

Reactors

Warning: Emergency power only.

- [Topaz](#)
- [Fission](#)
- [Fusion](#)
- [Singularity](#)
- [Breaker Room](#)

Topaz

Cost □2 ◇1

Produces ✂3

Channels energies from the spirit plane through topaz crystals to produce electricity. Is particularly small, and will explode if damaged.

Fission

Cost □4 ◇1

Produces ⚡7

Uses nuclear fission to generate power. Will go into an extremely dangerous meltdown when damaged.

Fusion

Cost □12 ◇3

Produces ✂15

Utilizes nuclear fusion to generate power. It is very fragile and is particularly large.

Singularity

Cost □11 ◇2

Produces ✂25

Creates and uses a gravitational singularity to produce power. It is extremely large and its location is easily discernable from the outside (but still cannot be attacked if there are walls in the way). If damaged, the singularity will break free and begin eating its way through the ship's hull. Use with much caution. Yes, this is the gravitational singularity from Space Station 14. Sue me. Actually please don't.

Breaker Room

Cost □1 ◇1

A room full of breaker panels. A person inside the breaker room can toggle power flow to specific modules. Useful for rerouting electrical power, especially in combat. If power consumption goes over the limit and trips a breaker, it will need to be reset from a steering module or a breaker room. It is recommended for you (the player) or your group to make a out of combat and an in combat "loadout" for easier swapping. Make sure to write down how much excess power you have to work with in each loadout.