait Cost Scaling
Unless otherwise stated, armor traits cost +500 Essence per X.

■ Balanced

Once per scene when hit, reduce Instability gained by 1.

Cost: +1000 Essence

■ Flexible

Reduce armor Phit penalty by 5%. Cannot be applied to Heavy armor.

Cost: +1000 Essence

■ Quiet

Armor does not impose Stealth penalties.

Cost: Light +250 / Medium +500 / Heavy – Not Allowed

■ Ballistic

Cost: +500 Essence

■ Reactive

Once per scene when hit, reduce damage by 5 after all reductions. Armor becomes Degraded until repaired.

Cost: +1000 Essence

■ Warm

Cost: +500 Essence

Weapon Traits

■ Balanced

Once per round, reroll one damage die and keep the new result.

Cost: +500 Essence

■ Compact

Drawing or stowing this weapon costs no Minor Action.

Cost: +250 Essence

■ Unwieldy

Attacks cost 1 additional Minor Action.

Cost: –500 Essence (price reduction)

■ Cleave

If you down a target, deal half remaining damage to an adjacent target.

Cost: +750 Essence

■ Precision

On a Critical Hit, deal +1d6 damage.

Cost: +500 Essence

■ Armor-Edge

Ignore 2 Armor Rating.

Cost: +750 Essence

■ Stun-Leaning

On Critical Hit, may apply Disoriented (Minor).

Cost: +500 Essence

■ Knockback-Leaning

On hit dealing 10+ damage, push target 1 meter.

Cost: +500 Essence

"The price of protection is that the world finds you easier."

–Axiom

VOIDBOUND Player Guide

Chapter 25 Eras, Biomes, and Materials

"Creation was not finished. It was abandoned mid-thought. What followed learned to survive in the gaps."
– Axiom

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25.1 THE WORLD IS NOT LINEAR

Voidbound does not take place in a world with a single timeline, a single technological arc, or a unified history. When the Void entered reality, it did not erase what existed–it fractured it sideways.

Entire civilizations advanced, stalled, regressed, or collapsed at the same time. Progress did not fail uniformly. It failed selectively.

Because of this, eras coexist.

The world is not post-apocalyptic in the traditional sense. It is unfinished. Regions obey different rules depending on which version of reality managed to stabilize after collapse.

Nothing replaced what came before. It was buried alive.

25.2 ERAS ARE STATES, NOT HISTORY

An Era in Voidbound does not describe when something was made. It describes the rules of reality that governed its creation.

An object carries the logic of its origin era wherever it persists.

Eras define:
· What materials are possible
· How items were designed to function
· What assumptions reality made at the time of creation

An era is not a timeline. It is a state of the universe.

Table 25.2A Key Materials by Origin Era

Material	Origin Era(s)	Explanation
Stone	Prehistoric	Naturally occurring, no processing required
Bone	Prehistoric	Harvested biological remains
Wood	Prehistoric	Worked organic matter
Leather	Prehistoric	Processed hide
Bronze	Antiquity	Early intentional alloying

Iron	Antiquity	Primitive smelting
Steel	Medieval	Standardized metallurgy
Tempered Steel	Medieval	Heat-treated forging
Hardened Steel	Medieval	Refined structural steel
Industrial Alloy	Industrial	Mass-produced composite metal
Reinforced Alloy	Industrial	Layered structural alloy
Ballistic Composite	Modern	Firearm-era materials science
Voidsteel	Far Future	Void-integrated metallurgy
Refined Voidsteel	Far Future	Controlled Void refinement
Phase Alloy	Far Future	Temporal displacement material
Essence-Bound Alloy	Far Future	Direct Essence channeling
Null Alloy	Far Future	Void suppression material
Void Crystal	Far Future	Crystallized Essence
Resonant Crystal	Far Future	Energy amplification crystal
Phase Crystal	Far Future	Time-instability matter
Plasma Conduit	Far Future	High-energy containment
Energy Cell Core	Far Future	Compact power storage
Living Chitin	Prehistoric / Antiquity	Naturally evolved armor
Bio-Composite	Industrial / Modern	Engineered organic synthesis
Regenerative Fiber	Far Future	Self-repairing material
Blood-Bound Material	Antiquity / Voidbound	Ritual or sacrificial creation
Wardstone	Medieval / Voidbound	Rune-forged defensive material
Razor Shard	Voidbound	Stress-crystallized damage residue
Echo Shard	Voidbound	Impact-memory residue
Flux Residue	Voidbound	Failed Essence dispersal
Anchor Dust	Voidbound	Spatial anchoring remnants
Null Fiber	Voidbound	Void interference byproduct
Resonant Filament	Voidbound	Fusion synchronization material
Void Catalyst	Voidbound	Enables Void interaction
Stabilization Catalyst	Voidbound	Anchors volatile processes
Corruption Catalyst	Voidbound	Forces mutation paths
Fusion Catalyst	Voidbound	Enables pattern fusion

25.3 Biomes as Stabilized Reality

Biomes are not merely terrain. They are regions where reality reached a temporary agreement with itself.

