SPACESHIPS AND STARWYRMS



Core Sourcebook



Core Sourcebook

Credits

S&S Designers: Benjamin Quiggins, Audrey Stolze

Beta Readers: Steve Mellifont, Jared Wood
Cover Artist: Kurt Ian Ferrer
Interior Illustrators: Geddy Avery, Dakota Curry, Emilie Kelly, Russell Kluwe, Brigita Martin, Sara Matthews, Benjamin Quiggins, Rebecca Schroeder, Audrey Stolze
Character Sheet Designer: Aaron Stolze

Beta Testers: Geddy Avery, Nick Breakfield, Mitchell Campbell, Cyd Cary, Ray Cross, Brandon Elliott, Daniel Hayward, Kyle Hinterser, Gerald Holt, Russell Kluwe, Michael Larson, James Marlowe, Brigita Martin, Sara Matthews, Steve Mellifont, Nickolas Michael, Carl Oberle, Dustin Presson, Jonathan Presson, Larry Quiggins, Robyn Schroeder, Aaron Stolze, Matt Trader, Devinne Walters, Melissa Wilkinson



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For my father, whose creative mind pulled me into tabletop gaming when I was eight years old and has fueled my imagination ever since.

~Ben

For Rift, who told me I could write anything. For my husband, without whose support and positivity I wouldn't be writing.

~Audrey

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For more information, visit spaceshipsandstarwyrms.tumblr.com.

If you have an error to report, please contact us at spaceshipsandstarwyrms@gmail.com.

The creators of this supplement do not recommend contact with Starwyrms and are not responsible for injuries sustained while researching, fighting, or otherwise interacting with a Galaxy Starwyrm like this one.

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FORWARD IN SPACE

Welcome to Spaceships and Starwyrms, a supplement created to bring science fiction to the gaming table with 5th edition. The frontier of outer space offers bountiful new opportunities, and with it, new and alternate rules for environments, combat, and skills. The vast majority of 5th edition rules remain unchanged, but all the new content in this guide helps to better facilitate the nuances and aesthetic of science fiction. These include, but aren't limited to, new cover rules, spaceship and firefight combat, network hacking, and new flavor and mechanics focused on science and technology.

This guide is built to be used in conjunction with the basic collection of 5th edition material available. While the majority of the content you will need to run a Spaceships and Starwyrms game is contained within, you will also need the base 5th edition rules in order to access character creation, spell descriptions, and the base class features of the bard, fighter, paladin, rogue, and sorcerer.

We encourage you to use official 5th edition material to supplement your game, with a few exceptions noted in this guide. This includes magic items, spells, class options, backgrounds, and monsters from official books. All of that material, combined with the new material herein, will provide you with a diverse set of options.

S&S includes twelve new playable alien races, alternate rules for some existing races, five brand new core classes, two alternate core classes, new archetypes for existing classes, sixteen new backgrounds, new feats, rules for building and fighting with spaceships, new monsters, new spells, and heaps of new equipment. Any of this material can be used in regular 5th edition, but it is important to note that all the content in this supplement has been designed to work with the new and alternate rules laid out here for a science fiction setting.

In addition to new mechanics, S&S introduces an entirely new setting to explore. The Nacora Galaxy is a massive spiral galaxy with multifaceted planets, star systems, and unsettled space. This supplement provides details about some existing locations within the Nacora Galaxy, as well as giving gamemasters the tools they need to integrate their own locations and flavor.

The Pillars of Spaceships and Starwyrms

As you play Spaceships and Starwyrms, you will find that many familiar concepts from standard 5th edition factor into the game. However, there are new elements and themes that can change the feeling of the game overall. The three primary facets of S&S are exploration, skill encounters, and combat.

Exploration. Spaceships and Starwyrms provides players with the opportunity to explore every nook and cranny of space itself. This includes asteroid belts, minefields, stellar phenomena, space stations, ships, and everything in between. Spaceship rules, located in Chapter Seven, will help facilitate much of this exploration.

The Nacora Galaxy is also populated with a vast variety of planets, many of which can be landed on and explored by players. Exploring these places will feel similar to playing standard 5th edition, and is facilitated by many of the same skills and abilities. This guide includes technological equipment that may change the way terrestrial locations are explored and may decrease the role of magic in your game.

Encounters. When player characters (PCs) interact with non-player characters (NPCs), there is a system of skills and dice rolls that are used to determine success and failure. Some characters will be skilled at these encounters, and the modifiers they use to persuade, deceive, or intimidate other characters will be higher than others. This helps enforce a character's core abilities and facilitate roleplay.

Characters can also interact on networks, which are described in detail in Chapter Nine and Chapter Ten. These skill-based encounters can involve anything from searching for information, to interacting on the galaxy-wide network in Nacora, to hacking into systems.

Combat. With a whole galaxy to explore, it's not

uncommon to run into a combat situation in a spaceship. Space combat is detailed in Chapter Seven of this guide. Instead of utilizing your character's features, space combat uses a mixture of skills and technology built into your spaceship. A character can have a totally different skill set for dealing with encounters in space than they do when fighting in person. Most S&S adventures will contain more regular combat than spaceship combat, but players should be prepared for both.

Like standard 5th edition, combat will typically play a large role in S&S gameplay and most of the features that are gained through the character classes help facilitate your ability to participate in these combats. Unlike standard 5th edition, there is a new, more prominent focus on ranged fighting.

In a world of advanced gunnery, running into a fight with a sword is inherently dangerous. It's important to understand how your character and their class interact with guns and other ranged weaponry. The increased focus on ranged attacks ties into personal energy barriers, a new item which can help your character survive otherwise deadly gunfire. Updated cover rules can be found in Chapter Ten of this guide. Utilizing cover throughout a fight is often the difference between life and death.

Welcome to the Nacora Galaxy

In the cold vastness of space, countless galaxies play host to innumerable life forms. Beyond the Milky Way and Andromeda, even further into the reaches of the universe than the brightest and most distant galaxies, lays a super-luminous spiral galaxy known to its inhabitants as Nacora. The purple-blue arms, varied in size and pattern, are home to star systems bursting with life, and it is here that Spaceships and Starwyrms takes place.

A wiry Human woman guns the throttle of a contraband military vessel while navigating through an asteroid field. Her copilot, a round, squat creature with one eye on a long stalk, gleefully fires the ship's plasma cannon at the pursuing bounty hunters. A gnarled hunk of meteorite lays in the hold. It pulses with the ultraviolet glow of dark matter magic. A vaguely humanoid android snaps a jeweler's monocle into place on their optical sensor to get a closer look as a feline man takes a wrench to the smoking engine room.

Dim neon flickers outside the windows of the space station. A hulking lizard-like woman with a towel thrown over her shoulder serves drinks to patrons shooting furtive glances at each other. An amphibious creature sneers across the room, a laser pistol cocked at his hip. The doors to the bar burst open in a blast of magical flame. A trio of men made of mineral and fire illuminate the doorway as the bartender draws out a gleaming blade.

Land speeders streak across a crystalline landscape toward a cliff of green marble. At the front of the group an eerily beautiful figure leans over their handlebars, urging their vehicle forward. Six eyes peek out of the wriggling pack on their back. The two Humans flanking the leader secure their goggles over their eyes. One pulls a lever on their speeder, releasing a crackling torrent of energy on the ground behind them. The massive raptors in pursuit let out a screeching roar as they collide with the energy trap and tumble to the ground.

These vignettes offer a glimpse into some of the many adventures that await in the Nacora Galaxy, but we encourage you to add your own spice to the setting. The Nacora is a vast place, full of multitudes of star systems, each with their own planets, space stations, and ships. It is meant to be a sci-fi backdrop that can adapt to whatever sort of adventure you're looking to run. The possibilities are as countless as the stars.

We both have a lot of love for the sci-fi genre, and this supplement is borne of that. We hope you enjoy the possibilities provided herein and add a little touch of outer space to your own table. It has been both fun and challenging to build this supplement, but we are excited to share it with you.

Go explore the stars, friend.

~ Ben and Audrey

CHAPTER ONE: INTO THE NACORA GALAXY

The Nacora Galaxy is vast and filled with all kinds of chances for adventures. It acts as the base setting for games of Spaceships and Starwyrms and provides the homeworlds of the playable species and mysterious monsters included in this guide. The galaxy is a massive place with room for new creations at every turn, even within named planets and places. As a gamemaster, you can choose to co-opt any amount of the flavor included in this book into your games or start with the bare bones of mechanics and build your own galaxy for players to fly through.

This chapter lays out the core flavor of the Nacora Galaxy, detailing the primary home worlds of the different species as well as galactic governments and organizations. Beyond that, it also talks about the interplay of magic in the galaxy, how the planes interact, and what sorts of religions are still prominent in the void of space. Ideally, this information will help enhance your gameplay experience, and as future galactic adventure modules are added to the world of Spaceships and Starwyrms, the information here will help fill out the broader universe.

Homeworld Planets of Nacora

There are many populated planets after the millennia of colonization that followed in the wake of various species of the galaxy obtaining the capability of space travel. However, this section focuses on the specific worlds that gave rise to the playable intergalactic species. For the most part, these planets are still heavily populated by their native species and are often centers of governance or trade. They can provide important backdrops for adventures and are generally referred to by most denizens of the galaxy as the primary reference points when moving from solar system to solar system.

Deru

NACORAN DESIGNATION
DERU II

NACORAN SYSTEM
DERU SYSTEM

SECTOR LOCATION
CORE 3

ORBITAL YEAR
125 DAYS LONG

ROTATIONAL DAY
24 HOURS LONG



PREDOMINANT NATIVE SPECIES
MAESHAR

ENVIRONMENT
PREDOMINANTLY TROPICAL

ENVIRONMENTAL DANGER ADVISORIES
TROPICAL STORMS AND HIGH HUMIDITY

DARK MATTER ENERGY LEVELS: HIGH

Forests of Land and Sea

Deru is a verdant world of tropical rainforests in low altitude basins and expansive saltwater oceans. The mountainous crags on the planet are primarily volcanic and provide sources for the wide rivers that crawl through the foliage of the landscape. The creatures here are adapted to a high oxygen, high humidity environment and often have trouble adjusting to artificial environments in space.

Due to this mixed topography, the natural flora and fauna on Deru are typically both amphibious and euryhaline. Nowhere is this more prominent than in the societies of the Maeshar, which are built up from oceanic coral reefs or river mouths and onto heavily forested beaches. As an advanced civilization, the Maeshar people

take great care to maintain the balance of their world and are sensitive to any changes that might take place there. It is often surprising to inhabitants of other worlds just how much nature remains completely intact on Deru.

Much of the diversity of life on Deru owes itself to the environment, which in turn owes itself to the short distance to the planet's sun and the thick atmosphere. This both protects the life from solar radiation and traps the heat more effectively. The atmosphere is a double-edged sword, however, as it often means that this seemingly tropical paradise is covered with storms. Regardless of where on Deru you might be, it is common to experience rain for at least an hour every day.

The consistency of storms means that technology has difficulty weathering the test of time on Deru. It is one of the primary reasons that magic and magical construction remains such an important part of Maeshar culture.

Life in Paradise

The home of the Maeshar has a rich culture that is still thriving in present day Nacora. Unlike many species that took to the stars to find more worlds to inhabit or to escape a world uninhabitable to them, the Maeshar people are very attached to their planet and have done minimal colonization beyond it.

Instead, they spread to the stars while keeping their roots strong. Their lifestyle on Deru is one that appears idyllic from afar. They require little in the way of resources, as their planet provides ample sun and water for their consumption and their diet consists primarily of fruit and crustaceans, both of which are grown grow in domesticated environments.

Additionally, because of the technological restraints of surface life on Deru, the levels of pollution are remarkably low. Expended dark matter energy pollution, the byproduct of widespread use of magic, constitutes the main waste product on Deru. While this doesn't create issues planetside, it does make the space surrounding the planet and throughout the Deru System a hotspot for starwyrms.

Structurally, Deru is run as a singular governmental entity made up of a massive senate. Each of the numerous city-states that populate the planet has a representative. The senate's purpose is to govern how the planet interacts with other galactic powers and any concerns that involve space and planetary defense. Otherwise, the various city-states of Deru are ruled via meritocracies.

It is important to the Maeshar that those who hold political power are well proven and have the desire to hold the office. Unlike many other governments across the Nacora Galaxy, political figures on Deru receive almost no pay for their tireless work. Instead, all their needs are provided for by their city-state. The state feeds money back to its artisans and people that help political figures live comfortably. This method of blending resources is common on Deru and many visitors find the lack of commercial wealth and distribution confusing.

Despite this, there is a palpable tourism trade on Deru and it is a popular spot for vacationers to visit to refresh themselves from a galaxy heavily inundated with technology, sound, and light.

Domos Prime

Nacoran Designation
Empyreal III

Nacoran System
Empyreal System

Sector Location
Core 4

Orbital Year
365 days long

Rotational Day
24 hours long



Predominant Native Species
Human

Environment
Temperate

Environmental Danger Advisories
Veerux seed technology

Dark Matter Energy Levels: Medium

Human Landscapes

Like many planets whose development revolved around technology, many of the original natural places on Domos have been long since altered. Unlike planets such as Kygor, however, the Human populace of Domos have taken great pains to preserve space for nature even as they seek to control it.

Curiously enough, this conservation effort primarily manifested in the preservation of their oceans, large forests, and arctic circles. Much of their remaining land is covered with multi-layered cityscapes and towering buildings that block out the sun.

The planet revolves around its star in a band of orbit referred to by Nacoran scientists as the temperate band. With multiple seasons and ever-changing temperatures and atmospheric systems, the major cities of Domos Prime use satellites and sky domes in an attempt to control these often unpredictable weather conditions.

Like the expansive variety of Humans that inhabit the planet, the fauna and flora of Domos is likewise various. Oddly enough, most forms of life that can be found on other oxygen-atmospheric planets can be found on Domos in some capacity, though often significantly different in form. The insects on Domos are small compared to the massive creatures of Selavis, and the wild lizards rarely grow larger than two feet, as opposed to the lizards on Deru that can span twenty feet.

Much of this differentiation is caused by the type of atmosphere and the middling amount of dark matter energy that suffuses the planet. Worlds with greater amounts of energy tend to have more fantastical creatures as a result, and while Domos isn't void of dark matter, it isn't swimming in it either.

Veerux Seed Technology

Like the less populated Human planets that make up the Empyreal System, Domos Prime was a Veerux Empire seed planet long ago. Though the Humans there achieved spaceflight without Veerux interference and have since become the fighting force known to the Nacoran Galaxy as the Domos Collective, there are still pieces of Veerux influence hidden across their planet.

These seed factories, or seed caves, as they're often referred to, are autonomously guarded by all manner of trap, machine, and monstrosity. This, along with keeping the complexes well hidden, was a way to both protect the Humans grown within and to keep the Humans released into the world from ever getting back into them before the Veerux returned to uplift them.

Occasionally, new seed caves are discovered on Domos, but they are always approached with utmost caution, as it's impossible to know the dangers within.

Life Looking Skyward

Much of Domosian Human culture is focused on life in space and the rediscovery of their past as a species. As such, history is a significant part of life on Domos. Both museums and monuments are common. Beyond some of the best historical and linguistic universities in the galaxy, Domos is also well known for its manufacturing centers, especially for spaceship and weapon construction.

Though there are factions within the primary government of the Domos Collective (D.C.), especially given that the collective is made up of three different Human planets that evolved as societies separately, as well as numerous colony worlds in frontier space, the D.C. remains one of the most stalwart galactic governments in the Nacora.

It is interesting to note that the different original Domos planets in the Empyreal System were communicating with each other via satellites long before they became capable of space travel. Their unity began without physical contact, which wouldn't be made until almost a century later.



EEZON

NACORAN DESIGNATION
EEZON

NACORAN SYSTEM
ECLIPSE SYSTEM

SECTOR LOCATION
CORE 1

ORBITAL YEAR
90 DAYS LONG

ROTATIONAL DAY
NONE



PREDOMINANT NATIVE SPECIES
EEZONITE

ENVIRONMENT
BURNING FIRESCAPE/SUBZERO ARCTIC

ENVIRONMENTAL DANGER ADVISORIES
INTENSE HEAT AND COLD

DARK MATTER ENERGY LEVELS: VERY HIGH

Two Worlds

Eezon is a unique place among the planets in the Nacora Galaxy. Before the Eezonites achieved spaceflight and made first contact with the rest of the galactic community, the scientists of Nacora would have called the whole place an impossibility. With its discovery, Eezon is considered a one in a trillion improbability that just so happened to occur.

According to Eezonite legend, the planets of the Eclipse System originally played host to a form of life tied to the elemental plane of fire. One day, their massive red sun expanded and collapsed in on itself. Even as the sun consumed the planets, one of the dark matter energy storms common to that system washed through.

When the collapsed star finally settled into a pale white dwarf, the magically charged remnants of the planets formed a single world, with an asteroid belt filling out the remainder of the system. This single, tidally locked planet was Eezon. The life that would come to exist there was the Eezonites, beings of both the plane of earth and the plane of fire, tempered by the life of the material plane.

Now that the planet is tidally locked in an incredibly close orbit around its star, Eezon is easily divided into two parts. One side of the planet is caught in eternal daylight, with temperatures on the surface reaching 400 degrees and creating an environment that can only be survived by the Eezonites and various magical creatures that have come to dot the landscape.

The dark side of the planet, always facing away from the sun, is almost universally -100 degrees and is a landscape of frozen wasteland filled with rich mineral wealth and more terrifying magical creatures. The creatures on both sides of Eezon can often be found in accounts of the elemental planes, with all four planes accounted for in the deadly variety of creatures.

Culture of Flames

It is difficult to talk about the lifestyle and culture of Eezon without talking about the general attitude of its people. For most Eezonites, their homeworld is where they are born and where they die. The planet itself is worshiped as a deity and their ritualistic society is built around the idea that they are both born from the planet and return to it to die in order to be born anew. Their religion is heavily tied up in the potent magical energy that suffuses the entire Eclipse System, but especially their world.

Most Eezonites who live permanently on Eezon are either very young or in their last ten or so years of life. It is rare for an Eezonite of middling age to live permanently planetside. Those who do remain are either there to teach newly born Eezonites or to provide for FLAMES (Funding for Lifestyles, Autonomy, and Merriment for Eezon's Scions). FLAMES serves a vital role in helping Eezonites across the galaxy live full and active lives.

Part government, part church, and part business, FLAMES maintains the laws of Eezonite society throughout the Nacora. When disputes between Eezonites occur, they are the ones that make decisions upon them. They also lead religious ceremonies and rituals, and are responsible for maintaining the magical core of the planet itself.

Perhaps the most visible aspect of the organization in the eyes of the rest of the Nacora Galaxy is their business endeavors. Thanks to its incredible situation and magic,

Eezon is home to copious amounts of renewable minerals inaccessible elsewhere in the galaxy. FLAMES mines and collects these minerals, refines them, and sells them throughout the galaxy.

The wealth they gather from this industry is used to help all newly born Eezonites leave home from a place of advantage and to facilitate the travel of any Eezonite who needs to return to the planet to pass on. They also provide other forms of aid for their people throughout their lives and overall stand as one of the most influential intergalactic businesses in the galaxy.



Hanadar

NACORAN DESIGNATION
RP72

NACORAN SYSTEM
NONE

SECTOR LOCATION
CORE 4

ORBITAL YEAR
NONE

ROTATIONAL DAY
36 HOURS



PREDOMINANT NATIVE SPECIES
HANADARIAN

ENVIRONMENT
TEMPERATE

ENVIRONMENTAL DANGER ADVISORIES
VOLCANIC ACTIVITY, EXTREME TIDAL SHIFTS, AND PRECIPITATION

DARK MATTER ENERGY LEVELS: HIGH

Going Rogue

The planet Hanadar lies in a core sector, light years from any solar system. It was flung from a star's orbit long ago during the formation of the galaxy. The rogue planet now drifts infinitesimally through space, kept company only by its three moons and the billions of distant stars visible in its perpetual night sky.

Unlikely though it may seem, life developed on this sunless world through a combination of inner volcanic activity, multiple comet strikes, and its three moons. The molten core provided a sufficiently warm beginning for the planet, melting its ocean of ice. Without a star to strip away the atmosphere, Hanadar had the heat and pressure necessary to sustain its inhabitants. There was even enough light from the channels of lava and core vents to provide energy for the flora and fauna.

The three moons of Hanadar, in being flung from their initial solar system, ended up in an orbit very close to the planet, increasing tidal changes and the temperature of the planet. It is in this environment that the Hanadarians evolved into the proud species they are today. Dim light and low gravity gave them their translucent skin and lanky bodies. With no sun of their own, the Hanadarians continually sought to reach the glittering stars that encircled their world.

Celestial Longing

The Hanadar of today is a planet prone to frequent rain, rapid tidal changes, and constant dusk. Despite what many might consider to be extreme conditions, the Hanadarians thrived. As the population developed, they built toward the stars. Delicate-looking structures of metal and glass stretched to the heavens. These deceptively strong buildings reflected the sky, bringing starlight to the inhabitants of the planet. The majority of Hanadar's population lives in cities several miles from the coastline of their singular ocean, due to the fact that the tideline shifts dramatically with the seasons.

With no star to orbit, the Hanadarians measure their years by tidal cycles. One cycle typically lasts 200 days. Their days are measured by the rotation of the moons around the planet, as well as the planet's own rotation.

Complex calculations were involved in determining accurate measurements of time, but the Hanadarians relished the challenge of another discovery about space.

It is no surprise that a species as preoccupied with outer space as the Hanadarians has a rich tradition of astronomy. In the early centuries of the culture, a star-worship mysticism arose, often leading believers to adorn themselves like the celestial bodies they loved. Over time, as scientists discovered more about the nature of stars, the worship fell out of fashion. The superficial traditions, however, did not.

Hanadarians prize beauty and knowledge above all. The latter is the solid foundation upon which they built their research and hopes for immortality. The former, though subjective, is the pinnacle of expression of the species.

Lovers of Art and Science

Hanadarians have been at the forefront of several important scientific discoveries, most notably the fusion of dark matter magic and cutting-edge technology. This combination powered the ships that brought them to space. They became leaders in developing magitech, a fusion not often attempted due both to the elaborate process required to make such technology work and its potentially explosive results.

In addition to their contributions to the scientific community, the Hanadarians brought a number of beauty practices and body modifications to the Nacora Galaxy at large. Their emergence on the galactic scene set the standard for the fashion industry as an art form. Their love of mystery and their flair for the dramatic changed the face of the arts in the Nacora.



Kygor

Nacoran Designation
Kygor

Nacoran System
Kygor System

Sector Location
Core 2

Orbital Year
270 days

Rotational Day
24 hours



Predominant Native Species
Kygorans

Environment
Temperate, rocky

Environmental Danger Advisories
Earthquakes, smog

Dark Matter Energy Levels: Very low

A Planet-Spanning City

At first glance, Kygor appears to be an artificial planet, all metal, lights, and energy fields. But upon closer inspection, the foundations of the planet become visible. Kygor was once a terrestrial planet with natural terrain, but millennia of building and technological advancement changed the landscape for good.

Thousands of years of ice ages and earthquakes drove the two primary species on Kygor to seek refuge, though they went in different directions. The Kygad burrowed underground and evolved into the large-eared species known throughout the galaxy. The Kyrrov, on the other hand, climbed to the heavens, taking shelter in mountain homes and adapting to resist the cold. The two species shaped the planet into the structural marvel it is today.

The Kygad's tunnels grew more and more extensive, until they spanned the entire planet. Whole cities can be found underground. Artificial lighting systems were

installed, along with network access lines, complex laboratories, and factories built in the husks of depleted mines.

On the surface, the Kyrrov's towering mountain structures reach to the sky like stalagmites reaching for a cave's ceiling. Over the course of centuries, these cities spread down the mountains, until the entirety of Kygor's surface was one massive city of steel and neon.

The planet, and the city that spans and fills it, are known as Kygor. Though it is stripped of its natural resources, it is far from an empty planet. The Kygad and Kyrrov are constantly experimenting with new ways to enhance their world and themselves.

Cybertech Mastery

The well of resources on Kygor long ago ran dry, thanks to merciless harvesting by its denizens. The primary export from the planet is research and technology. Kygor perfected cybertechnology, as well as advanced weapons tech, long before they achieved space travel. As such, their innovations rocketed to the top of the intergalactic economy in terms of demand. They are particularly known for bringing military technology to the mainstream, including the Vanguard Program, psion implants, organically compatible metal alloys, and a slew of explosives.

The factories and development labs on Kygor and their affiliated space stations keep up a continuous output of these technologies. The planet is also home to over a hundred cybersecurity and information technology firms. How many of these are fronts for more illicit activities is anyone's guess. Kygor, more than most planets, embraced technology on the whole.

Capitalistic Culture

Kygor's industry encompasses more than just technology. The planet is home to the highest concentration of businesses in the galaxy. Capitalism dominates every aspect of life, with a culture that focuses on maximizing profits and squeezing every last dollar out of potential industries and workers. The stock exchange on Kygor is home to thousands of traders and brokers who move millions every day.

Industrial Artistry

Their inventions are not limited to the purely militaristic and scientific ideologies. Kygor is home to some of the most popular net cafés in the galaxy, boasting server farms with astounding capacity. One such café, The Ambient Occlusion, often hosts famous net stars and gamers, drawing massive crowds.

Other entertainment on Kygor includes a vivid club scene. Holographic dancers of all types grace their stages. Musicians from Kygor have a tendency to include artificial and unusual sounds in their songs, sometimes incorporating mathematical equations to determine the tempo and frequency of the music. Light, texture, and scents play as much part in Kygoran art as visual elements. Creators across Kygor push the boundaries of what is considered art by much of the rest of the galaxy.

Capitalism and Class Divide

Nothing is too sacred to turn a profit on Kygor. The planet is famour for its rigid payment structure and vast divide between the wealthy and poor. The planet itself is divided into four levels based on income.

The poorest of the poor live on, or just beneath, the planet's surface, where lighting is poor and living conditions are cramped. The further up or down one goes, the more comfortable the conditions become. The wealthiest people inhabit the Sky District and the Central Caverns. The Sky District consists of artificial islands that float in the thin atmosphere of the planet, while the Central Caverns are made up of mechanized lofts and caves that interconnect in increasingly complicated ways.



Moiccaro

Nacoran Designation
Moiccaro



Nacoran System
Bistar System

Sector Location
Frontier 14

Orbital Year
400 days

Rotational Day
12 hours

Predominant Native Species
Deka

Environment
Arid Desert

Environmental Danger Advisories
Sandstorms, drought, extreme heat

Dark Matter Energy Levels: Medium

Endless Desert

Moiccaro is a dry world, with nearly two-thirds of its surface covered in sand or brittle dirt. The pair of suns it orbits keep temperatures hot, and with little water on the surface, the species that exist there must be hardy in order to survive. Sandstorms are a common occurrence on Moiccaro, while rainfall comes only a few times a year. Deep springs provide the planet's only water. Arid wind erodes the surface in places where vegetation doesn't grow. Where plants do manage to find hold, they go without water and dig their roots deep into the surface to find nutrients.

The other creatures that inhabit Moiccaro have evolved to survive the harsh climate. Many retain water for months at a time. Animals have developed camouflage to avoid their predators, while many of the plants on the planet are poisonous or thorny to ensure their survival. Birds and reptiles are plentiful on Moiccaro, and they are crucial in maintaining the spread of many indigenous plants.

Rarer are mammals, though one notable species, the Deka, dominates the planet. Though they are not sentient, the Deka spread quickly across the planet due to its size and rate of consumption and reproduction. Initially, the deer-like species resided in a small, verdant part of the planet in the south, but after the Saguarin attempted to domesticate it, the Deka population quickly grew out of control.

As the minimal vegetation was stripped from the planet, the Saguarin became the Deka's new food source. Their lush, plant-like bodies and watery blood were ideal for sustaining the species. Though Moiccaro contained all the minerals the Saguarin could want, their population dwindled and they took to the stars.

Remnants of Nomads

Saguarin settlements on Moiccaro typically consisted of tents and other portable shelters. This allowed the Saguarin to easily pack up and move in the event of extreme weather or to relocate to a more mineral-rich area. Additionally, as the Saguarin species needs sunlight and soil to grow, they often spent their time in the open air. With the exodus of the species from Moiccaro, the planet almost appears to never have been inhabited to begin with.

The exception to the emptiness is the former capital of Moiccaro. Though the Saguarin didn't have a government in the sense of many cultures, their annual gathering in a northern oasis served as a focal point of the planet and the species. Hantarakiorna, as the oasis and the gathering were both called, served as a summit for grievances to be heard, disputes to be settled, and worship and celebration to be expressed. Solar and wind-harnessing structures provided artificial sunlight, even at night, in the form of tree-like towers lit from within. These structures remain to this day.

The other testament to the origin of the Saguarin are their graveyards. A Saguarin dies when their soft tissues are completely replaced by sediment and minerals. The remains of a deceased Saguarin were typically brought to a resting place in the barren desert, where the wind and sand would erode them and return them to the earth. Some such statues can still be found on the now-abandoned planet.

Novus

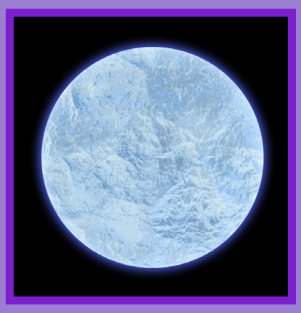
NACORAN DESIGNATION
NOVA VII

NACORAN SYSTEM
NOVA SYSTEM

SECTOR LOCATION
CORE 1

ORBITAL YEAR
31,500 DAYS

ROTATIONAL DAY
48 HOURS



PREDOMINANT NATIVE SPECIES
PIRANTHI

ENVIRONMENT
UNDERWATER NITROGEN HEATED SPHERE

ENVIRONMENTAL DANGER ADVISORIES
UNDERWATER AND DEADLY COLD OUTER REGION

DARK MATTER ENERGY LEVELS: LOW

Heated Depths

The livable sphere of Novus lies beneath a mile of solid ice and five miles of saltwater. It is a one mile deep section of nitrogen-rich water, heated by the planet's core, that spans the entire globe on a central level. The primary biomes in this range are even further divided by the spiderweb of trenches and the heat vents that run along their sides.

For such a harsh environment, the livable sphere of Novus hosts far more forms of life than just the Piranthi. Thousands of species of deep water plants and fungus line the trench walls, floors, and vents. Crustaceans, fish, and cephalopods are plentiful as well.

All of these creatures have evolved around the nitrogen-rich atmosphere generated by populous bacteria that live in the sulfuric vents that span the planet. Creatures that are typically amphibious on other worlds cannot breath water on Novus without an oxygenator because the percentage of oxygen in the environment is less than 5%.

The flip side of this is that the Piranthi and other creatures native to this nitrogen-rich environment cannot effectively breath in environments that contain less than 60% nitrogen.

Beyond the wildlife and the composition of the environment, Novus poses numerous other dangers, especially for those traveling to the planetary surface. The intense temperature change as a ship passes from the outer ice sphere to the inner livable sphere is too intense for average shuttles and water vehicles. Instead, when a ship needs to send supplies or a crew to the cities of Novus, they have to stop at one of the surface transit domes that the Piranthi society has built. Once docked in a dome, the government provides shuttles to the cities below.

The cities that dot the trenches dominate the modern terrain of Novus. The light given off by the massive geothermal magma tubes that provide electrical power to Piranthi society make the cities stand out against the rest of the darkness and provide a natural deterrent to dangerous fauna that prefer the darker reaches of the sea.

Three Spheres of Life

The Piranthi were one of the first species to master terraforming technology, which they used on their own world before testing the waters of other planets. Through a system of magmatic energy towers, they created heat spheres and air bubbles that sustain entire regions of life on modern Novus.

While the technologies are used on other planets to facilitate colonization, on Novus their predominant use was to spread the region of water that was considered part of the livable sphere. Due to the towers, cultural life on Novus is roughly split into three categories.

The most well-known life is among the vents in the trenches. These historic buildings and roads have secure power systems built into the planet and its core, making it a stable place to live. When the Nacoran community considers Piranthi life on Novus, this is what they picture: scientifically-enhanced cave dwellings that utilize thermal power for a series of underwater systems. The caves themselves are a mixture of atmospheric pockets and purely underwater living. Industry and tradition dominate the lives of those who reside in and around the vents. Many holdovers from older Piranthi society persist here,

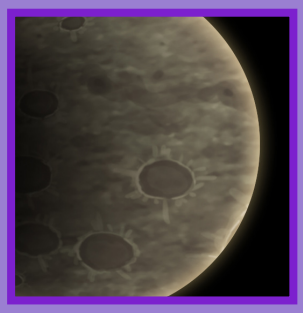
including the heart of their religion, which focuses around a trio of avatar deities.

Moving out from the vents leads to the extended livable sphere. Here is where the Piranthi construct their spaceship parts and other major projects. Like the vents, living and working areas are split between fabricated atmospheric domes and underwater structures. Most visitors to Novus who aren't tourists or natives find this the be the preferable destination, as it has the most expansive marketplaces and leisure activities.

The last area is built into the mile-thick sphere of ice that surrounds and insulates the planet from space. This entirely artificial structure is a series of tunnels, surface domes, and massive synthesized caverns. The cities here are primarily trade-based and industrial, with a focus on intergalactic movement and docking spaceships. The capital city of the Novus Federation of Planets lies within the ice layer, and it is from that ice-encased city that decisions are made that affect the lives of Piranthi across all eleven of their colony worlds, as well as Novus itself.

Olara

Nacoran Designation
Olara, Tano-I's Moon



Nacoran System
Vixys System

Sector Location
Frontier 9

Orbital Year
175 days

Rotational Day
None

Predominant Native Species
Curators

Environment
Barren rocky tundra

Environmental Danger Advisories
Extreme cold, meteor strikes

Dark Matter Energy Levels: Low

Beneath the Surface

The planet known as Olara is actually a large moon orbiting a gas giant. Over time, the race known as the Curators came into existence in the moon's hollow core. These beings are made up entirely of liquid and communicate through electrical pulses that manifest as lights within their bodies.

Due to their liquid state of being, the radiation from space would boil them alive if they ever set foot on the surface of Olara. As such, they built their entire civilization inside the rocky moon. The Curators built machines to help them explore their world, and it is through these instruments that they learned of the galaxy at large. In time, they were able to build the first Proxy, a sentient machine that was considered more child than tool.

The hollowed out halls of Olara did not at first have light besides the Curators' language, but as the Proxy encountered the need for visual sensors, the Curators implemented a system of lighting inside the caverns. Panels on the surface of Olara absorb the radiation from space and convert it into light and other forms of energy, much as the Curators' senses do.

Once illuminated, the greenish hue of the olivine tunnels was much more visible. Over time, the Curators have smoothed the walls and excavated more caverns, careful not to break through to the surface. The halls house cataloged information of millions of works of art, science, and history.

The surface of Olara is almost completely bare, save for the panels that generate energy and a small docking station and tunnel for returning Proxy. The Proxy have added their own touches to the guest space they stay in while they visit Olara, but otherwise try not to disturb their parents' space.

Unvisited Wonders

Olara is not a particularly hospitable place for visitors, given its cold temperatures and lack of resources. The Curators do not require much in the way of sustenance, and they build the Proxy to be similar. Additionally, most species are unable to communicate directly with the Curators, so despite their openness and wealth of knowledge, not many visit the moon.

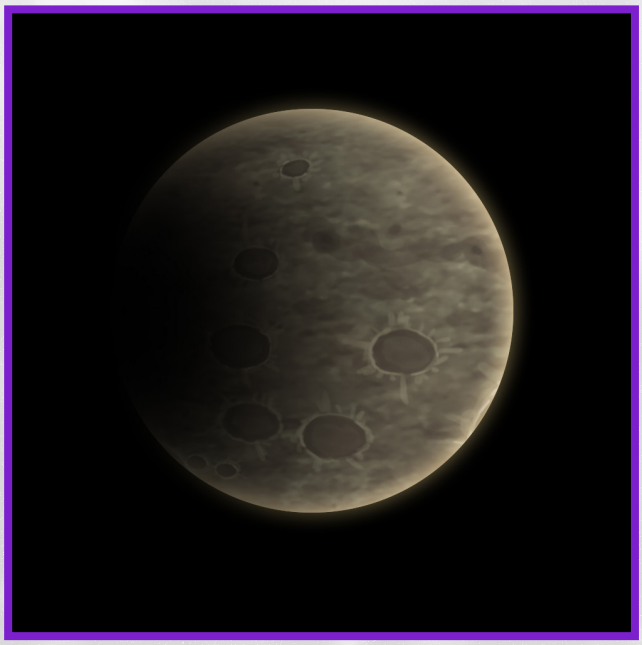
Those who do are welcome to peruse the collected

cultural and scientific knowledge. The Curators organize their acquisitions meticulously. They attempt to accommodate guests as best they can, though often they do not understand the needs and desires of biological beings.

In particular, they loathe weaponry and war. Their defense system is for emergencies only, and they are more likely to equip their children with weapons than to wield them themselves. As a species singularly focused on collecting beautiful and interesting things, the Curators did not continue inventing after the Proxy were born. They still create Proxy, though in fewer and fewer numbers each year, choosing instead to let the Proxy themselves create new generations.

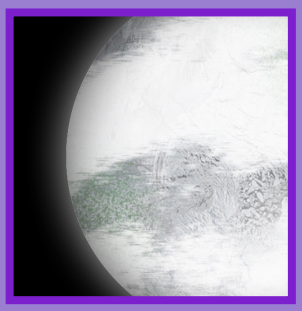
Echoes of Home

Most Proxy do not live on Olara, even if they were born there. However, it is typical that a Proxy, upon reaching adulthood, will visit Olara and make their first contribution to the archives there. Though some Proxy seek other vocations, there are many who enjoy carrying on the work of their predecessors, and even those created by other Proxy are instilled with an innate curiosity and desire to learn. The majority of Proxy view Olara as their ancestral home.



Raath

Nacoran Designation
PP18



Nacoran System
Grosnar System

Sector Location
Core 2

Orbital Year
4,380 days

Rotational Day
24 hours

Predominant Native Species
Glabrau

Environment
Frozen tundra and taiga, mountainous

Environmental Danger Advisories
Blizzards, avalanches, extreme cold

Dark Matter Energy Levels: Low

Frozen Homeland

The planet Raath orbits a pulsar, a star that emits regular bursts of radiation waves. The atmosphere is thicker than that of a typical planet, which helps convert the radiation into energy and heat and protects the creatures that inhabit it. Despite this, Raath is a cold planet, as it is too far from its star to have the majority of its water in liquid form.

The surface of Raath is an icy taiga. Mountains and coniferous forests dot the terrain, and a molten core keeps enough ice melted to sustain life. Still, the climate is a harsh one, prone to blizzards and deadly avalanches.

Most plants on Raath are coniferous, but aside from the fir trees, they are few and far between. The planet is mostly inhabited by mammalian creatures, as their fat stores and metabolism help them survive even the coldest temperatures.

The Glabrau are the only sentient species on Raath, and their cities are often the only things breaking up the

frozen landscape. Glabrau structures tend to be dug into the earth, as the snow provides natural insulation. An upper floor above the ice is built to allow fires to be lit safely. Ice being the most plentiful resource on the planet, it is not uncommon for these surface level buildings to be constructed of it. Many Glabrau drip dyed water onto their houses to create unique frozen patterns and add color to the landscape.

There are many mines on Raath, particularly in the mountains. The Glabrau use the ores mined to create the metals that make up many of their complex machines in space. On the planet, however, stone and ice suffice for almost every contraption they need. In particular, sledges with stone runners are used to quickly traverse the ice and snow that cover the planet, and icy boats are carved for excursions onto liquid lakes and rivers.

Tests of Mind and Body

The planet's tough environment made the Glabrau into a species of inventors and survivors. No Glabrau grows up without having at least a basic knowledge of simple machines and the skills necessary to build them. Creativity and new ideas are encouraged among the population, and they readily adopt new inventions that make life less taxing.

As innovation eased some of the struggles of life on Raath, the Glabrau never forgot the difficulty of life without machines. As such, trials of strength, speed, and endurance are a regular practice on Raath. Sometimes these trials require a journey to test the self, while others require combat against some of the deadly predators that inhabit Raath. Still others involve a period of isolation in the frigid taiga. Whatever the trial may be, it is as much a proving ground as any invention a Glabrau can devise.

Kinetic Machinery

In the scope of the galaxy at large, the Glabrau bring something oft overlooked by other species: kinetic engineering. Though kinetics are the building blocks for thousands, if not millions, of machines and processes, many species moved on to more advanced and different types of technology. Not the Glabrau. Their mastery of kinetic energy allowed them to create machines as complicated and functional as any computer. Their reputation as inventors and mechanics extends far beyond their planet.

Selavis

Nacoran Designation
Selavis

Nacoran System
Buddy System

Sector Location
Core 3

Orbital Year
585 days

Rotational Day
12 hours



Predominant Native Species
Ix

Environment
Temperate Forest

Environmental Danger Advisories
Landslides, Heavy Rain

Dark Matter Energy Levels: Medium

Superhabitable Paradise

Selavis is a massive terrestrial planet orbiting a star at just the right distance to be considered optimal for biodiversity. The oxygen-rich atmosphere not only created the perfect environment for a variety of species, but also caused many of those species to grow much larger than their counterparts on other worlds.

The vast majority of Selavis is covered in a deciduous forest that shares a singular root system. The trees can grow more than a hundred feet tall. Selavis is primarily populated by the Ix, a race of bee-like humanoids, but they are hardly the only insects on the planet. Huge ants, moths, and other insects live on Selavis, in addition to birds, mammals, reptiles, and fish. The abundance of resources and the many rivers that flow across the planet create a veritable paradise of greenery and life. There are colder zones at the poles of the planet, as well as more arid areas at its equator. These varied biomes are teeming with life of all shapes and sizes.

The Ix who populate the planet live in the trees. Their communities are built around the trunks and among the limbs of the great forest. A combination of mud brought up from the forest floor and use of the trees themselves makes up the Ix's architecture. Rather than hollowing out trees or damaging them to build their homes, the Ix tend to the trees and gently coax the branches to grow in the right direction with a little bit of external shaping, such as rope, boards, and wires. This specific gardening often takes generations upon generations of Ix and is a tradition passed down through the ages.

The Ix are careful to preserve as much of the life on their planet as they are able. Many of the non-sentient species have been domesticated as pets or livestock. Great care is taken to study and understand the purpose of each plant, animal, or fungus on the planet. From space, no evidence of the habitation of Selavis can be seen. It looks every bit the wild planet that it once was.

Inventing for a Cause

Despite the natural landscape of Selavis, many of the structures on its surface are laboratories, medical facilities, and places for research. The Ix are an ingenious people, always looking for ways to accommodate others and provide ease of access for all people. They have an extensive knowledge of nervous systems and, though they can't compete with Kygor in terms of cybertechnology, they are behind some of the most inventive prosthetic limbs on the market.

They are particularly known for the Babel Implant, which was developed after a few short years in space. This universal translator allowed not only their species, but others, as well as voiceless individuals to communicate without language barriers.

