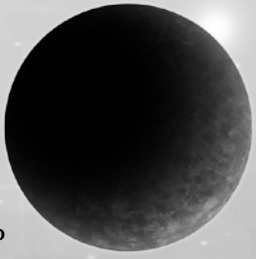
tiny FRONTIERS

Micro-Setting Mechanics

ASH



Environmental Exposure

Every day you are exposed to severe outdoor weather, roll a Save Test. If you roll two successes AND have enough food and water, you're fine. If you succeed your maximum HP is reduced by 1. If you fail your maximum HP is reduced by 2. Lost HP are recovered when you can rest in a climate-controlled location for 24 hours with plenty of food and water.

Death worlds like Ash require three Save Tests per day, two in the day and one at night.

CARAPACE

Sanity Effects

When an Explorer is exposed to anything new the GM believes would test the limits of their sanity, roll a Test. If you fail, your Explorer permanently acquires one insanity effect from the table below. If your Explorer rolls a result they already have, they go completely insane and you should roll up a new Explorer.

The GM should give Explorers Advantage on this Test if they immediately do something to cope with it, such as averting their eyes from a monster, finding a way to rationalize a phenomena while pursuing evidence that supports their explanation, or destroying all evidence of an impossible event they witnessed.

Insanity Effects Table

Roll 1d6:

1: **Freeze**: Stress makes it very difficult to make decisions. If you roll a Test and roll as many or more 1s than successes, you lose your next two Actions.

2: **Attachment**: You believe that one unique object of your choice is lucky and will keep you safe. If you lose it, you suffer Disadvantage on all Tests.

3: **Phobia**: You develop a phobia of an object or concept that is relatively common (such as a fear of the color yellow, or a fear of music). You suffer Disadvantage on all Tests whenever it is near you.

4: **Obsession**: You become emotionally dependent on another Explorer (or an important NPC). You must do anything they ask you to do, and you must find a way to retaliate against anyone who attacks or harms them in any way.

5: **Migrane**: You suffer from chronic headaches that interfere with your ability to function. Each time you roll a 1, remove a die from your Dice Pool for your next Action.

6: **Episodes**: If you roll all 1s on a Test, you go into a seizure or suffer a nervous breakdown. You can perform no Actions for the rest of the encounter.

DECONSTRUCTED

Random Salvage Reward

Roll 2d6:

2: Fifty pairs of work boots (12 credits)
3: An acre of canvas fabric, with a company logo repeated on it (8 credits)
4: A broadband long-range emergency beacon (15 credits)
5: A sturdy axe (4 credits)
6: A portable lamp with some intact power cells (3 credits)
7: Water purifiers or sealed water containers (20 credits)
8: A crate of nutrient bars (30 credits)
9: A drum of fuel for heating (10 credits)
10: A medical kit (10 credits)
11: A kit of mapping and survey gear (25 credits)
12: 25 changes of sturdy clothing (10 credits)

THE GRAYSTAR

Random Nanite Infection Symptoms

Roll 1d6:

1: If you roll a 1 on a Test, you lose your next Action to coughing, tremors, or sharp pains.
2: Tissue and bones become weak, HP is halved.
3: Skin changes to a bruised gray or blue color.
4: Severe hives/rash break out on face and arms.
5: One of your five senses is numbed or distorted, causing Disadvantage on all rolls that require it.
6: Mental fog, you zone out and become paralyzed unless another character constantly talks to you to keep you conscious.

GUARDIANS OF FOREVER

Guardian's Sunsword

This Xenotech relic is a crystal sword with a golden hilt. It was once the badge of office for Guardians, but most have been destroyed and the secrets of forging them have long been lost. Someone has inscribed on the side of the blade, "beware the coming night."

As an Action its wielder can raise it overhead in direct sunlight to set the blade alight with fire, boosting its next attack to deal +2 damage.

MARLOWE STATION

New Trait: Underworld Contacts

Twice per mission, you can roll a Test to see if any of your less-reputable NPC friends in the area have second-hand information or equipment that would be helpful to you. The GM rolls this Test secretly, and then reveals a piece of information or gives you a useful piece of equipment through one of your contacts. If you succeed the information is correct, or the equipment functions as expected. If you fail the information is harmful and misleading, or the equipment is actually bugged, booby-trapped, or ineffective.

OUR BEAUTIFUL PLANET

New Trait: Greenspeaker

Your training gives you a sixth sense for things that disrupt a planet's natural balance, such as strong pollutants, large-scale natural resource harvesting, or mutated wildlife. You can always detect the direction and distance to the nearest source of such taint, and you have Advantage on weapon attacks against machines or beasts that have damaged the planet's ecosystem.

THE PILLAR OF RIG

New Trait: Philosopher's Favored

At the start of each mission, you are issued one additional piece of Xenotech that has accurate and helpful instructions on its use and function. This Xenotech item usually is a consumable item, or functions such that it will only work once.

PIRATES OF THE RIM

New Trait: Smuggler

If you are trying to conceal illicit objects on your person or in ships, you gain Advantage on related Tests.

PROSPECTUS

Critical Fumble Table

If you ever roll all "1s" on your Test, roll 3d6 and consult the below table:

3: You accidentally harm yourself. Take 1 damage.
4: You drop whatever you are holding due to the pain.
5: You stumble and fall. You must spend an action to stand back up.
6: You accidentally break or ruin a tool you are using or carrying.
7: You accidentally cause a random ally to drop something they're carrying.
8: You accidentally offend someone you shouldn't have.
9: You make a mistake and forget your next step in the plan.
10: You're off balance. The next time you Test, you have disadvantage.
11: You unintentionally mislead someone. Give an NPC or player bad info.
12: You accidentally break a minor law you were unaware of.
13: The equipment was faulty and causes a glitch that causes a random detour.
14: You accidentally misplace 1d6 GalCreds.
15: You find something that belongs to someone else.
16: You accidentally harm an ally. Deal them 1 damage.
17: The next person you kill wasn't who you thought they were.
18: You deal yourself 2 damage on accident.

WELCOME TO THE JUNKYARD

New Trait: Junk Marshal

Once per round, you can re-test with Disadvantage if you fail a Test to catch someone entering the junkyard illegally or to find them.

WESTERN STAR

New Trait: Luddite

If you are damaged by a “high-tech weapon” (GM’s discretion), you gain advantage on your next attack against whomever damaged you.

THE LIGHT

Universal Remote

This Xenotech item is a dark glass rectangle, about the same size as a television remote. Its surface is completely smooth, but when held lights seem to flicker under the surface and it telepathically makes the holder aware of what it can do.

Its holder can activate and deactivate any electronic device or machine they can see, even if that device is not plugged into any power source or its battery is depleted. The holder can also command the targeted machine to do basic tasks as long as the holder spends an Action concentrating on it. The holder cannot access networked computers and databases through the device, but they can instantly bypass local password screens and encryption. (For example, you could make an ATM give you money, but you couldn’t change your bank account’s balance.)

As a final feature, the device can be ordered to display a text log of everything it was used for since its creation. This record can display in any human language with human-readable timestamps, and the list can be filtered and queried. There seems to be no method to falsify these records.

Extra rules for:

- Divided
- Augmented Realty
- Post-Scarcity Blues

Can be found in their respective settings in the Tiny Frontiers corebook.