Biomes determine:
· What materials persist
· What eras dominate locally
· What kinds of failures are common

A biome does not belong to an era. It selects which eras endure.

Table 25.3A Key Materials by Biome

Material	Primary Biomes	Why It Persists
Stone	Deep Wilds, Ruins	Unaffected by Void stress
Bone	Deep Wilds, Ash Wastes	Organic remains endure decay
Wood	Deep Wilds, Overgrown Ruins	Regenerative ecosystems
Leather	Settlements, Wilds	Maintained by habitation
Bronze	Ancient Sites, Ruins	Preserved early metallurgy
Iron	Battlefields, Ruins	Durable and salvageable
Steel	Ruined Cities, Fortresses	Structural survivability
Tempered Steel	Fortresses, Armories	Craft-protected
Hardened Steel	Fortresses, Industrial Ruins	Reinforced against decay
Industrial Alloy	Industrial Zones, Ash Wastes	Heat-sealed production
Reinforced Alloy	Megastructures	Structural anchoring
Ballistic Composite	Modern Ruins, War Zones	Designed for sustained conflict
Voidsteel	Void Scars, Far-Future Ruins	Void saturation
Refined Voidsteel	Vaults, Void Scars	Controlled containment
Phase Alloy	Chrono Fractures	Time displacement
Essence-Bound Alloy	Void Scars, Ritual Sites	Essence convergence
Null Alloy	Null Zones, Labs	Void suppression
Void Crystal	Void Scars, Essence Wells	Crystallized Essence
Resonant Crystal	Ruins, Fusion Sites	Energy oscillation
Phase Crystal	Chrono Fractures	Temporal instability
Plasma Conduit	Far-Future Ruins	Energy infrastructure remains
Energy Cell Core	Armories, Far-Future Ruins	Power storage survivability
Living Chitin	Deep Wilds, Mutated Zones	Evolutionary adaptation
Bio-Composite	Industrial Zones, Labs	Engineered survival
Regenerative Fiber	Void Scars, Bio-Vaults	Self-repair
Blood-Bound Material	Ritual Sites, Battlefields	Sacrificial imprint
Wardstone	Fortresses, Shrines	Anchoring rituals
Razor Shard	Battlefields, Forge Sites	Stress crystallization
Echo Shard	Kill Zones, Ruins	Impact memory
Flux Residue	Failed Forges, Void Scars	Essence collapse
Anchor Dust	Ruins, Void Scars	Spatial stabilization
Null Fiber	Null Zones, Labs	Void interference
Resonant Filament	Fusion Sites, Vaults	Pattern harmonization
Void Catalyst	Void Scars, Forge Vaults	Stabilized absence
Stabilization Catalyst	Labs, Vaults	Controlled anchoring
Corruption Catalyst	Forbidden Sites, Void Scars	Directed corruption
Fusion Catalyst	Fusion Sites, High-Tier Vaults	Synchronization events

25.4 WHY A STONE KNIFE LIES BESIDE A PLASMA RIFLE

A stone knife persists because it asks almost nothing of reality.

A plasma rifle persists only where its supporting assumptions still hold.

Both coexist because neither replaced the other.

The future fell apart first. The past endured because it asked for less.

25.5 MATERIALS ARE THE REAL CONTINUITY

Technology fractures. Materials endure.

Survivors adapt by material, not era. This is why materials–not items–are the backbone of progression.

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"The future fell apart first. The past endured because it asked for less."

– Axiom

VOIDBOUND – Player Guide

Chapter 26: Enemies & Threats

"The Void did not invent predators. It merely taught them patience".

– Axiom

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26.1 What an Enemy Is

In Voidbound, an enemy is not defined by hostility alone. An enemy is any force that applies pressure, forces choice, or creates consequence. Combat is only one expression of threat.