Additionally, they are ever striving to find solutions for disabilities and shortcomings. Nothing is invented by an Ix without a purpose. Some of their many inventions include artificial wings, stabilization suits for people with shaky hands, and color-change goggles that allow people to see in the ways other species do.

Bonds of Friendship

The Ix on the whole are a friendly people. They thrive on connections and bonds, and they enjoy taking care of others. On Selavis, it is rare for an Ix to live alone. The species has a tendency to build communities close together, and rarely do their homes have doors. The Ix are quick to lend a helping hand and take joy in celebrating their friendships and relationships. It is not uncommon for an Ix to frequently give gifts to others.

While the Ix now inhabit many planets and stations across the galaxy, their sense of community is no less diminished. The net helps Ix congregate online, and Ix adventurers and offworlders bond with their companions and neighbors as readily as though they were Ix, too. Though the Galactic Coalition has evolved over the years, at its core lies the Ix desire for connection and understanding.

Von

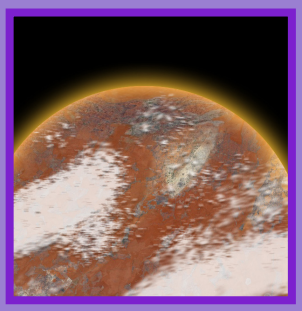
Nacoran Designation
Von Haus III

Nacoran System
Cradle System

Sector Location
Core 1

Orbital Year
375 days

Rotational Day
24 hours



Predominant Native Species
Brahvaasch and Starwyrms

Environment
Arid Temperate Steppe

Environmental Danger Advisories
Dangerous Fauna

Dark Matter Energy Levels: Very High

An Ancient Magical Landscape

Most planets capable of supporting life are billions of years old, but Von is often cited as the oldest world that still supports life. Its binary pair of suns, one a deep red and the other a bright orange, hang over a craggy landscape that spans the entire planet. Both the arctic poles and the life-giving equator are equal in this regard, despite their vast temperature difference.

Von is a dangerous world to visit, but not because of environmental factors. Though the world has a wide range of temperatures, none of them are particularly deadly, and because the planet's oceans and other water systems are almost exclusively underground, the worst storms are typically the occasional gale or dust devil. The danger lies in the fact that the planet is a hotbed for monstrous creatures fueled by intense dark matter energy.

Magic has been explored and exalted on Von for as long as history can recall. Though the average Hanadarian likely finds the idea ridiculous, many common citizens believe that magic itself originated from the Brahvaasch homeworld. While occult scholars the galaxy over would rebuff such a simple view of things, they cannot deny the importance of Von and the other planets in the Cradle System as nesting and gestation grounds for the starwyrms that recycle expended dark matter back into the galaxy and keep magic alive.

This vortex of energy and magic is what makes the fauna of Von so deadly. Even the smallest creatures have magical powers and supernatural toughness. The base of the food chain on the planet are a series of small creatures that live on dark matter energy alone, a necessity born of there being little to no plant life on the planet. It is these pygmy creatures that convert oxygen from carbon dioxide as they process magical energy.

Each other creature on the planet is bigger than the last and subsists on a carnivorous diet. From the lowly cockatrices, basilisks, gricks, and ankhegs, to the larger bulettes, chimeras, manticores, and hydras, every creature on Von is dangerous in its own way. With this in mind, it is not surprising how tough the Brahvaasch have had to become to continue their survival as a people.

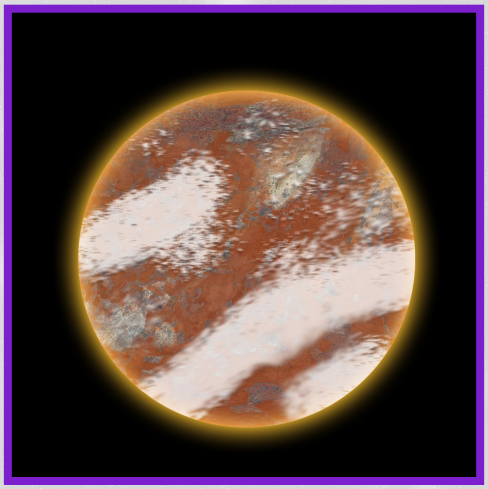
Naturalist Societies

One of the things that stands out to those who visit Von is that the planet remains relatively unchanged from its natural state. The Brahvaasch, even as far back as their pre-space era, strive to leave as little an environmental footprint as possible. This lifestyle initially came from the need to maintain the nesting grounds of their fully grown starwyrm progenitors, but has since developed into a cultural way of life.

The idea of being an invisible observer in nature and among others is central to the attitude of the Brahvaasch. On their homeworld, even in present day, they maintain very small cloistered societies that are centered on popular starwyrm nesting areas. There, they explore magical theory and knowledge while raising the pre-larval Brahvaasch into adulthood.

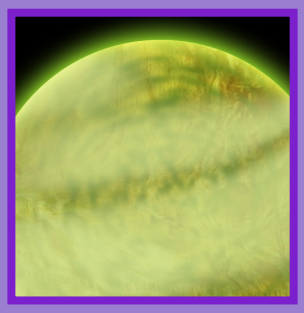
The Brahvaasch people have played a relatively large role in Nacoran politics, with the creation of the Galactic Coalition nearly a thousand years ago and the spreading of magical knowledge, but Von itself has had very little impact on the galaxy.

Although it sees very few visitors, Von does offer one of the best occult educations through the Drakuth University of the Arcane Arts. It boasts itself as the only place in the known galaxy where one can learn directly from the wisdom of starwyrms. In fact, the director of the university is a starwyrm named Athos, reputed to be older than the Brahvaasch space program itself and in fact the progenitor of it. He has never confirmed nor denied his assistance to the Brahvaasch in their quest to reach the stars.



Vres'na

Nacoran Designation
Vres'na 4



Nacoran System
Dath'ek System

Sector Location
Frontier 2

Orbital Year
687 days

Rotational Day
36 hours

Predominant Native Species
Luonn Tua and W'uther

Environment
Nuclear Wasteland

Environmental Danger Advisories
Nuclear radiation, acid rain, and atmospheric thinning

Dark Matter Energy Levels: Medium

Nuclear Wasteland

Vres'na has not been a hospitable planet in more than 1,500 years. The atmosphere is thin and solar radiation has pelted the surface constantly. To top it off, high levels of radiation from potent dark matter and nuclear powered weaponry that was utilized by the Luos Aven Empire during their last 100-year-war permeate the planet.

Traveling on Vres'na is fraught with danger and requires radiation protection suits that are also resistant to the intermittent acid rain. Moving over land without a protective suit is ill-advised, even for species that resist those environmental hazards.

Though few natural creatures or flora live on the surface, those that remain have been twisted by the planet to be monstrous. The world is monitored from above by a single outpost of the Luos Aven Empire in orbit. The empire maintains their claim on the world despite its inherent uselessness and lack of resources.

The planet does have one thing playing in its favor. Because of the radioactive conditions and dark matter energy, it has become an ideal nesting and cocooning ground for Brahvaasch and Starwyrms. Even now, negotiations are constantly in flux for the Luos Aven Empire to cede the planet to the Brahvaasch people.

A World Left Behind

The history of Vres'na is a cautionary tale that most of the Nacoran Galaxy knows. It is taught throughout the galaxy in schools, even those schools outside of the Luos Aven Empire. V'resna was once the homeworld of both the Luonn Tua and the W'uther.

When studying the two species in depth, it becomes clear that both species originated separately, rather than diverging from a common ancestor like the Kygorans. The primary difference between the two was their connection to the dark matter energies that moved through their planet.

Magic moved through the skies of Vres'na, where it had a potent effect on the fauna and flora. It was here that the Luonn Tua originated, while the W'uther originated underground where the magic wass at its thinnest.

In the earliest stages of life and civilization, the Luonn Tua were at a massive advantage because of their magical prowess and they utilized it to great effect in dominating their world. The subjugation of the W'uther species is a subject of much debate because the histories laid down by the W'uther, who achieved space flight almost one-hundred years before the Luonn Tua, and the Luos Aven Empire are so different.

If the W'uther are to be believed, they were viewed as lesser; enslaved when needed and ignored when not, victims of constant battle between various Luonn Tua powers and the eventual victims of the nuclear fallout that those wars would produce. The W'uther technological society was built in secret underground and eventually launched into space to escape their dying world.

The Luos Aven Empire maintains that things were more complex than that. Society was far more mixed between the two and the divide was mostly caused by the Luonn Tua's natural talent for magic. There were once many different countries on Vres'na and the country that would become the Luos Aven Empire claims to be

the Avenites, a group they maintain was against the mistreatment of the W'uther.

The truth is shrouded in the distant past and colored by stories and propaganda on both sides of the conflict. Regardless of which side a person might err on, the lesson of Vres'na is one of the destruction of war and those innocents caught between powers that left an entire planet a wasteland.

Nacoran Governments and Organizations

The organizations that span the Nacora Galaxy vary in power and influence, but there are some that are recognized from the center of core space to the furthest reaches of the frontier. These make up the power structure that ebbs and flows across civilization throughout the many cultures in the Nacora. When structuring an adventure within the universe provided by this guide, it's vital to keep in mind the attitudes and roles of each of these powers. This section will lay out the major powers, their history, motivation, and centers of influence to better facilitate a GM's ability to add them to their adventure.

Domos Collective (D.C.)

PRIMARY SPECIES
HUMAN AND WIREBORN

PRIMARY REGION OF INFLUENCE
CORE SECTOR 4 AND FRONTIER SECTORS 12 THROUGH 16

PRIMARY BASE OF OPERATION
WATCHTOWER, SPACE STATION IN EMPYREAL SYSTEM



Three Worlds, One People

The Domos Collective is a joint government originally built from the combined peoples of three different planets located within the same solar system before they expanded into frontier space. The history of this governing entity is a curious one, in that it existed before the individual species were capable of spaceflight to each other's planets. The first messages to connect the three Domos planets together were received hundreds of years before the first interstellar craft was finished. Instead, these planets communicated through long-delayed sound waves as they each strove to be the first to make it to one another's homeworlds.

Scientific study of each other's planets was at an all-time high when the societies finally met at a joint effort space station in the asteroid belt of the Empyreal System. From this initial meeting, an agreement was struck to take the three Human societies and join their efforts to explore the galaxy at large. Despite some cultural differences and historical shifts, the archeology, evolution, and cultural advancement of each of the three Human seed worlds were surprisingly similar. In all three cases, their journey into space travel was facilitated by discoveries of ancient ruins on their homeworlds left behind by the Veerux who had seeded their planets millennia ago.

Eventually, as the Domos established themselves and built up their home base, the space station Watchtower created from that original joint effort, they began to explore the galaxy as a whole. It was this journey that revealed to them the truth of their past and what they might have become.

The Domos Collective encountered Galactic Coalition forces shortly after they began their expanded exploration. After a few small skirmishes, they entreated them for discussion. It was in these talks that they learned of the Veerux and were able to verify the primary theory that they were a collection of seeded planets by an alien species. Not long after the treaty with the Coalition, the Collective came face-to-face with their progenitors as a Veerux force swept through one of the neighboring systems and harvested a planet. The Veerux then moved to harvest the Domos System, only to find the Collective ready for a fight.

The Freedom War was a ten day conflict still celebrated

by the Domos Collective, as it marked the initial point where the Collective fought off a Veerux advance. It was the first time that a force of Humanity worked for the greater good of the galaxy. It would take hundreds of years before the rest of the galaxy was willing to accept the Humans fully into their ranks, but this conflict was Humanity's first step.

Protectors and Entrepreneurs

Over the centuries since the Domos Collective joined the galactic community and began fighting the Veerux, they have strived for acceptance. For many people who had lived in fear of the Veerux threat, trusting any Human seemed impossible. Nowadays, most view the Humans of the Domos Collective as the true Humans of Nacora, while the Veerux are simply called Veerux. Most consider them monsters, a species separate from the Humans that live peacefully among them.

Still, unable to shake themselves fully from their past, the Domos Collective have taken up the role as protectors of the galaxy. Where the Galactic Coalition and other governing forces once held the line again Veerux invasion, the Domos Collective turned its impressive military force almost exclusively against Veerux interference in Nacora. For those that fear the red and gold ships of the Veerux, the gray and blue vessels of the Collective are a force of hope.

Aside from their extensive military, which acts almost like an additional arm to their allies, the Galactic Coalition, the Collective are also well known for their commerce and trade. Thanks to the terraforming technology of the Veerux, the homeworlds of the Domos are some of the most varied environmentally. This wide array of environments is what gives Humanity their adaptability and ability to pick up new skills. In the modern age, those skills have been turned toward everything from occult production, to science and technology, and even to hard labor that other cultures have turned over to machine operation.

The Domos Collective has one of the most open trade and tariff agreements across the galaxy and no specific restrictions are in place against any one group or governing body. This places them in a good position to act as go-betweens through which trade can flourish safely between galactic regions.

Outside of Humanity

While Humans make up the predominant population and military force of the DC, there are other species present as citizens of the Collective. Domos welcomes all species who decide to immigrate to their planets and start lives there. Many Humans bring other species into the fold through marriage or adoption. Due to the struggles Humanity faced when proving themselves to the remainder of the galaxy, they are, as a culture, unwilling to put others through such trials and tribulations.

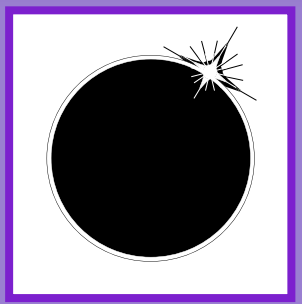
It is for this reason that they act as one of the major allies to the Proxy and Curators of Olara, with whom they first made first contact. More poignantly in this modern day, perhaps, is how the Wireborn factor into life among the Collective. While Wireborn often face discrimination in other societies, the Collective is one of the safer spaces for them. Government censuses across the Nacora Galaxy often show a higher percentage of registered Wireborn citizens among the Domos than other civilizations.

F.L.A.M.E.S. (Funding for Lifestyles, Autonomy, and Merriment for Eezon's Scions)

Primary Species
Eezonites

Primary Region of Influence
All Core Sectors

Primary Base of Operation
Fireheart, complex on Eezon Proper



Religious Roots

FLAMES began as a religious organization on Eezon that explored the spiritual and magical connections between the Eezonites' cycle of life and death. Then called the Fireheart Church, FLAMES almost single-handedly drove the advancement and cultural discoveries of the Eezonite people.

Eventually, as the Eezonites expanded outward into space, interacting with other species and understanding their place in the universe better than before, the Fireheart adapted.

Though it is still the central organization within the Eezonite religion, over time the Fireheart Church morphed into something closer to a business, bank, and government than a religious body. The spiritual nature of its purpose, however, has never changed.

Passing Wisdom and Support

Eezonites are born adults and are the shortest lived species in the Nacora Galaxy. For all that they live short lives, they try to live full ones. In a galaxy where monetary wealth and political influence often dictate freedom of lifestyle, a person who enters the community with literally nothing is at a disadvantage.

FLAMES helps each new Eezonite by providing them with money and connections to help them achieve their fullest potential as fast as possible. For most Eezonites, the members of FLAMES are there when they're born and are with them again when they pass back into the fiery aether.

Although not all Eezonites follow this path, the majority accept the help of FLAMES and give back to the community when they reach their twilight years. They record what they've learned in life and add it to the repository of knowledge kept by FLAMES.

Many elderly Eezonites also work as direct employees of FLAMES and a vast majority of employees and officials among the organization are within only a few years of their deaths as they help the youths of their species.

When the average Eezonite dies, a large sum of their possessions and money are given to FLAMES. The organization uses the money in order to fund newborn Eezonites.

The Journey Home

Perhaps the most important job FLAMES accomplishes within Eezonite society is bringing the dying home. Eezon and its people have a special bond. Eezonites are only born of the swirling magics that suffuse the planet. No other place in the galaxy has yet been discovered that can birth an Eezonite.

As such, their planet plays a central role in their culture. When they die, the energy and magic they are made up of slowly dissipates into nothingness. But if they die on Eezon, their energy is recycled by the planet.

Newly born Eezonites often have flickers of memory of the lives of others that were recycled into their own soul. For FLAMES, maintaining this cycle of rebirth and creation is their utmost priority. They will make almost any deal to bring a dead or dying Eezonite home.

Galactic Coalition (GC)

Primary Species
IX, Brahvaasch, W'uther, Saguarin, Maeshar, and Proxy

Primary Region of Influence
All Core Sectors, waystations in Frontier and Outer Reaches

Primary Base of Operation
GC Headquarters, an O'Neill Cylinder in Sector 3 of the Core Systems



Optimistic Origins

Alliances between spacefaring species of the galaxy weren't uncommon, but none seemed to last until the Ix approached the Brahvaasch with the idea of a universal alliance. Being the friendly species that they are, and knowing the Brahvaasch had taken a shine to younger species, the Ix hoped to create an organization that would bridge differences in culture, religion, and technology between species.

It was thus that the Galactic Coalition was born. The two founding species wasted little time in setting up a base of operations in the heart of the Core Systems. Communications were opened with every known governing body and organization in the galaxy at the time, and many were consolidated into this new alliance. Others chose to retain their separate status, but signed treaties with the GC.

Diplomats were next sent to all the planets known to have achieved spaceflight, and even to some who were on the brink. Embassies were established and more and more people of all species joined the ranks of both the GC's military corps and diplomatic corps.

As the Coalition grew and the Ix founders retired or passed on, ambassadorial positions were filled by other species. Only one position in the Galactic Coalition has never been held by another species, that of the Grand Ambassador. Rising to that position is the highest honor in Ix society, as it presents the chance to connect with an extraordinary number of people. Many Ix spend their whole lives training for the chance to spend a few years as the Grand Ambassador.

Over time, these diplomats and the military of the GC came to take on a threefold mission. First, the military branch serves the function of lending aid to other militaries as necessary if the threat they are fighting poses a galactic level threat, in addition to being stationed strategically at wormhole gates and other locations to maintain the peace between various factions.

Second, the diplomatic branch inhabits embassies on all the major planets that consider themselves to be part of the coalition, as well as at every galactic network waystation and many other stations throughout the galaxy. The diplomatic branch serves as the policymakers for the GC, as well as the arbiters of treaties and grievance hearings.

Third, both branches of the GC serve as explorers and researchers when it comes to discovering new planets, peoples, and star systems throughout the Nacora Galaxy. Transition between the two branches is common, and many take on exploratory detail when their initial contract is up.

A Universal Standard

One of the most notable achievements of the Galactic Coalition is the establishment of a standard system of measurement and timekeeping. Galactic Standard Time has been widely adopted across the galaxy, and even those planets that maintain their own calendar can readily convert units to GST. This centralization of time helped further the goal of the GC to bring the peoples of the galaxy closer together.

Additionally, the GC popularized the use of Galactic as a common language, as well as Galactic Sign Language. Though every diplomat in the GC is outfitted with a universal translator, in the early days of the organization, these languages developed quickly and were spread to all the species the GC made contact with.

Organized and Methodical

The Galactic Coalition boasts thousands of employees, each assigned to a particular department, location, and task. The hierarchy of the organization is as bureaucratic as they come, with some departments separated into as many as a hundred different positions. With the numerous objectives of the GC, it quickly became necessary to meticulously document and organize every task and personnel member.

Paperwork is the backbone of the GC. Their filing system, both physical and online, documents every discovery, battle, treaty, and trade the Coalition has ever been a part of. To some, the amount of detail and formality required by the GC may be a nuisance, but it can't be denied that the Coalition runs like a well-oiled machine.

Among some of the many departments in the Galactic Coalition are the Department of Diplomacy, Department of Languages, Department of Frontier Observation, Department of Wellness, Department of Maintenance and Repairs, and the Department of Morale.

Hanadarian Multiplanar Republic

Primary Species
Hanadarian

Primary Region of Influence
Core Sector 4, Frontier Sector 6

Primary Base of Operation
Ethereal Chateau in the city called Starlight on Hanadar



Slow to Cooperate

As the Hanadarians made their way to the stars, they found wonders at every turn, from the strange technologies of other cultures, to astronomical phenomena unknown to them, to the fashions and fads of their fellow galactic travelers. The Hanadarians quickly gained attention for their magitech and dramatic appearances, and it wasn't long before some of the galaxy's other denizens made offers of alliance, some well-intentioned and others malicious.

The Hanadarians, for their part, ignored their neighbors at first, preoccupied with the immortality of the stars and how they might achieve it. Over the course of centuries, the people of Hanadar spread to various uninhabited planets in the Core and Frontier Systems, typically those with unique stars at their center.

As their people spread, so did their influence. Connections were established anew with peoples and organizations the republic had previously spurned. A chancellor was elected to unite the citizens of Hanadar, spread far though they might be. The republic established research academies that melded magic and technology in ways never seen before, most prominently the Stellar Echo University for Excellence.

Despite their renewed cooperation with other citizens of the galaxy, the Hanadarians remained a proud people with considerable loyalty to their republic. They were content to maintain the planets they inhabited without spreading further, as some empires did. They are a leader in the magitech and entertainment industries to this day.

Into the Planes

Perhaps the most significant reason the Hanadarian republic didn't spread as much as other cultures is because they reached in a different direction. In the course of their research and experimentation, the Hanadarians were among the first to intentionally open a gateway to other planes. Diplomatic efforts focused on creating and maintaining good relationships with the extraplanar creatures of such places as the Fae Beyond, the Nightveil, and the Elemental Sphere, establishing embassies and small colonies in each of those planes.

Not satisfied with just these closer planes, the Republic has spent a great deal of energy and money attempting to find physical paths into the Celestial and Infernal planes. Though portals to these locations have yet to be permanently constructed, messengers are commonly sent forth into both planes seeking information and power.

Due to these combined efforts, it is shockingly common to see powerful extraplanar creatures in the Eternal Chateau on Hanadar, the capital of the Republic. Of all the different species across the galaxy the Hanadarians are the most likely to birth children that have bloodlines of extraplanar descent.

What's in a Name?

Where most governments or organizations have a few, or only one, name they are known by and use to spread their influence, the Hanadarian Multiplanar Republic has nearly as many names as it has citizens. As Hanadarians change their own names to reflect their concepts of beauty and self, so too do they refer to the republic by a variety of names that reflect its importance to them. Some examples include the Glittering Republic, the Republic of Eternal Justice, the Republic of Magical Brilliance, and the Mystifying Republic of Hanadar.

Kygoran-Glabrau Conglomerate

PRIMARY SPECIES
KYGORAN (KYRROV AND KYGAD), GLABRAU, AND WIREBORN

PRIMARY REGION OF INFLUENCE
CORE SECTORS 1 AND 2, FRONTIER SECTORS 6, 7, AND 8.

PRIMARY BASE OF OPERATION
THE CITY OF KYGOR ON KYGOR AND TARTHUS, CAPITAL OF RAATH

KGC

Drawn by Technology

During the time that the Glabrau and Kygoran peoples first made contact with the galactic community at large, it was apparent that magic was the most widely accepted form of space travel and technology. Even with the advancements brought on by the W'uther, Ix, and Piranthi, the general disposition of the market leaned toward magical advancement and research.

Given their almost magicless existence, it is little wonder that the Glabrau and Kygorans were quick to push back against this status quo. Both were invited to join the Galactic Coalition, but neither felt at home there. Kygor's society was too focused on its economic growth to mesh with the social constructs of the Galactic Coalition, while the Glabrau found little merit in being unable to earn their own place through their own work. Instead, both branched out alone.

After a particularly treacherous scuffle with the Luos Aven Empire and Hanadarian Republic, the Kygorans and Glabrau realized that they needed one of two things to stand up to the powers that currently threw their political weight around the stars: time or manpower.

Since they didn't have time to wait until their populations grew to match their foes, they instead made a pact and formed the Kygoran-Glabrau Conglomerate, despite repeated attempts by the W'uther to bring them and their technological power into the Galactic Coalition.

Changing the Face of Nacora

Once the two nations joined together, they became a force to be reckoned with. Between them, they advanced network technology, wormhole travel, spaceship stability, and every facet of war. Only a hundred years after their formation, they were able to directly challenge empires that had been roving the stars for centuries, or even more than a millennia, in the case of the Hanadarians.

While their strides in technology changed how people lived their lives across the galaxy, the two factions also changed each other. The materialism of Kygor began to bleed into Glabrau life for those both on and off the planet of Raath, while the self-improvement and challenging attitude pervaded the youth of Kygor throughout Nacora. Although the two cultures are still clearly different, most obviously so on their two home worlds, centuries of mixing have created a new culture that can often be seen on the various colony worlds and space stations of the KGC.

KGC in the Frontier

On space stations and frontier colonies which have grown out of the joint custody of the Kygorans and Glabrau, a sort of technological paradise can be found. These small communities often yield the highest quality of life among outer colonies or stations, all provided by constant scientific advancement and a socialist dynamic unheard of on Kygor.

Though they are sometimes the envy of other cultures and species, these colonies are looked down upon by those from Kygor and even those from Raath. The Glabrau believe that the easy life of these isolated places creates weakness, while the Kygorans feel the lack of ownership means a lack of control. Despite these opinions, such colonies are quickly growing into their own galactic force among the frontier systems. Many suggest that it may only be decades before another galactic superpower rises up and splits off from the KGC that spawned it.

Luos Aven Empire

PRIMARY SPECIES
LUONN TUA

PRIMARY REGION OF INFLUENCE
CORE SECTORS 2 AND 3, FRONTIER SECTORS 1 AND 2.

PRIMARY BASE OF OPERATION
RAVOS PALLUS, CAPITAL OF THE EMPIRE ON THE PLANET OF NEW VRESNA



Centuries of Militarized Colonies

The history of the Luos Aven Empire is one of conflict and expansion. On their homeworld of Vres'na, the empire began with conquest of the planet. It was a goal at which they succeeded, but at the cost of the health of their world.

When the empire achieved interstellar travel, chasing the W'uther with whom they once shared a world, they found new purpose. There were new planets to conquer and their population growth ceased to be a problem with unlimited potential space. Outside of Veerux invasions and the military response to those attacks, the Luos Aven Empire was the first major military space force in the Nacora Galaxy.

They spread into the core systems and took planet after planet for their own. The empire established colonies, regardless of the inhabitants and environment of the world. Their sole goal at the time was to spread their influence and establish a base of power that could not be easily undone.

They made many enemies during this time and precious few allies. During their centuries of colonization and expansion, the empire became just as feared as the Veerux invaders, though for different reasons.

The histories outside of the Luos Aven Empire rarely speak of them in good light, except for those times when the impressive military power of the empire pushed the Veerux out of core and frontier space.

Treaty of 100 Worlds

One of the first things the Galactic Coalition did when it was formed was take a stance against the Luos Aven Empire and its expansionist ways. The two great governing bodies fought in a war that lasted for a century.

The losses were catastrophic and in the end, both sides lost countless ships, soldiers, and credits. The conflict ended with a treaty that was born out of a coup within the imperial families of the empire.

The Ravos Dynasty

The empire has seen its share of dynasties, reaching back to the Maivel Dynasty that completed the conquest of their homeworld, Vres'na. Since then, the empire has suffered coups and civil wars over the centuries. Power has changed hands five times.

The throne moved from Maivel to Esteria on Vres'na, and then from Esteria to Avris during the early years of space colonization. The Tymia Dynasty rose to power from the Avris. Now, the Ravos family rules the empire in a peaceful age known as the Ravos Dynasty.

The Ravos took power during the century-long war with the Galactic Coalition as part of an internal peace movement within the empire itself. The culmination of that coup was the Treaty of 100 Worlds laid out between the GC and the empire.

Ever since that treaty, the Ravos family rulers have been changing how the galaxy views the Luonn Tua and the Luos Aven Empire. No one can question that they possess one of the most powerful militaries among the Nacora, but now that military is used for protection instead of invasion. Colonization efforts have long since trickled to a stop, except in certain frontier areas where the planets in question have been agreed upon through lengthy negotiation with other galactic powers.

This all began hundreds of years before present day Nacora, and despite their dark and bloody history, most

people in the modern age know the Luos Aven Empire for their yearly Imperial Sports Festival and the multitude of interesting games they have culturally exported to the rest of the galaxy.

Novus Federation

Primary Species
Piranthi

Primary Region of Influence
Core Sector 1 and Frontier Sectors 3, 4, and 5.

Primary Base of Operation
Novus Prime (Nova VII)



Peaceful Expansion

When asked, most historians would note it interesting that the basic directive of both the Piranthi's government and that of the Luonn Tua were the same, yet one is remembered with fondness by the galaxy and the other as a scourge. Aside from the W'uther's political and social campaigns against the Luos Aven Empire, what separates the two the most are their targets and methods.

The Novus Federation sought unpopulated, unwanted worlds with primarily nitrogen-rich atmospheres. Worlds that lacked enough oxygen to support other species would become Novus colonies through the use of terraforming technology.

Unlike the Empire, which was seen as an antagonistic force, these terraformed worlds - open to other species in addition to the Piranthi - created new resources and space that benefited the galactic community as a whole.

Isolated Diplomacy

The Novus Federation often meets alongside other major galactic governments, most commonly the Galactic Coalition, but choose to remain a separate entity. They prize their autonomy and privacy. So much so that their influence, outside of trade goods, is rarely felt beyond the star systems that their planets reside in.

The Novus Federation has the most star systems under its direct control of all the governing bodies in the Nacora Galaxy, second only to the Luos Aven Empire. They also have simple immigration procedures and laws that do not reinforce prejudice against other species. The fact that some of their controlled planets are almost exclusively Piranthi is only because those worlds provide an environment too difficult for other species to live in.

Leading the Way

While many other governments are content to keep expanding in the well-documented core sectors, the Piranthi are moving ever outward in search of new worlds to terraform and populate. To date, there are forty-two Nova planets hosting colonies, the vast majority of which are in the frontier. Each terraformed colony world is different in resources, size, and landscape, though many of them have vast oceans

Part of the Novus Federation's exploration of frontier space and the outer reaches involves an extensive fleet of scientific vessels. The primary objective of the Nova Seeker Division is to find new worlds upon which to practice terraforming techniques. They also catalog and document new forms of life, from the smallest amoeba to the largest leviathan. Their discoveries of flora and fauna, as well as spatial anomalies, are oft discussed in academic circles.

In keeping with the rest of the Novus Federation's stance on colonization, the Seekers never bring terraform technology to planets that already sustain living beings, sentient or not. The entire Federation holds a strong belief that if a planet already has the capacity for supporting life, it may someday evolve its own ecosystems and environments and is better left unmolested.

Veerux Empire

PRIMARY SPECIES
HUMAN

PRIMARY REGION OF INFLUENCE
OUTER REACHES, UNKNOWN

PRIMARY BASE OF OPERATION
PINNACLE OF TRUTH, LOCATION UNKNOWN



A Galaxy Away

To the species of the Nacora Galaxy, the Veerux are worse than any summoned devil and more dangerous than any single government. They have been roaming the void of space for thousands of years, before even the Brahvaasch achieved spaceflight while observing starwyrms.

Not only did the Veerux already have interstellar travel, they had the capability to travel between different galaxies in a timely manner. How the Veerux accomplished this is hotly contested and many scholars hold that their homeworld is actually somewhere in the outer reaches of the Nacora. There is, after all, no technological proof that has been recovered from destroyed Veerux vessels that any such intergalactic travel is possible.

Still, those Veerux who have been interrogated, through magic and torture and technology, have all corroborated the same tale. They have traveled to many galaxies, the Empire is as infinite as space itself, and someday the true force of believers will take the Nacora Galaxy.

Hopeful Nacoran natives tell themselves that this is brainwashing and conditioning, but most assume that what has been seen of the Veerux is nothing compared to their true strength. This is especially daunting because their technology always seems to be a step ahead of the native species of the Nacora, though never more than a step, despite their long years in the void.

Regardless of where they hail from, their place of origin has never been found and is referred to only as the Pinnacle of Truth.

The Theocratic Empire of Xaldin

Through extensive study of Veerux ruins and captured Veerux soldiers, the scholars of the Nacora Galaxy have gleaned some understanding into what motivates the Veerux Empire: Xaldin the Truthspeaker.

At the core of the Veerux power structure are the Chanters, a group of mysterious priests that hold the scriptures of the deity known as Xaldin. Every major Veerux vessel has at least one Chanter, and in many ways they are more politically powerful than the captains and commanders of those vessels.

The will of the Chanters and their god Xaldin is carried out by divinity-infused warriors known as Butchers. The Butchers carve up the flesh of living or dead species for consumption. They are also known for stopping to eat their foes raw and seemingly growing more powerful for it.

The litany of Xaldin's religion is one of truths, though these truths may not seem like verity to the victims of the Veerux invasions. Few of the scriptures survive to fall into the hands of the Veerux's foes. It is Veerux belief that the words of their god are only for Human ears and eyes. When the Veerux lose a battle, their minds are purged and their bodies prepared for death, while the texts are burned away so as to not fall prey to their foe's eyes.

The Veerux use texts, not digital information. Nothing about Xaldin is ever written digitally among the Veerux, and so it cannot be hacked or traced. Those pieces of information disseminated among the intergalactic network are often targeted by Veerux hackers and eventually eroded away until they can no longer be found.

Xaldin's truths, as the Veerux call them, are simple: Humanity alone has a soul. All other forms of sentience are facsimiles and lies. The soulless but mindful have strength that can be taken in through the ritual of the feast. The

universe belongs to Xaldin and is of him, and someday will return to him. The ritual of pain can cleanse the body and soul of corruption and renew faith. The words and truths of Xaldin are not for the soulless. Humanity is chosen by Xaldin, created of him, to assimilate the universe under a single truth.

Veerux Ruins

The Veerux have roamed the galaxy for a long time and in that roaming, they have created many small bases of operation. These bases are more prominent around planets that were scheduled to become seed worlds, like Domos, but they can be found in other locations as well.

Even abandoned, they are full of traps that allow only Humans to enter. For Humans, different dangers await, as it is said that the essence of Xaldin and the truths that turn normal Humans into the Veerux can be found there. It is not unheard of for a Human who walked the halls of a Veerux ruin to end up Veerux themselves.

Power Structures

Although information is difficult to ascertain, the sheer volume of time that the people of the Nacora have spent opposed to the Veerux has naturally given them some insight into the operation of the Veerux government and military body.

The populace of the Veerux seem divided into four castes: citizen, soldier, priest, and noble. From what little is known about their society, it appears possible to move from one caste to another with time and effort, as their society seems focused on merit and connection to their deity over money and other concerns. Likewise, despite their vile treatment and opinions of other species, there is no apparent pattern of discrimination within their own kind for any of these positions.

Veerux invading forces are almost exclusively soldier and priest caste individuals, but during major events, nobles have been seen and even parlayed with. In some ways, it is easy to determine caste, as the Veerux soldier class all have a uniforms dictating rank. They also universally have a tattoo on their right temple in the form of a red vertical line with four diagonal lines crossing it.

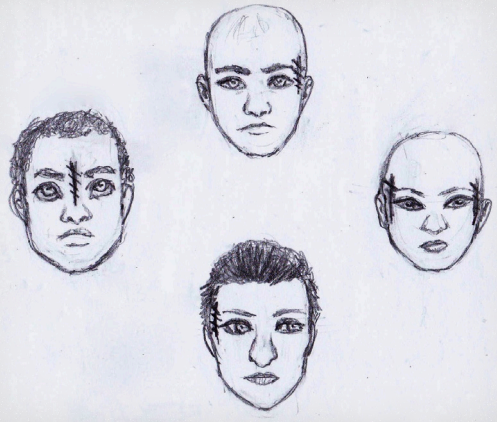
The priest caste dresses differently than the soldier caste, wearing robes. There are two paths one might take in the priest caste. Those who perform the duties of Chanters are very different than those known commonly as Butchers. Butchers bear the same mark as soldiers, but on both temples, while Chanters only have the mark on their left. This is typically considered to be the mark of Xaldin's truth.

Each noble that has had dealings with the galactic community has been recorded to be entirely unique from others of their caste. They bear the red line with four diagonal lines crossing it down their forehead, trailing between their eyes. Outside of this marking, they seem much like any other Veerux Human except for the usual trappings of a higher quality of life.

Very Few Defectors

Now that the Domos Collective is an active defense force among the Nacora Galaxy, there have been countless attempts to capture and turn Veerux Empire Humans away from their previous loyalties and beliefs. In most cases, the divine magics that seem woven into every Veerux's body tear the mind of the human apart even as they are healed. Any attempt to dispel or otherwise affect the divine magic has ended in similar results. In a few rare cases, Veerux survive capture, interrogation, and rehabilitation, but they are typically left heavily mentally unwell, often left unable to take care of themselves.

That's not to say no one has ever turned on the Veerux Empire. A few individuals across history, usually those who defected when they were young or new to the soldier caste, have managed to come out of the healing process with their minds intact. However, their memories of their homeland are often so garbled that they cannot make heads nor tails of them.



Wildstars

Primary Species
Any

Primary Region of Influence
All Frontier Sectors

Primary Base of Operation
Sundry Station, located in Sector 10 of Frontier Space



Pirates in Space

For every society and organization in space, there are those who don't quite fit in. They linger at the fringes, hover in the shadows, and try to find their way on their own. Inevitably, such outcasts come together. The most well-known group of misfits in the whole of the Nacora are the Wildstars.

The original Wildstars were a few separate unaffiliated spaceship crews who made a pact to share the spoils of their less-than-legal jobs and to help those who, like them, found themselves outside society. Unsurprisingly, their numbers grew until the Wildstars were large enough that they decided to co-opt a private research space station as their headquarters. The original owners of the space station, having long since run out of funding from their benefactors, were more than happy to collect rent from their new guests. The pretense of legitimacy provided a safe space for pirate vessels to refuel and offload their wares. When the original owners passed on, a governor was elected to remain on the station and field potential threats from legitimate organizations.

Over time, the Wildstars continued to grow, accepting all manner of people from across the galaxy. Some were looking to escape criminal pasts or mistreatment, others were unsuited for normal civilian life, and still others simply liked the promise of adventure and riches in open space.

Though the group thrives on freedom, a pseudo-government sprang up to help maintain the peace as numbers swelled, and to prevent the group from drawing the attention of unwanted governing bodies. The governor, assisted by a small council of veteran captains, wrote a code that all Wildstars now swear by.

Code of Honor

The code of the Wildstars is based on five basic tenets.

The first: Freedom above all. It is understandable, given the backgrounds of many members of the Wildstars, that being able to bend or break rules, set your own course, and choose death over imprisonment is of the utmost importance.

The second: Brutality is unnecessary. Though they are pirates, and many are criminals, the Wildstars look upon unnecessary cruelty and violence as barbaric and likely to draw the wrath of the rest of the galaxy. This tenet is so important that captains who hear of others perpetrating horrible crimes in the name of the Wildstars often take it upon themselves to eliminate those enacting the brutality. This does not, of course, preclude the possibility of crews who do tend toward violence as a first resort.

The third: Share the spoils. The Wildstars are as much a family as one borne of bloodlines, and as such, they care for each other in ways that society does not. This includes sharing the profits of any job a crew takes on. Some crews even go so far as to defend Frontier Space outposts when other entities try to prey on them.

The fourth: Parlay. If a Wildstar, or any other prisoner, invokes the right to converse with the captain before any punishment or captivity can be administered, you must honor that request. Post-conversation, the captain is free to choose whatever fate they deem appropriate for the prisoner.

The fifth, and final: Act judiciously. Not all prizes are worth the trouble, and not all bounties are worth collecting.

It is important to the Wildstars to maintain their own integrity and determine if the target of their theft or capture would be better brought into the fold than capitalized on.

A Galactic Garage Sale

Despite the often shady nature of the Wildstars, curious law-abiding citizens and collectors of all kinds occasionally find themselves on Sundry Station for one very specific reason: Whatnaught Market.

An entire wing of Sundry Station houses vendors, Wildstars, and traders seeking to sell or trade all manner of goods. If it's unusual, illegal, or dangerous, it can be found at the market. If you can't find anyone else to buy it, someone there will. If you don't mind picking things up second hand, Whatnaught Market is the place for you.

Notable Space Stations in Nacora

Like the uncountable planets filled with life and societies across the Nacora Galaxy, there are countless space stations that support life in both the core and frontier systems. Included here are some of the well known space stations that can be found in the Nacora and that can act as hubs for adventure for a GM looking to structure their campaign.

Dauntari Resorts and Timeshares

LOCATION
FRONTIER SPACE

AFFILIATION
VARIES

TYPE
BISHOP RING



Many wealthy citizens of the galaxy invested their resources in real estate. In particular, the Dauntari chain of hotels and resorts has made a name for itself in its massive torus-shaped vacation properties. Boasting a massive 750 mile radius, these luxury resorts can house an estimated 20 million people.

The station is ring-shaped and rotates to create artificial gravity. What is unique about the Dauntari resorts is their 'roofless' design. With walls nearly 150 miles tall and a thick artificial atmosphere, the inner side of the ring is completely open to outer space.

These luxury vacation destinations and similar copycat resorts are typically located in frontier space to allow people time away from the high traffic, crowded planets of the core systems. A range of housing is available on the station, for both long term and short term visitors.

Galactic Coalition Headquarters



LOCATION
CORE SYSTEMS

AFFILIATION
GALACTIC COALITION

TYPE
O'NEILL CYLINDER



The Galactic Coalition has space stations throughout the galaxy, but none are so prominent or well-known as their headquarters. Located in the Unity solar system, the station consists of two counter-rotating cylinders that face the sun. The two cylinders are connected by a rod at either end.

Their rotation creates the necessary artificial gravity.

Each cylinder consists of six strips in its interior: three gigantic window panels and three strips of habitable land. The strips are alternated. The land strips primarily host housing, agriculture, and official government campuses.

The GC Headquarters functions as a meeting place for diplomats, military leaders, and other government officials. Its central chambers house the GC General Council in legislative sessions.

In addition to the government areas of the station, many high-up GC officials call the station their home. Similarly, embassies for nearly every known galactic species exist on the station, as well as central information servers and a physical library and museum.

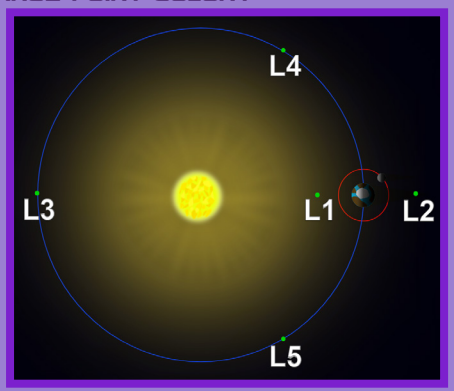
Like any Galactic Coalition station, the headquarters are open to the public, though there are security checkpoints. Guided tours and public meetings are held multiple times a week.

KGC Alpha Business Park

LOCATION
CORE SYSTEMS

AFFILIATION
KGC

TYPE
LAGRANGE POINT COLONY



The Kygoran-Glabrau Conglomerate has multiple campuses established across the Nacora, but they all have the same layout. The Alpha Business Park is located in an uninhabited solar system midway between Raath and Kygor. Rather than being a singular station, these KGC business parks are a series of five stations built at specific points around and between the sun and a planet in the solar system.

The strategic location of these stations allows for massive collection of solar energy and radiation, as well as ease of access to laboratories on the nearest planet. This is crucial, as the majority of workers in a KGC business park are housed on the planet and commute via a space elevator to their workplace.

Each of the five stations is a spheroid structure with artificial gravity, regardless of whether it houses corporate offices, laboratories, or engineering facilities. These stations orbit the planet they are located at. The KGC is careful to maintain a controlled environment for their research and employees.

At any given time, up to five thousand employees might be spread across the five stations. Visitors to these stations are common, and they are often located in systems near a wormhole waystation to ensure ease of access for customers, clients, and business partners alike.

Moonworld

LOCATION
CORE SYSTEMS

AFFILIATION
PRIVATELY OWNED

TYPE
ARTIFICIAL MOON



Some space stations don't look like stations at all. Moonworld looks, from the outside, like any other tidal-locked moon: gray, rocky, and barren. But if you fly to its dark side, you'll see the multitudes of ships parked on the surface and the bright pink letters of its sign.

Moonworld is an amusement park housed entirely inside an artificial moon. The metal structure's drab surface hides the bright lights and cacophony of its patrons. With half of its interior set to zero gravity and half set to normal gravity, there are rides, games, and refreshments for anyone to enjoy.

An average of ten thousand visitors come through the park each day, some from as far away as the outer reaches. At any given time, there are close to four thousand guests in the park. Moonworld is open 24 hours a day, galactic standard time, with a rotating staff who are the only permanent inhabitants of the station.

Outer Reach Rest Stop

LOCATION
OUTER REACHES

AFFILIATION
VARIES

TYPE
ASTEROID TERRARIUM



Settlements are few and far between in the outer reaches, but even in the desolate parts of space, there are places for travelers to rest. A typical station in the outer reaches is home to, at most, ten or so creatures who maintain the systems and facilities on these stations.

Most of the rest stops in outer reach sectors are built on asteroids at the edge of asteroid fields. This is so that travelers have a way to locate the stations, as there are no convenient road signs in space. In addition, outer reach rest stations broadcast a constant radio signal with updated coordinates and a list of amenities.

In general, an outer reach rest stop will have the same basic structure and facilities. The inside of the asteroid is hollowed out and used to create an artificial environment for the growing of plants and keeping of livestock. The interior also houses electrical and emergency mechanical systems. The outside of the asteroid is surrounded by an energy barrier, which creates enough atmosphere for survival. An airlock system lets passersby in and out of the rest stop.

Refueling cells are a necessity on any rest stop, as is a restaurant and general store for supplies. Shipments come infrequently, so it's not uncommon for the proprietors of these stations to accept payment in trade goods rather than credits. Some owners have online businesses to help sustain their needs. Occasionally, a more unusual business will settle on one of these rest stops in the hope of making a decent profit. No matter what the establishment includes, it serves as a much-needed docking station for travelers in the outer reaches.

Sundry Station

LOCATION
FRONTIER SPACE

AFFILIATION
WILDSTARS

TYPE
AMALGAM

Sundry Station was originally a privately owned small space station meant to house no more than fifty individuals

as they conducted research. It fell under Wildstar control when the original owners struck a deal after a Wildstar raid in their solar system. The station was towed further into the frontier, outside of any solar system, where it became the Wildstars' home base.

In the years that followed, additional chambers and compartments were attached to the original station. Some were as small as single person satellites, while others were whole ships. Energy cores were added to sustain the growing size of the station.

The result of this hodge podge construction was Sundry Station: a cobbled together space station made of ships and parts from all over the galaxy. In this way, it reflected the members of the Wildstars.

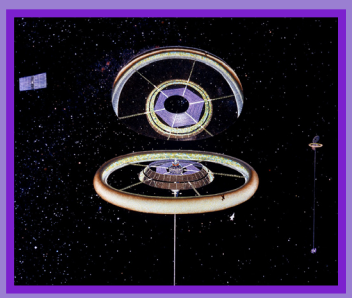
Sundry Station is under the rule of a governor, who periodically has a council gathering with longstanding captains of the Wildstars at the station. At any given time, upward of a few hundred crews might be docked and staying at the station, which contains lodging, food, and entertainment accommodations, in addition to mechanical assistance. The proprietors of these establishments are some of the only permanent residents of Sundry Station.

Wormhole Waystation

LOCATION
THROUGHOUT THE GALAXY

AFFILIATION
VARIES

TYPE
STANFORD TORUS



The average wormhole Waystation is two ring structures, each a mile or so in diameter. The first ring circles in orbit around the wormhole, while the second is typically in a wider orbit and provides a place for people to live, dock, trade, and refuel.

Each Waystation's power source and general appearance varies because upkeep of a Waystation is the responsibility of whichever galactic power controls the system that waystation lies in.

Most Waystations are run and managed by the Galactic Coalition since they were the first to make a push to expand travel capability and network connectivity across the galaxy. Each Waystation acts as a stabilizing force for wormholes as well as an extension of the Combine Galactic Network.

These Waystations often support city-sized populations and act as trade ports, especially in less populous areas of the galaxy.

Intergalactic Travel and Regions

The Nacora Galaxy is a big place, and like all of space, it is expanding inch by inch every year that it exists. Space travel is a marvel of technology and/or magic that spans multiple cultures and defines the lives of the people who choose to live in space rather than on a planet. As time passes and technology and magic grow more apt for interstellar travel, the time it takes to move from one place in the galaxy to another shrinks bit by bit. Places that were once considered far from each other become first more akin to a vacation destination and eventually a day trip.

Chapter Seven and Chapter Nine both discuss the in-game mechanical time required to traverse different parts of the galaxy, be it across a single star system, between those systems, or from one sector of space to another. This section delves deeper into the structure of the Nacora Galaxy itself and the proponents that allow for movement and communication among them.

The Nacora Galaxy, during a galactic summit some 1200 years ago, was divided into sectors, and groups of those sectors were given names. Each of these groupings and the sectors within are detailed here in this section. The galaxy is essentially divided into three parts: the core

systems, frontier space, and the outer reaches. The core systems are divided into four sectors and contain both the galactic core and the majority of heavily populated planets and colonies. The frontier is the next layer, divided into sixteen sectors with less populated areas and colonies. The outer reaches are divided into eight sectors with a single wormhole gate per sector. They are the relatively unexplored and most dangerous spaces in the galaxy.

Wormholes and Faster than Light

Flying directly from star system to star system is a long and tedious process that takes days, or even weeks, depending on the distance between systems. In a galaxy where you might have a business meeting on a planet in Sector 3 of the core systems and then dinner the next day on a totally different planet in Sector 2, expedient travel is a must.

The connection between faster than light travel (FTL) and wormholes was discovered fairly early in the grand scheme of Nacora's history. By utilizing specific coordinates and conditions, a ship could launch itself into a wormhole and appear like clockwork in a specific place somewhere else in the galaxy. For those in the ship, a few hours would pass and they would arrive at their destination mere minutes after departure. Seizing upon this initial discovery, early space travelers experimented with coordinates and calculations in an attempt to codify how the wormholes operate. They were met with mixed success, as some wormholes are more stable than others, but the most stable wormholes would go on to create the basis for the Waystations.

As technology and magic advanced interstellar travel, the galactic governments came together and began constructing special space stations around stable wormholes. These stations sought to monitor traffic and regulate travel through the wormholes. They also contained the codes that would help safely transfer ships to their desired location. Over time, these stations were connected to each other, until a web of Waystations connected most of the core systems.

Eventually, these stations also began to act as the core for the transfer of data and networks to the populated regions of space.

Wormhole Locations

Although wormholes of varying stability exist in almost every sector of the galaxy, most legal travelers choose to utilize the Waystation gates, as they are both safer and more convenient than using rogue wormholes. In fact, the very art of calculating wormhole coordinates and trajectory is lost, practiced only by experts who maintain the Waystations themselves. Most pilots and navigation specialists on normal ships only know the barest theories of how to calculate their way through a rogue wormhole.

In the **core systems**, regulated Waystation wormholes are very common. Not only are there multiple major Waystation wormholes for each of the four sectors, most star systems with a populated or colonized planet have at least a small Waystation-controlled wormhole. While within the core systems, travel is relatively easy.

In **frontier space**, there are only sixteen fully operational Waystation gates, one for each of the sectors. As the population of certain frontier systems grow, the question of whether or not to increase the number of gates in order to facilitate ease of access is hotly debated. Travel in the frontier takes much longer, and Waystations are much more populated than in core sectors.

The **outer reaches** are officially divided up into eight sectors, each of which touches a portion of frontier space. One wormhole Waystation per sector is located on the border of the outer reaches and the frontier. These serve as the last bastion of civilization before the uncharted regions beyond. Though there are wormholes further into the outer reaches, they are unstable and often untested. Travel in the outer reaches can take decades if you don't want to risk using an unregulated wormhole.

The Core Systems

Named for their position relative to the galactic core as well as being the central hub of life and culture in Nacora, the core systems contain tens of thousands of star systems. Most are not populated, but the core houses the most populous planets and star systems in the galaxy. Planets and peoples within the core systems enjoy unfettered access to the intergalactic network and resources that make life easier.

Stories and adventures that take place in the core

systems will almost always be high tech and high magic. Access to the network and resources inherent to core systems means that your party will have numerous options to deal with most problems they encounter. Adventures here often involve facing other people or robots as the primary antagonists. It is rare to see the Veerux moving within the core systems, though not impossible, and on the surface, the various governments like to keep up a peaceful facade within the core.

In addition to the space around them, there are many culturally and environmentally varied worlds in the core systems that can provide an exciting backdrop for a tale relegated to a single planet (or just a few).

At the center of the core galaxies is the actual core of Nacora, an unlivable zone filled with dark matter storms and black holes. In many ways, it has more natural danger than any other part of the galaxy. The numerous black holes create gravity wells that shred matter, while the intense radiation burns through ships and living creatures alike. Rumors abound about the place, but none, no matter person or machine, have ever journeyed in and escaped. While some sensory techniques have yielded information on what lies within, the thickness of the dark matter storms there make most techniques fail before they begin. It is known that most wormholes throughout the Nacora Galaxy point to that place and failed calculations or natural wormhole jumping will more often than not send the ship to its death at the galactic core. It's just one more reason that most ships stick to the regulated waystation wormholes for travel.

Frontier Space

Beyond the core systems lies frontier space, where star systems are further apart and the population is minimal. Aside from the Wildstars, who proudly call the frontier home, there are a few planets, such as Moiccaro and many of the Domosian colony worlds, that play host to inhabitants of the frontier. With only one wormhole gate per sector, travel can take a long time across the vast openness of frontier space. The GC presence on the frontier is far less than in the core systems, and other organizations and empires have struggled to keep much of a foothold.

Campaigns and sessions that take place in frontier space are almost always going to focus on exploration, survival, and planetside wilderness. Access to the network is on a slight delay, due to the scarcity of relay stations, and oftentimes your party will have to use their wits and skills. Resources may be limited in frontier space, especially in sectors that are not heavily populated. Some of the most high-tech weapons and gadgets are not as readily available on the frontier, so ballistic weapons are very common.

In addition to the void of space, there are a multitude of planets and stations your players might enjoy exploring. Frontier space provides a plethora of uninhabited, untamed planets, as well as a few inhabited ones. A story told in this space could explore a fledgling colony on a rough world, or a mystery on a remote outpost. The KGC, Wildstars, and Domos Collective are some of the most likely factions you will encounter in frontier space. Otherwise, antagonists in this area are most commonly the dangerous flora and fauna that can be found in the untouched wilderness.

The Outer Reaches

At the far edges of the Nacora Galaxy lie the outer reaches. There are no complete maps of the area beyond a vague notation of where the Nacora Galaxy ends. Few venture out so far, and fewer still live in the outer reaches for any significant amount of time. Those who do call such a remote space their home are almost completely self-sufficient and rarely leave the outer reaches in their lifetime. With only eight wormhole gates to span the entire vastness of the reaches, and at the very border of frontier space, no less, a lifetime could be spent crossing the reaches. Travel takes decades, if not longer, and supplies are limited when they are available at all.

The Galactic Coalition maintains a presence in the outer reaches, but only insofar as they regulate and maintain the wormhole gates in each sector. Occasionally, research vessels and stations venture into the void, and some of the most daring Wildstar crews sometimes explore the reaches, hoping to find an abandoned derelict to scavenge. Otherwise, operations in the outer reaches are nearly always illicit, dangerous, and secret.

Veerux seeding missions and flybys are not uncommon in the outer reaches - yet another reason most inhabitants of the Nacora avoid the area. Adventures in this space are

likely to focus on survival, mystery, and horror. Primary antagonists in the outer reaches are abominations, the Veerux Empire, and even the occasional starwyrm. All manner of undiscovered creatures and terrains are sure to be found in the most desolate stretch of the galaxy.

The Nacoran Calendar and Timeline

This section divulges the historical timeline and official calendar that has been officiated by the Galactic Coalition for the last ten centuries. The timeline included here is by no means comprehensive, but focuses instead of some major events that have shaped the galaxy and are referenced by other sections within this guide.

Timeline of Major Events

The following table describes a number of major events that occurred in the Nacora Galaxy. Events are marked by the standard year according to the Nacoran Calendar laid down by the Galactic Coalition more than 1000 years ago. Year 0 N.C. marks the founding of the Galactic Coalition and the starting of the year counting up towards the present, while time before the foundation of the GC count down as things get older and are marked with P.C.

Year	Event
2173 P.C.	Oldest known evidence of Veerux presence in the Nacora Galaxy.
1072 P.C.	Brahvaasch culture achieves interstellar spaceflight.
868 P.C.	First major conflict between Veerux and Brahvaasch.
788 P.C.	Hanadarian culture achieves interstellar spaceflight.
713 P.C.	Hanadarian Multiplanar Republic established.
608 P.C.	Piranthi culture achieves interstellar spaceflight.
557 P.C.	The Maeshar culture achieves interstellar spaceflight.
526 P.C.	Novus Federation established. First planetary terraform completed.
511 P.C.	Second major Veerux conflict during attempted seed planet collection.
365 P.C.	Luos Aven Empire on Vres'na embroiled in magical nuclear war.
351 P.C.	W'uther culture achieves interstellar spaceflight and escapes Vres'na.
270 P.C.	Luos Aven Empire achieves interstellar spaceflight.
264 P.C.	Luos Aven Empire begins aggressive colonization.
108 P.C.	Third major Veerux conflict, first true invasion force.
26 P.C.	Ix culture achieves interstellar spaceflight.
0 N.C.	Galactic Coalition is founded. Standardized units and times established.
64 N.C.	Anti-Expansionist War between Galactic Coalition and Luos Aven Empire.
81 N.C.	Active war between GC and LAE end and a cold war begins.
120 N.C.	The Wormhole Gate Consolidation project completed by the GC.
192 N.C.	Glabrau culture achieves interstellar spaceflight.
388 N.C.	Kygoran corporations achieve interstellar spaceflight
439 N.C.	GC and LAE end cold war with a longstanding treaty.
449 N.C.	Kygor and Raath form the KG Conglomerate.
472 N.C.	The Network Waystation Project is completed by the GC.
503 N.C.	Various Human seed planets achieve short range spaceflight and become Domos Collective.
527 N.C.	Domos Collective makes 1st contact with the Galactic Coalition and makes peace following a short conflict.
535 N.C.	The first wave of Frontier space exploration commences. The GC funds numerous new space stations.

Year	Event
561 N.C.	F.L.A.M.E.S. achieves interstellar spaceflight.
566 N.C.	The Veerux Invasion War begins as multiple fleets arrive.
582 N.C.	Veerux Invasion War ends officially; splinter remains of Veerux go to ground. New human colonies form around Veerux remnants in Frontier space.
648 N.C.	The Proxy makes 1st contact with the Domos Collective and then the remaining galactic community.
677 N.C.	The founders of the Wildstars co-opt a private space station in the Frontier.
714 N.C.	Saguarin nomads achieve interstellar spaceflight.
796 N.C.	Morenkain Industries debuts the Vanguard Project.
824 N.C.	Breakthroughs in A.I. features change computers and culture across the Nacora.
853 N.C.	Summit of galactic governments creates new artificial intelligence laws.
906 N.C.	Statute of limitations on Vanguard Patents end and other companies begin development and distribution.
919 N.C.	First recorded birth of a Wireborn child.
937 N.C.	Veerux incursion of the Outer Reaches of the Nacoran Galaxy begins. No direct conflict occurs.
958 N.C.	The cerebral implantation project completes and goes into circulation.
1004 N.C.	Wireborn Rights and Freedom Act agreed upon by summit of galactic governments.
1079 N.C.	Present Day

The Nacoran Calendar

When the Galactic Coalition established standardized units of time and measurement, they also reached out to the other galactic governments and organizations in order to compile important calendar dates for their yearly calendar. While not all planets included in the societies of the galactic community have internal year lengths that match up with the galactic standard year, most cultures have adjusted their own holidays to the Nacoran Calendar. Despite this, there will always be certain types of celebrations that cannot cross to the standard calendar, such as harvest festivals and events that only happen every so many years rather than every year.

The following charts describes the names of the 15 months used in the Nacoran Calendar, an example month of the calendar laid out, and a list of official holidays by date.

Months of the Year

Month Name	Month Number
Genkiir	1
Daavkiir	2
Sookiir	3
Chetkiir	4
Estkiir	5
Torkiir	6
Kaashkiir	7
Vokiir	8
Reevkiir	9
Yinkiir	10
Maarkiir	11
Jiekiir	12
Paakkiir	13
Nuukiir	14
Ashkiir	15

Days of the Week

Day Name	Day Number
Shu	1
Galla	2
Vek	3
Tiva	4
Nol	5

Example: Month of Genkiir

Shu	Galla	Vek	Tiva	Nol
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Official Nacoran Holidays

Month/Day	Holiday	Cultural Origin
01/01	New Year	-
01/25	Celestial Saturnalia Days (Monthly)	Hanadarian
02/05	Clement's Day	Ix
02/21 - 2/25	Domos Holy Festival Week	Human
03/12	Heart Day	Kygoran
03/16 – 3/20	Warming Jubilee	Glabrau
03/21	Ascension Day	W'uther
04/03	Vaschera Life Day	Brahvaasch
04/11 - 04/15	Starwyrm Festival	-
04/17	Worldsoul Day	Maeshar
05/08	Bank Day	Kygoran
05/12	Curators' Birthday	Proxy
05/22	Armistice Day	Galactic Coalition
06/01	Unification Day	Human
06/11 – 06/20	The Roaming	Saguarin
07/01	Rano's Day	Luonn Tua
07/16 – 07/20	Week of Silence	W'uther
07/25	Eru's Day	Luonn Tua
08/07	Coalition Day	Galactic Coalition
08/19	Remembrance Day	Galactic Coalition
09/02	Founding Day	KG Conglomerate
09/12	Liberation Day	Human
09/14	Day of Growing	Maeshar
10	Triad's Feast (weekly on the 5th day)	Piranthi
10/20	Eezon's Day	Eezonite
11/15	Friendship Day	Ix
11/24	Creator's Day	Maeshar
12/11	Day of Ancestry	Saguarin
12/23	Vaschera Passing Day	Brahvaasch
13/12-13/14	Carnival of Masks	Luonn Tua
13/19	Sellout	Kygoran
14/13	Defender's Day	-
14/22	Feast Day	Kygoran
15/04 - 15/06	Festival of Trials	Glabrau
15/07	Resting Day	Glabrau
15/16 – 15/20	Imperial Games Festival	Luonn Tua
15/21	Gift Day	Kygoran

Nacoran Holiday Descriptions

Holidays across the Nacora are as varied and colorful as the inhabitants themselves. Ranging from solemn occasions to week-long celebrations, there's always something happening on the calendar.

Armistice Day. In honor of the treaty signed between the Galactic Coalition and the Luos Aven empire, the GC created this holiday. It is both cause for celebrations of peace, as well as remembrance of those who lost their lives to make such a thing possible.

Ascension Day. The W'uther commemorate their exodus from Vres'na with parties, feasting, and celebratory joyrides.

Bank Day. All Kygoran banks are closed on this day. After many years of this tradition, it was adopted by most of the culture as a general day of rest from business affairs.

Carnival of Masks. This three day Luonn Tua

celebration features parades, music and dancing, and of course, masquerades. Participants pride themselves on the three masks they create to wear during the carnival, just as Rano Eru, their god, has different faces. On the first day, a victory mask is worn. On the second, a somber mask of shame. On the third, the most intricate and elaborate mask is worn, a reflection of the person a Luonn Tua hopes to become in the coming year.

Celestial Saturnalia Days. Each month, on the twenty-fifth day, Hanadarians everywhere bask in the majesty of the heavens. Typical celebrations involve star-inspired makeup and clothing, prolonged viewings of the skies, and stories of the stars through the ages. On this day, in each Hanadarian settlement, a person is chosen to serve as the Starsoul Monarch, the arbiter of festivities for the day.

Clement's Day. This Ixian holy day celebrates their spider deity, the Clement, and the connections she creates between all living things. Conservation is important to the Ix on this day more than any other, and oftentimes they celebrate by planting new seeds and tending to local flora and fauna. Additionally, the Ix go out of their way to check in with the people they care about on this day.

Coalition Day. The founding of the Galactic Coalition is widely celebrated throughout the galaxy, as it represents all the things the GC has accomplished.

Creator's Day. This holiday celebrates art of all kinds and encourages new creators, whatever their talent may be, to share their creations with the world. The Maeshar often host talent shows and gallery openings on this day.

Curators' Birthday. Once every year, Proxy from across the Nacora travel back to Olara to witness the birth of a new generation of Curators. Even those who can't make the journey home celebrate the day, either with a small, symbolic birthday cake, or by calling Olara to give their best wishes.

Day of Ancestry. This Saguarin festival focuses on those who have passed on and is marked by hours of storytelling about each Saguarin's progenitor. On Moiccaro, this day was celebrated in graveyards where the effigies of ancestors were present among the living. Now that they roam the stars, however, art has been incorporated into the storytelling aspects of the celebration.

Day of Growing. Before they took to the heavens, the Day of Growing was a day for Saguarin on Moiccaro to dig their feet into the soil and turn their faces to the suns. Those Saguarin who still live on terrestrial planets often celebrate in this way. For those who are on spaceships, it is more often treated simply as a day of rest and indulgence in the finest soils the Nacora has to offer.

Defender's Day. Everyone in the galaxy observes the anniversary of the first Veerux invasion being rebuffed. Most planets and stations throw huge parties and feasts in honor of the occasion.

Domos Holy Festival Week. Humans across the galaxy celebrate their primary pantheon of gods with this week long holiday. Each day is devoted to one of the five gods, beginning with Prostasia, god of protection, and ending with Nimi, god of remembrance. Celebrations and worship during this time vary from day to day.

Eezon's Day. Primarily a day of prayer, this day is one on which every Eezonite in the galaxy spends two hours in contemplation while facing the general direction of Eezon (or a depiction of the planet). Afterward, they celebrate the night with wild parties and new experiences.

Eru's Day. At the end of the month of Kaashkiir, the Luonn Tua people celebrate one of the faces of their god. Eru, the face of shame, is honored through masks of their face worn throughout the day. Many Luonn Tua take this day as an opportunity to air grievances or reflect on losses they have suffered so that they may move forward.

Feast Day. The epitome of Kygoran indulgence, this holiday involves three multi-course meals and plenty of desserts. Even the lowest-income households make every effort to have a sumptuous feast. Imported deka venison is the main dish of choice.

Festival of Trials. The three-day Festival of Trials is a pillar of Glabrau society. All young Glabrau, and many older seeking to regain honor participate in a myriad of physically demanding trials in order to prove their ongoing prowess, or reestablish themselves.

Founding Day. The Kygoran-Glabrau Conglomerate commemorate the initiation of their union with this holiday. It is a day off work for all KGC employees, and their affiliates and partners typically send them gifts and well wishes.

Friendship Day. This holiday is an opportunity for the Ix to express their appreciation of each and every one of their friends. Sometimes there is even an exchange of gifts.

Gift Day. In a society that often focuses on the materialistic, this Kygoran holiday emphasizes handmade and heartfelt gifts over expensive ones. Close family members, lovers, and friends exchange gifts.

Heart Day. This holiday is for lovers. Kygorans all across the galaxy show their love to the object of their affections. Lots of proposals are made on this day.

Imperial Games Festival. The Luonn Tua host this week-long series of athletic competitions for participants across the galaxy. Cultures from every planet come to take part in the games.

Liberation Day. This holiday is the counterpart to Unification Day. It celebrates the major victory against the Veerux that set the Domos Collective apart from the Veerux Empire in the minds of the Nacora Galaxy.

New Year. At the start of the year according to the Galactic Standard Calendar, people across the galaxy celebrate. Many of these celebrations begin the night before to count down to the new year.

Rano's Day. At the start of the month of Kaashkiir, the Luonn Tua people celebrate one of the faces of their god. Rano, the face of victory, is honored through masks of their face worn throughout the day, as well as fierce competitions and sparring.

Remembrance Day. The Galactic Coalition instituted this holiday as a way to remember the bravery of those who had fallen in the many conflicts against the Veerux. It is widely observed across the galaxy.

Resting Day. After the Festival of Trials, all Glabrau spend the next day on recovery and rest. No work is done, even if a Glabrau didn't participate in the trials. Food is eaten cold and uncooked, and some Glabrau even sleep all day.

The Roaming. On this Saguarin holiday, it is traditional that Saguarin take a trip to a place they have never been before, no matter how near or far away it is. The day commemorates the first foray into space travel for the species.

Sellout. This holiday became a fixture on the Kygoran calendar after stores across the planet started marking down their prices in anticipation of Gift Day. Customers sometimes camp out all night in the hopes of getting the best deal.

The Starwyrm Festival. People across the galaxy, especially those in magically-inclined cultures, spend a week in honor of the unarguable kings of the void, starwyrms. The festival includes a variety of celebrations, including lavish parades, games, costumes, and starwyrm-themed meals.

Triad's Feast. This three-day celebration devotes one day each to the Ice, the Ocean, and the Deep of the Piranthi Holy Triad. Extravagant meals are eaten and decorations and costumes are commonplace.

Unification Day. This holiday celebrates the formation of the Domos Collective as each of the different Domos planets joined together to unite Humanity.

Vaschera Life Day. The Brahvaasch believe that Vaschera created magic itself and that she governs the cycle of magic as it is expended and recharged throughout the galaxy. Life Day is a celebration of new magic that culminates in festivals across the galaxy, where new and inventive spells are shown off.

Vaschera Passing Day. Like Life Day, Passing Day is a celebration of the goddess Vaschera that represents the cycle of magic. During this holiday, the Brahvaasch and other magic-users refrain from using magic for the entire day. Instead, they view the galaxy as if magic didn't exist, in order to reflect on their gratitude that it does.

Warming Jubilee. This week-long celebration coincides with the coming of spring on Raath. Though the planet is always in some state of cold, temperatures rise enough for some ice flows to melt and certain hardy crops to be planted. The jubilee includes time spent outdoors, sometimes swimming or fishing, and Glabrau across Raath set new snares for emerging game and fish, as well as planting crops. Glabrau who live off-planet typically mark this change of seasons by cutting their mane shorter to reflect the warmer temperatures that would be present on Raath.

Week of Silence. During this week, W'uther across the galaxy light a candle and leave it burning throughout each day of the week to remember their time as an enslaved species. They focus a great deal on deceased family and

their older generations during this week.

Worldsoul Day. The worldsoul is an ephemeral spirit elemental that is said to reside within Deru. Though the Maeshar do not worship it as a god, they do pay homage to it as part of their spiritual belief system. It's important to make a wish and plant new life on Worldsoul Day. Children conceived or born on this day are said to be very lucky.

Religions of the Nacora Galaxy

Religion plays a smaller role in the gameplay experience of Spaceships and Starwyrms than it does in standard fantasy 5e play. This is primarily felt when dealing with the environments and with the notable lack of the cleric, as well as the changes to the sources of paladins' powers. Still, even in the science fiction future in which S&S takes place, religion persists in multiple cultures as a subtheme. Some cultures are more deeply attached to their magic than others, and it is more common for cultures with a deep connection to magic to also have a deep religious connection.

If celestial beings such as gods exist, they rarely seem to interact with the creatures of the galaxy outside of the scope of the Eternal Prism where angelic hosts and demonic hordes reside. Opinions vary wildly on the origin of each of the deities and whether or not they were a construct of created mythos or real people and events.

Included in this section, besides the primary deities of the cultures of the Nacora Galaxy, is a list of domains that might be associated with those deities. This is primarily a thought exercise, but if utilizing the cleric class is something that a player and GM decide is important to them, it will help determine from which deity a cleric might pull power. Alongside the listed domains, a list of oracle mysteries and paladin oaths are also included, in case a player desires to connect their oracle or paladin to a religious figure. This can help enrich the story of that character and ground them in the setting.

The Clement

Though the Ix are a six-limbed people, they worship an eight-legged entity known as the Clement. This spider-like being has a body that is segmented in two parts. On the front, she has six eyes on her pincered head, and on the back, an appendage that emits magic, light, and silk threads. It is said that she spun the world from magic after she grew lonely in the darkness of space.

She is known to be a benevolent goddess and motherly figure for Ix believers everywhere. They believe she is an omnipresent, omniscient goddess of life, joy, and connection between people and lifeforms. Though many Ix don't devoutly worship her, all hold some degree of respect for the forces of the universe that allow them to form meaningful bonds with others.

The worship of the Clement is not relegated to a specific church or location. Rather, worshipers tend to offer her their joy at the end of each day by speaking aloud three things that they found happiness, contentment, or delight in throughout the day. Additionally, it is not uncommon for an Ix to thank the Clement after meeting a new person or making a new friend.

Eezon

As the name might signify, Eezon is a deified planet. Its very existence in surviving the celestial processes that created the Eezonites is nothing short of a miracle. Beyond that, the planet is a key part of what it means to be an Eezonite, so naturally it garners worship from them. Only on Eezon are new Eezonites born, and only those Eezonites that die on Eezon have their energy recycled to create new Eezonites. That the planet is so inherently connected to its people's cycle of life and death is central to how it is worshiped.

Even the least religious Eezonites admit that the planet is unique and special. The connection to it is ingrained into the core of their very existence, after all. It is rare for non-Eezonites to worship Eezon in any capacity, but the planet's power is often respected among scholars of magic and classical science alike.

Eezon is represented by the symbol of a black sphere with a gold corona around it. Inside the sphere is usually

Deity	Domains	Mysteries	Oaths
The Clement	Knowledge, Life, Nature	Blood, Life, Time	Ancients, Devotion, Unknown
Dimiorgo	Light, Nature	Life, Time	Exploration, Preservation
Eezon	Life, Light, Tempest	Dimensions, Life, Time	Devotion, Exploration, Preservation
Emphytos	Knowledge, Tempest	Blood, Time	Ancients, Preservation
Evimar	Nature, Trickery	Dimensions, Life	Exploration, Unknown
Nimi	Death, Knowledge	Conflict, Dimensions	Ancients, Unknown
Prostasia	Life, War	Conflict, Life	Devotion, Vengeance
Rano Eru	Tempest, Trickery, War	Blood, Conflict, Dimensions	Ancients, Exploration, Vengeance
Spiritualism	Any	Any	Any
The Triad	Any	Any	Any
Vaschera	Light, Nature, War	Blood, Dimensions, Life	Ancients, Devotion, Preservation
Xaldin	Death, Knowledge, Life, War	Blood, Conflict, Time	Entropy, Exploration, Vengeance

a symbol of twisting red magma that appears reminiscent of a strand of DNA. It's common for Eezonites to wear the symbol of Eezon somewhere on their person, often combined with the symbol for the FLAMES organization that also acts as the church of Eezon.

Worshiping Eezon is a simple process, as the personified planet asks little of the Eezonites. It thrives on the experience of those who perish on its lands and delights in giving those experiences to people born anew there. Aside from gaining new experiences and keeping the tradition of dying on Eezon's surface, devout Eezonites spend an hour each week in thoughtful meditation facing Eezon's direction.

The Pantheon of Domos

With a species as populous and widespread as Humanity, there are a plethora of deities to be worshiped. However, while many of these gods fall out of fashion or are renamed, the primary pantheon of Domos remained the same throughout the ages.

The five gods of the pantheon are said to live in and around the star at the center of the Empyreal System, keeping an ever-watchful eye on mortals. According to legend, they created the first Humans by mixing stardust with some of their blood, sweat, and tears.

Each of the five gods holds domain over different principles, elements, and parts of a star. Some Humans worship all five, while others choose to focus on a singular god that resonates with them.

Prostasia, She Who Protects

At the head of the pantheon sits Prostasia, god of protection, conservation, and healing. She is typically depicted as a tall woman with bronze skin, garbed in a knee-length tunic of green. She carries a tower shield in one hand and a simple blade in the other. In some more warlike depictions, she wears a golden helm and sandals.

Legends say that Prostasia once appeared to be a man, but upon the creation of Humanity, she changed her physical form to reflect who she truly was. Her demesne is the heart of the central star in the Empyreal System. It is there that she forges armor for her brothers and sisters, as well as concocting healing magics.

Believers pray to Prostasia when they are injured, facing terrible odds, or in need of aid. Many parents make an offering to Prostasia when a child is born, in the hopes that she will help the child grow well and remain healthy. She is the patron god of doctors, gardeners, warriors, and sailors.

Evimar, He Who Prospers

The god of prosperity, generosity, and architecture is called Evimar. He is generally pictured as a stout man with black hair and fair skin. Most art shows him wearing a long yellow coat and holding an apple in one hand and a paper fan in the other. His expression in nearly every portrait is jovial.

Common belief says that Evimar was born fully-formed from the first solar flare from the sun, unlike his siblings.

His domain is the corona around the Empyreal System's star and is only visible during an eclipse. His architectural plans can be seen as constellations in the sky, and he invisibly watches over Humanity.

Believers pray to Evimar when they are in need of good luck, a fair harvest or profit, or before erecting a structure. Many people at the fringes of society look to Evimar. He is the patron god of mechanics, gamblers, thieves, and astronomers.

Emphytos, They Who Think

Emphytos sits at the center of the pantheon. As the god of intuition, intellect, and weather, they are often considered the wisest of the gods. They appear as a slim individual with an abundance of freckles and curly brown hair. Religious iconography often dresses them in a flowing set of crimson robes, holding a pencil in their right hand and wearing a golden bracelet on their left.

According to Domosian mythology, Emphytos and their siblings emerged from the core of the same star. While their sister Prostasia remained there, Emphytos took to the chromosphere of the star, basking in its red light. In this location, they are able to see all of their siblings, as well as Humanity, and they can write their manifestos in peace.

Believers pray to Emphytos when conducting research, hoping for good weather, or needing help in making a decision. Oftentimes, students look to them for help in school, and those who believe in fate often choose Emphytos as their object of worship. They are the patron god of scientists, diviners, lawyers, and diplomats.

Dimiorgo, He Who Creates

The fourth god of the pantheon, Dimiorgo, is the god of creativity, freedom, and passion. He is usually depicted as a muscular man with green eyes and tanned skin, wearing an open vest and simple blue pants. Though the objects associated with him vary, he often appears to be holding paintbrushes or casting a spell.

Domosian legend tells the story of how Dimiorgo was born in the flames of a star with the body of a woman. Using those same flames, he changed his body to a shape more fitting for himself. It is in those flames in the convective zone of the sun that he resides, frenetically painting masterpieces and sparking ideas in the minds of Humans.

Believers pray to Dimiorgo when performing creative endeavors, looking for love, or trying to escape a bad situation. Inventors and artists alike look to Dimiorgo for guidance. He is the patron god of musicians, dancers, artists, prisoners, and romantic couples.

Nimi, She Who Remembers

The final member of the pantheon is Nimi, god of memory, optimism, and perseverance. She is typically pictured as a plump woman with fair hair and many scars, dressed in a long orange dress. Though accounts differ as to what she is holding in the original mural depicting her, many interpret it as a skull or child. The most commonly accepted interpretation has her holding a tiny planet.

Stories say that Nimi's scars came from reaching into the flames of the star to pull out her siblings. As the firstborn, she was afraid they would not make it, and so she bore incredible pain in order that they might come to life. Though she never forgot the experience, the pain of it drove her to live separate from her siblings in the void around the star. There, she observes all existence and holds it safe in her memory.

Believers pray to Nimi after the death of a loved one, during immense suffering, and they offer her their hope for the future. She is sometimes viewed as a sorrowful god, and many believers shy away from her worship. She is the patron god of historians, victims of crime and violence, and families.

Rano Eru

Throughout the Luos Aven empire, worship is directed at a singular but twofold deity: Rano Eru. The god is typically depicted as a genderless, smoky gray Luonn Tua with no face. Two masks hang around the neck of the deity. In this faceless state, the god represents the potential of each individual Luonn Tua.

The Luonn Tua believe that Rano Eru fought a war against the stars themselves in order to create habitable planets. Worship of the god was most fervent in the years of colonization. Rare was the occasion when a Luos Aven army went into battle without first invoking the name of

Rano Eru.

Rano, Face of Victory

When Rano Eru dons the mask of victory, they become known as simply Rano. In the event of a successful battle or campaign, Rano's name was praised endlessly. In the current, more peaceful days, Rano's name is often called upon after a victory in competition of any kind, or after a challenge has been overcome.

The mask of victory appears to be the face of a hawk with a determined and proud expression. A streak of red crosses its brow and down its cheek on the left side of the face.

For certain fanatical sects of the religion, Rano is often representative of relentless, merciless aggression in pursuit of victory.

Eru, Face of Shame

Opposite of Rano is Eru, who wears the mask of shame. Whenever a Luonn Tua suffers a loss or setback, they turn to Eru to reflect on what occurred. Eru is said to help guide their believers through feelings that many perceive as negative, such as anger, sadness, and of course, shame.

The mask of shame appears to be the face of a falcon with a solemn and sympathetic expression. A streak of blue runs down the right side of its face, from under its pupil-less eye down to the chin.

Fanatical sects of the religion look to Eru to justify their self-flagellation and punishment in the face of failure.

The Triad

The Piranthi people worship a group of deities known collectively as the Triad. Each of the three entities is one layer of their homeworld made manifest in a physical body. It is widely believed among the species that these bodies are incredibly difficult to construct, even in a person's dreams, so having a vision or dream of one of the Triad is a miraculous occurrence, and all three, nigh unheard of.

Each of the three suffuses a different part of the planet, rarely if ever interfering with mortal affairs. Rather, they are observers who cannot help their nature or change it.

The Ice

The thick layer of ice around the Piranthi homeworld insulates it from radiation and helps create a habitable environment. It also had to be broken in order for the Piranthi to reach space. In its physical form, the Ice often appears as a frigid, jagged humanoid with a blue color. It stands nearly ten feet tall and leaves a residue of frost on everything it touches. Those who dream of the Ice often wake feeling a chill that lingers for hours.

Worshipers of the ice recognize it as a deity who protects and embraces its followers. It is also representative of stubbornness and can't help the harm it does. Priests of the Ice typically make an annual journey to that layer of the planet to carve prayers and praise into the ice.

The Ocean

The ocean of Novus provides all that the Piranthi and other species need to survive in conjunction with the other two layers of the planet. Though only one mile of the waters are naturally inhabitable, the ocean covers the majority of the planet. In its physical form, the Ocean typically takes the shape of a massive water elemental, almost fifty feet tall. Those who have visions of the Ocean often come to consciousness soaking wet or crusted in salt, barnacles, and other debris.

Believers who focus on the Ocean do so because it is a life-giving entity. It can be unforgiving and desolate as part of its nature. Priests of the Ocean leave the habitable zone often, in order to feel closer to the deity.

The Deep

The core of Novus creates the thermal energy that allows the Piranthi to thrive. It is mysterious and unknowable to many Piranthi beyond its use as a power source. In its physical form, the core, known religiously as the Deep, appears as a shadowy figure radiating heat from within. It is rarely larger than the average Piranthi, and it has a tendency to melt or overheat anything it comes into contact with. Those who see the Deep often awaken running a fever or with a slight burning on their skin that doesn't fade for hours.

When worshiping the Deep, followers focus on its warmth and power. It is usually viewed as the most

powerful of the Triad, but is also the most elusive and difficult to understand. Priests of the Deep venture as close to the core as anyone dares for prolonged periods of time in order to better acquaint themselves with the entity.

Vaschera

In the histories of the Brahvaasch, Vaschera is known as the first and most powerful Vascheim (starwyrm). From her, all other starwyrms were born. Her birth coincided with the beginning of the universe and catalyzed the power that is now called magic.

She is depicted as a platinum-scaled starwyrm as big as an entire star system, with piercing purple eyes. According to her followers, as the source of all magic, paying homage to her resonant spirit brings better understanding and magical skill.

According to the histories, she battled another primeval starwyrm known as Taolirek ages ago, and it was from the blood shed during this battle that terrestrial dragons and the lesser star drakes were born. Upon her foe's defeat, she is said to have retreated to the center of the Nacora Galaxy, where she now resides and watches over all of magic and creation.

The worship of her comes in the form of daily prayer, but little other ceremony. There is increased reverence for ancestors and all of dragon-kind. The way of Vaschera is the way of wisdom, and therefore, most who follow her religiously also attempt to act as a guide for others, leading them to better lives.

The cult of Taolirek is an underground movement within the Vaschera faith that seeks to bring back the spirit dragon Taolirek. The power inherent to magic is most important to them and they believe that dragons of every kind should be the only creatures with access to the magic of their deity's creation.

Xaldin

The worship of Xaldin, also known as the Voice of Truth, is incredibly rare among the native species of the Nacora Galaxy. This is as much because of the origin of the Church of Xaldin as it is because of how little is known about the mysterious deity.

Xaldin's primary base of worship is the Veerux Empire, where the church originated. The entire doctrine of Xaldin is built on the idea of Humanity as the sole species of sentience in all of existence. The core of the worship of Xaldin is tied up in the military, culture, and rule of the Veerux as a whole.

Because of how closely guarded knowledge about their deity is, those outside of the Veerux struggle to understand much about him. That said, there are cults of aspiring Veerux or similar splinter groups that worship the god, who is typically represented in other cultures as the deity at the core of evil in the universe, even as cults and Veerux worship him as a paragon of law and order.

What is clear about Xaldin is that every act the Veerux perpetrate seems to be an act of worship built around him. Being a follower of this deity is to give yourself over to a doctrine that dictates every facet of your life.

Non-Deity-Specific Religions

Not all religions that exist across the Nacora Galaxy revolve around deities. Those that don't are more often than not a type of creed or way of life laid down by a particularly wise person in a culture's past.

Others, though, bear more interest and description as they are complex with rituals and often tied to the nature of magic.

Maeshari and Saguarin Spiritualism

Although these religious ideas developed separately, they are placed here together because of the similarities between them and the cultural connection they have made. For species whose cultures developed around magic, the idea that spirits dwell in everything living or nonliving is commonplace.

It is hardly unbelievable, considering what people are capable of, and even modern scholars cede the fact that the dark matter particles that suffuse every living and nonliving thing can bequeath certain qualities into those things.