26.2 Threat Types

Enemies are grouped by what they are, not where they come from. Each threat type behaves differently, applies pressure in different ways, and escalates uniquely.

26.2.1 Beasts

Beasts are biologically driven entities shaped by instinct, environment, and adaptation. They rely on territory, hunger, dominance, or survival rather than ideology.

26.2.2 Humanoids

Humanoids are intelligent adversaries capable of planning, negotiation, retreat, and escalation. They include raiders, soldiers, cultists, mercenaries, and rival Voidbound.

26.2.3 Constructs

Constructs are artificial entities created to serve a function such as defense, enforcement, or containment. They follow fixed directives and predictable logic loops.

26.2.4 Void Entities

Void Entities exist partially or entirely outside stable reality. They distort space, perception, or causality simply by existing.

26.2.5 Anomalies

Anomalies are threats without intent. They are environmental or metaphysical hazards that cause harm through exposure rather than aggression.

26.2.6 Swarms

Swarms are collections of weaker entities that become dangerous through numbers, persistence, or coordination. They overwhelm defenses rather than overpowering them.

26.2.7 Aberrations

Aberrations are entities warped beyond natural limits by the Void, failed experiments, or unstable fusion. They often combine traits from multiple threat types.

26.2.8 Environmental Predators

Environmental Predators are living or semi-living hazards integrated into terrain itself, such as carnivorous flora, reactive ecosystems, or biome-bound organisms.

26.3 Threat Tiers

Not all enemies of the same type pose the same level of danger. Threat Tier represents how much pressure an enemy applies and how costly it is to confront.

26.3.1 Standard Threats

Standard threats are common enemies encountered regularly. They are dangerous but manageable with preparation.

26.3.2 Elite Threats

Elite threats are significantly stronger or more capable than standard enemies. They may possess unique abilities, enhanced durability, or superior tactics.

26.3.3 Boss Threats

Boss threats represent major obstacles or narrative focal points. They are designed to reshape encounters, environments, or long-term consequences.

26.3.4 Apex Threats

Apex threats are rare, overwhelming forces. Confronting them directly is often catastrophic without extensive preparation. Many are not meant to be defeated through combat alone.

26.4 Threat Escalation

Threats escalate through exposure, attrition, and consequence rather than time alone. Escalation may involve new behaviors, environmental hazards, or permanent outcomes.

26.5 Reading the Threat

Players are expected to observe behavior, interpret warning signs, and decide when to engage, withdraw, or avoid confrontation.

26.6 Survival Is a Choice

Enemies in Voidbound are not balanced around fairness. They are balanced around meaning. Victory, retreat, or avoidance all shape the world.

"Most things that kill you do not hate you. They simply outlast your mistakes".

– Axiom

VOIDBOUND Player Guide

Chapter 27 Travel, Exploration, Survival & Vehicles

"Distance is not measured in miles. It is measured in what you lose getting there."

– Axiom

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27.1 TRAVEL MECHANICS

Travel in Voidbound is resolved in travel segments rather than distance. A segment represents sustained movement under consistent conditions (terrain, weather, threat level).

At the end of each segment, characters resolve travel pressure.

Travel pressure may include:
· Fatigue or Exhausted conditions
· Resource consumption (food, water, fuel)
· Environmental exposure
· Detection or complications

Travel is cumulative. Pressure stacks over time.

27.2 SURVIVAL: FOOD & WATER

Food and water are mandatory survival resources. Travel does not pause biological needs.

Daily Requirements:
· Food: 1 ration per character per day
· Water: 1 unit per character per day (2 units in extreme heat or Void Scars)

Lack of Food:
· Day 1: Gain Exhausted (Minor)
· Day 2: Exhausted escalates to Major
· Day 3+: Voidmaster may apply injuries or collapse

Lack of Water:
· Escalates twice as fast as food deprivation

27.3 BASIC MARKET PRICES

Item	Unit	Cost (Essence)	Notes
Basic Food Ration	1 day	25	Dry, preserved
Fresh Food	1 day	40	Perishable
Water (Clean)	1 unit	15	Standard
Water (Purified)	1 unit	30	Void–safe
Water (Emergency)	1 unit	50	Sealed

27.4 VEHICLES & TRAVEL

Vehicles reduce physical fatigue but introduce logistical strain. Using a vehicle replaces fatigue risk with fuel, power, noise, and maintenance concerns.

Vehicles do not remove the need for food and water.