As such, on Deru and Moiccaro, long before either culture reached the stars, they began to pay homage and respect to the spirit within everything. Spiritualism lies somewhere between a religion and a way of life. It focuses more on how a person interacts with their world respectfully and cherishes life, but also has many prayers

and rituals tied to it. Honoring the dead is an important component in spiritualism, as they believe strongly in existence after death.

Modern forms of spiritualism are mixed, with those practitioners on planets being more common than those in space. At this juncture in time, the Saguarin people and the Maeshar have spent centuries coming together and discussing the finer points of ritual and spirits. Therefore, within spiritualism there lies three doctrines, that of Deru, that of Moiccaro, and one mixed between the two.

The general belief of spiritualism is that everything is possessed with a spirit. That spirit can bring fortune or misfortune to those around it depending on how it is treated by those same people.

Star Worship

Before the Hanadarians took to the skies, their adoration of the stars and other celestial bodies gave rise to a religion centered around the concept of stars as the entities that exert control and influence over the lives of mortals. Practitioners of this religion on Hanadar hosted nightly services under open skies, during which they enumerated the properties of the stars that all life should seek to emulate. Furthermore, long lists of names were assigned to stars and constellations, and reading one's fortune among them was commonplace.

As the Hanadarians learned more about the scientific nature of stars and magic, this religion fell out of fashion among their people. There are still pockets among the culture who ascribe to this system of belief, but the reason it persists is due to those species who developed similar systems that revolve around fate as dictated by the stars.

There is no organized system of star worship, but the similarities between believers across the galaxy cannot be denied. Basic tenets of most of these bodies of worship include star reading, fortune telling, and superstitions involving the position of certain stars.

Mysteries of Dark Matter and Magic

Occult scholars across the galaxy constantly debate and deliberate on the finer points of magic. Its history and intricacies are riddled with theories that make the study of magic just as convoluted as that of any hard science. One thing remains clear, however. Magical power and the manipulation of reality that it allows owes itself to dark matter particles that pervade every place in the galaxy.

The process of channeling these particles, and the energy they continuously generate, into actual magical effects varies from person to person. Magic is classified in a number of ways according to the Academy of Occult Sciences (AOS). The divisions are further separated by occurrence and how they operate. The three primary categories are how the spellcaster is transferring dark matter energy into magic, the school of magic that defines a finished spell, and the tier of power a spell is channeling.

Spell tier is the easiest to quantify, according to the AOS, as it relates purely to the amount of dark matter energy that is being channeled. This amount of energy is divided into ten levels of power, with the lowest being tier 0 and the highest being tier 9. According to most governments and the AOS, spellcasters capable of casting tier 7, 8, or 9 spells must be registered, as these spells can wreak havoc on a global level if mishandled. This hardly means that all those capable of this level of power are registered, but failing to register with the AOS or local government is typically illegal.

The second classification method, the magical school, divides all magical effects into eight categories: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Some spells are still being contested on their official classification, but the schools themselves generally boil down to specific facets. Abjuration spells create protection and disrupt other magic. Conjuration spells summon facsimiles of real things from nothing and cross dimensional thresholds. Divination spells see the unseen and grant foresight. Enchantment spells affect the minds of creatures. Evocation spells generate sudden and grand effects that are almost always instantaneous or elemental in nature. Illusion spells deceive the senses of creatures and machines. Necromancy spells deal directly with the life force of living and dead matter. Transmutation spells alter what is already present and deal primarily with the physical world.

Part of the reason certain spells are contested is because of the visibility of magical schools when a

spellcaster is using *detect magic*. Each of the schools appears as a different color, but many flicker between multiple colors or contain a mix of both. Spells that resonate strongly with the individual schools are easily identified. Abjuration spells are blue, conjuration spells are orange, divination spells are white, enchantment spells are purple, evocation spells are red, illusion spells are yellow, necromancy spells are black, and transmutation spells are green. These colors appear when using mage sight goggles, *detect magic, arcane eye*, or other similar spells.

The last method the Academy of Occult Sciences categorizes magic by has more to do with the spellcasters themselves than with individual spells. Compared to the other categories, determining how spellcasters draw in and manipulate dark matter energy is the least defined and most hotly contested criteria. Even within specific schools of thought, the argument of the origins of power never seems to cease. Still, there are four broad categories of magic and pseudo-magic that the AOS has agreed define the basic usage of magic.

Divine magic is said to utilize a connection to the universe. Wielders of this type of magic, such as **oracles** and **paladins**, have a deep connection with some innate power that runs through all dark matter across Nacora. Studies on how these casters draw energy from dark matter particles into spells show that they exert will in the form of a request, even if they are doing so subconsciously. They present their desire to the universe and mysteriously, the universe responds in kind. Though some users of divine magic still use prayers and rituals to connect to their power, the name “divine magic” is a holdover from a time when those customs were commonplace. In present day, the scientific community no longer holds the connection to be entirely accurate.

Arcane magic, on the other hand, involves directly interacting with dark matter particles using one's own will. **Sorcerers** and **bards** are generally considered to be the primary wielders of arcane magic (alongside certain **rogues** and **fighters**). In order to use arcane magic, the wielder is required to have unique dark matter particles within their own body. These special particles are theorized to be generated by genomes that a person is born with. Occasionally, however, certain events related to dark matter particles and energy storms can cause otherwise normal individuals to begin generating these unique particles. The particles created within are connected to the will and mind of the individual, and through their internal particles they affect the dark matter around them to generate spells and magic. The underlying difference between bardic arcane magic and that of sorcerers lies in how the power develops. Almost anyone has enough base dark matter within them to become a bard, but learning bardic magic requires study, practice, and self-chosen specialization. Sorcerers, however, are born with power that comes to fruition on its own as they age. Using that power will make it stronger and ignoring it will weaken it over time. A sorcerer doesn’t need to approach their magic academically.

Psychic magic is a newer discovery related to a very old practice. **Adepts** have long practiced a unique form of self-reflection, perfection, and discipline that allowed them to access a power source called ki. This was reportedly a sort of internal energy that allowed them to accomplish near impossible feats of wonder. Modern research shows that the ki that adepts utilize is itself a form of magic, albeit an undefined one. Ki is created by drawing dark matter particles into the body and converting them into an internal pool of power through the application of will and discipline. In the last few centuries, technology has allowed people to take this to the next level. Combining the disciplined focus of the adept with special brain implants that enhance a person’s ability to affect dark matter in specific forms, the psion was born. The **psion** is the primary wielder of what the AOS calls psychic magic. They use intense mental focus and study, paired with implants, to directly affect the dark matter particles around them and use magic. They aren’t able to replicate many of the higher tier spell effects of arcane and divine spellcasters, and their implants limit their access to specific schools of magic, but they are the first of a new wave of mortal-made magic wielders.

The last type of magic is classified by the AOS as pseudo-magic, and is the subject of much scorn among occult communities (although it is viewed with a great deal of interest by certain scientific communities). **Technomagic** is a term used to refer to the use of a strange device called a **Dark Matter Core**. These special power sources are rare and difficult to construct, so

difficult, in fact, that there is no one way to make them. Many guides exist on the galactic network describing how one can go about making a Core, but with decades of study it has become painfully obvious that every Core is unique in some way. Technomagic uses a theory similar to arcane magic, in that it focuses the dark matter particles unique to the Core to manipulate and enforce will on the particles of the world around it. The difference is that the "will" is that of an invention or creation that has a very specific and constant purpose that must be painstakingly planned out.

The Cycle of Universal Energy

One of the best studied fields of dark matter particle and energy theory is the cycle of magic. Dark matter is invisible, and individually so infinitesimal that it can move through solid objects and suffuse entire solar systems without making itself known. It requires very specific equipment or spells to actually see the particles, as they do not exist on the electromagnetic spectrum. Despite this, it simultaneously provides enough mass to maintain the structural integrity of the various systems and the galaxy itself. Theories postulate that without dark matter particles, the galaxy would unravel.

These subatomic particles serve a much more visible purpose beyond the structural integrity of the galaxy. According to the accepted theories of the AOS, dark matter particles exist in two primary states: **charged** and **dormant**. Charged dark matter particles are full of untapped energy. This power is so potent that, when accessed, it can change reality itself. The expression of this energy as directed by the will of a creature is called magic.

Once a dark matter particle has expended all of its energy it becomes a dormant particle. Dormant particles still have mass and still fill the physical role of dark matter in the galaxy, but they do not interact with magic. Although there is currently no known way to separate dormant dark matter from charged dark matter, it is theorized that if someone capable of spellcasting were trapped in a place with only dormant dark matter particles, magic would be impossible. This is best viewed in specific solar systems which have a lower dark matter density or a lower density of charged particles. In such places, magic is significantly less effective.

There are many observations of dormant dark matter particles becoming charged once again. Study of black and white holes show that black holes have an abnormally large amount of dormant particles, while white holes are almost entirely constructed of charged particles. The idea that these spatial affectations somehow recharge dormant particles is a popular one. Regardless, it is well documented that magic is more powerful near white holes and difficult near black holes.

Easily the most commonly observed recharging of dark matter particles comes from watching starwyrms. Starwyrms are massive creatures that are entirely comfortable in both the vacuum of space and in an atmosphere. They appear unconcerned with the various forms of radiation or the deadliness of the environment around them. Most curiously, they are known to feed on the mass of dormant dark matter particles. The exact process of this digestion is still unknown despite numerous studies, but the fact remains that starwyrms are drawn to areas with a high density of dormant particles and expel charged dark matter in their wake.

It is believed that the pervasive power of magic in the Nacora Galaxy owes itself to the constant cycle of dormant to charged and that not every galaxy has so delicate a balance as to allow magic to exist. This is further supported by evidence that the Veerux Empire's home galaxy has a very limited scope of magic and Nacora's magical potential is part of what makes it desirable to the invading forces. In every governing society, there are laws surrounding the preservation of this cycle, both in regards to starwyrms and to black and white holes, as well as other hotspots of activity.

Dark Radiation and Shorter Lifetimes

One of the more interesting facets of using dark matter energy to empower magic is how it affects magical attacks. In most cases, with the elements or other physical effects, dark matter is altering reality or creating something harmful. When a type of magic or power is dealing radiant or necrotic damage, however, that is not necessarily the case. According to the accepted theorems of Infinity, the lauded Hanadarian occultist from 134 P.C., radiant damage is the direct transfer of power into electromagnetic energy

from charged dark matter. In other words, it is charged dark matter being deployed directly into the target and exploding. Conversely, necrotic damaging spells move dormant dark matter particles into a foe, where they decay the life force and body of the target in order to attempt to recycle themselves. This is further evidenced by the amount of necrotic energy swirling in black holes, and likewise for radiant energy in white holes.

With this in mind, it is easy to understand why creatures that utilize magic tend to have shorter lifespans than their peers. The stronger a creature's magic is, the shorter the creature's life becomes. This relationship has been studied extensively and proven time and again, though the exact shortening is debated. Most scholars agree that the shortening of the lifespan is somewhere between 5% and 25% of the original lifespan of the creature, depending on the tier of magic the creature utilizes, as well as the biology of the creature. For example, Eezonite lifespans are barely affected by magic and Hanadarian biology has long since adjusted to minimize the effect.

The supposed cause of this shortening of life is the constant strain placed on the body by the mixture of dormant and charged dark matter particles and the radiation they give off. Dark matter radiation doesn't have the same mutagenic effects that other radiations cause. Instead, the radiation accelerates the decay of the body over time by introducing more and more necrotic energy. Although transforming oneself into a lich is illegal in most places, it is one of the only known ways to arrest this breakdown, as a lich is supported by dormant dark matter instead of being decayed by it. Other undead creatures with physical bodies are also wellsprings of dormant dark matter energy, and their physical forms are manipulated by moving the dark matter's mass. This is why undead creatures are often vulnerable to radiant damage, as the explosion of charged particles disrupts the solidarity of the dormant dark matter within the corpses' bodies.

More science and occult research goes into solving the issue of the shortened lifespan every year, but the answers are inconclusive. What is known is that having magic worked upon you does not appear to have a significant effect on how long you live; only using it yourself. Aside from this, pseudo-magic and psychic magic are purported to have markedly less impact on the body than directly manipulating the forces of the universe with divine or arcane magic.

Dimensional Planescapes

For those societies that progressed and developed while depending entirely on scientific advancement instead of magic, the idea of a series of dimensions that run parallel to the universe is a theory that inevitably came into being. Through observation and calculation, it became apparent to those who cannot directly interact with the veil that these places must exist. For societies of magical origin, it was never in question that other planes existed. As long as magic has been studied and utilized, there have been spells crafted to pierce through the barriers that separate the planescape of the universe.

In the modern Nacora Galaxy, with its blend of technology and magic, the various planes are fact, not theory, and in many cases are studied as extensively as any new planet might be. Each of these planes carries with them different purposes and answers many questions about the natural order of existence and magic across the galaxy. Occult and scientific scholars have placed the various planar landscapes into four distinct categories, drawing from ancient lore to name each of these.

The Infinite Overlay

The Astral and Ethereal planes are commonly considered the least complex planes. They are often referred to as overlaid planes because of how they interact with the Material Plane. They act as a natural barrier between the material realm and the other planes. To travel between them or open a portal to them requires moving through one of these barriers. Generally, it is easier to leave the Material Plane than to enter it from the other planes, and the infinite overlay is responsible for that.

The **Ethereal Plane**, when experienced directly, appears as a misty and soundless landscape of muted grays. For every specific location and place in the Material Plane there is an equivalent construct on the Ethereal, but unlike the Material Plane, the things you feel and interact with on the Ethereal are universally smooth. They are facsimiles that move and mimic the Material Plane perfectly without

actually being those things. On the Ethereal Plane you can move from one place on the Material Plane to another, effectively transporting yourself to a new location. You can also observe visually things that are happening on the material plane, but cannot otherwise interact with them. Fine details such as lips are impossible to make out on the Ethereal Plane.

The **Astral Plane** on the other hand, is a sort of dream realm, where visitors move as disembodied souls. Like the Ethereal Plane, it creates a facsimile of the material realm around you, but it builds this from clouds and silvery water. When mortals dream, they create small sections of vivid memory within the Astral Plane, and through the Astral Plane it is possible to interact with people's thoughts and souls on a very intimate level. Unlike the Ethereal Plane, you cannot take your body with you when you project into the Astral, and therefore it cannot be used to move from one place on the Material Plane to another.

The Mirrored Heart

After the Astral and Ethereal Planes, the next easiest planescapes to reach are the Fae Beyond and the Nightveil. These two planes are often termed as a multiverse of planes because of their metaphysical behavior. While other planes span a near infinite amount of space, these planes are finite and separate. For every planetary body in the universe, there is a distinct Fae Beyond and Nightveil. The Fae Beyond of one planet might be similar to the fae beyond of another, but they are not the same place. They are distinct planes connected only by purpose and certain powerful creatures that always exist, such as the faerie queens. Many of these powerful creatures even maintain memories from every version of themselves, but the destruction of one version does not destroy the others. Making an enemy of a powerful denizen of the Fae Beyond or Nightveil is often a way to obtain an enemy on every planet in the galaxy. These planes do not extend past the planets themselves and cannot be accessed from space. Moving from one place on a single planet to another using these planes is possible, but crossing between planets is not. They are known as the mirrored heart because they exist only around the heart of the material world: life-giving planets. Unlike most planes, Mirrored Heart planes have multiple natural portals that lead to them from the material plane, skipping past the ethereal gateways altogether.

The **Fae Beyond** may vary from world to world but it has some constants that consistently tie into its purpose. It is a plane of life and emotion. Feelings are often more intense here, uncontrollably so, and many of the denizens feed off of the emotions of mortals. The favorite foods of the fae are lust, happiness, excitement, anger, fear, despair, and sorrow. Faeries can oft be categorized by what sort of emotions they prefer to consume. The plane is typically seen as a verdant landscape, though the terrain of the Fae Beyond always mimics the most extreme places of the planet that it is connected to. The Fae Beyond of Moiccaro, a desert world, is a rugged desert itself. While there is no way to be certain of the purpose of the Fae Beyonds that span the galaxy, stories of the faeries often speak of the plane being tied into the natural order of the world and its ability to sustain life. Indeed, a planet with little to no life on it usually has a nearly nonexistent Fae Beyond.

The **Nightveil** is generally more universal than the Fae Beyond and maintains a more obvious purpose that has been observed in multiple scholarly accounts. The Nightveil is a world of shadow and darkness where necrotic energy flows more freely and the magic and life of mortalkind is weaker. Mortals heal only half as well in this realm of monsters, and the very air makes people more susceptible to fear. Regardless of the individual Nightveil on a specific planet, the plane is full of creatures that mimic the greatest subconscious fears of mortals. Yet this nightmare realm has a noble purpose in service to the material. The creatures of the Nightveil stand ever vigilant against the invasion of creatures from the outermost planes, beyond even the Eternal Prism. They fight night in and night out against horrible monstrosities and eldritch horrors that attempt to push their way into the material realm. Why they fight this eternal battle is unknown even now to mortal scholars, but it has been observed and is well documented.

The Elemental Sphere

The planes of fire, earth, water, and air are often considered the most expansive plsnrd. Unlike the Mirrored Heart planes, they span a size equal to the universe itself, both individually and as a whole. The sphere lies beyond the

Ethereal Plane's barrier, but close enough that parts of it bleed into the Material Plane in areas with a large concentration of charged dark matter particles. Places such as Eezon often have direct magical ties to one or more of the planes within the elemental sphere. On worlds or parts of space like that, there are portals where one can traverse directly into one of these planes, but otherwise traveling there requires a great deal more energy than planar travel to the Mirrored Heart or Infinite Overlay.

Each of the planes within the Elemental Sphere, the **plane of fire**, **plane of earth**, **plane of water**, and **plane of air**, embody their elemental affinity. Their landscape adheres to that affinity entirely. Even the major settlements within those places are mostly uninhabitable to mortal creatures. The plane of fire, for example, is home to rivers of lava, constant volcanic ash, and unbearable heat. The plane of air has no solid ground, only clouds of varying solidity and constant storms that move across the endless sky. Slightly more hospitable, the plane of water is an ice cold limitless ocean, filled with glaciers. The plane of earth is a mixture of desert and mountain without any flora or fauna in sight, only elemental monstrosities.

The Eternal Prism

Beyond the Elemental Sphere lies the Eternal Prism, accessible through the Astral Plane instead of the Ethereal. Traveling to these lands is done wholly as a soul or spirit without a physical body. Once there, one's spirit becomes their physical body. Unlike other planes of existence, death within the Eternal Prism is not so easy to combat with magic or science as it can be in the material realm. The knowledge of these planes has played a large role in the destruction of the foundation of many religions, not because they are places where souls go after death, but because they aren't. These realms are home to celestial and fiendish creatures, but outside of trapped or taken mortals, there is no evidence of destination after death.

The Eternal Prism is divided between the **Celestial Skies** and the **Infernal Pits**, each more simply referred to by most as the **Heavens** and **Hells**. The creatures of purest good, both lawful and chaotic, exist in the Celestial Skies of Heaven, while the creatures that walk the Infernal Pits of Hell are evil at their core. While most of the universe exists in a sort of moral gray area, constantly in flux in regards to hundreds of thousands of factors, the Eternal Prism is cut starkly into white and black. Every dimensional plane trembles when one half of the divide bleeds into the other. When the creatures of Heaven and Hell begin to act in ways contrary to their cores, the Eternal Prism shifts and splits and redevises itself. Few such events have been logged in recorded history with any amount of certainty.

Other Special Planes

There are a few other planes and pseudo-planes that merit mentioning. The first is the Outer Plane, a place not dissimilar to the Mirrored Heart planes in that it is restricted to specific material regions to which it connects. Specifically, the **Outer Plane** is a plane that lies alongside open space itself. It is illegal in most societies to open portals or summon creatures from the void within the outer plane, because these reality warping creatures, known as abominations, act against the sanctity and stability of reality itself. The barriers between the Material Plane and the Outer Plane are strong throughout most of space, but weaken near planetary bodies and great sources of life and dark matter particles. Fortunately, in these places the plane of Nightveil is close enough to repel any access abominations from the outer plane might seek. The system of eternal conflict is not perfect, and abominations make their way into the galaxy, but across written history there is no recorded event of a mass invasion of abominations.

The other important type of special plane to speak of is the **demiplane**. These planes are created by magic or science and vary in both size and features. Some spells of great power can make large spaces that are hospitable to living creatures, while others, like the bag of holding, contain only a small pocket of space capable of holding a few hundred pounds. Almost no demiplanes are permanent, but certain powerful spellcasters and spellcasting creatures have been known to create permanent planes connected to the Material. Within these demiplanes, most of the laws of the material world hold true. Because they are artificial planes, they lie alongside the Ethereal Plane instead of on the other side of it. This makes them even easier to travel to than the Fae Beyond and Nightveil. Most demiplanes have a single fixed portal from which to enter and exit.

CHAPTER TWO: PLAYABLE SPECIES

Throughout the history of tabletop gaming, races have been a cornerstone of character creation. A focus on the universe at large brings with it a slew of new playable races. However, in a postmodern society with new ideologies, denizens of the many and varied planets of the galaxy have come to be known as species rather than races. Each species detailed in this chapter hails from its own unique planet and culture.

Gamemasters and players will find twelve brand new species, as well as an adapted version of humans. While these encompass the species used in the S&S base setting (the Nacora Galaxy), if your table is looking to add more variety, we encourage you to use standard 5e species and invent new worlds and setting pieces.

There are two primary questions regarding the development of species that are a running theme in the Nacora Galaxy: did they evolve alongside dark matter magic, or did technology play the formative role in their history and livelihood? This supplement addresses both magic and machines in the current intergalactic community and the species that have learned to utilize them.

Ability Score Increase

Every species increases one or more of a character's ability scores. The chart in this section shows which species increase which ability scores.

Ability Score	Species (Potential Bonus)
Strength	Brahvaasch (+1), Glabrau (+1 or 2), Kyrrov (+2), Luonn Tua (+0 or +1), Piranthi (+1)
Dexterity	Eezonite (+2), Glabrau (+1 or +2), Ix (+1), Kygad (+2), Maeshar (+1), Luonn Tua (+0 or +1)
Constitution	Brahvaasch (+1), Glabrau (+1 or +2), Saguarin (+1), W'uther (+1)
Intelligence	Eezonite (+0 or +1), Hanadarian (+1 or +2), Ix (+1), Kygoran (+1), Proxy (+2), W'uther (+1)
Wisdom	Brahvaasch (+1), Hanadarian (+1 or +2), Luonn Tua (+2), Maeshar (+1), Saguarin (+1), Piranthi (+1), W'uther (+1)
Charisma	Eezonite (+0 or +1), Hanadarian (+1 or +2), Ix (+1), Maeshar (+1), Saguarin (+1), Piranthi (+1),
Any	Human (+1 to three abilities of choice), Proxy (+1 to any ability score), Wireborn (+1 to three abilities of choice)

Size

Characters of most species are Medium, a size category including creatures roughly 4 to 8 feet tall. Members of a few species are Small (between 2 and 4 feet tall) or Large (between 8 and 12 feet tall), which means that certain rules of the game affect them differently. The most important of these rules are that Small characters have trouble wielding heavy weapons and Large creatures take up more space on the battlefield, in vehicles, and in spaceships.

Age

The age entry notes the age when a member of a species is considered an adult, as well as the species' expected lifespan. This information can help you decide how old your character is at the start of the adventure. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a very old character, your age could explain a particularly low Strength or Constitution score.

Speed

Your speed determines how far you can move when traveling and fighting. Some species have special movement speeds such as fly, swim, or climb speeds, which help them in other movement situations.

Languages

By virtue of your species, your character can speak, read, and write certain languages inherent to that species' general culture. You are encouraged, if your character wass perhaps raised in the environment of another species or culture, to use a different set of initial languages. All species begin play with Galactic, the common language of the Nacora Galaxy.

The Brahvaasch

Ancient and strange, the species known colloquially by the galaxy as the Brahvaasch are actually the larval stage of starwyrms, called Vascheim in the native tongue of the species.

When Humans first made contact with the Brahvaasch, they called them dragonmen for their reptilian features. Some consider this name prophetic, for the Brahvaasch are draconic in the later stages of their lives.

Primeval and Solitary

The first stage of a Brahvaasch's life moves quickly, lasting only five to ten intergalactic calendar years before they reach the developmental stage referred to as the Brahvaasch. They begin life as a worm-like creature with limited mobility that nests in a pile of mucus and silk created by their progenitor. While in this caterpillar-like form, they are either cared for by nearby Brahvaasch people or grow up wild without supervision. Most would not consider them sentient during this stage of their life, as they are driven almost entirely by instinct.

After their time as larvae, they will cocoon up for a few years and emerge as a youthful Brahvaasch. A Brahvaasch grows incrementally for centuries upon reaching this stage, and in rare cases can continue growing for upwards of a millennium.

At the end of this stage of their lives, they undergo another metamorphosis. After departing for a solitary place, typically on their homeworld, they build a cocoon in which their body can continue to grow in a dormant state for decades before they emerge as a starwyrm. This transformation, similar to the one they undergo in early life, is a dangerous and volatile process that results in death approximately half the time.

Between premature death and their inability to reproduce until their final stage of life as a starwyrm, the Brahvaasch are not a populous species. Despite this, they are generally revered and respected due to their long lives, as well as their future forms. The starwyrm retains the memories of its Brahvaasch self but typically identifies itself as a different individual. Like dragons of yore, they are capricious and self-absorbed at best, though they serve the vital purpose of recycling used dark matter energy throughout the galaxy.



Draconic Features

Brahvaasch are bipedal creatures that stand between seven and nine feet tall and weigh up to a thousand pounds. They tend to be thick in body and are covered in heavy-plated scales. Their eyes are set under a heavy brow bone and they have holes on the sides of their head covered by a thin membrane that allows them to hear. Though they only have three fingers on each hand, they have deadly claws. These claws, coupled with pointed teeth, lend themselves to a primarily carnivorous diet. Brahvaasch scale patterns and colors vary wildly and often act as a tell for the lineage of the individual.

Curators of Magic

Given the magical nature of their parentage, it's no surprise that the Brahvaasch are masters of the arcane. Their society was built on foundations of magic, and they eventually chased their ancestor starwyrms to space itself.

The Brahvaasch are the original pioneers of dark matter energy-powered spacecraft. Their starwyrm heritage allows even the most arcanely inept Brahvaasch to harness some of the threads of magic that run in their blood.

Chroniclers of History

As the first species in the Nacora Galaxy to reach the stars, the Brahvaasch often consider themselves the parents of the intergalactic community. Their lengthy lifespans and dominating presence tend to put them at the center of events that shape the galaxy and the worlds within. The Brahvaasch enjoy lending their experience to younger species by acting as historians.

Their homeworld, Von, remains a bastion of historical information from across the galaxy and also acts as the nesting grounds for many starwyrms. Despite the fact that Von is populated, it is a dangerous planet with few civilized places by most species' standards. Brahvaasch prefer the company of young and energetic species to their own.

Brahvaasch Names

Brahvaasch are not given names by their starwyrm progenitors. When a Brahvaasch survives the metamorphosis and moves on to the bipedal stage of their life, a name is bestowed upon them by their primary caretaker.

Titles are of the utmost importance to the Brahvaasch. They find it vital to their identities to collect surnames, superlatives, and descriptors throughout the entirety of their bipedal stage. Some Brahvaasch have as many as a dozen names by the time they shed their identity to become a starwyrm.

Sample Names: Zurhev, Duulrahn, Wesck, Ravo, Brynnha, Palk, Muschenn

Brahvaasch Traits

Ability Score Bonuses: Your Strength, Constitution, and Wisdom scores each increase by 1.

Size: Brahvaasch are either Medium or Large creatures that range from 7 to 9 feet tall (your chosen height determines if you are Medium or Large), and can weigh up to 1000 pounds.

Age: The Brahvaasch reach adulthood within 1 year of their transition from the newborn larva stage. They can live upward of 500 years before needing to form a cocoon for the next stage of their life.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Galactic and Brahvish.

Hardened Scales: You gain a +1 bonus to your armor class thanks to the tough plates of natural armor across your body.

Starwyrm Lineage: Your ancestry gives you access to innate magic and power. You are resistant to force damage and know one sorcerer cantrip of your choosing. Starting at 3rd level, you may cast *floating disk* once and at 5th level you gain the ability to cast *levitation* once. Your casting ability score for these spells is your Wisdom and you regain the ability to cast each after completing a long rest.

Tooth and Nail: Your claws are considered melee weapons that deal 1d6 slashing damage and your teeth are melee weapons that can deal 1d6 piercing damage. You are proficient in these natural weapons.

Starwyrms and the Brahvaasch

The starwyrms that roam the galaxy retain the memories of their lives as Brahvaasch, but view those memories secondhand, as though they belong to another person. Thus, they rarely keep the connections they had as a Brahvaasch. Despite this, they still care a great deal for the Brahvaasch in general, and most hesitate to kill them. Brahvaasch are oft called to negotiate with starwyrms when necessary.

The Eezonites

Life can find a way in the strangest of places, and the Eezonites are the proof. A concurrence of catastrophic circumstances, any one of which could have ended their planet, turned out to be the perfect storm to create something entirely new. As a dying sun subsumed the planet Eezon, a dark matter energy storm wracked the solar system. The ensuing reaction was explosive.

When the dust settled and the energies faded, a planet still remained. Orbiting a white dwarf, far closer than what would normally sustain life and completely tidally-locked, Eezon was reborn. Against all odds, life persisted there.

Living Flame

Though the Eezonites are humanoid in shape, they are made entirely of inorganic material like so much of the flora and fauna on their planet. Fire and stone are fused into their very body and blood. Their skin appears as dark stone with veins of fiery light. In place of organic organs, a burning core of magma warms their chest and circulates fire throughout the body. The color of this inner fire varies depending on the minerals an Eezonite smelts in their core as sustenance.

Eezonites stand from three to nine feet tall and can weigh up to five hundred pounds, due to the density of mineral in their bodies. After centuries of change and intermingling with the rest of the galaxy, their bodies have come to resemble humans more closely, favoring two legs, two arms, and a head with sockets of flame that allow for a range of facial expressions. Rather than hair, Eezonites sport a gout of flame on their heads.

A Short Wick

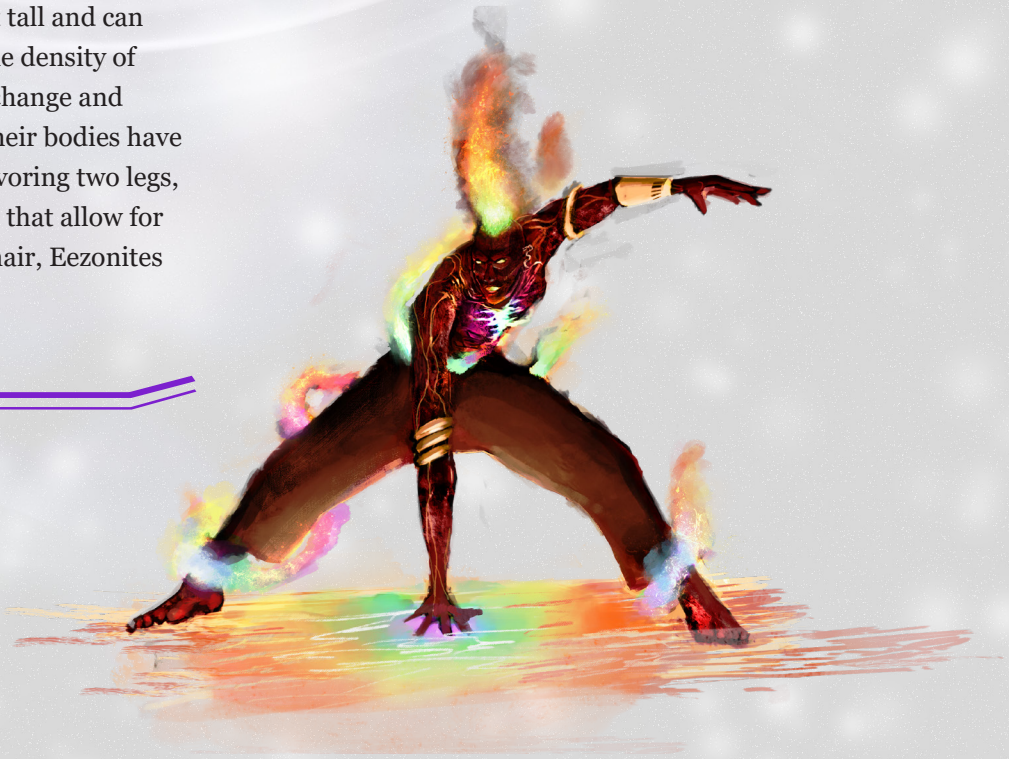
Eezonites rarely pass up the opportunity to experience something new. This culture of ever-changing interest and risk-taking is due to their short lifespans. Eezonites live only 30 to 50 years, depending on the lifestyle they live. Every fire eventually burns out.

When an Eezonite feels their time has come, they return to the magically charged atmosphere of Eezon, their homeworld. Their form crumbles to dust as the fire inside rejoins the atmosphere so that their essence can rejoin the cycle of magical rebirth as a wholly new individual. When an Eezonite is “born”, their body and mind are fully formed and they retain a great deal of ancestral memory from the essences that came before them.

Even when Eezonites leave Eezon to traverse the galaxy and its wonders, they retain the bonds of community via an organization knowns as FLAMES. This organization collects wealth from the millions of Eezonites across the galaxy, which are used to fund whatever lifestyle the short-lived Eezonites wish to live.

Eezon, the Burning Sphere

Eezon is a small planet orbiting very close to a white dwarf in a tidally locked formation. One side of this gravity-light planet is constantly warmed to a scorching 400 degrees with continuous sunlight, while the other is always below freezing and frozen over. The Eezonites live on the bright



side of Eezon, but often travel to the dark side in order to secure potent minerals and materials for trade throughout the galaxy. Due to the circumstances of Eezon, the dark side is rife with solidified crystalline dark matter.

This extreme proximity to dark matter and its energies means that the Eezonites are highly proficient with the use of magic. Though they do not need to breath in the classical sense, Eezon does have a thick oxygen atmosphere, which is important for the continuation of their flames. Thus in the openness of space they require spacesuit gear much like everyone else.

Living Life to the Fullest

Because their time is limited, the typical Eezonite spends the first 15 to 20 years of their life traversing the galaxy and experiencing as much as they can before preparing for the next generation. They lean heavily on their ancestral memory and seek unique experiences to add to the pool of knowledge for their people.

With the whole breadth of the galaxy at their fingertips, Eezonites don't want for new opportunities. They rarely turn away from danger, instead finding it exciting. Although they do not reproduce in the traditional sense, they revel in romantic and deep platonic relationships. Sharing one's heart and mind with another is almost always a singular, one-of-a-kind experience.

Eezonite Names

Eezonites are observed for the first few weeks of their life before a name is bestowed upon them by their fellow Eezonites. The descriptive style of their names often means their names change as their personality does, but most Eezonites take pride in fulfilling their name to the letter. They typically go by a shortened version of their name for the sake of ease.

Sample Names: Watches-the-Stars, Burns-like-the-Fire-of-a-Thousand-Suns, Fidelity-and-Integrity-in-the-Night, Lost-but-Finding, Pulled-from-Darkness-and-Turmoil, Seeking-Clarity-til-the-End-of-Days

Eezonite Speech

Given that they are, in essence, a living fire, it surprises many that Eezonites have no issues speaking. Through intensive research, the Intergalactic Academy on the primary Galactic Coalition Space Station determined that the Eezonites speak by bending dark matter particles into their flames and using them to emit sound.

Eezonite Traits

Ability Score Bonuses: Your Dexterity score increases by 2 and either your Intelligence or Charisma score increases by 1.

Size: Eezonites range from 3 to 9 feet tall and can weigh up to 500 pounds. This means that you might be a small or large creature.

Age: Eezonites are born with an adult intelligence and body. They live between 30 and 50 years before they disintegrate back into the magic from which they are born.

Speed: Your base walking speed is 40 feet.

Languages: You know Galactic and Eezonese.

Burning Heart: You are resistant to fire damage and know the *firebolt* cantrip. Starting at 3rd level, you may cast *burning hands* once. At 5th level you know how to cast *scorching ray* once. You regain the use of these spells after completing a long rest. Charisma is your casting score for these spells.

Fear of Water: While submerged in water without a protective suit you take 1 point of damage every six seconds you are submerged. Attacks and spell effects that utilize water to deal damage deal twice as much damage against you.

Stone Body: Your body is made of nonliving matter. You are immune to poison damage, the poisoned condition, diseases, and sleep effects. In addition, instead of eating you must consume minerals by smelting them within your core. You do not require sleep, but instead rest your mind through a period of meditation that takes 4 hours. In order to benefit from a long rest, you must still be doing restful tasks for the required 8 hour block of time.

The Glabrau

Each species in the galaxy has overcome its own challenges to rise to the stars. While some were escaping predators or overcoming instinct, others were fighting against the harshness of their environment.

The Glabrau hail from a frozen world of mountains and snow where temperatures are so low that solid state technology has difficulty being effective. Their path to space utilized kinetic machines, leading them to be viewed as some of the most skilled engineers in the galaxy.

Strong and Resilient

In order to combat the extreme cold of Raath, the Glabrau have evolved to maintain a higher body temperature. They have a thick layer of insulating skin and a thin layer of water-resistant fur. This fur is matted close to the skin so that liquid rolls right off of it. The mane of hair around the head and neck of the Glabrau keeps the most sensitive areas of their body free of both cold and moisture.

In addition, the Glabrau have an incredibly slow metabolism, allowing them to retain energy from their carb-heavy diets for prolonged periods of time. They typically eat a single meal at midday that will sustain them no matter how active they are. This energy retention helps satisfy the body's naturally high temperature of about 117 degrees.



The pent up heat and energy pairs well with bodies built for speed, strength, and endurance. The Glabrau have a complex and extensive musculature. Every movement stores up kinetic energy to be used elsewhere in their bodily processes. Glabrau are in constant motion when not on their homeworld, and some of their earliest inventions keep their muscles moving as they sleep to keep themselves warm.

The Glabrau have a prominent mouth filled with teeth for tearing flesh and ears close to the top of their head that poke out of their mane. Most Humans would say their ears look like cat or dog ears. Their mane covers a great deal of their shoulders, chest, and upper back and usually continues down the center of their back to their tail. They range between 4 and 5 ½ feet tall and are sturdily built.

Constant Kinetics

To the ignorant eye, the Glabrau may appear primitive compared to other intergalactic species, but this couldn't be further from the truth. Despite never inventing computers, the Glabrau developed a technological society based around kinetic machinery. From power sources, to vehicles, to weaponry, they specialize in the use of gravity, simple machines, and old-fashioned muscle power.

The ships that first reached the stars from Raath were powered by explosive fuel for the first leg of their journey, then hands-on power for the rest. Glabrau in space eventually adopted the computer technology of other species into their own ships, but many still use the kinetic systems and physical power that brought their species to space.

Glabrau are typically adept at mathematics and problem solving, making them excellent engineers and mechanics on any ship. Additionally, the deadliest single-man fighter ships were created by the people of Raath. With no computer to fly these ships, the pilot has the task of navigating, steering, and firing the guns. Their ships are faster than most, but infinitely harder to pilot.

A World of Ice

Raath is an unkind world of frigid climate and deadly terrain. Millennia of evolution on this frozen rock gave the animal-like Glabrau their daunting physical abilities. Without this world they would not have come to be, but it is a cruel world which leads many in the intergalactic community to question why Raath is still the major population hub of the Glabrau species.

There is something to be said about the connection one feels to the planet that birthed their species, but other species, such as the Saguarin, show that is often not enough to make a people willing to return.

Truthfully, despite its harsh environment, Raath has some of the richest resource veins in materials that the intergalactic community use in their day-to-day constructions. As long as the Glabrau people lay claim to this as their homeworld, by intergalactic law, they control those resources.

A Trial of Self

The Glabrau have a tradition of individuals testing their own strength through the use of the world around them. On their homeworld of Raath, this tradition comes to fruition as trials of strength, endurance, and speed in the deadly cold. For some, this is the first test of many. Glabrau are inclined to seek out challenges throughout their lives, regardless of where they were born. The mysteries inherent to the depths of space are a perfect place to test one's mettle.

Glabrau Names

Glabrau names vary depending on the region an individual was born in. Given the shape of their mouth and lips, their unique language can be hard for other species to accurately use, but most of their names translate to intergalactic common easily enough.

Sample Names: Nephiran, Tolomy, Hazrel, Kierna, Atzani, Ishtep

Glabrau Traits

Ability Score Bonuses: Choose two from Strength, Dexterity, or Constitution. One of the chosen two ability scores increases by 2 and the other increases by 1.

Size: Glabrau are medium creatures ranging from 4 to 5 and a half feet tall and weighing between 130 and 300 pounds.

Age: The Glabrau reach adulthood at around 17 years of age. On their homeworld of Raath, their lifespan typically ends around 90 or so years, but in space where their slow metabolism works more in their favor they often live up to 150 years or more.

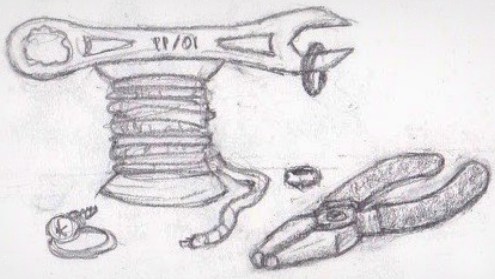
Speed: Your base walking speed is 30 feet and your base climbing speed is 30 feet.

Languages: You know Galactic and Glabraunish.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. You lose this feature if you have cyber eyes.

Kinetic Mind: Due to the evolution of your species, you are adept at mathematics and problem solving that would normally require advanced computers. You gain proficiency in the mechanics skill. When you would make an Wisdom (Mechanics) check you may instead make it as a Dexterity (Mechanics) check.

Slow Metabolism: Your metabolism is slow and plodding, meaning that you need only about one meal a day and that meal should be primarily carbs and meat. This metabolism means that your internal body temperature is high and you gain resistance to cold damage. You also take much longer to tire. You always act as though you have one less level of exhaustion than you have (so if you have 2 levels of exhaustion, you only have the penalties of 1 level).



The Hanadarians

The Hanadarians are an ancient species, but their fervor for the stars remains undimmed. Their culture has long focused on the secrets of immortality and beauty. Despite their centuries-long lifespans, the Hanadarians seek to emulate the timeless celestial bodies that populate the universe for millions, and even billions, of years. These lovers of all things beautiful are ever searching the infinite expanse to uncover new secrets.

Born of a sunless world, the Hanadarians light the cities on their home planet, Hanadar, with colorful lights and mirrors. They adapted quickly and built toward the heavens, seeking to reach the serene and alluring stars.



Appearance Above All

For a Hanadarian, there is no virtue higher than beauty. One can say just as much, if not more, with a perfectly tailored overcoat and complementary makeup than with words. No respectable Hanadarian goes anywhere without a stylish wardrobe for every conceivable occasion. In all aspects of life, they garb themselves in ways that mimic nebulas, stars, comets, even space itself.

It is rare to see a Hanadarian without their accoutrements. Their skin is naturally colorless and nearly translucent, regardless of solar radiation. Likewise, their eyes are pale, akin to a blind creature's. With long, thin limbs and bodies, as well as perfectly symmetrical faces, they often appear unsettling to other races.

Most Hanadarians stand at nearly six feet or taller, though they rarely weigh more than a hundred and fifty pounds. The species recognizes a variety of genders, but most Hanadarians have a similar body type, lending even more uncanniness to their appearance.

Lacking the color of the distant heavens, the Hanadarians utilize the material world to change their appearance. Oftentimes their skin and hair are dyed from a young age. Makeup is worn liberally. Custom clothing and jewelry is a must, and some Hanadarians even go so far as to utilize temporary body modification or cyberware in the pursuit of magnificence.

The Hanadarians create bold looks with the finest materials the universe has to offer. Buying accessories of Hanadarian make almost guarantees that all eyes will be on the wearer. They favor glittering colors, clear shapes and silhouettes, and mixed textures. In their encounters with Humanity, they are often described as 'glam rock aliens'. Function is always secondary to fashion for the Hanadarians.

As far-flung as the species is, there are natural divisions in what is considered beautiful. Some focus solely on the stars while others adopt the fashions of those around them to better blend in. Trends come and go, but every Hanadarian knows that their body is a canvas upon which they create a beautiful work of art every single day.

Eternally In Flux

The Hanadarians understand better than most the importance of adaptability. The stars, despite their apparent constancy, do change, and the Hanadarians pride themselves on their capacity for fluidity. Their talent with makeup and mannerisms lends itself to subterfuge. Many Hanadarians get work as infiltrators and decoys. Those who find such sneaky work distasteful often take up positions with acting agencies or in the fashion industry.

In the course of a few centuries, one person can run through a vast number of appearances. Some Hanadarians find a guise they enjoy and change only subtle aspects of it, but others take centuries to discover the look that best reflects their inner self. It is expected that a Hanadarian who has undergone a major life change or event will make equally dramatic changes in their appearance. Few people remain truly unchanged in their lifetimes, and the Hanadarians believe their exterior should be reflective of internal change. Uncovering the mysteries of the universe is tantamount only to uncovering the mystery of oneself.

Forbidden Fusion

It's common knowledge in the intergalactic community that magic and technology only mix with a delicate hand and sufficient preparation. Whether the combination is explosive or merely nullifying, many planets avoid using both together. Not the Hanadarians.

Willing to risk everything in the search for immortality, the Hanadarians ignored the innate challenges in melding magic and technology. The resulting union was dubbed magitech and utilized the benefits of both components. Though there have been a few discoveries of working magitech across the galaxy, the majority were created by the Hanadarians.

Even their spaceships run on magitech. No one knows whether it was bravery, recklessness, or a belief that they are above the potential consequences that caused the Hanadarians to push the limits of science and magic. Regardless, they have knowledge of both subjects, unlike many species that focus solely on one or the other.

Seekers of Knowledge

Immortality may be at the top of the list for the Hanadarians, but it is hardly the only secret of the universe they seek. They are always on the lookout for more hidden wonders, large or small, and the desire to discover the unknown spurs many Hanadarians to set off on any spacefaring vessel they can find. Their predisposition for mysteries and forbidden knowledge is the reason many Hanadarians are oracles and sorcerers, drawing on the dark matter of the universe for power.

Hanadarian Names

Just as their appearance makes a statement, so does a Hanadarian name. Their surnames are typically the names of celestial bodies or constellations, revered and recognized by any Hanadarian of note. When a Hanadarian is born, their parents give them a pet name to be used until the child is old enough to choose their own name. These pet names are often reflective of the parents' hopes for the child.

As a Hanadarian ages, they may change their name as often as their appearance until they find something they are content to be called. Hanadarian names are nearly always something the individual finds beautiful, seeks to emulate, or a trait they feel they embody. Hanadarians take names from their own and other languages without concern, so long as the name is suitably beautiful.

Sample Names: Dazzle, Hyacinth, Nebula, Baroque, Sapphire, Silk, Effervescence, Cheer, Melody

Changing Identities

With Hanadarian proclivities for changing names and faces, it is crucial for every Hanadarian to keep their identification updated as they change. Some Hanadarians prefer to maintain a single legal name for paperwork and other legalities, while others opt to go through the lengthy process of changing their ID for every name change.

Hanadarian Traits

Ability Score Increases: Choose two from Intelligence, Wisdom, or Charisma. One of the chosen two ability scores increases by 2 and the other increases by 1.

Size: The Hanadarians range in size from 6 feet to almost 8 feet tall and weigh between 90 and 150 pounds.

Age: The average Hanadarian reaches adulthood in their 50s and can live upward of 300 years if they participate in all of the rituals, technology, and magic the culture has invented to extend their lifespan. Without this extra assistance, a Hanadarian only lives a century or so.

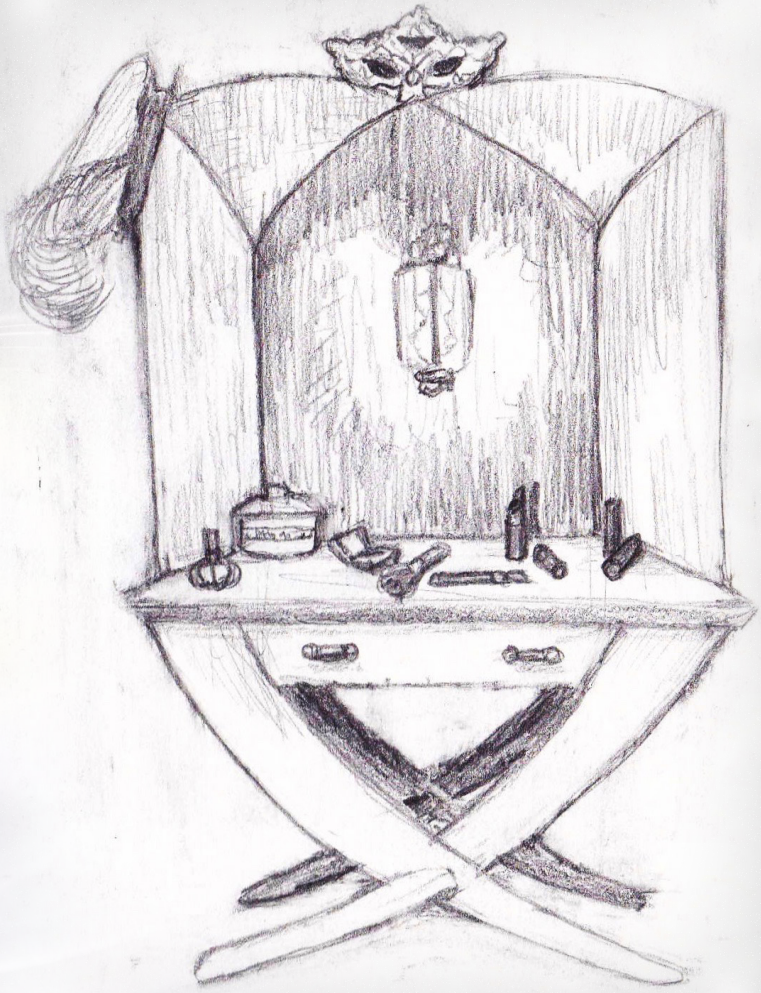
Speed: Your base walking speed is 30 feet.

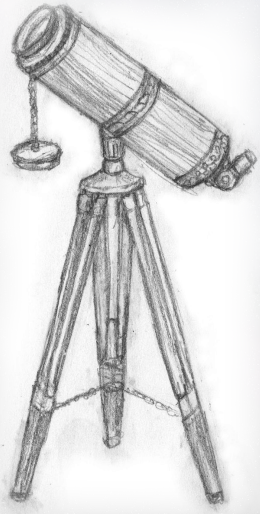
Languages: You know Galactic, Hanadaran, and one language of your choice.

Singular Obsession: The Hanadarian people oft find niche subjects which they explore in excruciating detail over the course of their long lives. Choose an Intelligence skill that isn't Investigation. You gain proficiency in that skill.

1000 Faces: Cosmetics and acting are part of everyday life for you. You are proficient in disguise kits and the Etiquette skill.

Rigid Confidence: As a Hanadarian, you have been taught that your mind and presence are the highest form of life, the most potent. You have great resistance to being swayed by magic. You have advantage on saving throws against spells of the enchantment school.





Enthusiastic Imitators

The flamboyant tendencies and exotic appearances Hanadarian culture is known for are often adopted by citizens across the galaxy who idolize or otherwise favor Hanadarian styles and influence. Fans of this nature affectionately call themselves Non-adarians. They often adopt the bright, celestial-inspired styles and makeup of traditional Hanadarian culture. Some even go so far as to consume only Hanadarian cuisine, learn their language, and construct their homes in the Hanadarian fashion. Netsites and conventions devoted to the shinier, aesthetically pleasing aspects of Hanadarian culture are a common occurrence for avid fans.

The Humans

Humans occupy an odd place among the denizens of the Nacora Galaxy. The species is not native to the locale, despite having an entire solar system of planets in which they are the sole sentient evolved lifeforms.

In the modern age, the center of Humanity is the Domos Collective in the Empyreal System. Their lives are defined by the historical cultures of their three original planets and their conflict with the Veerux.

The Domos Collective

The Empyreal System sits on the edge of the core systems, close to the more untamed and dangerous regions of space known as the frontier. Three habitable planets populate the system: Domos I, II, and III.

It is on these three planets that Humanity came to fruition and took to the stars with hope and wonder. When they reached the void, however, they were met with scorn and disgust. They had been preceded by a race of Humans from another galaxy, known as the Veerux. This powerful and ruthless galactic empire views all non-Human species as little more than animals, in denial that any non-Human could be sentient.

Since they entered the intergalactic community, the Humans of the Domos Collective have striven to prove themselves as a peaceful and accepting people to other species. They work hard to protect Nacora's indigenous life from Veerux invasions.

Veerux Planetary Seeding

Despite the all of the Domos Collective's hopes, their past is one rife with menace. The Veerux Empire reached space long before even the Brahvaasch of Nacora managed to. During that time, they explored galaxies outside of their own, including the Nacora.

As the Veerux traversed the universe at large, they encountered many sentient species. Rather than opening new diplomatic channels, each discovery drew the Veerux further into their xenophobic ways. Eventually, their zealous theocracy declared Humanity to be the only sentient species and claimed it was the duty and right of all Veerux to exterminate alien life in order to seed planets with Humanity.

In order to seed a planet, the Veerux first generate an artificial apocalypse that wipes out native intelligent species that may inhabit the planet. Sheltered Humans are sent to the planet to grow, breed, and spread. The Veerux return to their seed planets millennia later to uplift the civilization that has arisen and bring them into the empire, often utilizing methods such as brainwashing. This farming allows the Veerux to spread rapidly across the universe.

For every planet uplifted into the empire, there are some that are forgotten, or that become unreachable. The Domos Collective were seed planets that developed on their own and reached space without Veerux uplifting. As such, they lack the indoctrination that is part of Veerux culture and stand as a bastion of hope for what Humans can be in the Nacora.

A Struggle of Judgment

Due to the rate at which they reproduce, Humans have become one of the most populous species in the Nacora Galaxy. After centuries of mingling with the rest of the



galaxy, the Humans of Domos are largely an accepted part of the galactic community and are well-known to answer the call of justice when it comes to pushing out the invading Veerux. Because the Veerux hold a different attitude toward Humans, the Domos are uniquely suited to combat the indoctrinated soldiers of the Veerux.

Most inhabitants of Nacora consider the Veerux to be monsters, not associated with the Humans they have come to know as part of their home.

All for One and One for All

Human adventurers and travelers may move alone, with other Humans, or with any number of alien friends, but even the Humans most removed from Domos are raised by their parents to heed one core tenet of Domos culture: "All for one and one for all".

The Humans' existence in the Nacora Galaxy was defined by the evil that created them millennia ago and the influence that evil has had over the other species. It was traumatic to be judged by the face of that darkness. This judgment birthed a Human attitude that is shared most potently with the Ix people. Humanity in the Nacora Galaxy strives for a community and sharing of culture.

For the typical adventuring Human, the people they draw around themselves are the "All" and each individual is the "One". Those who disregard that mantra are considered worthless by the standards of the Domos Collective.

Human Names

Since the Humanity of the Nacora Galaxy comes from multiple homeworlds and the Humanity of the Veerux Empire comes from a vast and long lived empire, there are no particularly significant naming traditions. Naming conventions are as varied as the Humanity itself.

Human Traits

Ability Score Bonuses: Choose three different ability scores and increase each of those scores by 1.

Size: Humans are medium sized creatures that are typically between 4 and 7 feet tall and weigh a range of 100 to 250 lbs.

Age: Humans reach adulthood around the age of 18 and can live upward of 100 years in age if they take good care of themselves.

Speed: Your base walking speed is 30 feet.

Languages: You know Galactic and either Domosian or Veeruxian.

Adaptable Legacy: When you make an ability check that you are not proficient in, you can choose to add your proficiency to that ability check. You can choose to do this any time before or after you roll, as long as you do not yet know the result. Once used, you cannot utilize this feature again until you've completed a long rest.

Studied Skills: Choose two skills and/or kits/tools. You are proficient in those skills and/or kits/tools.

Playing a Veerux

While it is possible to play a Veerux Human in the Nacora Galaxy, doing so is not only rare, it comes with a great deal of baggage. A Veerux must have strong reasons to work with other species and do anything other than hide from the homeland they are no longer a part of. Veerux bear a mark on their faces, a red vertical tattoo with four diagonal crossing lines, that cannot be removed without destroying the face. Thus, Veerux are immediately identifiable.

Veerux Traits

Ability Score Increases. Choose three ability scores and increase each of the chosen scores by 1.
Rigorous Training. You are proficient in the athletics and acrobatics skills.
Zealous Focus. You have advantage on saving throws against charm and sleep effects, as well as effects that would impose one or more levels of exhaustion. If you have exactly one level of exhaustion, you act as though you have none.
Deep Programming. Whenever you make a saving throw against a Human member of the Veerux Empire, you do so with disadvantage. Whenever you make an attack roll against a Human member of the Veerux Empire, you do so with disadvantage.

The Ix

The oxygen-rich planet of Selavis is home to some of the largest living organisms in the galaxy, not least of which is the Ix. The animals and trees on Selavis grow to colossal heights, and it is in these trees that the Ix build their cities. Intricate networks of structures, surrounded by spherical walls to keep out other forest pests, dot the landscape of the planet. The Ix themselves are often mistaken for pests by outsiders, as they are a species of humanoid insects.



Community Above All

Upon reaching the stars, many species were disappointed to find that they weren't the first to make it to space. Not the Ix.

Above all else, the Ix value social connections with other people and the communities they build. Discovering that there was a whole galaxy filled with people with whom they might form the bonds of community was a delight to them. They were eager to share their ideals of togetherness with the galaxy at large.

However, sharing their hopes initially proved difficult. The Ix do not have the appropriate anatomy to be able to speak the way most species do. Their language consists of body language, antenna movements, and clicking sounds made by their mandibles.

They were quick to remedy this issue by inventing the first intergalactic translator. The small implant fits snug on an Ix's neck and can be customized with a voice unique to each Ix to express themselves. It translates the Ix's sounds into a language understood by anyone with whom they are conversing.

Insect Bodies

Despite their friendly nature, the Ix often frighten other species at first glance. They stand at heights comparable to Humans and have very few features generally associated with humanoid creatures.

Their mouths are sharp beaks devoid of teeth with a pair of serrated mandibles on either side, and their eyes are large and bulbous. Ix have a wide range of vision due to the refracted angles of their eyes. A pair of antennae adorn their otherwise hairless scalps. They have no visible ears, instead picking up vibrations through a concealed inner ear system.

Their entire body is covered by a chitin carapace that is segmented in multiple places for ease of movement. Ix tend to have an iridescent sheen to their carapace, which can come in many colors, most commonly in yellows and other pastel colors. Each of their four arms ends in a hand of three long, dexterous fingers, and their legs end in three toes. In addition to their many limbs, Ix are born with a pair of semi-translucent wings which can fold into their carapace when not in use.

Constant Tinkerers

With their four arms, nimble fingers, and a sharp mind, the Ix are some of the finest inventors in the intergalactic

community. They often specialize in nerve replication cyberware and implanted technology. In fact, cyber limbs are some of their most sought after exports. They have an intricate understanding of nervous systems and utility in their designs. Though most of their cutting-edge work is aimed toward their own species, creating for other species is never far behind. Most Ix take great pleasure in sharing their genius with other species.

Seeking Unity

The bonds of friendship, family, and romance are tantamount to the Ix's short lives. While some made their way to space to find riches, for the Ix, the wealth they found was in the other peoples and cultures they encountered. The Ix were the driving force behind the creation of the Galactic Coalition, an organization that seeks to bring all the peoples of the galaxy together.

The GC encompasses many other missions as well. They explore untouched planets, help streamline better and faster space travel, and continue to expand the intergalactic community. Though the GC is now populated by a variety of species, at its inception, the Ix were its heart. Their love of community bonds is apparent in the GC's current missions to this day.

Ixian Names

The names of the Ix in their own language are impossible to translate. When an Ix receives their personal translation implant around age ten, they decide upon a name they feel fits them. Their names range from absurd syllables that are the closest approximation of their native name to names common for other species.

Ixian Traits

Ability Score Increases: Your Dexterity, Intelligence, and Charisma scores each increase by 1.

Size: Ix are roughly Human in size, ranging from about 4 and a half feet to a little more than 6 feet tall and weighing between 100 and 200 pounds.

Age: The Ix reach adulthood at age 10. The oldest recorded Ix was 93 years old, but they typically don't live to be older than 60 or 70.

Speed: You have a base walking speed of 25 feet and a base flying speed of 35 feet.

Languages: You know Ixian and can understand and write Galactic even without your babel implant.

Babel Implant: At ten years old, you are implanted with a translator chip that allows you to speak and audibly understand all common intergalactic languages, though not necessarily read them. New languages can be added via program downloads.

Four Arms: You have four arms on your torso, two smaller and two normal sized for your shape. The smaller arms and hands can wield weapons and items as normal.

270 Degree Vision: Due to the range of vision your eyes grant you, you gain proficiency in the Perception skill.

Unique Spacewear

Because the Ix have more divergent biology than most, they spent a great deal of time as a culture developing vacsuits that would better allow them to use their extremities in space. Ixian vacsuits have four arm holes and an openable section for wings so that they can fly when not in unbreathable atmospheres. They also have unique clickseal helmets that have additional eye protection to keep their sensitive eyes from being affected by intense light radiation. Given the level of detail of their own suits, it should be no surprise that they are the leading designers who ensure every species has a unique vacsuit with specific features.

The Kygorans

The rocky world of Kygor floats in a pleasant golden zone, a shell of its natural state, but the planet's inhabitants wouldn't have it any other way. The Kygorans are so populous that their cities cover the entirety of the landscape and tunnel through the planet's innards as well.

Two distinct subraces emerged from an evolutionary split in Kygor's past. Both races are hardy and inventive, but their differences are numerous. They differentiate themselves by the names Kygad and Kyrrov.

Twinned Evolution

The Kygad and Kyrrov were once a singular species, but a particularly brutal planetary ice age separated the populace into two groups. Those who eventually became the Kygad burrowed underground. They built a new way of life in the spiraling tunnels under the planet's crust. The other half of the species made their way into the mountains of the equator belt, where they found salvation in hunting and harvesting the hardy animals that lived there. Hundreds, if not thousands, of years changed each of the groups before they met again.

The Kygad evolved to be smaller, with bat-like ears, huge-pupiled eyes, and an upturned nose to better smell with. They lived in darkness for a long time. Between their size and long, dexterous fingers, they became apt at navigating the damp caves they called home. Meanwhile, the Kyrrov grew taller and wider, overcoming the cold through sheer size. Their almost solely carnivorous diet led them to develop the tusks and sharp teeth for which they are known. In order to keep their heads warm, they developed thick hair and pointed, protruding ears.

When the world changed yet again, the two subraces were unrecognizable to each other. Wars raged for more than a millennium as technological advancements on both sides exploded rapidly to keep up with the arms race. In the end, the planet had been almost entirely hollowed out as the Kygad burrowed deeper, while the Kyrrov built ever higher into the mountains. A landscape of metal cities covered the planet by the time the conflict was over.

Kygor, the City of Advancement

Despite their extensive technological research, the Kygorans were latecomers to the galactic scene. By the time they explored space travel, their entire planet had become a masterpiece of artifice and their technology was far beyond what most species had seen.



Every inch of Kygor is covered in a metallic city, inside and out. The planet has been manufactured to provide everything a natural world might, including the weather, which is determined by the corporations that govern the planet.

A Culture of Money

Kygoran culture is cutthroat and capitalistic. Money talks far better than words ever could on this planet of technology. Every street corner houses towering skyscrapers owned by the wealthy while the sidewalks in front of them are littered with the homeless and downtrodden. The amount of desperation in the lower income brackets results in massive amounts of criminal activity just to make ends meet. The high crime rates make Kygor one of the single most dangerous planets in the Nacora Galaxy.

The corporations that run the planet don't concern themselves with Kygor's image. The planet's commerce is fueled by technological innovation, not tourism. Some of the largest of these corporations and trade groups spread their reach into space. The Deep Earth Syndicate (DES), Morenkain Industries, and Technic Life Organization (TLO) all have a presence in the galactic community.

The DES is best known as a Kygad-led criminal organization with ties to some of the galaxy's most notorious criminals. Morenkain is the leading cybertechnology firm and patent owner of the nanomachine vanguard technology, owned by a Kyrrov family of the same name. Their inventions are much desired by governments and planets throughout Nacora. The TLO are a conglomerate of optimists hoping to convert as much organic existence to the artificial cloud as possible. Kygor is a piece of art in their eyes, the true destination for all life.

Cybertechnology on Kygor

Kygorans made a splash when they hit the stars, largely due to their cybertechnology. The rest of the galaxy had used the process of replacing body parts with advanced tech in emergency medical procedures and to aid the physically disabled, but the idea of undergoing such an ordeal for cosmetic or utility reasons was novel.

The researchers of Kygor long ago perfected the process of replacing every part of the body with machinery. They even utilized biotechnological enhancements within the bloodstream and DNA of creatures, leading to the creation of the vanguard warriors that so often fill out galactic militaries. In a way, the Kygoran obsession with cybertechnology and the replacement of parts of their own bodies is an extension of the replacement they have done en masse on their whole planet.



Kygoran Names

The Kygoran people have a naming convention that blends the separate cultures they once had into something new. Like the name they gave their planet and subraces, their personal names have a long staccato style to them, utilizing g's, t's, k's and other hard sounds in succession.
Sample Names: Agorrok, Taggert, Skanto, Gonark, Tumovv, Malik

Kygoran Traits

Ability Score Bonuses: Your Intelligence score increases by 1.

Age: Kygorans reach adulthood around age 18 and can live upward of 100 years. Many Kygorans extend their life beyond the natural span using cybertechnology.

Languages: You know Galactic and Kygoran.

Technophile: You may choose one piece of cyberware that costs a total of 1000 credits or less and begin the game with it installed into your body. In addition, you have proficiency in the Mechanics skill.

Keen Senses: You are proficient in the Perception skill.

Strong Fingers: Your fingers and toes are made for gripping and holding onto walls. You have a climb speed equal to 30 feet. You also have the ability to deadlock your fingers or feet while climbing, keeping you in that position even while you sleep. A creature has disadvantage on any roll made to dislodge you and you have advantage on any roll made to maintain that position once you deadlock yourself. Deadlocking can be done on your turn and requires no action.

Subrace: Kyrrov

Additional Ability Score Bonuses: Your Strength score increases by 2.

Size: Kyrrov are medium creatures that stand between 5 and 7 feet tall and weigh between 125 and 300 pounds.

Speed: Your base walking speed is 30 feet.

Ferocity: When you would take damage that would put you at 0 or less hit points, you can instead drop to 1 hit point. Once you use this feature, you can't use it again until you complete a long rest.

Thick Body: You have resistance to cold damage and have advantage on saving throws made against effects that deal cold damage.

Shared Bloodlines

The Kyrrov and Kygad share a common ancestry. Despite their vastly different size and appearance, they are compatible as a single species when it comes to having children. Though uncommon, these unions do occur. Typically a child born of a mixed Kygoran relationship will primarily inherit the traits of its mother, most prominently their general size and shape. If you see a Kyrrov with large ears or a Kygad with pronounced lower teeth, it's highly likely that Kygoran is a hybrid of the two subraces.

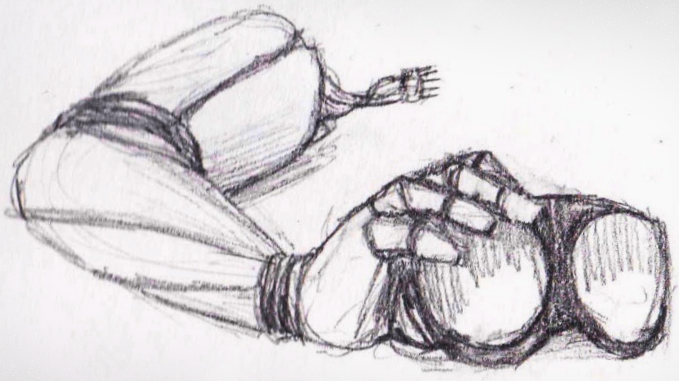
Subrace: Kygad

Additional Ability Score Bonuses: Your Dexterity score increases by 2.

Size: Kygad are small creatures that stand between 2 and 4 feet tall and weigh between 50 and 150 pounds.

Speed: Your base walking speed is 25 feet and your base climbing speed is 25 feet.

Darkvision: For a range of 60 feet, you can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as you are concerned. However, you can't discern color in darkness, only shades of gray. If you have cyber eyes, you lose this feature.



The Luonn Tua

Species find their way to space for a variety of reasons, whether it be an escape from a harsh environment, overpopulation, or perhaps a desire to explore the wider universe. Some, however, take to the stars in order to colonize other planets, and none have as widespread a history of colonization as the Luonn Tua.

The winged people of Vres'na destroyed the environmental stability of their homeworld centuries ago, driving all the inhabitants of their land to the skies. Generations of Luonn Tua cultivated a militaristic tradition, taking lands across the galaxy for their own. This expansionist attitude and the rampant consumption led to no end of conflict between the Luonn Tua and other intergalactic species.

As the most widespread species in the Nacora, the Luonn Tua's focus on colonization changed over the years. They forged peace with many other species and planets, and their militaristic tradition became a matter of sport rather than war. Every year, a grand tournament is hosted on the largest Luonn Tua world and species from across the galaxy come to test their might and skill against the Luonn Tua, for whom combat is as easy as breathing.



Magical Predators, Flying Cities

The Luonn Tua have always been a species at the top of their food chain. Aside from the ability to fly and the eyes of a predator, they have deep bonds with dark matter magic, which they used to dominate their planet despite the presence of a second sentient species, the W'uther. The W'uther were a terrestrial species on Vres'na that didn't have the natural propensity for magic.

Luonn Tua society came to incorporate magic into every inch of their architecture, creating entire cities floating in the skies. The unfortunate side effect of these amazing structural achievements was the destruction of the environment of their home world. The magic that kept the cities aloft required a great deal of energy and gave off magical radiation.

The acid rains and magical pollution that destroyed the surface drove their planetary neighbors, the W'uther, to develop space travel before them, utilizing technology instead of magic. Trapped on their dying world, they strove to follow the W'uther into space. When they arrived, they found an intergalactic community that saw them as destructive, cruel warmongers, thanks to the stories spread by the W'uther people. This reputation suited them well as they went on to create an empire across numerous star systems, until the modern age. They have spent centuries trying to change their bellicose image. Though some Luonn Tua do still reside on the ruined homeworld, many found their place in the galaxy elsewhere, seeking to distance themselves from their bloody past.

Feathered Fliers

The Luonn Tua are both bird-like and reptilian. They have sharp facial features, including large bony ridges where their hollow bones press against the skin around their cheeks and eyes. Their ears are close to their head and shielded by more bony ridges that keep the airflow from blasting their ear drums. A hard, clear film can be spread from ducts on their eyes to expand over their eyes and protect them during flight from powerful winds and airflow.

Their arms expand out into wings that match their feathery hair, with three knobby fingers at the elbow joint. Their feet have opposable thumbs, allowing them to grip objects, fight, cast spells, and perform tasks even as they fly. When they are in a spacesuit, their flight and their legs are confined in the same way as any other bipedal species.

Each for Their Own

The Luonn Tua hold personal achievement above all else. Unlike other species, many of which focus on the aspects of community, the Luonn Tua tend to be independent folk, following their own paths heedless of outside opinions. They will go to great lengths to achieve their goals, even if that means making a journey alone.

This single-minded focus on accomplishment aids many Luonn Tua when they compete in the various war games and tournaments hosted by their peoples across the galaxy. More than any other race, the Luonn Tua turned their remarkable strategic minds to games when it became clear that war would no longer serve them. They have invented dozens upon dozens of unique competitions, channeling all their intensity and physical prowess into these games.

Luonn Tua Names

The Luonn Tua have a two part naming system. They attach the secondary name of their most famous ancestor as their final name instead of taking their parent's name, unless that parent is, in fact, their most famous ancestor. The two parts of their name typically forms a single coherent meaning, not unlike the name of their species: Luonn Tua, or "Sky People".

Sample Names: Kur Nano, Jel Dira, Lu Prana, Weave Ara, Sur Minka

Luonn Tua Traits

Ability Score Bonuses: Your Wisdom increases by 2 and either your Strength or your Dexterity increases by 1.

Size: Luonn Tua are medium creatures ranging from 4 to 7 feet tall and weighing between 80 and 300 pounds.

Age: The Luonn Tua are a short lived people, reaching adulthood around age 15 and living only 70 or so years before passing on.

Speed: Your base walking speed is 30 feet and your base flying speed is 30 feet. While flying you cannot use your hands.

Languages: You know Galactic and Vresnish.

Grasping Feet: You are able to grasp and manipulate objects with your feet as though they were an extra pair of hands, but while you do so you are unable to stand on them. While flying you are unable to use your hands and can only use your feet.

Piercing Vision: You can see with perfect clarity twice as far as other species and have advantage on Wisdom (Perception) and Intelligence (Investigation) checks based on vision.

Relentless: Once, while dealing damage to a creature that has already been damaged, you may roll 1d12 and add the resulting number to your damage. You regain the use of this ability after completing a short or long rest.

Fancy Footwork

Perhaps the strangest thing about the Luonn Tua is the way they must utilize their feet for everything while they fly. Their feet are as robust and flexible as the hands of other species. This is apparent in their day to day technology. Their footwear universally has individual toes for ease of use and their weaponry often has large triggers and unique grips to accommodate their toes.

The Maeshar

The Maeshar are a people who live both in the salty seas of their world and the verdant forests that covers the land. They are well-versed in the power of the dark matter magic that suffuses the universe, as it has always had a thick presence on their home world. Though they have been on the galactic stage for longer than a millennia, they never created colonies on other worlds.

On their homeworld of Deru, they are known to enjoy contemplation, philosophy, magic, art, the warmth of a close sun, and briny sea air. In space, they bring their creativity with them and are at the forward edge of what it means to express oneself.



Plant and Flesh

When they first interacted with other galactic species, the Maeshar were often mistaken for an entirely female species due to their androgynous to feminine appearances. In reality, the Maeshar do not have a concept of gender and their language provides no words to differentiate males from females (they typically use female gendered terms when speaking galactic common and referring to themselves, but not always). The average Maeshar is intersex, a fact that has since spread into the collective knowledge of the intergalactic community.

The Maeshar have slim, short frames and predominantly flat facial features with pointed ears that lie almost completely flush against their heads. Most unique to their appearance is the tentacle-like hair that grows from their heads, made of a gelatinous cartilage. This is one of a few remnants from their life as an underwater plant species and grows similarly to a sea anemone.

Like an anemone, their hair has a number of poisonous spines that can be released upon contact with another creature, though it is rare that a Maeshar uses them except in times of distress. Unlike an anemone, they have some control over their hair and can use it to grasp things.

The Maeshar can breathe both water and air by absorbing oxygen through membranes in their hair. In addition, they can absorb water and the nutrients therein through their hair, even if it is salt water, as they have filters to prevent the salt from entering their system in more than minuscule amounts.

Despite this, they still eat a diet of plant-life with their mouths and can drink with them as well. Though they do not have lungs, the Maeshar have a sac they can fill with air by breathing in manually which allows them to speak in the same method as Humans and other lung-based species.

The Maeshar exist in a range of skin tones from bronze and tan to deep brown, as well as several shades of green. Their tentacle-hair is often black or dark green, but can be blue or even purple in some cases. Their eyes come in a wide variety of reds, yellows, oranges, blues, purples, and greens. They favor pretty clothing that is reminiscent of coral or flowers and often decorate their hair with jewelry, but they abhor hats of any kind.

Bright Lives in the Void

Due to the shorter revolution time of the Maeshar's home planet, Deru, they use a shorter native year. This means that when speaking to those that still live on Deru, they cite their ages as upward of 400 years. Using the Nacoran calendar year, their lifespan is approximately 150 years of age before their natural passing.

The Maeshar are a passionate people who express themselves in a variety of ways, and they have a great deal of compassion for other living things. Their homeworld was steeped in magic from the moment of their birth as a species and they are highly in tune with it, even in the void of space. Many Maeshar can be found using their magic in some artistic manner, and as such, they are often performers.

Unique Diet

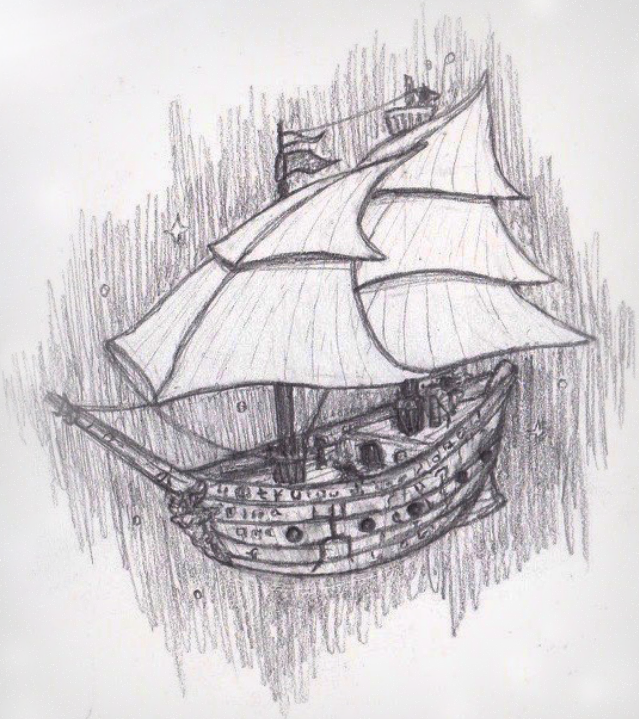
The Maeshar cannot properly eat and process meat and dairy, so their diet consists primarily of vegetables and fruits. Their bodies are particularly adept at breaking down complex sugars. A common saying in Nacora is "a Maeshari sweet tooth". When a Maeshar doesn't acquire enough sugar in their diet, the deficiency shows first in their hair tentacles, which become stiff, brittle, and darker in color. A severe lack of this important dietary substance can even cause permanent damage to their tentacles, causing breathing problems and other respiratory damage to the Maeshar.

Deru, the Verdant Sea

Deru is a young planet around a yellow sun. It is on the warmer end of the golden band where planets seem to be just right for life. Even the frozen poles of the planet are quite small. Due to its proximity to a series of spatial phenomena, dark matter energy permeates the planet and its denizens completely. Even the lowliest of fauna and flora on Deru has some capacity for utilizing this energy as magic.

The Maeshar rose to dominance on their planet and are the only markedly sentient species on Deru. Though there is other intelligent wildlife, they do not show the same capacity for thought. Maeshar society was built on small coastal cities that are partially underwater and they are herbivores. They eat the fruits and plants that grow on their home world and cannot digest or effectively chew meat.

Their rise to space travel is one of magical study and prowess, culminating in wooden ships with canvas sails carved heavily with runes and marked throughout with magic. These ships, which transitioned from sea vessels to flying vessels and eventually to space vessels, are still used by some today, despite having joined the galactic community almost 400 years prior.





Searching for Inspiration

Like most artists and people of passion, the Maeshar seek meaning in their lives. Those who leave their homes to explore space or enter into potentially dangerous occupations are often searching for that spark of inspiration that will keep them moving.

They are a culture of emotion and tend to form tight bonds with other people. A Maeshar might join an adventuring party simply because someone else in the group is someone they care for very much.

Due to their intense connection to magic over technology, the Maeshar make great oracles, sorcerers, and paladins. However, part of the exploration and joy of a wide universe is the crossing of cultures. Some Maeshar find inspiration in the art of constructing and utilizing technology, even if, on the whole, their species prefers magic over tech.

Maeshar Names

The Maeshar language translates decently well into Galactic, but tends to yields names with a great many vowels. They particularly favor e's, a's, and u's. Their language flows languidly and hard consonants are uncommon in Maeshar names.

Sample Names: Uanesu, Leana, Aremi, Heamaru, Ajia, Yerdua

Maeshar Traits

Ability Score Increases: Your Dexterity, Wisdom, and Charisma scores each increase by 1.

Size: Maeshar are on the smaller side of medium creatures, ranging from 4 to 5 and 1/2 feet tall and weigh between 70 and 125 pounds.

Age: While Maeshar from their homeworld claim longer lifetimes due to time differentials between Galactic Standard Time and their homeworld, most Maeshar reach adulthood around age 17 and can live up to 150 years.

Speed: Your base walking speed is 30 feet.

Languages: You know Galactic and Maesharan.

Amphibious: You breathe through your hair tentacles which transfer oxygen directly into the bloodstream. The tentacles can gather oxygen from air or water and therefore you can breathe underwater.

Artistic Vision: As a culture, most Maeshar focus on a talent they hone over their lifetime. Choose one kit, tool, or musical instrument (singing and dancing are considered instruments for this purpose). You gain proficiency with it and start with the relevant items on your person if applicable.

Innate Magic: Choose two sorcerer cantrips. You know those cantrips. Charisma is your casting ability score for them.

Prehensile Hair: Your hair moves like a series of tentacles and can grow and shrink by stretching itself. It can be as long as 3 feet or as short as 3 to 5 inches. Like any prehensile tentacle, your hair can be used to grasp and manipulate objects. If a creature touches your hair, you can release venom into their system. The creature must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier or suffer 3d6 poison damage. A successful saving throw halves this damage. Because you use your hair to breathe, it is incredibly rare to use this as an attack in combat situations unless you are being grappled. If your tentacle hair can touch a creature as an action without requiring an attack roll, you can release the poison into their system this way.

The Piranthi

Originating from an ocean world too far from its sun to be considered a golden world, the Piranthi are an amphibious people used to temperature extremes. Novus is a water world with two miles of thick ice covering its surface. Below that ice, the extremely hot planetary mantle heats an ocean through vents that release a nitrogen rich mixture into the water.

The Piranthi evolved for the high pressure dark seas deep beneath the ice where the vents provide centers of life and a series of dry caves act as safe zones for the few amphibious creatures on the planet, such as the Piranthi themselves.

At Home in the Water

The Piranthi are a hairless humanoid species with thick rubbery skin that helps regulate their inner body temperature. They have a specialized pair of lungs that breathe nitrogen and close up while they swim.

While swimming, they breathe through a number of tendrils that extend from their neck and the sides and back of their head. These tendrils appear in a variety of colors and, while dry, curl up, providing a strange frill around the Piranthi's head. They look very much like soft coral and allow the Piranthi to breathe their needed nitrogen while underwater.

Their eye color varies, though their slitted nostrils and ear holes are relatively uniform, while their skin tone ranges through the entire rainbow. Regardless of what color their skin is, bioluminescent lines are built into their skin in a pattern that is unique to each and every Piranthi shine through, often providing intricate line art on their arms, legs, back, and chest.

A Different Source of Power

Various galactic races have utilized a number of energy sources to drive their technological endeavors, but unlike most others, the Piranthi developed their technology entirely around thermal power. Heat is everything on the world of Novus where their structures are built around the tectonic deep sea plates and caves.

The dark depths are made bright by the water-safe electrical systems and volcanic power plants. Piranthi cities are bastions against the gigantic monstrosities that roam the frozen sea and even have areas meant to house visiting members of other species.

Transformative Gel

Perhaps the strangest and most unique feature of the Piranthi is what they call their swimming gel. This bright blue mucus is secreted from pores across their body when they choose. In its gel form, this viscous blue liquid isn't particularly useful for anything except for burning like pyrojelly.

When it touches water, however, it undergoes a chemical reaction that causes it to harden into a flexible



solid not unlike rubber. When dried, it eventually melts back into gel. This excretion is used to shape fins and build suits of rubber to insulate Piranthi body heat in the cold waters of their home.

Utilizing this and the natural currents, they swim as skillfully as any fish in the sea. Some even harden their gel into large tails, prompting visiting Humans to refer to them as mermaids.

From Seas to Stars

The average Piranthi is satisfied with life underwater, but there are many reasons a member of the species might take to the stars. As Novus grew more populated, it was imperative for the species to break through the ceiling of ice to reach space beyond.

The Piranthi sought out new planets, empty of sentient life, to terraform so that their species might populate them. Though they did find themselves in some skirmishes with other galactic species, the peaceful, ecological nature of their colonization of planets that most deemed unlivable dissuaded conflict.

Piranthi Names

The Piranthi are a bilingual species. Their first language is Luminescent Sign, which they use to communicate over long distances, in dark places, and in places where speech is impossible. They do this by lighting up various parts of the bioluminescent patterns that cover their skin.

The second language, Piranthese, is twofold. In part, it consists of sounds made underwater. The other half of this verbal language is speech above the sea, spoken much in the way other species would. This evolution of language has caused their names to translate in strange ways when spoken in Galactic.

Sample Names: Askana, Bescro, Wrennah, Ilivan, Crostion, Salkura

Piranthi Traits

Ability Score Bonuses: Your Strength, Charisma, and Wisdom scores each increase by 1.

Size: Piranthi are relatively Human-sized, varying from approximately 4 and 1/2 to 6 feet in height and weighing anywhere between 100 and 300 pounds.

Age: Piranthi reach adulthood around age 16 and live up to 150 years.

Speed: Your base walking speed is 30 feet and your base swimming speed is 30 feet.

Languages: You know Galactic and Piranthese, as well as Luminescent Sign.

Amphibious: You can breathe in both water and air so long as those environments have nitrogen.

Darkvision: For a range of 60 feet, you can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as you are concerned. However, you can't discern color in darkness, only shades of gray. If you have cyber eyes you lose this feature.

Gelatinous Excretion: As an action, you can excrete blue gel from the pores that cover your body. The viscous gel can be shaped around your body into fins, a tail, spines, or whatever other simple shape you desire as part of the same action. In water, the gel hardens into a rubbery substance in the shape you created, granting you resistance to cold damage and increasing your swim speed to 60 feet. When you emerge from water, the substance turns back to gel in 1 minute and slides off your body. It evaporates quickly, but is flammable and can be used in place of flint or a spell as a firestarter, though it doesn't burn long enough to fuel a fire.