Table 27.4A Vehicle Supply Consumption

Vehicle Type	Fuel / Power	Consumption per Segment	Crew	Notes
Ground Vehicles	Fuel	1 unit	1–2	Common
Heavy Vehicles	Fuel	2 units	2–4	Loud
Walkers / Mechs	Power Cell	1 cell	1	Maintenance
Hover / Grav	Energy Cell	1 cell	1	Instability
Voidcraft	Essence	100 Essence	1	Corruption risk

27.5 VEHICLE CATALOG

Vehicles are listed by category and era. Speed is measured in meters per round. Costs are listed in Essence.

27.5A GROUND VEHICLES

Era	Vehicle	Speed (m)	Capacity	Buy Cost	Rent / Day	Notes
Antiquity	Animal Cart	10	Medium	1,000	50	Terrain limited
Industrial	Steam Hauler	14	High	4,000	200	Fuel heavy
Modern	All-Terrain Truck	18	High	8,000	400	Reliable

27.5B HEAVY VEHICLES

Era	Vehicle	Speed (m)	Capacity	Buy Cost	Rent / Day	Notes
Industrial	Armored Transport	12	Very High	12,000	800	Slow turns
Modern	APC	14	Very High	20,000	1,200	Restricted
Far Future	Siege Crawler	16	Extreme	35,000	2,000	High upkeep

27.5C WALKERS / MECHS

Era	Vehicle	Speed (m)	Capacity	Buy Cost	Rent / Day	Notes
Industrial	Cargo Walker	10	Low	9,000	600	Unstable terrain
Modern	Combat Mech	14	Low	18,000	1,200	Military
Far Future	Void Walker	18	Low	30,000	2,000	Essence draw

27.5D HOVER / GRAV VEHICLES

Era	Vehicle	Speed (m)	Capacity	Buy Cost	Rent / Day	Notes
Modern	Hover Skiff	20	Low	10,000	700	Noisy
Far Future	Grav Transport	24	Medium	22,000	1,500	Instability
Far Future	Void Skimmer	28	Low	30,000	2,000	Corruption risk

27.5E VOIDCRAFT

Era	Vehicle	Speed (m)	Capacity	Buy Cost	Rent / Day	Notes
Voidbound	Essence Sled	22	Low	15,000	1,000	Corrupting
Far Future	Phase Runner	30	Low	40,000	2,500	Temporal slip
Voidbound	Rift Drifter	35	Low	60,000	4,000	High risk

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"You never arrive unchanged. The journey always takes something."

– Axiom

VOIDBOUND Player Guide

Chapter 28 Exploration & Discovery

"Nothing waits to be found. It endures until disturbed."

– Axiom

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28.1 EXPLORATION IS RISK

Exploration in Voidbound is the act of entering places where reality is unstable, resources are uncertain, and consequences persist. Exploration is not travel speed or navigation–it is exposure. Every unexplored location carries pressure, scarcity, and the risk of permanent change.

Exploration typically occurs in ruins, wild zones, Void scars, abandoned facilities, and regions where eras overlap. These spaces are defined by what survived, not by what was built.

28.2 EXPLORATION SEGMENTS

Exploration is resolved in segments. A segment represents a meaningful unit of time spent searching, advancing, scavenging, or interacting with an unstable environment.

Segment Type	Typical Duration	Common Risks
Cautious Advance	10–20 minutes	Minor hazards, delays
Focused Search	15–30 minutes	Exposure, ambush
Salvage Attempt	20–40 minutes	Collapse, contamination
Forced Entry	Variable	Major damage, alarms

28.3 ENVIRONMENTAL HAZARDS

Exploration zones apply environmental pressure. Hazards are not traps–they are conditions that escalate the longer characters remain exposed.

Hazard Type	Effect	Escalation
Structural Instability	Risk of collapse	Escalates to injury
Void Saturation	Instability gain	Leads to corruption
Toxic Atmosphere	Condition application	Escalates damage
Temporal Drift	Disorientation	Memory or position loss

28.4 DISCOVERY & SALVAGE

Discovery occurs when players uncover materials, relics, information, or access routes. Salvage is never guaranteed. Attempting to extract value from a site always carries risk.

Discovery Type	What Is Gained	Common Cost
Material Cache	Raw materials	Time, noise

Relic Site	Unique item	Instability
Data / Records	Knowledge	Partial truth
Hidden Route	Access	Future danger

28.5 WHEN TO LEAVE

Exploration does not end when a goal is achieved–it ends when survival outweighs gain. As pressure accumulates, conditions worsen, resources drain, and escape becomes harder.