Sensory Ampullae: Electrical sensory nerves in your hands allow you to sense electrical impulses and magnetic fields. While you are in water, you always know the cardinal directions. Also in water, you can take an action to determine where each electrically-powered device within 120 feet is located. You don't know what the devices are or how they work, but you can detect how much power they require to run and exactly where they are. Outside of water, as an action you can touch your bare hand to a piece of technology that uses electricity and is powered on. If you do, you can feel the path of the electricity powering the device up to 120 feet.



The Proxy and the Curators



At first glance, the moon Olara appears to be uninhabited, but one need only look a little closer to discover that the hard stone crust protects a hollow center that is home to a species of ooze-like creatures called the Curators. They have liquid bodies, telekinetic brains, and an electrical nervous system so complex that they speak by transmitting colored lights throughout their bodies.

Due to the difficulty they have moving around and interacting with objects, and unable to survive the solar radiation which would boil them alive, these erudite inventors created a species who could traverse the universe for them.

The Proxy are typically humanoid androids, though they can be built in many forms. The name given to them by the Curators was representative of the role they would play in the wider world as a go-between for their creators. While many species might assume such a relationship to be strictly business, the Proxy often view the Curators as their parents. The Curators knew they were creating sentient beings and raised the first generation of Proxy as one would a child.

Self-Development and Improvement

As a species of intelligent automatons, the Proxy seem like the ideal candidates for space travel, but they met difficulty when they first reached the stars. Because the Curators lack a spoken language, they hadn't thought to give their children the means to speak aloud. With some trial and error, the Proxy improved their own design until they arrived at a relatively humanoid form with fingered hands and the ability to speak, see, and hear.

They drew their inspiration heavily from the first species they encountered: Humanity. The galaxy as a whole had to that point heavily regulated their artificial intelligences in an effort to minimize the moral complications involved with complete artificial lifeforms and to reduce the risk of a machine uprising. The Proxy, therefore, and their relationship with their parents, were beyond anything the other species had imagined.

There is no universal model for the creation of a Proxy, but most are humanoid in stature and built with some level of skin or outer covering that mimics the dermis. They have intricate mechanical eyes, not dissimilar to the cyber eyes many people purchase for themselves. Most Proxy, beneath the skin, are made out of black, silver, or bluish metals and their operating systems are lit from within, giving their eyes and other exposed metal parts a constant glow. They can modulate these lights to emulate the light sign language of their parents.

Limitless Potential

Unlike organic species who require aspects of planetary life for survival, the Proxy have been constructed on every level to survive the rigors of outer space. They can even survive in the void without a spacesuit since they require no oxygen and are capable of withstanding varying pressures and temperatures.

As long as a Proxy continues to replace parts and do self-maintenance, they can theoretically live forever. However, it is difficult to replace the mental synapses that

form their brain. These sensitive pieces, when replaced, often change the personality and thought processes a great deal. Many Proxy refuse replacement of these parts for fear of losing the qualities that define them as an individual. The natural lifespan for these complex pieces is a maximum of 60 years. Despite the potential for immortality, most Proxy do not, in fact, live forever.

Healing Artificial Lifeforms

Normal magic and medicine can heal artificial lifeforms such as the Proxy. They can utilize the same dark matter energies and medical materials to reconstruct their systems as others might and first aid kits have built in systems to help the Proxy. The exception to this is the medicine check to stabilize someone. For the Proxy, use the mechanics skill instead!

Familial Bonds

The Proxy do not technically share family ties the way most organic species would expect, but their bond with their creators is that of child and parent. As such, most Proxy feel fondness for the Curators, even if they were created off-world. Maintaining contact with Olara is important to a Proxy, as the Curators continue to nurture and encourage all their children throughout the duration of their lives.

This simple, loving relationship often defines the early years of a Proxy's life, and can create difficulty in understanding the hardships and complexities of many family, romantic, and platonic relationships. As a Proxy grows older, they may find their connection to their parents less important, but it is rare that they do not stay in touch.

Always Searching

The Curators are so named because they are, at their core, collectors. They delight in song and dance, culture and art, and composition and creation from across the universe. Beneath the crust of Olara, they display and enjoy these pieces of beauty. Because their senses process things in a way very different from most of the galaxy, the Proxy reconstruct media into pieces the Curators can understand.

The repository of art and cultural knowledge on Olara has been cultivated for hundreds of years, as the Curators catalogue every piece of media brought before them. Their collection encompasses every culture in the galaxy, and even many who haven't achieved space travel.

Proxy Names

The Curators speak with a series of flashing lights, not unlike Morse Code, as the impulses are measured by length and frequency. As such, the Proxy are prone to taking numerical or patterned names that can be shortened to quick, easy to transmit nicknames.

Proxy who spend a great deal of time with other species may choose a name from another language if they feel it fits them better. The Proxy's perceptions of themselves can vary wildly in gender identity, and their names are typically unisex.

Sample Names: Seven, Veet, Zip, Twenty-One, Red, Stet

Proxy Traits

Ability Score Bonuses: Your Intelligence score increases by 2 and one other ability score of your choice increases by 1.

Size: The Proxy, although not initially developed to be humanoid, are typically of medium humanoid size, ranging from 4 to 7 feet in height and weighing between 100 and 400 pounds depending on material components. Proxy can be small creatures.

Age: Proxy are created and considered adults after they finish their initial boot up and education programs. They can technically keep going forever, but most eschew renewal after 50 to 70 years when their personality core becomes irreparable.

Speed: Your base walking speed is 30 feet.

Languages: You know Galactic, Binary, and Olaran.

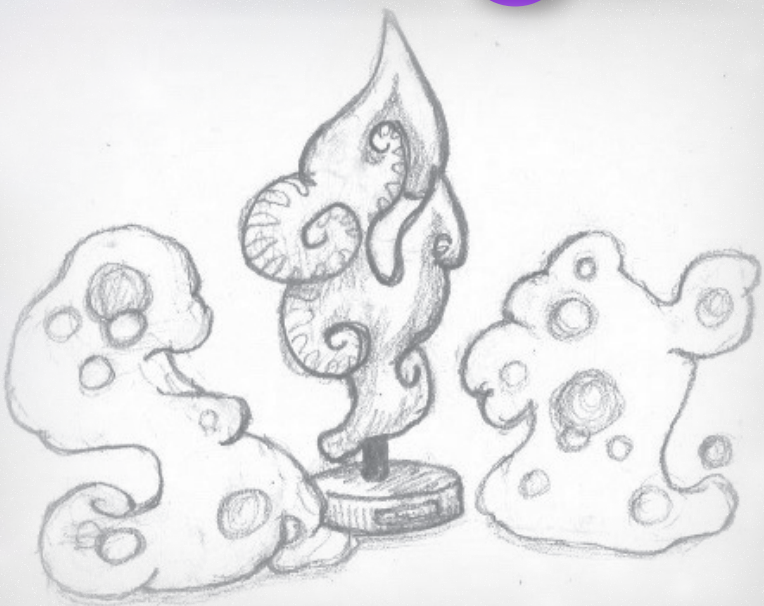
Artificial Intelligence: Your brain is a complex computer. This comes with certain advantages and disadvantages over organic life. You are proficient in the Computers skill and your brain is considered a computer with computer software for the purposes of connecting to and manipulating things via a network. While disconnected, your mind and body cannot be affected by the Hack action, but if you are connected to a public or private network this way you are susceptible to the Hack action. If you use a computer that isn't your brain to connect, your brain is not susceptible.

Construct Body: Your body is entirely artificial, regardless of how much it looks like organic matter. You have the construct type and anything additionally effective against constructs is equally effective against you. In addition, you are vulnerable to thunder damage. Thanks to your artificial form, however, you are immune to sleep effects, the poisoned condition, diseases, and poison damage. You have advantage on any saving throw made against the paralysis or charmed conditions so long as they are being inflicted by magic. Finally, you do not need to breath or eat and, instead of sleep, you require only a two hour low-power mode for your body to rest its electrical functions. In this low-power state you act as though you are meditating, but are still aware of your surroundings as if you were awake. To gain the benefits of a long rest you still need to be doing restful activity for the prerequisite amount of time.

Cyber Construction: You begin the game with the base cyberware construction of basic cyber eyes, basic cyber ears, two cyber arms, two cyber legs, cyber hands and feet, a cyber torso, and a cyber head. This means that you need only purchase additional components to augment your already existing body. You can also purchase additional arms, legs, and other parts to change yourself.

CONSTRUCTING A BODY

Most Proxy tend to fit the humanoid build, with two arms, two legs, a head with features they use to express themselves, and a torso. However, the Proxy are as varied as the species of the galaxy. When you build the body for your Proxy, consider which species they resemble most. A Proxy built like an Ix might have four arms, while one built like a W'uther might have a bulkier, shorter body. Ideally, variations in Proxy bodies will have no mechanical impact and will exist for purely flavor reasons. However, if you wish to alter yourself in a particular meaningful way (such as being a small creature or having additional limbs), you should speak with your GM about accommodating these changes. For additional limbs, you may be required to funnel some of your starting money into the cost of additional cyber arms or legs.



The Saguarin

The Saguarin are unique among the spacefaring species of the galaxy in more ways than one. While most denizens of the Nacora are bipedal animals or even insects, the Saguarin are more plant than animal.

Despite a long-ago exodus from their homeworld, Moiccaro, the Saguarin carry their traditions and heritage with them. They are a proud people who bring a unique beauty to the stars with their flowering heads and ships that radiate solar energy.

Cactus Bodies

Saguarin biology is vastly different than most sentient species. Even the Maeshar, who retain remnants of their plant ancestry, cannot compare. The cellular walls of the Saguarin are structured like those of a desert plant and produce chlorophyll. They breathe carbon dioxide and absorb sunlight through the ridges of their skin, while their root-like feet take in nutrients and water from even the most arid soil. Saguarin are welcome on most space stations or ships because they breathe carbon dioxide. The more Saguarin present on a ship, the less the air filtration system has to work and the less maintenance it requires. It isn't uncommon for space stations to clear out entire sections of their space so that a Saguarin settlement can be built.

The Saguarin are vaguely humanoid in shape, with a sturdy midsection and limbs that pass for arms and legs, as well as the semblance of a head which contains their sensory organs and brain. They are compact in size, ranging between 3 and 5 feet tall at adulthood. The Saguarin have root-like hands and feet that function as normal digits would, allowing them to grasp and use tools.

Their skin, typically a shade of green, gray, or brown, is thick and covered in a fine down of hair that, upon closer inspection, are actually spines. When a Saguarin is in danger, they can harden the spines to make physical contact painful and dangerous.

Where another species might have hair, the Saguarin have flowers that bloom across their heads and sometimes down their face and backs. The health and color of the flowers often reflects the emotional state of the Saguarin, and they can communicate with others of their species by emitting scent patterns from the blooms.

Their eyes are sometimes difficult to see amongst the flowers on their head. They appear nearly opaque and pupiless, but they are as effective as an average Human's. Though the Saguarin do not need to eat, they have a craggy mouth that they can use to verbally communicate or store soil, seeds, or even containers of water. This mouth can be used to speak the languages of other species, though their own uses minimal sound. They, above all other species, have benefited the most from the Ix's universal translator.

Most Saguarins are born with all the organs necessary for reproduction, and as such, don't divide genders or sexes in their culture. In order to reproduce, two or more Saguarin gather to release their pollen and catch the pollen of others. A pollination ceremony can be as formal or intimate as the Saguarin chooses. After seeds are pollinated and gestation is complete, the Saguarin shed the seeds from their flowers and store them in their mouths to be fortified with nutrients from their own body until the seeds begin to sprout. They are then planted and grow for weeks before a young Saguarin emerges.



Moiccaro and the Deka

The Saguarin originate from Moiccaro, a desert planet wracked with sandstorms. The twin suns that orbit each other create a harsh and arid climate, but despite that, the planet is teeming with strange species. A collection of deep underground oceans between the crust and outer mantle fuel the life on Moiccaro.

Given the choice, it is unlikely the Saguarin would have abandoned their planet, but they were not afforded that luxury. The Saguarin were the arbitrators of their own fate when they began attempting to domesticate a creature known as the Deka. This herbivore was a twenty-foot-long, eight-legged deer-like mammal that proved difficult to train. Without the isolation and harshness of their natural environment to keep them in check, they bred quickly.

The Saguarin were too slow to react before the explosive population growth got out of control. With their food supply dwindling, the Deka looked for a new source of sustenance: the Saguarin. Their nutrient-rich bodies and watery blood were the perfect diet for the Deka in the unforgiving desert they now found themselves in.

As herds of Deka crossed Moiccaro, the Saguarin saw the end of their civilization. The remaining members of the species built ships to escape their home and the monstrous Deka. Though the Saguarin prided themselves on being survivors, it was the Deka who turned out to be the hardier species.

Nomads in Space

Though their exodus from Moiccaro was not by choice, the Saguarin took to their new life with fervor. The challenges that arose from surviving in space invigorated them, and they adapted quickly. Saguarin communities tend to be small, on a single ship or space station, or a small fleet of ships. It is unusual to find a settlement of theirs on another planet, but not unheard of. Their ships and settlements all utilize solar power and a multitude of design elements from their home, such as mosaic paneling.

Legends of the Deka persist in Saguarin culture, though they have not returned to Moiccaro to find what became of the beasts. The Saguarin are a people who value their history, and oral tradition and history are of the utmost importance to them. These histories branch out after the abandonment of Moiccaro, and each settlement has their own stories to tell.

Legacy in Death

As a Saguarin ages, their skin grows tougher and joints stiffen, as any species' might. The difference lies in the cause. Over time, the minerals a Saguarin intakes in their lifetime start to collect and solidify in their cells. As such, when a Saguarin dies, their body completely petrifies rather than decaying.

Sometimes those who have passed on are broken up and given to the earth of the nearest planet or moon. Other times, their effigy remains in a place of honor. No matter the resting place, traditional Saguarin funerals include a ceremony in which the deceased's name is added officially to the historic tales of the people.

Saguarin Names

Saguarin names are a mixture of the popping and clicking noises of their spoken language and the pollen scents of their flowers. Translating these names into galactic common can prove difficult, as the names are almost all excessively long. As a result, Saguarin tend to keep their true name to themselves and their species and use a two-syllable portion of their name for common use.
Sample Names: Hilah, Varra, Lothor, Rondi, Saras



Saguarin Traits

Ability Score Increases: Your Constitution, Wisdom, and Charisma scores each increase by 1.

Size: Saguarin are small creatures ranging from 3 to 4 and 1/2 feet tall and weigh between 50 and 95 pounds.

Age: Saguarin reach adulthood around age 15 and can live upwards to 80 years old.

Speed: Your base walking speed is 30 feet.

Languages: You know Galactic and Moiccaran.

Plant Body: You breathe carbon dioxide through your skin and have no need to sleep or eat. You are immune to magically-induced sleep. Instead of sleeping, you must spend at least 4 hours a day in direct sunlight or near a solar lamp that emulates sunlight, and spend at least 4 hours with the roots of your hands and/or feet in nutritious soil. You can do these two activities at the same time and you can also spread out the 4 hours throughout your day in increments of 1 hour each. In order to benefit from a long rest, you must still participate in restful activity for the prerequisite amount of time.

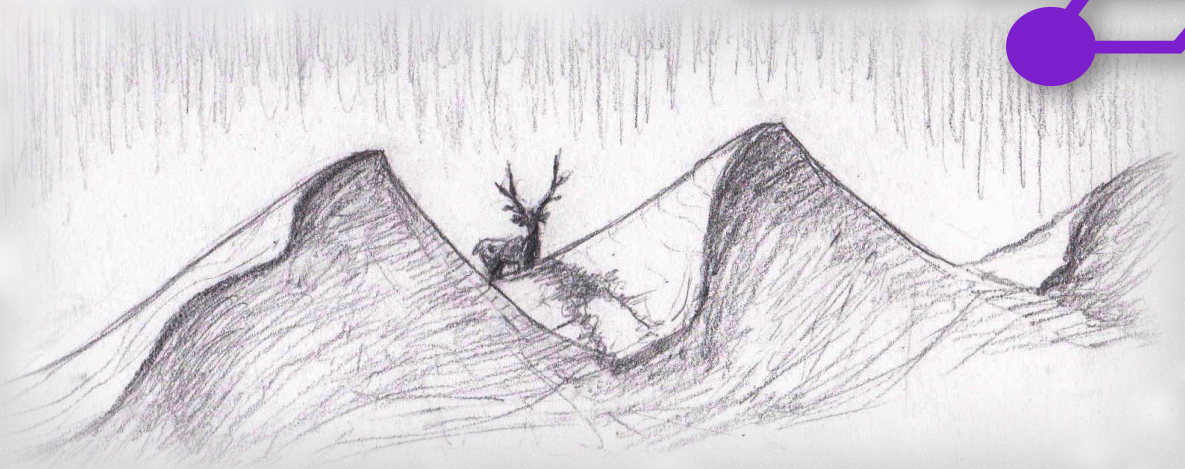
Defensive Spines: When a creature makes physical contact with you or attacks you with a melee weapon, you can harden your spines as a reaction. When you do, the creature touching you takes piercing damage equal to 1d8 + your Constitution modifier.

Taste of Flowers: You give off plant pollens as you move, causing other plants, even monstrous plant life, to relax around you. Plant creatures will not attack you unless you attack them first. However, the pollen may smell enticing to certain herbivore beasts.

Desert Resilience: Your species' adaptations to the desert allow you to resist exhaustion and last longer when in danger. At any given time, you are considered to have one less level of exhaustion than you actually have (for example, if you have 2 levels of exhaustion, you only take penalties of 1 level). In addition, you gain 1 additional hit point for each class level you possess.

Insular Societies

Most settlements on spaceships and stations are mixed communities that blend the cultures of various species. The Saguarin, however, tend to create pockets of their species and popular. This is largely due to the fact that their society is untethered and nomadic. As a people, Saguarin take comfort in living among their own species. Despite lacking a homeworld, these tight-knit communities preserve their culture and way of life. Some species view the Saguarin choice to seek out their own as a pushback against the greater galactic culture of sharing, but this is not the case. The Saguarin focus less on keeping other species out and more on preserving their sense of self and culture in the vast emptiness of space.



The Wireborn

The Vanguard Project by Morenkain Industries on Kygor was perhaps the most successful in a long line of attempts by the corporation to increase their influence. It utilized a specialized form of nanomachines that bonded with the cellular DNA of a living person, granting the individual abilities beyond the norm for their species. These individuals would go on to have offspring of their own, which led to an interesting discovery. The children of vanguards were born with nanomachines in every facet of their biology, and thus, could be considered a new species: the Wireborn.

Children of the Vanguard

When they reached the stars nearly three centuries ago, the people of Kygor brought their technology with them, forever changing militaries across the galaxy. Morenkain Industries intentionally sterilized the subjects of the Vanguard Project, claiming it was a side effect of the implantation of nanomachines. The warriors who emerged from the initial program were fearsome to behold, wreakers of havoc and the ultimate soldiers.

When the patent restriction period ran its course, other militaries replicated the vanguard technology and adopted it into their own policies and procedures. The front lines of battle were filled with warriors who could not only use their nanomachines to enhance themselves, but could even use non-sentient machines around them to their advantage.

The mandatory sterilization techniques utilized by Morenkain were appalling to much of the galaxy, and so they were disregarded. Over the course of a few decades, scientists came to realize that the children of these super soldiers were something entirely new. Gestational species such as the Glabrau, Hanadarians, Humans, Kygorans, Luonn Tua, Maeshari, and W'uthers were being born with the same nanomachines that infused their parents. Unlike their parents, however, they were meshed so completely with the nanomachines that it changed their very genome.



Biotechnological Fusion

Due to the prenatal activity of the nanomachines, Wireborn bear circuit-like scarring across their bodies. Additionally, their eyes tend to be multicolored and often have three or more colors in the same iris with faint circuit lines in the sclera instead of capillaries. Their hair or other similar special features have a metallic sheen and a consistency more akin to metal or wire than normal hair. Otherwise, they share the same features as their parent species.

Wireborn are the ultimate blend of technology and

biology. Cyberware and magic-enhancing implants are easier to install in them than other species and their bodies respond to a wider variety of medical treatments than normal members of their base species. Unlike their vanguard progenitors, however, their nanotechnology cannot always be accessed in the same way and often works throughout their body passively to increase their durability and flexibility.

Outsiders of the Galaxy

The Wireborn only arrived on the galactic scene a century ago after the advent of the vanguard technology. With the oddities that set them apart from the average member of their species, it was only a matter of time before they received a scientific designation as something entirely other: their own species. They faced a great deal of discrimination and alienation, being not wholly the product of their species nor technology. Societies that were not technologically focused were especially wary of the Wireborn.

Governments, corporations, and even religious organizations have weighed in on the existence and presence of Wireborn over the years. Given the rare occurrence of their births, it is unusual to see more than one Wireborn in a single place.

Hidden Haven

The isolation of being different coupled with the uneasiness of others around them lead many Wireborn to live reclusively. The galactic network, however, provides the opportunity for the Wireborn to find others of their kind. In this way, small communities form, giving many respite from isolation. Unfortunately, these places are few and far between, and often perishingly small. Rarely do they host a population big enough to be considered even a small village.

Wireborn take hope in whispers that have spread around the galaxy of a place called Refuge: a society made up of Wireborn exclusively. Legend has it that in the years before the technology went mainstream, some vanguards slipped through Morenkain's fingers and escaped to start a life somewhere safe, away from the public eye. They had children of their own and welcomed others of their kind. If tales are to be believed, the colony of vanguards and Wireborn live in a peaceful society, a melting pot of species and machines.

Wireborn Names

Given that the Wireborn are a species born of other cultures and species, it should be no surprise that they have no particular naming convention for themselves. Choosing a name is connected to the base species of your Wireborn.

Wireborn Traits

Ability Score Increases: Choose three ability scores. Each of the chosen scores increase by 1.

Size: You are whatever size your chosen base species is.

Age: Wireborn reach adulthood at the normal age of their species, but tend to live a decade or two less, as the strain on their body caused by the nanomachines is palpable.

Speed: Your base walking speed is equal to the base speed of whatever your chosen base species is.

Languages: You know whatever languages the species you chose for your base species knows.

Nanite Suffusion: Your body is filled with nanomachines that move through your tissues and grant you the power to enhance your own abilities when threatened. Whenever you roll a 1 on an ability check, attack roll, or saving throw you may choose to reroll your die, but you must take the new roll even if it is another 1. Once you use this feature, it cannot be used again until you complete a long rest.

Varied Ancestry: Choose Glabrau, Hanadarian, Human, Kygoran, Luonn Tua, Maeshar, or W'uther. You gain the associated trait as per the chart below.

Parent Species	Species Trait Acquired
Glabrau	Slow Metabolism
Hanadarian	1000 Faces
Human	Studied Skills
Kygoran	Technophile
Luonn Tua	30 ft. fly speed and Grasping Feet
Maeshar	Prehensile Hair and Amphibious
W'uther	Extendable Eye

The W'uther

Despite coming from the magically-charged planet of Vres'na, the people known as the W'uthur depend almost wholly on technology. During the early centuries of their species, they toiled away as a servile species to the Luonn Tua, who hoarded both knowledge of magic and the power sources that precipitated it. Over time, without magic in their lives, they grew further and further away from being able to utilize it at all.

Eventually, they broke from their service to the Luonn Tua, but they were not precisely free either. The Luonn Tua lived in expansive magical flying cities across Vres'na while the W'uthur people were stuck fast to the ground beneath them. When the magical warring of the Luonn Tua caused mass environmental destruction on their world, they developed the technology that would take them to the stars.



Compact and Tough

W'uthur are a small species compared to others in the intergalactic community, maxing out at a height of 4 feet. Despite their diminutive stature, they have a wide girth and are very dense. Their bones are thick and they have naturally occurring dermal plates that form on their back and limbs, as well as smaller ones on their head and neck. These plates match the W'uther's skin tone, which can range from pale browns to dark blacks and blues.

Technological Contributions

W'uther are quite familiar with technology. A great many of their inventions have permeated the galaxy and been adopted by the other species therein. Perhaps the most important is the personal energy barrier, a device that creates an almost imperceptible, thin energy shield around the wearer, barely a millimeter above their skin and clothes, fitting to them perfectly and protecting them from harm.

Beyond their personnel equipment, they also built the fastest intergalactic ships. They are propelled by dark matter energy waves created by a special sort of sound reactor. This propulsion system, which is the envy of many other species, is entirely silent and can only be detected on a magical spectrum. It pushes their perfectly spherical, metallic ships in any direction at the drop of a hat.

Eerie Observers

The most apparent feature of the W'uthur is not their size, dermal plating, or technological savvy. A single, 3-inch eye protrudes from the center of their forehead. The bulging shape of their eye gives them the same range of vision as other species.

This eye can pop out of the socket on a two-foot long tentacle that is stored in a fleshy sac at the back of the neck when retracted. The tentacle can move freely, allowing the eye to get a closer look at whatever the W'uther is focused on. In addition to fine details, the W'uther can also see infrared and ultraviolet light when their eye is extended.

For many species, the eyes are a weak point. Not the W'uther. Their eye has a clear shell that protects it from dust and debris and can even stop sharp objects from penetrating the eye, though it is painful to do so. While

retracted, a pair of vertical eyelids close over the eye when the W'uther blinks, rejuvenating the shell. If a W'uther's tentacle is severed or its eye damaged, it can regenerate a new tentacle and eye within a week.

Finding a Place in the Galaxy

The W'uthur departed from their planet to escape the destruction wrought by the Luonn Tua, who had once enslaved their species. With their home planet's surface unlivable, their entire people flooded out into the galaxy. They are a solitary folk by nature, but space has brought them together in a way that they never were on their homeworld. A W'uthur adventurer might have any number of reasons for exploring space, but the most common reason in their twin hearts is the hope to find a new place where they feel like they truly belong.

W'uther Names

W'uthur have a wide variety of names, as they had numerous cultures on their world before taking to the stars. However, unless the W'uthur has purposefully chosen a name that is not culturally from their people, it is apparent that the apostrophe has a large place in their naming conventions.

Sample Names: Ta'oth, R'an, Ond'o, Klor'ra, Hes'ur, B'ula, Val'ii

W'uther Traits

Ability Score Bonuses: Your Constitution, Intelligence, and Wisdom scores each increase by 1.

Size: W'uthur range in size from 3 and 4 feet in height and weigh between 200 and 400 pounds. You are a small creature.

Age: The W'uther people reach adulthood in their 20s and can live upward of 200 years.

Speed: Your base walking speed is 25 feet.

Languages: You know Galactic and Vresnish.

Culture of Technology: You have grown up surrounded by technology and the trial and error of childhood has given you a talent for dealing with it in adulthood. Choose Computers or Mechanics. You are proficient in that skill.

Dermal Plating: You gain a +1 bonus to your armor class.

Extendable Eye: Your eye has two states, extended and retracted. While retracted, your vision is normal. While extended, your eye is on a two foot long tentacle stalk that can turn or move a full 360 degrees.

While extended, you have advantage on Intelligence (Investigation) checks to visually inspect small detailed things like the insides of computers or compact script.

You also have the ability to see in the infrared spectrum, out to a range of 30 feet. Lastly, while extended you have advantage on Wisdom (Perception) checks based on vision.

Extending or retracting your eye is a bonus action. If you are struck by a critical hit while your eye is extended it immediately retracts and is unable to extend until you have completed a long rest. You are not able to have cyber eyes.

Resilient Vision: You cannot be blinded by nonmagical means.

Neutral Parties

Unlike the nomadically cultured Saguarins, the W'uther tend to settle down in places that appeal to them individually. They never settled another homeworld, nor did they cluster together under one banner in space. Their contributions to society can be felt in many different places and they can be found among the officials of every government, from the Galactic Coalition to the KGC to the Novus Federation. This lack of a homeworld governance often works in their favor, as they are viewed as a neutral party in almost any area of the Nacora Galaxy, barring those heavily controlled by the Luos Aven Empire of the Luonn Tua.

CHAPTER THREE: CLASSES

5th Edition has twelve standard classes available for play, each with a number of archetypal options. This guide provides five brand-new class options created for a science fiction, and specifically an outer space, setting. In addition to these new classes, there are two augmented classes and five sets of new archetypes for play with existing classes.

New Classes	Description	Hit Die	Primary Ability
Marshal	A martial warrior specializing in tactical maneuvers and teamwork.	d8	Strength or Dexterity
Oracle	A mystic spellcaster that draws their powers from a mysterious curse.	d8	Wisdom
Psion	A psychic warrior that uses cerebral implants to cast psionic magic.	d10	Strength or Dexterity, and Intelligence
Roboticist	A scrappy inventor that has a robot companion to fight alongside.	d6/d8	Wisdom
Scientist	A technological expert that uses a Dark Matter Core to cast carefully researched magic.	d6	Intelligence
Augmented Classes	**Description**	**Hit Die**	**Primary Ability**
Adept	A disciplined martial artist that can channel psychic power innately.	d8	Dexterity and Wisdom
Vanguard	A sturdy warrior that uses nanomachines to enhance their battle skills.	d12	Strength
New Archetypes	**Description**	**Hit Die**	**Primary Ability**
Bard	An innate spellcaster that uses practiced methods to draw on the potential magic anyone is capable of.	d8	Charisma
Fighter	A versatile warrior that has many combat skills and specializations.	d10	Strength or Dexterity
Paladin	A divine warrior that draws magical power through a binding oath with an unknowable force.	d10	Strength and Charisma
Rogue	A cunning warrior that uses opportunistic fighting and stealth to make deadly attacks at their foes.	d8	Dexterity
Sorcerer	A spellcaster whose power comes from their bloodline or DNA that allows them to affect dark matter energy directly.	d6	Charisma

New Classes

The following classes are entirely new to 5th edition play. Some of them translate well to fantasy games, but all of them are built with the mechanics and science fiction fantasy style of Spaceships and Starywyrms in mind.

Marshal

A Hanadarian in a sparkling blue cloak gestures to her allies in a space station hangar. Her insightful commands spur her team to action against the encroaching sentinel robots.

An Eezonite shouts a warning to the comrade at their side, calling out the incoming plasma grenade before it explodes.

Levelling a greatsword at the oncoming enemy, a wizened W'uther addresses the soldiers at his flank with inspiring words to bolster their morale and fill them with strength.

Marshals are warriors who have trained in the arts of strategy and battle. Their strength lies not in the fight itself, but rather in bringing out the best in those who fight at their side. Some inspire valor from the front of the field, others protect all those around them, and some move with tactical efficiency.

Selfless Strategists

A marshal has many abilities that improve the combat capabilities of their allies but few abilities that affect themselves. In many cases, they give up their own actions purely for another person's success. They are a warrior who views the bigger picture and rarely seeks personal glory. They have abilities that grant allies additional movement, attacks, and protect them from harm.

Marshals utilize a special set of skills and knowledge, represented by a pool of dice called tactics dice, which they use to actively seek the advantage for their side in a conflict. They have a bevy of skills and unique abilities that create opportunity at every level of combat. The difference between loss and victory often boils down to the presence of a marshal among a fighting force.



"Sometimes you gotta play the hero. As for me, it's my natural born state."
— Captain Malik Taggarov, Kygad Marshal

Creating a Marshal

When creating a marshal, consider the training your character received and how they came to learn the art of strategy. Unlike other combat-focused classes, the marshal emphasizes ingenuity and a deep understanding of the field of battle and those who inhabit it. Such knowledge rarely comes without years of study and practice. While a marshal doesn't have a specific focus on Intelligence or Charisma in regard to their abilities, it may behoove you to boost the score that best reflects your marshal's particular style of influence.

Quick Build

You can make a marshal quickly by following these suggestions. First, Dexterity or Strength should be your highest ability score, followed by Intelligence or Charisma, and then Constitution. Second, choose the soldier background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma pistol, a plasma rifle, a longsword, an energy shield, a carbon fiber vacsuit, and a personal energy barrier mark I.

The Marshal

Level	Proficiency Bonus	Features
1	+2	Fighting Style, Strategic Action
2	+2	Tactician's Prowess
3	+2	Path of Affinity
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Teamwork Maneuver
7	+3	Warding Cry
8	+3	Ability Score Improvement
9	+4	Path Feature
10	+4	Tactical Recovery
11	+4	Mantle of Alliance
12	+4	Ability Score Improvement
13	+5	Path Feature
14	+5	Greater Teamwork Maneuver
15	+5	Greater Strategic Action
16	+5	Ability Score Improvement
17	+6	Marshal Feature Improvement
18	+6	Path Feature Improvement
19	+6	Ability Score Improvement
20	+6	Master Plan

Class Features

The marshal is a new class created for Spaceships and Starwyrms, but most, if not all, of the mechanics associated with the class will work in standard 5th edition games. As a marshal, you gain the following class features.

Hit Points

Hit Dice: 1d8 per marshal level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per marshal level after 1st

Proficiencies

Armor: All armor and shields

Weapons: All weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose three from Acrobatics, Athletics, Computers, Deception, History, Insight, Intimidation, Investigation, Mechanics, Medicine, Perception, Persuasion, Piloting, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- A weapon costing 1000 cc or less.
- A simple weapon costing 500 cc or less, or a shield.
- A suit of armor costing 2000 cc or less.
- A credstick with 2000 cc.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

Marksmanship (Archery): You gain a +2 bonus to attack rolls you make with Ranged Weapons.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

Heavy Gunner: When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon with the Two-Handed property that you are holding with two hands, or a spaceship weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the Attack roll. You must be wielding a shield.

Strategic Action

Your skill at assisting allies and helping people move quickly across the battlefield has improved to new heights. You can use the Help Action as a bonus action instead of an action on your turn. You also gain the ability to use your bonus action to allow a willing friendly creature who can see or hear you to use the Dash action using its reaction.

Tactician's Prowess

At 2nd level, you gain a pool of special dice called tactics dice. You have four tactics dice, which are d6's, and you recover any that you expend upon completing a long rest. Many of your marshal class features will require you to expend a tactics die. At 2nd level, you start with three ways you can utilize your tactics dice: Defender's Stance, Guided Strike, and Push to Action.

You gain an additional tactics die at 8th level and one more at 16th level for a maximum of six tactics dice (this counts only Marshal levels, not levels in other classes). Your tactics dice change when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level. Beginning at 4th level, you regain all your tactics dice when you complete a short or long rest.

Defender's Stance: As a bonus action, you can expend a tactics die to take a stance against a creature within 5 feet of you. Roll your die. Until your next turn, as long as the creature remains within 5 feet of you, any time it makes an attack roll against a creature other than you, it subtracts an amount equal to what you rolled with your tactics die.

Guided Strike: When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct an ally to attack instead. Choose a willing friendly creature who can see or hear you and expend one tactics die. That creature can use its reaction to make one weapon attack, cast one cantrip, gadget, or knack that requires only one attack roll, or make a single Hack action, adding the tactics die to any damage roll made as part of that attack, cantrip, gadget, or action.

Push to Action: When you roll initiative, you can expend one tactics die and choose a number of willing friendly creatures up to your Intelligence or Charisma modifier (whichever is better) who can see or hear you, including yourself. Roll your tactics die and add the result to your initiative and the initiative of each creature you chose.

Path of Affinity

When you reach 3rd level, you further specialize your leadership abilities, choosing to master the art of the forward assault, the defensive formation, or the inspiring voice. Select the Path of the Commander, Path of the Guardian or Path of the Herald. You gain a new path feature when you choose your path at 3rd level and then again at 7th, 13th level, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Teamwork Maneuver

When you reach 6th level, you may choose one of the following teamwork maneuvers and add it to your repertoire of abilities. Some of these utilize tactics dice while others do not.

Flanking Tactics: Whenever you expend a tactics die on your turn, other friendly creatures attacking a creature within 5 feet of you do so with advantage until the beginning of your next turn.

Marshal's Gambit: You can expend a tactics die when you hit a creature, rolling the die and adding the result to your damage. If you do, that creature has advantage on attacks against you and disadvantage on attacks against other creatures until your next turn, or until it deals damage to you. If it makes an attack roll against you, a number of willing friendly creatures that can see or hear you up to your Intelligence or Charisma modifier (whichever is better) can make a single weapon attack against that creature using their reaction. They must be able to hit the creature without moving and must be holding a weapon they can use to make the attack.

Opening Volley: In the first round of a combat, when you deal damage with a ranged attack against a creature, spaceship, or vehicle that hasn't acted yet, you can expend a tactics die. Roll the die and add the result to the total damage of your attack. Until the beginning of your

next turn, whenever you or another friendly creature who can see or hear you attacks that creature, it does so with advantage.

Warding Cry

Beginning at 9th level, when a willing friendly creature who can see or hear you is hit by an attack that you can see, you can use your reaction to call out to them and halve that attack's damage against them.

Tactical Recovery

At 10th level, when you roll initiative and have no tactics dice remaining, you regain 1 tactics die. Beginning at 17th level, you regain 2 dice instead of 1.

Mantle of Alliance

Beginning at 11th level, the very presence of your allies is enough to empower your strikes. Once per round when you deal damage to a creature, you can choose to deal 1d6 extra damage plus an additional 1d6 for each friendly creature within 10 feet of you. Additional damage dealt is the same type of damage as the original source of the damage.

At 17th level, this ability counts all friendly creatures within 30 feet of you.

Greater Teamwork Maneuver

At 14th level, choose one of the following teamwork maneuvers and add it to your repertoire of abilities. Some of these utilize tactics dice while others do not.

Coordinated Assault: As an action, you may expend a tactics die. When you do, you and up to three other willing friendly creatures that can see or hear you can each make a single attack against a single creature, spaceship, vehicle, or object. Roll your tactics die and add the resulting number to the attack roll of one of the attacking creatures of your choice. This does not require those creatures to use a reaction.

Seize Advantage: When you or a friendly creature strikes a critical hit against a creature, spaceship, vehicle, or object, you or another willing friendly creature of your choice within 60 feet that can see or hear you can spend their reaction to make an attack against the creature that was critically struck, assuming they can make a legal attack.

Wall of Defense: When you and one or more other willing friendly creatures that can see or hear you are within 5 feet of each other, each of you gains the following benefits:

- Creatures provoke opportunity attacks from you, even if they take the Disengage action before leaving your reach
- When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee attack against the attacking creature.

Greater Strategic Action

Beginning at 15th level, you can expend a tactics die as a bonus action and choose one willing friendly creature within 60 feet of you that can see or hear you. That creature can use their reaction to take a single action. If they make an ability check or attack roll with their action, roll your tactics die and add the value you roll to their check or roll. Once you use a tactics die for this feature you can't do so again until you complete a short or long rest.

Master Plan

You have become a paragon of leadership. At 20th level, when you roll initiative, you can choose a number of willing friendly creatures who can see or hear you up to your Intelligence or Charisma modifier, whichever is better. You and each of those creatures take a turn both at their normal initiative order and again at the end of the first round of combat. Once you use this ability, you must complete a long rest before it can be utilized again.

Paths of Affinity

Marshals are often leaders and teachers, but first and foremost they are allies and helpers. They specialize in strategizing and synergizing with their allies. How they do battle and in what ways they can help their fellows defines the path of affinity they choose to pursue. This guide contains three paths to choose from: the Commander, the Guardian, and the Herald.

Path of the Commander

If you prefer to do battle at the front, carving a path for your allies to follow, then the Path of the Commander is ideal for you.

Break Defense

When you choose this path at 3rd level, you can expend a tactics die and roll it when you hit a creature with a weapon attack. The creature struck this way has its AC lowered by the resulting roll until the beginning of your next turn.

Tactical Survivalist

Also at 3rd level, difficult terrain never slows your group's long distance travel, whether you are on foot or traveling via spaceship, and while moving through any terrain, you and up to six other creatures of your choice (or up to six spaceships) can move stealthily while still moving at full speed.

In addition, as long as you're involved in setting up a camp, building a fortification, or overseeing repairs it can be accomplished in half the normal required time.

Coordinated March

At 7th level, at the beginning of each round you and up to six other willing friendly creatures that can see or hear you of your choice have their base walking speed increased by 10 feet. This movement boost increases to 20 feet at 18th level.

Furious Blitz

Beginning at 13th level, you can expend a tactics die as a bonus action. If you do, until the beginning of your next turn, you and each willing friendly creature within 120 feet that can see or hear you have their critical strike range increased by 1 (if they normally make a critical hit on a roll of a natural 20, it becomes a range of 19-20. If it is already 19-20 it becomes 18-20, and so on). Additionally, on the first successful hit made by each creature affected by this ability before the beginning of your next turn, the attacking creature rolls your tactics die and adds the result to their damage dealt.

Path of the Guardian

If you wish to stand alongside your allies, staunchly defending them from harm, the Path of the Guardian is your path of choice.

Battlefield Surveyor

You specialize in seeing each ally and directing them around the battlefield with expert ease. When you choose this path at 3rd level, whenever a willing friendly creature you can see within 60 feet that can see or hear you moves, they are considered to be disengaging for the purposes of opportunity attacks.

Sentinel's Challenge

Also at 3rd level, when you hit a creature within 5 feet of you with an attack, you can expend a tactics die. Roll the die and add it to your total damage dealt. Until your next turn, all of the creature's nonflying movement speeds are reduced to 0, it cannot make attacks of opportunity, and the creature has disadvantage on all attack rolls made against creatures other than you. If you cease to be within 5 feet of the creature during this time, this effect ends early.

Guardian's Presence

At 7th level, you and all willing friendly creatures within 10 feet of you that can see or hear you gain a +2 bonus to their respective AC's. When you reach 18th level, the range of this ability increases to 30 feet.

Absolute Intervention

Beginning at 13th level, if an attack would bring a friendly creature to 0 or less hit points, you can expend two tactics dice as a reaction to move up to your move speed and make a single attack against the attacking creature. You roll and add the first tactics die to that attack roll and the second tactics die to the damage roll. If you hit the attacker successfully, the defending friendly creature is reduced to 1 hit point and may use their reaction to move up to their move speed while disengaging. All of the attacking creature's non-flying movement speeds are also reduced to 0 until the end of its turn.

Path of the Herald

If you wish to surround yourself with allies and inspire them with vigor and words, then the Path of the Herald is apt for you. You will be the pillar of support, bandaging allies' wounds and pride all at once.

Rallying Roar

When you choose this path at 3rd level, you can expend a tactics die as a bonus action to call out revitalizing words that bring forth new resolve in any number of friendly creatures that can hear you. Roll your tactics die. You have a pool of temporary hit points equal to the result + your Intelligence or Charisma modifier (whichever is better) + your Marshal level to distribute as you choose between any number of those creatures. You must grant at least 5 hit points to each creature you grant temporary hit points to.

Rearguard Expertise

Also at 3rd level, you observe from the back and are always ready to spring to action. You always act in the surprise round if there is one and you can choose one willing friendly creature that can see or hear you to act in the surprise round with you. This choice is made at the beginning of the round when initiative is rolled.

Combat Medic

At 7th level, when you or another willing friendly creature regains hit points using their hit dice, you or that creature treat all rolls of less than 3 to be 3.

In addition, you can use the Help action whenever a creature is going to regain hit points. If you do, that creature treats all rolls of less than 3 to be 3.

At 18th level, this ability is modified such that all rolls of less than 6 are considered to be 6's.

Resurgent Cry

Beginning at 13th level, you can expend a tactics die as a reaction when another creature fails a saving throw. If you do, roll your tactics die and add the result to that creature's total roll.

Intelligence, Wisdom, or Charisma, Oh My!

Under the base rules for the marshal, it is assumed that the player chooses Intelligence or Charisma to act as their primary mental ability score for use with the marshal's class features. The reason this choice is given instead of a single ability score laid out is because there are so many ways that a person with the marshal's skill might interact with their allies. Deciding between them is often as simple as deciding how your marshal inspires or acts. A marshal that uses logic and precise actions is likely to use Intelligence while a marshal that goes with their gut instincts and rallies their friends to greater heights is certainly going to use Charisma instead. There's even room for a marshal that utilizes Wisdom as their primary mental ability score in the form of an older character using their experience to direct their allies. Wisdom isn't included in the primary marshal entry, but it is balanced with the other two ability scores and it should be up to the player if they want to use Wisdom instead of either of the two listed, ideally discussed with their GM first.

Oracle

A Luonn Tua's eyes glaze over, their mind days in the past, viewing what has already been. Their gaunt hands shake while they maintain the magic.

Limping, a Brahvaasch man crosses a battlefield. He slices his own arm as he reaches out for his foes, and blood and dark matter energy flow from the wound simultaneously.

As a dying man breathes his last, a blind Maeshar catches the ebb of his life force and transfers it to one who may yet be saved.

A young Saguarin with ancient wisdom in her eyes fixes her gaze on a clifftop. With the wave of a hand, she steps forward and appears there.

A Proxy hefts a battleaxe against their foes, striking once, twice, and casting a blazing fireball at them, all without a word.

Oracles study a variety of mysteries that grant them magical talents. They delve deeper into the unknown than the average magic user in the Nacora Galaxy, and their powers - and the costs of such power - are particularly unexplainable.

Delving into Mystery

Oracles seek knowledge about one of the mysteries of existence and the universe itself. This research grants them untold power as they continue to explore the particular enigma that plagues them. The mysteries an oracle might explore are the very cornerstones of the world: the inner workings of time, the secrets inherent to blood, the cycle of life and death, the fickle nature of conflict, and the multitude of dimensions that encompass reality.

Cursed by the Divine

At the core of an oracle's mysterious power is a curse bestowed upon them by the unknowable divinity of the universe. Curses vary in severity, but every oracle learns to live with their curse and eventually use it to their advantage.

If an oracle's curse should ever come to an end, so too would their mysterious power. Unlike a typical magically-inflicted curse, an oracle's curse cannot be removed or alleviated by any mortal means.

Creating an Oracle

The two most important questions to ask yourself when you create an oracle are 'what is my curse?' and 'when did it come upon me?'. An oracle's curse is often related to their mystery, and establishing the intricacies of both will help develop your character. Depending on the intensity of a curse, an oracle may be a drastically different person than they were before they gained their powers.

Online tutorials and occult academies exist throughout the galaxy and may have helped your character develop their knowledge and powers, but trial and error is its own learning experience. Every magic user has a different path to their talents. Exploring how your character discovered magic can help you understand them better as a person.



"Moving slower's a small price to pay when you can make time wait for you."
— Zandry Sarvis, Piranthi Oracle

The Oracle

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots per Spell Level — 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Curse, Mystery, Spellcasting	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	Cosmic Insight, Cosmic Meditation	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	Revelation	4	4	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	5	4	3	-	-	-	-	-	-	-
5th	+3	Curse Advancement	4	6	4	3	2	-	-	-	-	-	-
6th	+3	Revelation	4	7	4	3	3	-	-	-	-	-	-
7th	+3	—	4	8	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	9	4	3	3	2	-	-	-	-	-
9th	+4	—	5	10	4	3	3	3	1	-	-	-	-
10th	+4	Revelation	5	11	4	3	3	3	2	-	-	-	-
11th	+4	Curse Advancement	5	12	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	12	4	3	3	3	2	1	-	-	-
13th	+5	-	5	13	4	3	3	3	2	1	1	-	-
14th	+5	Revelation	5	13	4	3	3	3	2	1	1	-	-
15th	+5	Curse Advancement	6	14	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-
17th	+6	-	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Revelation	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	The Unveiling	6	15	4	3	3	3	3	2	2	1	1

Quick Build

You can make an oracle quickly by following these suggestions. First, Wisdom should by your highest ability score, followed by Constitution. Second, choose the occultist background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma pistol, an energy shield, a carbon fiber vacsuit, a holy symbol, and a personal energy barrier mark I. Finally, choose the *chill touch, guidance, sacred flame*, and *thaumaturgy* cantrips, as well as the 1st level spells *bane* and *cure wounds*.

Class Features

The oracle is a class that can fit in a classical fantasy setting as well as a science fiction fantasy setting such as this one. If you plan to use the oracle in a standard 5th edition game, or decide to include the cleric as a playable class in S&S games, we encourage you to change the spellcasting ability score of the oracle from Wisdom to Charisma in order to minimize overlap with the cleric. As an oracle you gain the following features.

Hit Points

Hit Dice: 1d8 per oracle level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per oracle level after 1st

Proficiencies

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons, automatic pistols, battleaxes, glaives, heavy pistols, longswords, plasma blasters, shortswords, and warhammers

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Athletics, Deception, Etiquette, History, Insight, Investigation, Mechanics, Persuasion, Science, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- A simple weapon costing 1000 cc or less.
- A simple weapon costing 500 cc or less, or a shield.
- A suit of armor costing 1500 cc or less.
- An arcane focus.
- A credstick with 1000 cc.

Curse

At the core of your mystery and its power is a curse that is unshakable. Wherever these curses originate, be it from some divine force, your own hubris, or the unknowable beyond, they bring with them both banes and boons. With effort and time you can overcome the drawbacks of your curse. At 1st level, you choose a curse from those listed in this entry. At 5th, 11th, and 15th level you gain additional boons from your curse.

Absent Minded: Your curse has damaged your mind and your memory isn't what it once was. Your thoughts wander and you often forget things. You automatically fail all memory checks that aren't related to your mystery. Your inability to recall details means that you have disadvantage on all Intelligence ability checks except Intelligence (Investigation) checks, checks made that are connected to your mystery, and checks made as part of the Hack action. However, you gain advantage on all saving throws against enchantment magic, illusion magic, and similar effects.

At 5th level, your empty mind leads you to be more observant. You gain advantage on Intelligence (Investigation) checks.

At 11th level, your mind is like a maze to foes who attempt to attack it. You gain immunity to psychic damage.

At 15th level, your thoughts race so quickly that no one can attempt to ensnare you, regardless of the source. You are immune to the charmed condition.

Ancient: Your curse aged you, years gone in the blink of an eye. You are physically elderly for your species, but you will still live your expected lifespan without additional aging.

Your three physical ability scores decrease by 2 and cannot be increased above 18. Mysteriously, with your newfound aged form comes insight yet unrealized. Your Wisdom score increases by 1 and you may select two Wisdom skills in which you gain proficiency. In addition, you gain proficiency in Intelligence saving throws and one Intelligence or Charisma skill of your choice. You are immune to magical aging.

At 5th level, your Charisma score increases by 1. In addition, the maximum for your mental ability scores increases to 22.

At 11th level, your Intelligence score increases by 1 and you have advantage on all Intelligence, Wisdom, and Charisma saving throws.

At 15th level, all three of your mental ability scores increase by 1.

Clouded Vision: Your curse injured your eyes. You are unable to see beyond 30 feet in front of you in any direction. This cannot be corrected or cured by any effect or equipment. However, within this range you have perfect darkvision, meaning you can see in dim light and darkness as if it were bright light with color and magical darkness as if it were dim light in shades of gray.

At 5th level, with long hours of training your eyes, you have increased the radius of your sight to 60 feet.

At 11th level, you have the ability to sense life in your vicinity. You gain blindsight in a 30 foot radius around yourself

At 15th level, your blindsight radius increases to 60 feet.

Deafened: Your curse has permanently deafened you. You suffer from the deafened condition and nothing can cure it (including cyber ears). However, you can read lips and can still speak and understand any languages you know. Universal translators will translate your speech, but because they transmit to an auditory part of the brain you cannot use the universal translator to understand other creatures. You gain one type of non-verbal sign language from the list in Chapter Four, and you no longer require verbal components to cast your spells. You are also immune to thunder damage and any effect that requires hearing.

At 5th level, your vision has become sharper than ever.

You have advantage on any Intelligence (Investigation) check or Wisdom (Perception) check based on sight.

At 11th level, you have learned to feel the vibrations in the earth. You gain tremorsense in a 30 foot radius around you. Tremorsense allows you to know where any object or creature is, whether or not you can see them, as long as they are touching an object or ground that you are touching. The creature or object must be in range.

At 15th level, your tremorsense increases out to 60 feet.

Forever Young: Your curse has reverted your body to its youthful form. You appear to be a child of your species physically, but although you will never age, your lifespan remains the same. Your Strength score decreases by 2 and your Dexterity score increases by 1. The maximums for those two scores are now 18 and 22, respectively. You are immune to magical aging and are considered a small creature. Due to your size you take a -5 penalty to your movement speed. You do, however, have proficiency on your Acrobatics and Stealth checks. Species that are born as adult creatures such as Brahvaasch, Eezonites, and Proxy cannot choose this curse.

At 5th level, you have grown accustomed to your younger reflexes. You have proficiency in Dexterity saving throws.

At 11th level, your growing body heals much faster than an adult's. When you expend hit dice to heal yourself during a short rest, you always heal the maximum amount for each expended die.

At 15th level, your nimble body is moving at its full potential. You increase your Dexterity score by 1.

Forgotten: Your curse has rendered you unremarkable and easily overlooked. Others find it difficult to keep their memories and perceptions of you clear until they've spent a great deal of time with you. You have disadvantage on all Charisma ability checks, but you are proficient in Stealth checks and the disguise kit as you use your plainness to your advantage.

At 5th level, when combat begins, you may focus on your aura to make all creatures forget you are there. This uses your reaction for the first round and is done as part of rolling initiative. It cannot be done in a surprise round unless you are acting in it. Until the end of the first round of that combat, all creatures cannot target you with any attacks, spells, or abilities (areas of effect and auras still affect you, but their targeted zones shouldn't be adjusted to include you as the creature does not know you're there). Once used, you can't use this ability again until you complete a short rest.

At 11th level, you are under the effects of *nondetection*, as the spell, at all times.

At 15th level, your ability to be ignored in the first round of combat can be used at will without the need for a short rest between uses.

Haunted: You're marked in a way that attracts the spirits of the dead. These spirits constantly reach out and try to affect things around them in order to feel alive. It takes you a bonus action instead of interacting with an object to withdraw something from your person, interact with an item, or pick up anything. Any time you drop an object, it lands 10 feet away from you in a random direction, and if you stand close to loose objects they may be overturned or knocked down. However, by drawing on these spirits you can utilize spells you might not otherwise have access to. At 1st level, you add *mage hand* and *minor illusion* to the list of cantrips you know and *silent image* to your spells known. Spells obtained from this curse do not count toward your limit of spells known and cannot be exchanged for other spells known.

At 5th level, you have learned to utilize the spirits further. You add *levitate* and *invisibility* to your spells known.

At 11th level, your spirits can manifest their strength even further. You add *telekinesis* and *major image* to your spells known.

At 15th level, your spirits' effect on the world is potent. You add *reverse gravity* and *phantasmal killer* to your spells known.

Lamed: Your curse has wracked your body with such trauma that you are permanently lamed. You walk with a limp and other forms of movement are equally difficult. Nothing can repair this limb, including replacing it with cyberware. Subtract 10 feet from any move speed you have

or would gain. However, you have grown used to hard labor due to your tribulations. You are proficient with heavy armor, and you act as though you have one less level of exhaustion than you actually have.

At 5th level, your high threshold for pain manifests as proficiency in Constitution saving throws.

At 11th level, you act as though you have two less levels of exhaustion than you actually have.

At 15th level, you ignore all difficult terrain, as you have learned how to measure your steps regardless of what is beneath your feet.

Mute: Your curse has rendered you permanently mute. You can no longer verbally communicate and cannot recover your speech even through technological means. You know one form of nonverbal language from the list in Chapter Four. In addition, you require no verbal components to cast your spells.

At 5th level, your hearing has become sharper than ever. You have advantage on any Intelligence (Investigation) check or Wisdom (Perception) check based on sound.

At 11th level, due to your intense awareness of your surroundings and observant nature, you gain a permanent +2 bonus to your armor class and your Strength and Dexterity saving throws.

At 15th level, you can no longer be surprised. You always act in the surprise round and you gain a +2 to your initiative checks.

Verity: Your curse has affected your mind or body in such a way that it is impossible for you to tell a lie. Your curse may manifest as an obvious tell, a physical inability to speak falsehoods, or another such hindrance. Any time you attempt a Charisma (Deception) check to tell a direct lie, you automatically fail. If you are lying by omission or not answering something that you know the answer to, you have disadvantage on your Deception check. Regardless of how well you rolled, the person you're deceiving knows that you're holding something back. On the other hand, because of your truthful nature, people find it very easy to trust you. You are proficient in Persuasion checks and add twice your proficiency modifier to it instead of just your proficiency modifier.

At 5th level, you gain the ability to spread the magic inherent to your curse to others. You may cast *zone of truth* at will without expending a spell slot.

At 11th level, your curse begins to manifest in new ways, rendering you resistant to the will of other people. You become immune to the charmed condition.

At 15th level, your curse has such a strong hold over you that you become immune to possession and any effects that dominate or dictate your actions.

Wasting: Your curse afflicts your body with a non-lethal, incurable disease that causes pain and makes it seem as though you are wasting away. Your Constitution score decreases by 2 and has a maximum of 18. However, the disease fights off other things that might threaten your health. You are proficient in Constitution saving throws and have advantage on them.

At 5th level, your body's ability to assimilate its disease into its defenses buffers your ability to stop outside toxins. You have resistance to poison damage and are immune to the poisoned condition.

At 11th level, your illness has spread, rendering you immune to non-magical and magical diseases other than your curse. You are also immune to the petrified condition.

At 15th level, your body is so filled with the essence of your ailment that you are rendered immune to the paralyzed condition and poison damage.

Mystery

At 1st level, you choose the mystery whose answers you seek. You will search to the ends of existence and stare into the deepest darkness to understand the truth of your mystery. Both your curse and magic come from this mystery and its powers reflect on you.

This choice will provide you with a revelation at 1st, 3rd, 6th, 10th, 14th, and 18th level and determine the ability gained from the unveiling of your mystery at 20th level. Five mysteries are listed at the end of the oracle entry. They are Blood, Conflict, Dimensions, Life, and Time.

Spellcasting

Your arcane power derives from your curse and mystery. It manifests in energy that is drawn from the cosmos. See Chapter Eleven in this book for the oracle spell list.

Cantrips

At 1st level, you know four cantrips of your choice from the oracle spell list. You learn additional oracle cantrips of your choice at higher levels, as shown in the Cantrips Known column of the oracle table.

Spell Slots

The oracle table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these oracle spells, you must expend a slot of the spell's level or higher.

You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

Spells Known of 1st Level or Higher

You know two 1st-level spells of your choice from the oracle spell list. The Spells Known column of the oracle table shows when you learn more oracle spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the oracle spells you know and replace it with another spell from the oracle spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your oracle spells, since the power of your magic relies on your measured control of the essence of your curse and your understanding of your mystery. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an oracle spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

If you're playing standard 5th edition or including the cleric as a playable class in Spaceships & Starwyrms, it is recommended that you use your Charisma instead of your Wisdom as your spellcasting ability score in order to create a declarative difference between the Cleric and Oracle.

Spellcasting Focus

You can use a holy symbol or arcane focus as a spellcasting focus for your oracle spells.

Ritual Casting

You may cast any oracle spell you know as a ritual if that spell has the ritual tag.

Cosmic Insight

At 2nd level, you gain the ability to cast your sight forward into reality. When you would make an ability check or attack roll, you may do so with advantage. You must choose to use this ability before you roll. After using this ability, you cannot use it again until you complete a short or long rest.

Cosmic Meditation

Also at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with the cosmos. During a short rest, you may choose expended spell slots to recover. The spell slots can have a combined level that is equal to half your oracle level (rounded down), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Oracle Mysteries

Different oracles choose to search for the truths of different mysteries in the universe. Each comes with revelations that allow the oracle to tap into the very fabric of reality in a way that no one else can. The DCs for all abilities of the mysteries use your spell save DC.

Mystery of Blood

The histories of our ancestors are recorded in our blood. Identity and power alike are carried through our veins. Blood is a powerful component for both genetics and magic, and certain truths can be found among the red. You have discovered the deepest depths of that power and have learned to harness it.

Revelation of Bloodshed

When you choose the mystery of blood at 1st level, you gain the ability to empower your attacks by using the blood or life force of your victims against them. Whenever you would deal damage to a creature, if that creature has less than its full hit points, you deal additional damage equal to your Wisdom modifier.

Revelation of Blood Ritual

You have discovered that by using your blood as a catalyst, you can tap into spells and powers you have never before utilized. Starting at 3rd level, you may cast any ritual spell on the oracle spell list as a ritual without knowing the spell. When you use this ability, however, you lose 1d8 hit points for each level of the spell cast. Hit points lost in this way cannot be recovered until you complete a short or long rest. You must still pay for other components of the spell.

Revelation of the Bloodied

While you're injured and bleeding, you can channel your bloody power into your spells and attacks. At 6th level, whenever you are at less than full health, you gain an additional 1d6 that you roll and add to all attack and damage rolls you make. This increases to a d8 at 10th level, a d10 at 14th level, and a d12 at 18th level.

Revelation of Ancestry

Scientists have long chased the idea of memory being inlaid in genetic information, but you have discovered how to access this information via magic. Beginning at 10th level, you gain the ability to determine multiple things about a person and their lineage based on a small amount of their blood. As an action, you can channel your magic through a very small amount of fresh blood. Doing so gives you the following information: the creature type of the blood's owner, the name of the owner, a thirty second faint vision of a potent memory from the owner, what sort of innate skills or magic the owner can accomplish, and a basic lineage that traces the owner's ancestry back two generations.

Revelation of Divination

Beginning at 14th level, you can use a greater amount of blood to acquire visions of a creature's future. As an action, you may cut the palm of any humanoid creature and watch how their blood pools. The creature takes 1d4 slashing damage that can't be healed until that creature completes a short or long rest. You may cast divination without expending the material components required or a spell slot. Your question must relate in some way to the creature whose blood you are utilizing, but otherwise works as normal as the spell dictates. Once used, you can't use this divination ability again until you complete a short or long rest.

Revelation of Exsanguination

You have learned to draw the power from spilt blood to bolster your own life force. At 18th level, whenever you deal damage with an attack or spell, if you added additional damage to the roll because of your Revelation of Bloodshed or your Revelation of the Bloodied, you gain a number of temporary hit points equal to 1d6 plus your Wisdom modifier as long as you don't already have temporary hit points.

The Unveiling of Blood

When you reach 20th level, you learn the hidden truth of what lies within your own genetic data. You can extrapolate your own ancestry or that of another using a special blood ritual. Choose a willing creature, including yourself, and begin a 10 minute blood ritual that inflicts 1d12 necrotic

damage to the target. Damage dealt this way reduces the creature's maximum hit points until they complete a long rest. Upon completion of this ritual, the chosen creature gains proficiency in every skill, tool, and vehicle. They also become proficient in every type of armor and weapon, as well as shields. Finally, they gain proficiency in all saving throws, and they apply their proficiency bonus to any ability check that uses their casting ability score and to all initiative rolls made while this effect persists.

These proficiencies last for 24 hours or until the target completes a long rest. This ritual can only be active on a single creature at any given time. If you repeat it for another creature, the previous creature has their maximum hit point total restored and loses all benefits from this ability. This newfound power comes from the collected memory of every ancestor you or the creature has ever had.

Mystery of Conflict

There is an old Luos Aven Empire saying that there is only one true constant in life: conflict. While the truth of the statement is argued against by many philosophers, one cannot deny that conflict in one way or another often defines the different peoples and places across the Nacora Galaxy.

Revelation of Experience

The initial revelation of your glimpse into the universal mythos of conflict has imparted knowledge of war upon you. You gain proficiency in heavy armor and martial weapons. In addition, you gain proficiency in Athletics and Insight checks.

Revelation of Understanding

Part of what drives conflict is an internal struggle of motivations. At 3rd level, you can glimpse the motivation and emotion of those around you by peering into their auras. As a bonus action, you may study a foe. The studied creature attempts a Charisma (Deception) check opposed by your Wisdom (Insight) check. If you succeed, you learn the primary emotional state of the creature as well as the simplified primary motivation for fighting in that moment. In addition, you also gain a measure of the creature's power in relation to your own. You learn if the creature is your equal, superior, or inferior in regards to your total class level (or challenge rating if it doesn't have class levels).

Revelation of Assault

At 6th level, your combat ability improves even further. You can attack twice, instead of once, when you take the Attack action on your turn. This ability does not combine with other abilities that grant additional attacks as part of the Attack action.

Revelation of War Magic

When the tide of battle turns in your favor, you have learned to capitalize on it. Starting at 10th level, when you successfully strike the same creature with two or more weapon attacks in the same turn, you may cast a cantrip that would normally require an action as a bonus action instead. The spell must target one or more creatures and must include the creature hit with your weapon attacks as the primary target.

Revelation of Battlefield Design

Your insight into the inner workings of combat yield the perspective needed to change the physical shape of the battlefield. Beginning at 14th level, as an action, you may create up to three 5' by 5' sections of a wall of force. These walls must be within 30 feet of each other, but do not need to be touching. They can provide cover, plug a small hallway or otherwise act as a blockading element. The walls remain for 10 minutes and can be destroyed by anything that destroys a wall of force or dismissed as an action. Once used, you cannot use this feature again until you complete a short or long rest.

Revelation of Insight

Your keen eyes observe the battlefield and document the world around you with blinding speed. At 18th level, when you would roll an initiative instead choose your place in the initiative order (you get to know when each hostile and non-hostile creature gets to act before you make your decision).

Additionally, at the beginning of each new combat round, you may change your place in the initiative order.

The Unveiling of Conflict

You have seen the truth of how combat moves. Every action of every foe is plain to you as they maneuver around the battlefield. At 20th level, all attack rolls against you are made with disadvantage and all attack rolls you make are made with advantage.

Mystery of Dimensions

The various planes and spaces of the universe tangle together in ways that mystify even the most intelligent scholars. Your glimpses of what lies between the dimensions of creation give you insight to unimaginable power.

Revelation of Pocket Dimensions

When you first explore this mystery at 1st level, you gain the ability to create a pocket dimension that you can reach into at will as though it was on your person. This dimension has a cubic size in which each length of the cube is equal to your oracle level in feet and can hold 50 lbs for each oracle level you possess. Removing or placing an object into the pocket is considered interacting with an object. A creature, including yourself, can enter or exit the dimension as an action.

There is enough air within the dimension for a single medium humanoid to breathe for 1 minute per oracle level you possess. Keeping the door to the dimension open maintains a continuous stream of air. While open, the door is visible as a magical gateway that generates its own light.

Revelation of Duality

Your ability to cross between dimensions increases in potency. Beginning at 3rd level, as an action, you may choose to split your existence between the material and astral planes. Doing so makes you incorporeal with all the advantages of incorporeal creatures. While in this state you cannot take actions other than coming out of this state. This state requires concentration as if it were a spell you had cast. You can maintain this form for up to a round for each oracle level you possess. You can use this power once and regain the use of it after completing a short or long rest.

Revelation of Folded Space

Your skill with interpreting how the material dimension comes together has reached new heights. At 6th level, you gain the ability to connect two points in space in such a way that they are considered the same. As a bonus action or reaction, you may choose two cubes that must be 5’ by 5’ by 5’ in size and within 60 feet of you. For a single creature’s turn those spaces are considered the same space.

For example, if an enemy moves, you could connect their starting space and the space next to you in order to make an attack of opportunity against that foe. You may use this ability a number of times equal to your Wisdom modifier and regain expended uses when you complete a long rest.

Revelation of Wormholes

Beginning at 10th level, you gain the ability to open a small wormhole in front of you in order to absorb an attack. As a reaction, you can negate one attack or spell made against you that requires a ranged attack roll. If that attack or spell fires multiple times with multiple attack rolls you can only negate one of them. You can choose to do this after you know whether the attack hits or misses you.

Revelation of Slipstreaming

Your ability to fold planar space allows you to traverse great distances with a single step. At 14th level, as a bonus action, you may choose a point that you can see within 200 feet of you. You cause that point to overlap with a point 5 feet from you for only a moment. When you step into the connected space, you appear at the chosen point. Another creature holding its action can choose to take advantage of this ability as well, but no more than one creature can pass through this connected space.

Revelation of Portals

Your control over dimensional space has reached a crescendo. You have learned how to craft and hold open portals to other dimensions. Beginning at 18th level, as an action, you may open a portal large enough for a medium sized creature to any plane of existence, including the material plane. You can hold this portal open as long as you concentrate on it (as spell concentration). Any number of

creatures can pass through this portal.

When you use this power to open a portal to another plane you haven't visited before, you automatically open it to a safe place to enter that plane; otherwise, you open it to a place you have been to before. When you use this ability to open a portal to a different place on the same plane (such as choosing a spot on the material plane while already being on the material plane), you must be able to see or have been to the location the other end of your portal opens to, and that place must be within 1 mile of your current location on the plane.

The Unveiling of Dimensions

You have mastered the dimensions themselves. You can utilize your Revelation of Duality and Folded Space abilities at will, any number of times each day. In addition, you have learned how to change the very world around you by blending the material plane with one of the other planes to create a new environment. As an action, you create an effect with a radius of 200 feet centered on you that lasts for 1 minute. Once used, you cannot use this power again until you complete a short or long rest. The four planes you can choose to blend with the material plane and their effects are listed below:

Astral: All creatures within the space utilize their mental attributes in place of their physical attributes. They use their Charisma for Strength, Intelligence for Dexterity, and Wisdom for Constitution.

Ethereal: All living creatures within the range are considered to be under the effects of the etherealness spell.

Elemental Sphere: Choose acid, cold, fire, or lightning. Damage dealt by the chosen elemental type is doubled within the range of this effect.

Eternal Prism: Choose heaven or hell. If you choose heaven, creatures within range that have hit points restored from a spell heal twice as many hit points from those spells and have advantage on death saving throws. If you choose hell, healing magic does not work within this range and all creatures have disadvantage on death saving throws.

Mystery of Life

For millennia, mortal species have pursued the mystery of life itself. The unique circumstances that allow life to exist and thrive are an enigma beyond the understanding of many. Your familiarity with the connections that bind all life, from the simplest amoeba to the DNA of sentient creatures, has catalyzed your curse and magic.

Revelation of Preservation

You have discovered one of the great keys to the preservation of life and the restoration of it. You gain a second pool of d8 hit dice equal to your level. During a short rest, you can use these dice to heal yourself or other creatures and they refresh as normal. At any other time you may, as a bonus action, touch a creature and expend one or more of those hit dice to heal that creature by the amount rolled + your Wisdom modifier.

Revelation of Lifesense

At 3rd level, you begin to explore new extrasensory powers. As a bonus action, you may extend your senses. When you do, you know the location of every living creature that has biological parts within thirty feet of your current position, but only in the moment of the action. This ability does not sense constructs, but will sense Eezonites, Proxies, and extraplanar creatures such as elementals.

Revelation of Transference

You gain the power to manipulate the flow of life itself at the moment of death. Starting at 6th level, when a creature within 60 feet of you dies, you may use your reaction to draw the remnants of their lifeforce into yourself. On your next turn, as an action, you may cast prayer of healing at the highest spell level you can cast without expending that slot, to a maximum of a 4th level spell (this changes the casting time from 10 minutes to 1 action). If you do not cast the spell on your turn after drawing the energy this way, it fades away and is wasted.

Revelation of Overflowing Life

You are fully tapped into the stream of life throughout the universe. At 10th level, you become immune to diseases and the poisoned condition. In addition, you are resistant to necrotic and poison damage.

Revelation of Resurrection

You can draw out the flickering potential of life's final moments to restore the dying. At 14th level, when a creature within 30 feet of you would die or drop to 0 or less hit points and begin dying, you may, as a reaction, expend three or more of your bonus hit dice from your Revelation of Preservation in order to heal that creature by rolling the expended hit dice and adding your level (you start them at 0 hit points and heal from there). You can use this ability once, and it refreshes after completing a short or long rest.

Revelation of Suffusion

You are now an expert at using the life of dying creatures to its maximum potential in healing others. At 18th level, when a creature within 60 feet of you dies, you may use your reaction to create a burst of life energy from their body. Choose any number of creatures within 30 feet of you and then divide the maximum hit point total of the dying creature equally among those creatures, rounding down. Each of the creatures heals that much. Once you utilize this ability, you cannot do so again until you have completed a short or long rest.

The Unveiling of Life

You have reached the pinnacle of understanding the cycle of life energy. Your own life emulates this universal process. At 20th level, you no longer age and your body regresses to the prime age of your species. In addition, you automatically succeed on all death saving throws you make as though you had rolled a natural 20.

Mystery of Time

The river of time is a winding path that weaves back and forth in patterns impossible to predict. You endeavor to understand how time moves and the choices that affect its flow. Your magic and curse are derived from this understanding.

Revelation of Reversal

Your initial dive into the mysteries of time grants you the power to jump backward through it. At the end of your turn in combat, you can use this ability to negate the turn you just took. You return to the location you were at when you began your turn. Any resources you expended are regained. Any and all effects, spells, attacks, environmental triggers, and so on that happened during your turn did not occur and their effects are nullified. Reactions made by other creatures during your turn did not occur, and creatures who used them regain those expended reactions. You then start your turn over again with the knowledge of what happened originally. If you use this ability outside of combat, you can go back only 6 seconds of time, enough to undo a single instantaneous event, such as triggering a trap or sentence spoken. Stopping another person's action is not possible with this ability. Once you use this feature, you can't use it again until you complete a long rest. At 10th level, this feature is restored to you after a short or long rest instead.

Revelation of Time Hopping

Beginning at 3rd level, your ability to press into the nature of time allows you to freeze it for mere moments. On your turn when you begin your movement, you may stop time. If you do, you move unhindered by enemies' or allies' squares and provoke no opportunity attacks. Effects such as those created by a *wall of fire* spell don't affect you. While time is frozen, you can even move across liquid surfaces as though they are solid. Once you stop moving, this effect immediately ends. While moving this way you cannot take actions. To those watching it appears as if you have teleported from your starting position to your ending position. Effects that stop interdimensional travel or teleportation do not stop this power.

Revelation of Temporal Jettison

You understand well enough how the river of time folds to use your magic to push a creature into the future. At 6th level, you may force a creature within 5 feet of you to make a Charisma saving throw. If they fail, they are thrown forward in time. They disappear for one minute, reappearing in the spot they previously occupied or the nearest unoccupied space. If the creature succeeds against the saving throw, it is thrown forward 1 round, disappearing and then reappearing at the beginning of your next turn. You may use this feature once and it refreshes upon the completion of a long rest. At 14th level, this feature instead refreshes on a short or long rest.

Revelation of Destinies

You have learned that destiny is malleable. At 10th level, you can use your magic to reach into the time stream and alter a single person's fate. When a creature that you can see, not including yourself, makes an ability check or saving throw and fails, you may change their result to a natural 20. You may use this ability once and it refreshes when you complete a long rest.

Revelation of Blinking

You have mastered the ability to step into the river of time and out again in the blink of an eye. At 14th level, as a reaction, you can blink yourself forward in time. When you do, you cease to exist in the present and reappear at the start of your next turn in the initiative order. You may use this ability once and it refreshes after completing a short or long rest.

Revelation of Concurrence

For you, time is not linear. The present touches all points. At 18th level, as an action, you may bend time for a number of rounds equal to your Wisdom modifier. For these rounds, a second version of you from the near future appears on the battlefield. You control the actions of your second self. Their initiative count is 10 less than your own. They appear with the same number of resources you have and any class resource, spell, or item they use is taken from your resources as if you had used them. You share a hit point total. If both of you are in the same area of affect, you must roll the saving throw twice and might be affected twice. At the end of their last turn or when you dismiss the effect, your duplicate vanishes. Once you use this feature you cannot use it again until you complete a long rest.

The Unveiling of Time

You have learned how to fully immerse yourself in the river of time and to traverse its winding paths. At 20th level, once per year, you may spend 1 hour in meditation. When you do, you can travel through time with a number of willing others equal to your Wisdom modifier. No matter what time period you travel to, you retain your current body and abilities, as do any companions you bring. You may stay in this time for up to 1 week before returning to the time stream at the exact moment you left.



Getting Creative with Curses

The choices presented in this section give a wide variety of options when it comes to choosing your oracle's curse, but it is hardly a comprehensive list. If you are searching for more variety, consider tweaking an existing curse (especially one of the straightforward ones, such as deaf or mute) to fit more in the sci-fi setting. Though a curse may be supernatural or fantastical in origin, it can be made to feel very fitting for science fiction in practice. For example:

- *A lamed oracle with a prosthetic leg that is in disrepair no matter who tries to fix it.*
- *A blind oracle who has functioning cyber eyes, but their brain cannot process the visual information being sent to it.*
- *A haunted oracle whose "spirits" are electrical discharges from a cyberware installation gone wrong.*
- *A deaf oracle whose ears are filled with the constant tinnitus that comes from being too near gunfire.*
- *An oracle with a wasting curse who, rather than withering and becoming gaunt, is perpetually tired due to a complex neurotoxin injected into their bloodstream.*

Psion

Bullets ricochet off a paper-thin barrier surrounding a Kygad in her expensive suit. She grits her teeth and draws her pistol.

A Maeshari laughs and touches the shoulder of the host of a gala. They slip into an empty hall and in an instant, they are wearing the host's form.

An Ix marine concentrates on the glowing implements in his skull. His senses sharpen, and the potential dangers of his future clarify in his mind.

Psions are psychic spellcasters who use cerebral implants and honed discipline to manipulate the universe around them. These tough and flexible warriors can fill any number of roles on or off the battlefield.

Psionic Implants

Psions are relative newcomers to the galactic scene. It is only in the last hundred years that the technology inherent to their powers was developed. Significant amounts of experimentation and study proved definitively that psychic magic is innately different than arcane magic, and with that distinction came the development of new technologies.

Cerebral implants were developed as a way to enhance the natural abilities of dark matter manipulation an individual might possess. Throughout history, individuals who would later come to be known as adepts displayed a unique talent for the discipline and focus necessary to exert their will over dark matter. Naturally, scientists hoped to emulate their abilities, and thus, cerebral implants were invented.

The resulting psychic warriors, called psions, had powers similar to adepts, but their ability to channel power through their implants separated them in distinct ways. Using their internal dark matter energy, psions cast spells and manipulate the world around them with ease.

Focused Spellcasting

A psion's spellcasting talent is connected to their implants. Each implant enables a psion to focus on a different school of magic. Early tests proved that each implant could regulate only a single school of magic at a time without causing insanity and eventually death. Similarly, a psion's mind can only attach to a certain number of implants before the mental load is too great and they perish.

Even the strongest psions in the world can never connect to more than four cerebral implants. Additionally, once an implant is placed in the brain, it cannot be removed without causing permanent damage to the psyche and intellect of its host. Magical healing has been unable to alleviate this damage, as the implant is treated as part of the whole and healthy mind. Likewise, returning an implant after it has been removed cannot reverse the harm caused by its removal.

Like it or not, becoming a psion is an irreversible decision. As such, most clinics and laboratories require extensive waivers, background checks, and tests before allowing cerebral implants.

"Life is hard, but a sharp mind flies true through any trouble."
— Vo Machta, Luonn Tua Psion



Creating a Psion

When building a psion, it is important to ask yourself both where and why they got their cerebral implants. Programs over the last hundred or so years have doled out implants to a variety of people, both willing and not. Your psion may have been part of a government, corporate, research, or private program, or they may have voluntarily gone to a cybertech or medical clinic. There are even shady and illegal implantation programs.

Accepting a permanent change to one's mind is no small decision. If your character received implants against their will, perhaps at a young age, who made that decision for them? If they chose their path for themselves, what led them to it? Although all four implants can be installed into the brain at once, with some implants remaining inert until the brain has been conditioned to handle the strain, in many cases each implant is installed separately after a psion has adequately prepared for it. Which method did your character undergo?

All of these questions can help you define your character by exploring their past and the source of their power. Without their implants, they might have been a typical adept or fighter. Take time to consider how they ended up on this particular path.

Quick Build

You can make a psion quickly by following these suggestions. First, Dexterity should by your highest ability score, followed by Intelligence. Second, choose the pilot background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma shotgun, a plexisteel vacsuit, and a personal energy barrier mark II. Finally, choose the evocation implant and the *produce flame* and *shocking grasp* psychic knacks.

The Psion

Level	Proficiency Bonus	Focus Pool	Features	Knacks Known	Focus Powers	Spell Slots per Spell Level				
						1st	2nd	3rd	4th	5th
1st	+2	-	Cerebral Implant (1st), Psychic Knacks, Spellcasting	2	-	2	-	-	-	-
2nd	+2	2	Focus Pool, Focus Powers, Psychic Sense (1 use)	2	2	3	-	-	-	-
3rd	+2	3	Cerebral Implant (2nd)	2	3	3	-	-	-	-
4th	+2	4	Ability Score Improvement	2	3	4	2	-	-	-
5th	+3	5	Extra Attack	2	3	4	2	-	-	-
6th	+3	6	Cerebral Recall	3	3	4	3	-	-	-
7th	+3	7	Cerebral Implant (3rd), Psychic Sense (2 uses)	3	4	4	3	2	-	-
8th	+3	8	Ability Score Improvement	3	4	4	3	2	-	-
9th	+4	9	Cerebral Implant (4th)	3	4	4	3	2	-	-
10th	+4	10	-	3	5	4	3	3	2	-
11th	+4	11	Cerebral Force	4	5	4	3	3	2	-
12th	+4	12	Ability Score Improvement, Psychic Sense (3 uses)	4	5	4	3	3	2	-
13th	+5	13	-	4	6	4	3	3	2	2
14th	+5	14	Mental Resilience	4	6	4	3	3	3	2
15th	+5	15	-	4	6	4	3	3	3	2
16th	+5	16	Ability Score Improvement	4	7	4	3	3	3	2
17th	+6	17	Psychic Sense (4 uses)	4	7	4	3	3	3	2
18th	+6	18	Telepathic Feedback	4	7	4	4	3	3	3
19th	+6	19	Ability Score Improvement	4	8	4	4	3	3	3
20th	+6	20	Focused Mind	4	8	4	4	3	3	3

Class Features

The psion is an Intelligence-focused class intended to be flexible. Unlike other classes, it doesn't have archetypal paths. Instead, it allows you to combine the talents of specific schools of magic to create your own archetypes. This flexibility allows the psion to fill any number of party roles. As a psion you gain the following features.

Hit Points

Hit Dice: 1d10 per psion level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per psion level after 1st

Proficiencies

Armor: Light armor, medium armor, and shields
Weapons: Simple weapons, melee martial weapons
Tools: None
Saving Throws: Constitution, Intelligence
Skills: Choose two from Acrobatics, Athletics, Arcana, Computers, Etiquette, History, Insight, Investigation, Mechanics, Medicine, Persuasion, Piloting, Science, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- Four implants already fused into your brain, though three are inactive at 1st level.
- A weapon costing 1000 cc or less.
- A suit of armor costing 1500 cc or less.
- A credstick with 1500 cc.
- Cyberware purchased and installed at character creation is half price for you.

Cerebral Implants

Unlike the sorcerer or oracle, your magic comes from enhancing the psychic potential of your mind through cerebral implants. Each implant connects to a different part of the brain, allowing you to channel dark matter energy into spells and spell-like effects. There are eight primary types of implants. As you advance in your training as a psion, your brain becomes capable of hosting more implants, up to a total of four.

Each implant is named for one of the known schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. At 1st level, choose one type of implant. You will select another at 3rd, 7th, and 9th levels. The details of each implant can be found at the end of the psion entry.

Some facets of the implants are the same, regardless of the school of magic they pertain to. Upon gaining your focus pool and powers at 2nd level, the following becomes true. As part of completing a long rest, you invest the points in your focus pool, divided as you choose, among your active implants (the ones you've chosen through this class feature). Various passive benefits are gained depending on the number of points invested in each implant. Regardless of whether or not you spend your focus points throughout the day, you retain these passive benefits from the initial investment.

Additionally, each implant you have will determine the focus powers you can choose from when you select focus powers. You can only choose powers that correlate to an implant that is both active and installed. That means when you choose your first two powers at level two, they must be two of the three available from the active implant you have at 1st level.

Lastly, when you gain spellcasting at 1st level, your active implants determine the schools of magic from which you can prepare spells. For example, if you have a divination and an illusion implant, you can only prepare spells of those two schools from the psion list.

Psychic Knacks

Also at 1st level, choose two knacks from the list of knacks in Chapter Eleven. Though these knacks act like cantrips for the purposes of casting, they are not considered spells and cannot be interacted with as spells. Intelligence is your casting attribute for these knacks.

You gain new psychic knacks as you level up, as shown on the Knacks Known column of the psion table.

Spellcasting

Also at 1st level, you have mastered the art of drawing energy into your mind through your implants to use magic.

The psion spell list is in Chapter Eleven of this guide.

Preparing and Casting Spells

The psion table shows how many spell slots you have to cast your spells. To cast one of your psion spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare a number of spells equal to your Intelligence modifier + your psion level, but you can only prepare spells of a school that correlates to one of your active installed implants. The spells must be of a level for which you have spell slots.

For example, if you're 3rd level and your Intelligence score is 14, you can prepare 5 spells. Your two implants are abjuration and necromancy. This means that you can only prepare spells that are of one of those two schools and only of a level you have spell slots to cast with. If you prepare the 1st level spell *magic missile*, you can cast it using a 1st level or a 2nd level slot. Casting the spell doesn't remove it from your list of prepared spells.

Ritual Casting

You may cast any psion spell you could prepare as a ritual if that spell has the ritual tag even if you did not prepare it.

Spellcasting Ability

Intelligence is your spellcasting ability for your psion spells, because your magic draws on your mind's ability to focus the universal arcane energies through your implants. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psion spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You must use the appropriate implant as your arcane focus whenever you cast a spell. Because implants are not held in the hand, you are free to perform necessary somatic components and wield weapons.

Focus Pool

At 2nd level, you gain a pool of points called a focus pool. Focus is the mental power used to connect your mind to magic using your implants. The number of focus points in your pool is equal to your level (see the Focus Pool column of the psion table) and works in two ways for you.

Whenever you complete a long rest, you invest focus into your implants. You can divide your focus points into any number of active implants you have installed. The more focus you invest into a given implant, the greater the passive bonus that implant bestows upon you. Regardless of whether you spend those focus points throughout the rest of the day, the granted passive bonuses remain for 24 hours.

Secondly, focus points can be expended to utilize focus powers. Most powers cost one focus point, but some cost more. Focus powers are detailed alongside the implants at the end of the psion entry.