Choosing to withdraw preserves characters. Staying too long converts discovery into consequence.

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> "Most ruins do not kill you. They convince you to stay."
> – Axiom

VOIDBOUND Player Guide

Chapter 29 Factions, Settlements & World Pressure

"Power does not rule the world. Pressure does."

– Axiom

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29.1 PURPOSE

This chapter explains how organized groups, population centers, and accumulated instability shape the world around player characters. Players do not manage factions or balance regions. They experience the consequences of pressure created by those forces.

29.2 FACTIONS

Factions are organized entities that exert influence over territory, resources, ideology, or survival. They exist to create pressure, opportunity, and consequence–not alignment.

Faction Type	What They Control	How Players Encounter Them	Typical Pressure
Authority Bloc	Territory, law	Checkpoints, permits	Restriction
Trade Power	Goods, transport	Contracts, debt	Scarcity
Void-Aligned Group	Ritual sites, artifacts	Temptation, risk	Corruption
Militant Force	Weapons, security	Patrols, raids	Violence
Knowledge Enclave	Information, tech	Access or denial	Control

29.3 SETTLEMENTS

Settlements are concentrations of people attempting to stabilize reality. They reduce immediate danger at the cost of resource consumption and visibility.

Settlement Scale	Population Range	What It Provides	What It Attracts
Outpost	Dozens	Shelter, rumor	Raiders
Village	Hundreds	Food, labor	Taxes
Town	Thousands	Trade, services	Factions
City	Tens of thousands	Infrastructure	Conflict

29.4 WORLD PRESSURE

World Pressure represents accumulated strain in a region caused by violence, scarcity, Void exposure, and unresolved threats. Pressure is persistent and visible.

Pressure State	What Players Notice	What Changes
Low	Routine life	Normal costs
Rising	Tension, rumors	Higher prices
High	Security, fear	Limited access
Critical	Evacuations, collapse	Violence

29.5 PLAYER IMPACT

Players influence pressure through action and inaction. Solving problems, stabilizing routes, and removing threats reduce pressure. Escalation, destruction, and abandonment increase it.

Pressure does not reset between sessions. The world remembers what was left unresolved.

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"Civilizations do not collapse from enemies. They collapse from what they tolerate."

– Axiom

VOIDBOUND Player Guide

Chapter 30 Structures & Ownership

"Safety is not found. It is built, defended, and eventually tested."

– Axiom

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30.1 PURPOSE

Structures represent long-term commitments in Voidbound. They provide safety, storage, recovery, and economic stability, but also create visibility, obligation, and pressure.

30.2 STRUCTURAL VOID CORES

All permanent structures are anchored by a Structural Void Core. This core stabilizes the location against decay, Void drift, and reality instability. A structure without a Void Core is temporary.

Structure Tier	Core State	Effect
Tier I	None / Cracked Fragment	Temporary shelter
Tier II–III	Stabilized Core	Permanent habitation
Tier IV	Reinforced Core	Fortified anchor
Tier V	Void-Anchored Core	Major power seat

30.3 ESSENCE BANKING

Structural Void Cores can securely store Essence. Essence stored in a core is removed from character pools and does not contribute to corruption risk.

Structure Tier	Maximum Stored Essence
Tier I	None
Tier II	10,000
Tier III	50,000
Tier IV	200,000
Tier V	500,000 (Hard Cap)

30.4 OWNERSHIP VS CONTROL

Status	Meaning	Player Impact
Owned	Full legal and practical control	Full benefits, full pressure
Rented	Access without core control	Limited banking, revocable
Shared	Multiple stakeholders	Obligations and disputes
Contested	Disputed control	High risk, unstable access

30.5 STRUCTURE SCALE, COST, RENT & MAINTENANCE

Structure	Tier	Capacity	Build Cost	Rent / Month	Maintenance / Month	Bank Cap
Tent / Lean-to	I	1–4	100	–	–	None
Field Camp	I	2–6	500	50	25	None
Safehouse	II	2–8	2,500	250	150	10,000
Workshop	II	4–12	10,000	1,000	500	10,000
Outpost	III	6–20	25,000	2,500	1,500	50,000
Manor / Mansion	III	10–40	75,000	7,500	4,000	50,000
Compound	IV	20–60	150,000	15,000	8,000	200,000
Fortified Keep	IV	40–100	300,000	30,000	15,000	200,000
Void–Anchored Fortress	V	100+	500,000	–	50,000+	500,000

30.6 RISKS OF OWNERSHIP

Risk	Cause	Result
Discovery	Increased activity	Raids
Taxation	Faction interest	Resource drain
Siege	Escalation	Loss or destruction
Core Damage	Neglect or attack	Rapid degradation

30.7 FAILURE & LOSS

Failure to pay maintenance or protect the Void Core causes structures to downgrade. If a core fractures or is destroyed, stored Essence is lost or destabilized, and the structure becomes inert or dangerous.

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"A house stands on stone. A home stands on a core."

— Axiom

VOIDBOUND Player Guide

Chapter 31 Core Mechanics Recap

"You have walked the system once already. Not to master it–but to survive it.

What follows is not revelation, only alignment: the rules you have touched, seen from above, without noise or urgency.

Remember them. Not as laws, but as boundaries. Everything meaningful happens at the edge."

– Axiom

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This chapter consolidates and recaps the foundational systems that govern how Voidbound functions at the table. These mechanics are referenced throughout the Player Guide and are gathered here to provide a single, authoritative reference point. This chapter does not introduce new rules; it summarizes and clarifies systems already defined elsewhere.

RESOLUTION FRAMEWORK

Voidbound resolves uncertainty using percentage-based rolls. When an action is attempted, the Voidmaster determines the relevant mechanic and applies all applicable modifiers before the roll is made.

Combat actions resolve using Phit (Probability to be Hit) modified by Accuracy, armor evasion modifiers, size modifiers, and situational effects.

STATS OVERVIEW

Voidbound uses core stats, derived stats, and skills. Core stats represent fundamental physical, mental, and spiritual capabilities. Derived stats are calculated values that influence perception, reaction, and resilience. Skills represent learned competencies.

CORE STATS

Body governs physical power, endurance, and physical interaction.

Mind governs cognition, perception, memory, and technical aptitude.

Spirit governs inner resolve, attunement, and resistance to corruption.

DERIVED STATS

Derived stats represent secondary capabilities derived from core attributes.

Presence is calculated as (Mind + Body + Spirit) ÷ 3.

Awareness, Reflex, and Morale are derived stats defined by their governing formulas as specified in Character Creation.

Derived stats cannot be trained or mastered. They may only be modified by abilities, profession features, or explicit bonuses.

SKILLS

All skills begin at a base value of 10%. The governing stat is added directly to determine the skill's value. Profession-granted skills are trained and gain an additional bonus. Mastered skills gain a higher bonus instead. All skills are capped at 80%.

Void Core and Progression

All characters begin play with a Tier 0 Void Core. Void Core tier determines ability access, corruption tolerance, and long-term progression. Advancing the Void Core is permanent and carries consequences.

Abilities

Abilities are categorized by tier and type. Ability use consumes Aether or other listed resources and may be performed normally or charged, risking additional consequences.

Combat Essentials

Combat uses Phit as a defensive value modified by armor evasion, size, and situational effects. Accuracy modifies offensive rolls. Damage, conditions, and pressure resolve after a successful hit.

Armor and Defense

Armor provides Armor Rating (AR) to reduce damage and applies evasion modifiers to Phit. Heavier armor typically increases AR while making the wearer easier to hit.

Size and Scale

Size represents physical scale and spatial presence. Size modifies Phit as a target-based modifier, affects reach and engagement, and limits forced movement. Full size interaction rules are defined in the Combat chapter.

Conditions and Pressure

Conditions represent physical, mental, and situational impairments. Pressure escalates danger and narrative stakes. Unchecked conditions may cascade into severe consequences.

Death and Finality

Death in Voidbound is consequential. Characters may face Final Acts, lasting consequences, or permanent loss. Healing, recovery, and resurrection are intentionally limited.

Equipment and Economy

Equipment quality, scarcity, and modification matter. Weapons, armor, and gear interact with core systems such as combat, survival, and progression.

Travel and Survival

Movement, vehicles, food, water, and environmental hazards are resolved using survival and travel mechanics. Neglecting logistics carries long-term consequences.

These core mechanics form the foundation of Voidbound. When in doubt, refer to this chapter to understand how systems interact before consulting specialized chapters.

"Now you have the shape of things again. Not every outcome—only the limits within which outcomes are earned.

The Void does not care that you understand. But you will care that you remembered.

Go. Act. And accept what follows."

– Axiom