You regain all expended focus points upon completion of a long rest.

Focus Powers

Also at 2nd level, you choose two focus powers. These powers are detailed at the end of the psion entry beneath their related implant. Each implant has three associated focus powers. When choosing focus powers, select a power from any of the active implants you have installed. Selecting a power is a permanent choice and cannot be changed. Focus points expended for focus powers can be used for any power you have chosen, even if they are invested in an implant that doesn't correlate to the power you're using.

For example, a 2nd level psion with an evocation implant will choose two focus powers, both of which will be from the evocation implant section. When they reach level 3, they choose a new implant and a new focus power. The new focus power can be one tied to the newly acquired implant or they can choose another power from the

evocation implant they already have.

The Focus Powers column on the psion table shows when you receive additional focus powers as you level up.

Psychic Sense

At 2nd level, the implants in your mind have expanded your natural psychic abilities, allowing you to reach out with extrasensory power. When you activate your psychic sense you gain one of the following benefits for 1 minute. You can activate your psychic sense once at 2nd level. You gain additional uses at 7th, 12th, and 17th levels. Completing a short or long rest restores all expended uses of your psychic sense.

Clairvoyance: Choose one point within 60' of your current position. You may see from this position as if you were standing there. You don't need to see the point you are choosing, therefore you can choose a point on the other side of wall or other obscured area.

Clairaudience: Choose one point within 60' of your current position. You may hear from this position as if you were standing there. You don't need to see the point you are choosing, therefore you can choose a point on the other side of wall or other obscured area.

Clairsentience: You are able to feel the primary current emotion of each creature within 30' of you as long as you can see or hear them.

Clairscent: Choose one point within 60' of your current position. You may smell from this position as if you were standing there. You can use this ability through barriers.

Clairtangency: When you touch an object you are able to determine its base component parts. You also see a short vision of the last creature to touch the object.

Clairgustance: You know the taste of anything within 30' of you just by looking at it. The distinct, subtle tastes of poisons are very obvious when using this sense.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Cerebral Recall

At 6th level, you have learned to regain some of your mental power by meditating on your implants' connection to the energy of the universe. Once per day when you finish a short rest, you can choose to recover either expended spell slots or expended focus points from your focus pool. If you choose to recover expended spell slots, you can recover slots that have a combined level equal to or less than half your psion level (rounded up). If you choose instead to recover focus points, you can recover a number of focus points equal to your Intelligence modifier.

Cerebral Force

Beginning at 11th level, whenever you deal damage after making an attack roll, you deal an extra 1d8 psychic damage as your psychic aura assaults the target's mind.

Mental Resilience

At 14th level, the conflux of mystic and dark energies through your implants have rendered you resistant to most forms of mental attack. You are now proficient in Wisdom and Charisma saving throws.

Telepathic Feedback

Beginning at 17th level, any time you would take psychic damage or an effect would allow a creature to pry into your thoughts, you instead take no damage and that effect does not work. Instead, any damage that would have been dealt to you and any other prevented effects are dealt to the source of the damage.

Focused Mind

At 20th level, your ability to regain your focus has reached new heights. Your focus pool is restored to full whenever you complete a short or long rest.

Cerebral Implants

Over the years, scholars of the galaxy have classified magic into eight specific schools. These schools each require a

different approach to casting magic and the separation between them is used to create the implants that allow you to wield psychic magic. When you begin your journey as a psion, you choose a single type of implant to have installed in your brain. As you grow in power, your mind's ability to control more implants manifests. Unlike most classes in 5th edition, the psion does not select an archetype to govern its growth. Instead, you will end up with four of the eight schools of magic.

The implants you have govern what type of magic and power you wield, so choose carefully. As you level up and gain new implants, it is implied that they are installed in your brain, or that a previously inactive implant is activated. There are many ways to flavorfully describe how this is done, but regardless of the choice made by the GM and you, the addition or activation of new implants never costs you credits. All saving throws required by focus powers or implants use your spellcasting DC (8 + your proficiency bonus + your Intelligence modifier).

Implants: When and How?

In the equipment list for the psion, it says that you begin play with four implants already installed. The default form of the psion assumes that you have each of your implants already installed but are not yet able to access their power until you grow stronger in your personal discipline and strength. This doesn't have to be the case, however. The important part is that the implants don't cost money, as they are a class feature (the exception to this being when a character multiclasses into psion, as discussed in Chapter Five). There are many ways to explore the advancement of the psion as they grow stronger. Your psion might begin play with only one implant and choose to get more installed as they grow more powerful. Finding the proper implants, creating them from scratch, or having them forcibly installed by their greatest foe might all be part of their quest as they advance as a character.

Abjuration Implant

Abjuration is a type of magic that focuses on defense and banishment. Many claim that the core of this school is about denial and regulation, but those who utilize it understand that the ability to end harmful effects and protect yourself and others against threats are a vital use of magic.

Focus Investment Bonus

Warding Aura: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you gain a +1 bonus to your AC and saving throws. This bonus increases by 1 when you invest 4 points and again at 7 points to a maximum of a +3 bonus.

Focus Powers

Loci Sentry: As part of a 1 minute ritual, you may spend 1 focus point. You create a magical sentry invisible to any senses or sensors except those able to see invisibility. The sentry will patrol in a circle with a radius of 30 feet. When you create the sentry, you designate any number of creatures for it to ignore. If a creature not designated this way enters the radius, the sentry immediately alerts you as if by the alarm spell. At the beginning of each of your turns, if a hostile creature is within the sentry's radius, the sentry will attempt to apprehend that creature. The sentry can only act against a single hostile creature at a time. The targeted creature rolls a Wisdom saving throw. If it fails, the creature is stunned until the end of its next turn. The sentry will remain active for 8 hours. You can only have one active sentry at any given time.

Psychic Barrier: You may spend 1 or more focus points as an action to generate a local barrier around yourself. This barrier grants you resistance to ballistic and

plasma damage for 1 hour or until the barrier has prevented an amount of damage equal to 10 + your psion level. This effect stacks with any personal energy barriers you might have from armor modifications. For each focus point beyond the first, you can include another creature in the barrier's protection.

Unraveling Blast: You may spend 1 focus point as an action to disrupt a continuous magical effect within 60 feet of you. This acts as *dispel magic*, except that it never automatically dispels the effect (you must always roll using your Intelligence as your ability score).

Conjuration Implant

Conjuration is the art of calling things into existence from the components of the universe and infusing them with magic. In addition to summoning deadly clouds or facsimiles of animals, you also study the ability to transpose yourself great distances, even across planar divides.

Focus Investment Bonus

Intense Concentration: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, spells you cast that require concentration have their duration extended by 10 minutes. At 4 focus points, this extension increases to 1 hour. If you have at least 7 focus points invested, you automatically succeed at all concentration checks you are forced to make on spells that require concentration.

Focus Powers

Energy Warp: You may spend 1 focus point as a bonus action to turn into energy and reappear at a place you can see within 60 feet of you.

Fabricate Servitor: You may spend 1 focus point as part of a 1 minute ritual to create a familiar as if you had cast the find familiar spell without expending any monetary resources. If you spend 2 focus points instead, you may summon a steed as if casting *find steed*. A familiar summoned this way remains for 1 hour before vanishing into the aether.

Smokescreen: You can spend 1 focus point as a bonus action to create a cloud of smoke of any color you desire. The smoke appears at an area you can see within 60 feet of you and expands immediately to a radius of 20 feet. You can see through this smoke as though it isn't there, but it obscures what it covers from the sight of others. The smoke blocks infrared vision.

Divination Implant

Many who seek the occult arts do so in hope of magically divining the universe. Performing divination magic includes mastering spells of discernment, remote viewing, supernatural knowledge, and foresight.

Focus Investment Bonus

Foresight: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you gain a +5 to your initiative rolls. This bonus increases by 5 when you invest 4 points and again at 7 points to a maximum of a +15 bonus.

Focus Powers

Danger Sight: When you roll a saving throw, you can spend 1 focus point as a reaction to reroll that saving throw. You may know if you have failed the saving throw before electing to use this ability.

Telepathic Talent: As long as you have at least 1 point in your focus pool, you can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language for the creature to understand your telepathic utterances, but the creature must be able to understand at least one language. The creature you speak to this way cannot respond telepathically. In addition, you can spend 1 or more focus points as an action to create a telepathic bond to another creature that you can see within 60 feet of you for 1 hour. While the bond is active, you and that creature can communicate telepathically at the speed of thought. For each extra focus point you spend past the first, you can add another creature to the telepathic bond.

Watchful Eye: You can spend 1 focus point as an action to create an invisible, undetectable magic sensor over a 10' by 10' by 10' cube of space. Whenever any creature enters or leaves the cube, the sensor sends a moving image, complete with sound, of the space inside the square and the creature within for the entire time it remains in that space. Invisibility still eludes the sensor's recording ability, though

it will trigger and send empty images to you if an invisible creature enters. It will not wake you up, but when you wake, all the images that occurred while you slept become known to you. The sensor lasts 8 hours plus 4 an additional hours for each additional focus point you expend when you create it.

Enchantment Implant

Enchantment is oft looked upon as one of the innately dubious forms of magic, as it is easily used for malicious purposes. Still, the ability to entrance and beguile other creatures has numerous uses, both good and evil.

Focus Investment Bonus

Enlightenment: When you first choose this implant as part of level advancement, choose three Intelligence, Wisdom, and/or Charisma skills. You gain a bonus to these skills based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you choose one of your chosen skills and add your proficiency bonus to that skill even if you would already add your proficiency bonus to it. When you invest 4 points, you choose two of those skills, and at 7 points you add the bonus to all three.

Focus Powers

Mental Discord: Choose a creature you can see within 60 feet. You may spend 2 focus points as an action to disrupt that creature's mind with jarring emotions. The creature must succeed on a Wisdom saving throw. If they fail, they cannot cast spells of 1st level or higher and automatically fail any Intelligence ability checks they make until your next turn. Regardless of whether or not the creature succeeds on the Wisdom saving throw, if it is concentrating on a spell, the creature immediately rolls a concentration check with disadvantage against your focus power DC.

Moment of Rage: Choose a creature you can see within 60 feet of you. You may spend 1 focus point as a bonus action to have that creature make a single attack on a creature it is able to attack. It chooses its target randomly.

Unknowing Alliance: Choose a creature you can see within 60 feet of you. You may spend 1 focus point as a bonus action to have that creature consider you friendly and an ally until the beginning of your next turn or until you cast a spell that targets the creature or attack the creature. If you attacked or cast a spell on the creature before using this ability in the same turn, it gains a Charisma saving throw against this effect.

Your allies and the creature's allies remain unaffected by this power. You can request direct aid from the creature during this time, but if you do, it can make a Charisma saving throw to shake off the effect entirely. Once the effect ends, the creature knows that you affected it this way.

Evocation Implant

Evocation is the magic with the biggest boom. In many ways, it is what most people think of when they picture wizards of old slinging spells at their foes. The breadth of power available to those who master evocation is the inherent power of the elements.

Focus Investment Bonus

Unstoppable Might: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you gain a bonus to one damage roll each round equal to 1d6 (it is the same type of damage as the original source). When you invest 4 focus points, you gain this bonus damage on every damage roll you make instead of only one per round. At 7 focus points, you add a d10 instead of a d6 to these damage rolls.

Focus Powers

Energy Blast: You may spend 1 or more focus points as an action to cast the *shatter* spell. For each point beyond the 1st that you spend, the level of the spell being cast this way increases by one.

Enhanced Potency: You may spend up to 3 focus points when you cast a spell to augment it. For each point you spend this way, the spell is cast as 1 level higher with all the benefits of casting that spell with a slot of that level. For example, you could spend 2 focus points when you cast *fireball*. If you do, you cast your *fireball* as a 5th level spell instead of a 3rd level spell. You don't have to have slots of that level to enhance a spell this way, but you cannot increase the level of a spell cast this way beyond that of a

9th level slot.

Wall of Power: You may spend 2 focus points as an action to create a wall of energy for 1 minute. Choose fire, cold, acid, lightning, or thunder. You create a wall that mimics the *wall of fire* spell (including in how it damages and requires concentration), except that the wall is only 25 feet in length. If you spend 4 points when you create the wall, it can be 50 feet in length, and 6 points yields 100 feet of wall. This wall can only ever be formed in a straight line.

Illusion Implant

Illusion is the magic of tricks. It dazzles the eye, befuddles the senses, and is the subtlest of all powers. Illusions crafted by magic can make anything unreal seem real, and anything real vanish. Even in the modern age of technology, magic finds a way to trick the ever-watching lenses of everyday life.

Focus Investment Bonus

Shifting Veil: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you add your proficiency bonus to Dexterity (Stealth) checks (even if you already add your proficiency bonus). When you invest at least 4 points, you may take the Hide or Disengage action as a bonus action. At 7 points invested, the first attack made against you each round is made with disadvantage.

Focus Powers

Masquerade: You may spend 1 focus point as an action and touch a small or medium humanoid creature. If the creature attempts to resist being touched, this power requires an attack roll using your Intelligence modifier and your proficiency bonus. Once touched, you store their appearance and may disguise yourself to look like them. This also alters your voice and clothes. You may opt to not have the clothes change. For the next hour, you can change back and forth between their appearance and your own as a bonus action. You can use an action to touch a different humanoid creature to instead look like them, but when you do, you lose the previous form you stored. You can renew the duration of this effect at any time as a reaction by expending another focus point.

Mirage: You may spend 1 focus point as an action to cloak an area in illusion, allowing you to change the area's appearance. You can affect up to one 5' by 5' by 5' cube area (15' by 15' by 15' if you spend 2 focus points), changing the appearance in a way that seems natural to the surroundings, subject to GM discretion. You could, for example, hide a door or passageway, make a table appear to be covered in food, or even create the illusion of a pit. You can't make creatures or objects invisible with this power, but you can change the appearance of an object or create an illusion for creatures to hide behind. This functions as *major image*, and creatures that physically interact with the illusion in any way can attempt an Intelligence (Investigation) check against your spell save DC to determine if it is an illusion.

Vanish: You may spend 1 focus point as a bonus action to become invisible until the beginning of your next turn. If you expend 2 focus points, you instead become invisible for 1 minute. This works mechanically as the *invisibility* spell.

Necromancy Implant

No other school of magic has as dark a reputation as necromancy. It is a magic that explores the cosmic forces of life, death, and undeath. Wielding this magic is akin to controlling life energy itself.

Focus Investment Bonus

Spirit Vitality: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you temporarily increase your current hit points and hit point maximum by 10 for 24 hours. When you invest 4 points, you increase your hit points by 20 instead. At 7 points, you increase them by 30 instead.

Focus Powers

Absorb Life: When you deal damage, you may spend 1 focus point as a reaction to heal yourself equal to your psion level + your Intelligence modifier.

Pain Wave: You may spend 1 focus point as an action to let loose a wave of agony to creatures surrounding you. Each creature of your choice within 20 feet of you

must succeed at a Constitution saving throw or suffer disadvantage on all attack rolls and ability checks they make for 1 minute. They may attempt this saving throw again at the end of each of their turns.

Rot Flesh: When you deal damage with a melee attack, psychic knack, or cantrip, you may spend 1 focus point to deal an extra 1d12 necrotic damage on that damage roll. You may expend additional focus points this way. For every 2 points beyond the first, you deal another 1d12, up to 10d12 for 19 focus points.

Transmutation Implant

The art of transmutation fixates on the core fact of science that matter cannot be destroyed, only changed into something else. Of all the magical arts, transmutation flies closest to technological science. Those who specialize in this art are often possessed of an intense understanding of chemistry and physics.

Focus Investment Bonus

Enhanced Accuracy: You gain a bonus based on the amount of focus points you invest in this implant. When you invest at least 2 focus points, you gain a +1 to your attack rolls. This bonus increases by 1 at 4 points and again at 7 points to a maximum of a +3 bonus.

Focus Powers

Alter Matter: You may spend 1 focus point as an action to change the hardness or softness of 10 pounds or less of a single non-living, inert object. For each point you spend beyond the first, you can change 10 more pounds of the same material. This change lasts for 1 hour or until you stop concentrating on the effect (as concentration on a spell). When an object is softened by this power it can be manipulated like putty. Objects hardened by this power resist all damage and become immune to any damage type they already resisted.

Physical Mastery: You may spend 1 focus point as an action to give yourself advantage on Strength, Dexterity, and Constitution ability checks for the next 10 minutes.

Telekinetic Talent: As long as you have at least 1 point in your focus pool, you can move or manipulate things with your thoughts as though you had actively cast the *mage hand* cantrip. You may spend 1 focus point as an action in order to strengthen your telekinetic power to greater heights. When you do so, for the next 10 minutes you can affect creatures and objects much larger than you might otherwise be able to. This works as the *telekinesis* spell, except that you can only affect creatures of a medium or smaller size and you can only hold objects of up to 350 pounds. For each focus point you spend beyond the first when you use this ability, you can affect creatures of that many size categories larger than medium and add 350 more pounds per point used to the weight of objects you can manipulate.



Roboticist

A Glabrau raises their hand to the sky and a robot propels down, raining gunfire on their foes. Its chest cavity opens, firing a rocket to scatter the enemy.

A Kyrrov clambers into the cockpit of her mech and straps herself in. Her senses extend until she and the mech are one and the same.

An amphibious robot dives deep, powered by a turbine on its back. Its Piranthi pilot clings to the chassis as they blast through the water at breakneck speed.

Dark Matter Core

At the heart of a roboticist's unique build is its power source, the Dark Matter Core. The Core renders a robot immune to electromagnetic attacks (EMP weaponry and abilities) and grants them resistance to a number of magical effects. Although roboticists don't directly use the Dark Matter Core the way a scientist does to emulate spellcasting, they can accomplish a number of seemingly impossible things by using the Core. Perhaps the most crucial powers the Core grants them is the ability to restore their robot when it sustains damage. Magic doesn't typically have the finesse required to repair complex mechanical machines, but the integration of machine and magic in the robot companion allows for rapid reconstruction.

Both the scientific and occult communities are mystified by the Dark Matter Core. It is a new marriage of science and magic that is shrouded in mystery despite how many exist in the modern day. Every Dark Matter Core performs slightly differently from the next and each attunes itself to an individual, which further baffles researchers. What is known, however, is that the Dark Matter Core generates energy by cycling charged and dormant dark matter particles in a constant cycle. Spent particles are replaced by exchange with the surrounding environment. The process mysteriously halts if the Core leaves the proximity of the attuned individual. Even those who create their Dark Matter Core themselves are never quite sure what happy accident resulted in their success.

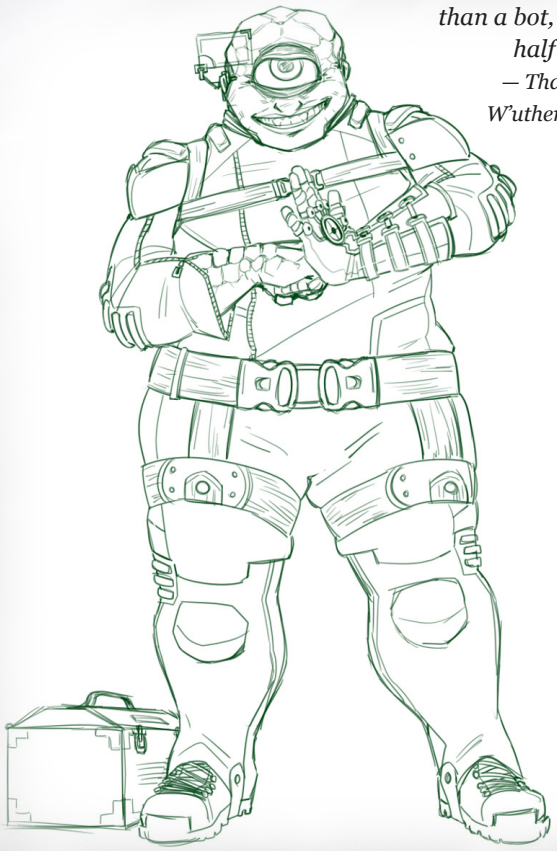
Mechsuits

Some roboticists choose to build their robot companion not as a separate entity, but as a battlesuit or mech for themselves. When they find themselves in a conflict, they enter the cockpit and jack themselves in to their robot. In this way, they become the robot, sharing its senses and controlling it with their direct thoughts rather than programmed responses. Militaries across the Nacora Galaxy employ roboticists specifically for this purpose. Mechsuit soldiers can engage directly with spaceships and even travel through the void of space.

Creating a Roboticist

Your first question when making a roboticist should be when, where, and why you built your robotic companion and how you acquired your Dark Matter Core. Even though a first level roboticist doesn't begin with either, it's important to know that it is something you will soon construct. Knowing this can help flesh out a backstory for

"Robot? Ma'argie is more than a bot, she's the other half of me!"
— Tha'ani Ruto, W'uther Roboticist



the character.

Beyond that, it is important to consider what kind of robot you will have and the relationship between roboticist and robot. Like any technological specialist who wields unique equipment, you should also think about what sort of funding your roboticist may or may not have had in regards to their work on their robot.

Quick Build

You can make a roboticist quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Dexterity. Second, choose the mechanic background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma rifle, mark I handheld computer, shield bracers, and a personal energy barrier mark II. Finally, choose the *shocking grasp* and *mage hand* gadgets.

The Roboticist

Level	Proficiency Bonus	Customization Points	Features	Gadgets Known
1st	+2	-	Expertise, Gadgets	2
2nd	+2	4	Dark Matter Core, Robot Companion	2
3rd	+2	5	Hot Fix	2
4th	+2	6	Ability Score Improvement	2
5th	+3	8	-	3
6th	+3	9	Call to Arms	3
7th	+3	10	Persistent Programming	3
8th	+3	11	Ability Score Improvement	3
9th	+4	12	Extended Range	3
10th	+4	13	Flexible Build	3
11th	+4	15	Improved Recharge	4
12th	+4	16	Ability Score Improvement	4
13th	+5	17	Circuit Surge	4
14th	+5	18	-	4
15th	+5	19	-	4
16th	+5	21	Ability Score Improvement	4
17th	+6	22	-	5
18th	+6	23	-	5
19th	+6	24	Ability Score Improvement	5
20th	+6	25	Twinning Trick	5

Class Features

The roboticist is a new companion-focused class that allows you to construct a robot and use it for any purpose you desire. The character you're building might be the roboticist, but the mechanical build of your robot is what makes your character unique.

Given the nature of the class and the action economy involved, it is recommended that for a party size greater than 5 you should consider avoiding this class, or otherwise discuss how to best facilitate the additional unit (this is most easily solved by taking a mech suit style approach to the robot companion).

As a roboticist you gain the following features.

Hit Points

Hit Dice: 1d6 per roboticist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per roboticist level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose four from Acrobatics, Computers, Deception, History, Intimidation, Insight, Investigation, Mechanics, Perception, Piloting, Science, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- A simple weapon costing 1000 cc or less.

- A credstick with 2500 cc.
- Cyberware purchased and installed at character creation is half price for you.

Expertise

Choose two of your skill proficiencies or one of your skill proficiencies and your proficiency with a tool or kit. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 5th level, you repeat this process.

Gadgets

Also at 1st level, you know how to make 2 gadgets of your choice chosen from the scientist invention list (Chapter Eleven). You learn additional gadgets of your choice at higher levels as shown in the Gadgets Known column of the Roboticist Table. Gadgets work identically to cantrips, except that they are not spells and cannot be interacted with in ways that spells can. You use your Wisdom score for your gadget's attack and DC modifiers.

The majority of gadgets do not break with use, but sometimes a gadget might be a grenade or other consumable object. In that case, making a replacement gadget for the used one is part of the same action as using it. Otherwise, the gadget remains on your person. Due to the complex nature of your gadgets' design, only you can utilize gadgets you create to use their effects.

For example, an *acid splash* gadget might be a grenade of some kind that is thrown at a foe. Using it requires only a single action in which you both cobble together the grenade and throw it. On the other hand, a prestidigitation gadget might be a handheld switch with buttons that activate a light beam that accomplishes anything *prestidigitation* might. In this case it is still an action to use, but does not require you to also construct the consumable piece of it.

Dark Matter Core

Your robot is powered by a special power source called a Dark Matter Core. This power source contains a number of charges equal to your Wisdom modifier and you recover any charges you use when you allow the battery to charge for a full long rest. These charges can be used for a number of abilities that both you and your robot can acquire as you level up or utilize customization points. If you have Dark Matter Core charges from the scientist class, you add those together with the ones from the roboticist class to determine your full pool.

Robot Companion

At 2nd level, you construct a robotic companion. Its general shape and appearance are up to you, though the customizations you choose as you level up will have an influence on its looks. Your companion has the base intelligence to understand your commands, but is not sentient and cannot make decisions beyond the directives you give it. When you first construct it, it has the base stat block and abilities listed at the end of the roboticist entry under the Robot Companion section. It also starts with 4 customization points. Additional customization points are gained at each level, as shown in the Customization Points column of the roboticist table. These points determine what features your robot has beyond its base setup.

At each level, you can change which features and add-ons your robot has so long as you are within your customization point limit.

Construction, Damage, and Repair

Constructing your robot does not cost time or money, but it does cost you energy. Your robot is powered by a special power source called a Dark Matter Core. If your robot is reduced to 0 or less hit points, it immediately becomes broken. You can repair your broken robot by restoring even a few hit points to it. Your robot has hit dice that can be expended during short rests for you to repair it (this works identically to a player character restoring hit points during a short rest).

In addition, your robot has its entire hit point total restored upon completion of a long rest as you repair it.

Private Network

Your connection with your robot is on a private network. The DC to use the Bypass Hack action on your private network is equal to 10 + roboticist level + your Wisdom modifier.

On this network, your robot receives its commands via a mental link that works as long as it is within 100 feet

of you. Beyond that distance, the robot will cease moving and acting until it is once again within 100 feet of you. This increases to 1000 feet while you are directly controlling your robot.

Controlling your Robot

There are two options when it comes to directing your robot's moves: Command Directives and Direct Control. In either case, your robot shares your initiative and always acts on your turn after you act. If it has received no commands it will follow idly behind you until otherwise commanded.

Command Directives

As a bonus action, you can command your robot to move its move speed to a location of your choosing and take a single action.

Direct Control

As an action, you can take direct control of your robot's actions by fully entering your shared private network and possessing it. While exerting direct control, you no longer take actions. Instead, your robot takes those actions for you. It gets your bonus action, action, movement, reaction, and interactions. It acts on your turn with you specifically controlling its every movement. It can also use your gadgets and cast spells as though it were you and utilize any skill proficiencies you have (including Computer checks made as part of a Hack action). Any roll it makes using one of its mental ability scores uses your mental ability scores instead. Your robot still uses its own physical ability scores for any relevant rolls and it retains any skill proficiencies it has even if you are not proficient in those skills.

While you're directly controlling your robot you have the incapacitated condition. If the robot is brought to 0 hit points while you are controlling it this way, you take any remaining damage as psychic damage and immediately wake up inside your body. Any psychic damage or effects that would require an Intelligence, Wisdom, or Charisma saving throw that aren't specifically affecting your robot (as specified by the effect) affect you directly instead.

Disengaging from direct control is a bonus action.

Hot Fix

At 3rd level, as an action, you may spend 1 charge of the Dark Matter Core within your robot to heal your robot. Your robot restores a number of hit points equal to 1d10 + your Roboticist level + your Wisdom modifier. If you are utilizing direct control of your robot, you can use this ability as a bonus action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one of your robot's physical ability scores or one of your ability scores of your choice by 2, or you can increase two ability scores of your choice from any combination of your robot's physical ability scores and any of your ability scores by 1 instead. As normal, you can't increase an ability score above 20 using this feature.

Call to Arms

At 6th level, as a bonus action, you may spend 1 charge of the Dark Matter Core within your robot to transport your robot instantly to your side as long as it is within 1000 feet of your current position. When you do, it disassembles into particles of light and reappears in an empty space within 5 feet of you. This teleportation is instantaneous and is not considered magic teleportation. If you have no space next to you that your robot could fit, you cannot use this ability except in the following circumstance. If you have the cockpit feature, you may instead use this ability to have your robot appear in the same square as you, enveloping you and placing you automatically in your cockpit. This ability does nothing if your robot is already within 5 feet of you or sharing your space.

Persistent Programming

Beginning at 7th level, if you are reduced to 0 or less hit points you can use your reaction to give a single order to your robot. This order must be a simple command sentence no longer than 10 words. The robot will spend the next minute attempting to complete this command before it stops moving. If you are brought back to consciousness it also ceases following this command.

Extended Range

Starting at 9th level, the range at which you and your robot can utilize your private network is increased from 100 feet to 250 feet. Likewise, your direct control range increases to 2500 feet.

At 18th level, it increases again to 500 feet, with a direct control range of 5000 feet.

Flexible Build

At 10th level, when you complete a short or long rest, you can choose up to 5 points worth of customizations to uninstall from your robot. If you do, choose 5 points worth of other customizations and install those instead.

At 15th level, you can change up to 10 points worth of customizations when you do this.

Improved Recharge

Beginning at 11th level, your Dark Matter Core regains 1d3 charges whenever you complete a short rest.

Circuit Surge

At 13th level, on your turn you can spend 1 charge from your Dark Matter Core to activate a circuit surge in your robot. If you do, you gain a second bonus action with which you can give your robot a command directive. If you're controlling your robot via direct control, you gain a second action and bonus action. Once used, you can't use this ability again until you complete a short or long rest.

Twinned Trick

When you reach 20th level, you create a special device that can manifest and instantly construct a copy of your robot. You can use this device as an action and when you do so, you summon a second robot with identical customizations as the first in a space you can see within 10 feet of you that is unoccupied. This second robot remains for up to 10 minutes and acts on your initiative as though you were directly controlling it. You can spend Dark Matter Core charges as normal for this robot. If its hit points are reduced to 0 or your 10 minutes are up it vanishes back into your device. Once used, the device can't be used until it spends a long rest recharging.

Building Your Robot Companion

The following section includes the base set of abilities and features your robot has. Once you start with this set, you can install customizations to your robot by using your customization points. You have a number of points to spend based on the Customization Point column of the roboticist table.

Base Stat Block

Creature Type: Construct (Robot)
Size: Small
Armor Class: 12 + Dexterity modifier
Hit Points: 1d8 + Constitution modifier for each roboticist level you possess
Speed: Depends on Customizations
Proficiency: Your robot uses your proficiency bonus.
Ability Scores: STR 14, DEX 14, CON 10, INT: Your Wisdom Score, WIS: 10, CHA: 6
Saving Throws: Intelligence, Constitution
Skills: Choose Acrobatics or Athletics
Weapon Proficiencies: Your robot has no natural weapon, armor, or shield proficiencies
Sensors: Normal Vision and Hearing
Immunities: poison damage, psychic damage, the charmed condition, the frightened condition, the paralyzed condition, the poisoned condition, and exhaustion

Spaceship-Sized Mechs

One campaign option or idea may involve roboticist mechs that can fight alongside or against spaceships in the void. For such adventures, consider using the basic spaceship sizes located in Chapter Seven rather than the normal creature sizes for the mechs, as this will have them interacting normally with spaceships as a typical mech might with creatures.

If you choose to use these rules, you should also give all mechs a turning movement value of 1 and a body equal to a spaceship frame of a size comparable to the mech.

Customization Points

The following section contains a list of customization features and add-ons to your robot. Each of the features has a customization point cost associated with it. In some cases, the first time a customization is used it is cheaper than following times. Each time you level up, you can completely change which features and add-ons you wish for your robot to use, as well as its general aesthetic and look. Some customizations have additional prerequisites beyond the amount of points they cost, usually based on roboticist class level. These prerequisites are listed below the name of the customization.

Customization	Prerequisite	Cost
Ability Score Boost	None	3
Anti-Magic Field Generator	14th level	4
Armor	None	Varies
Arms	None	0+
Auto Repair Enhancer	10th level	2
Ballistic Turret	None	2
Barrier Generator	None	2/mark
Blade	Arms	1/blade
Burning Ventilation	10th level	3
Clamp	Arms	1
Drill Digger	6th level	3
Energy Cone Blaster	6th level	4
Energy Generator	6th level	2
Enhanced Network	None	2
Extending Limbs	Arms or Legs	3
External Cockpit	None	0+
Extra Attack	6th level	2
Flight Boosters	10th level	2+
Grappling Hook	None	2
Greater Invention	8th level, Major Invention	3
Heavy Turret	10th level	3
Hover Boosters	None	2
Internal Cockpit	None	0+
Internal Containment Cell	None	2

Ability Score Boost

Prerequisite: none; Cost: 3

Choose an ability score other than Intelligence and increase it by 2. You can't increase your robot's score to a number above 20 this way.

Anti-Magic Field Generator

Prerequisite: 14th level; Cost: 4 points

Your robot has advantage on saving throws it makes against magic.

Customization	Prerequisite	Cost
Itemized Tool Slot	None	1/slot
Legs	None	0+
Major Invention	4th level, Minor Invention	2
Maul	Arms	1
Minor Invention	None	1
Motion Sensors	10th level	4
Plasma Turret	None	2
Potent Weaponry	12th level	2
Prehensile Appendage	None	1/each
Pressure Resistance	None	1
Resilience	None	3
Resistant Materials	None	2
Runic Weaponry	5th level	1
Scent Analyzer	None	1
Sealed Internal Cockpit	None	1+
Shield	Arms	1-2
Size Change	None	0+
Skill Chip	None	2
Sleep Syringe	None	2
Spear	Arms	1
Special Vision	None	1/upgrade
Tough Materials	None	3
Transporter	10th level	4
Waterproofing	None	1
Wheels/Treads	None	0+
Whip	Arms	1

Armor

Prerequisite: none; Cost: 1 point for the first, 2 points for the second, 3 points for the third

Your robot has its base armor class raised by 2 for each instance of this customization it has. This customization can't be taken more than 3 times.

Arms

Prerequisite: none; Cost: 0 points for the first, 2 points for each pair thereafter

Your robot has a pair of humanoid arms with humanoid hands. Which humanoid you mimic is your choice. Each time you choose this feature after the first you gain another pair of arms.

Auto Repair Enhancer

Prerequisite: 10th level; Cost: 2 points

When you roll dice to repair your robot, you can choose any number of those dice and reroll them before totalling the final result. You must take the new rolls on the rerolled dice.

Ballistic Turret

Prerequisite: none; Cost: 2 points

Choose any ranged ballistic weapon without the Bulky property from the list of weapons in Chapter Six. That weapon is mounted on a turret on your robot. It can fold into and out of your robot, or always be located on the outside. Your robot is proficient in the chosen installed weapon.

Barrier Generator

Prerequisite: none; Cost: 2 points per Mark

Your robot gains a personal energy barrier as per the purchasable item. This barrier is always considered active for the robot. Each mark level grants the same number of points it would for any other creature.

Blade

Prerequisite: Arms; Cost: 1 point per blade

Your robot has a deadly blade. This can either flip out or transform out of an arm, or merely be stored on its person to be drawn for combat. When you select this feature, choose metal or plasma. If you choose the metal blade you get a sword that utilizes your robot's Strength ability score and deals 2d6 slashing damage if the robot uses both arms for the attack, or 1d8 if it only uses one arm. If you choose plasma, your robot gets a plasma sword that uses your robot's Dexterity ability score and deals 1d8 plasma damage. It only requires a single arm to use. Although you can obtain multiple swords using this feature, your robot cannot perform two-weapon fighting without choosing that customization. Your robot is proficient with this weapon.

Burning Ventilation

Prerequisite: 10th level; Cost: 3 points

You can expend 1 charge from your Dark Matter Core as an action to have your robot vent out energy, creating a shield around itself. This shield acts identically to the *fire shield* spell (as if cast at 4th level), except that it can instead deal radiant damage (granting resistance to necrotic damage) or deal necrotic damage (granting resistance to radiant damage).

Clamp

Prerequisite: Arms; Cost: 1 point

On the end of one of your robot's arms is a hand that is either always, or can turn into, a large clamping device. This can be used to grab hard points for increased stability or for attacking and grappling. When used for attacking, it is a weapon that uses the robot's Strength ability score and deals 1d8 bludgeoning damage. Creatures grappled in the clamp have disadvantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks to escape the grapple. Your robot is proficient with this weapon.

Drill Digger

Prerequisite: 6th level; Cost: 3 points

Your robot gains a burrow speed of 20 feet and can move by creating tunnels through non-metal stone and earth. Where you place this drill and how it operates is up to your creative freedom. If the drill is used as a weapon, it uses the robot's Strength ability score and deals 1d8 piercing damage on a hit. The tunnel left behind the robot is two size categories smaller than the robot's size as the ground fills in behind it. The drill also grants advantage on Strength ability checks used to break down doors or walls. Your robot is proficient with this weapon.

Energy Cone Blaster

Prerequisite: 6th level; Cost: 4 points

Choose any ranged weapon with the cone shot property

from the list of weapons in Chapter Six. That weapon is mounted on a turret on your robot. It can fold into and out of your robot at your desire or always be located on the outside. Your robot is proficient with this weapon.

Energy Generator

Prerequisite: 6th level; Cost: 2 points

Choose acid, cold, fire, lightning, or thunder. Your robot gains a generator that creates that energy in sufficient amounts to imbue its physical melee attacks with the energy type. Its melee attacks deal an additional 1d8 damage of the chosen type. You can only choose this customization once.

Enhanced Network

Prerequisite: none; Cost: 2 points

Your robot's private network is increasingly difficult to affect. Creatures attempting to log on to your network have disadvantage on their Intelligence (Computers) check to do so. In addition, they have disadvantage on any Hack actions they attempt while on your network. You have advantage on ability checks to boot a creature off your private network.

Extending Limbs

Prerequisite: Arms and/or Legs; Cost: 3 points

Each of your robot's limbs can extend to a length of up to 15 feet. This increases the reach of your robot's melee attacks to 15 feet and it can make opportunity attacks at that distance.

External Cockpit

Prerequisite: none; Cost: 0 points for the first, 1 point for each additional

Your robot has a place where a creature of one size category smaller than it can sit comfortably. The creature is still external, can be attacked and is affected by area effects. While seated, you have the restrained condition. More than one cockpit can be on the same robot only if they would reasonably fit. A robot can have 1 seat for a creature of one size category smaller, 2 seat for creatures of two sizes smaller, 3 for three and so on. Getting into the cockpit takes half your movement speed while getting out takes all your movement speed.

Extra Attack

Prerequisite: 6th level; Cost: 2 points

Your robot can make two attacks when it takes the Attack action when you are in direct control instead of just one. You can only choose this customization once.

Flight Boosters

Prerequisite: 10th level; Cost: 2 points, extra for increased move speed

Your robot gains a fly speed of 40 feet. For each point after the base 2 that you spend, you increase this fly speed by 10 feet. These boosters can be used for flight, but in gravitational atmospheres, they cannot be used for hovering. You still require the Hover Boosters feature to remain floating in place. How the boosters look, where they are placed, and whether or not you have other pieces, such as wings, is your choice.

Grappling Hook

Prerequisite: none; Cost: 2 points

Your robot has a grappling hook that it can fire from its body. Where you place it is your choice. This works identically to the grappling hook item available in Chapter Six of this guide. Your robot is proficient with this weapon.

Greater Invention

Prerequisite: 8th level, Major Invention; Cost: 3 points

Choose one 3rd level invention from the scientist invention list. You can expend 1 charge of your Dark Matter Core to allow your robot to use this invention as a 3rd level invention. You can take this customization multiple times, but you must choose a different invention each time. For more information on using inventions, refer to the scientist class in Chapter Three and for the invention list refer to Chapter Eleven of this guide.

Heavy Turret

Prerequisite: 10th level; Cost: 3 points

Choose any ranged weapon with the Bulky property from the list of weapons in Chapter Six. That weapon is mounted on a turret on your robot. It can fold into and out of your robot at your desire or always be located on the outside. You must pay any ammunition costs associated with the chosen weapon. Your robot is proficient with this weapon.

Hover Boosters

Prerequisite: none; Cost: 2 points

Your robot gains boosters that allow it to hover 5 feet above the ground. It can move vertically up or down at a speed of 5 feet. If it is within 5 feet of the ground, it can move horizontally at a speed of 20 feet and is not hindered by rough terrain. For each point beyond the base that you spend, its horizontal move speed increases by 10 feet and its vertical speed increases by 5. If you have this feature in addition to the Flight Boosters feature, you can use them to remain hovering at any location during flight.

Internal Cockpit

Prerequisite: none; Cost: 0 point for the first, 2 for each after the first

Your robot has an internal cockpit where a creature of one size category smaller than it can sit comfortably. The creature is protected by the robot while inside and acts as though they have full cover. This cockpit is not sealed and does not provide protection in underwater or space environments. While seated, you have the restrained condition. More than one cockpit can be in the same robot only if they would fit. A robot can have 1 cockpit for a creature of one size category smaller, 2 cockpits for creatures of two sizes smaller, 3 for three and so on. It requires your full movement to enter the cockpit and an action to exit it.

Internal Containment Cell

Prerequisite: none; Cost: 2 points

Your robot has an internal holding cell that can hold a creature of one size category smaller than it. The creature is protected by the robot while inside and acts as though they have full cover. While contained, the creature has the restrained condition. Placing a creature in the cell is an action that can only be accomplished if the target is incapacitated, unconscious, restrained, or if the creature goes willingly into the containment cell. The robot can be damaged from inside the cell as normal. If the cell takes half the robot's total hit points, it breaks open. This containment cell is not protected from underwater or space environments, however, you may spend 1 extra point for this cell to be sealed against underwater and outer space environments.

Itemized Tool Slot

Prerequisite: none; Cost: 1 point for each slot

Choose a handheld tool with which you have proficiency. Your robot has a slot somewhere on its body that can hold that tool. It uses your proficiency when using the tool, but only if you are directing it as your action.

Legs

Prerequisite: none; Cost: 0 points for the first pair, 1 for each additional pair, 1 additional for increased speed

Your robot has stabilized limbs that it moves with. It has a movement speed of 30 feet. For each point beyond the base that you spend, your robot's speed increases by 10 to a maximum of 60 feet for 3 points. You can spend 1 extra point for an additional pair of legs. If your robot has 2 pairs of legs, it has advantage against being made prone for any reason (it imposes disadvantage on rolls to render it prone). At 3 pairs it also gains an additional +5 to any ability check it makes to avoid being prone (and imposes a -5 to others attempts). At 4 pairs of legs it cannot be made prone.

Major Invention

Prerequisite: 4th level, Minor Invention; Cost: 2 points

Choose one 2nd level invention from the scientist invention list. You can expend 1 charge of your Dark Matter Core to allow your robot to use this invention as a 2nd level invention. You can take this customization multiple times, but you must choose a different invention each time. For more information on using inventions, refer to the scientist class in Chapter Three, and for the invention list refer to Chapter Eleven of this guide.

Maul

Prerequisite: arms; Cost: 1 point

Your robot has a deadly maul. This can either flip or transform out of an arm or merely be stored on its person to be drawn for combat. It uses the robot's Strength ability score and deals 2d6 bludgeoning damage if the robot uses both arms for the attack or 1d8 if it only uses one arm. Your robot is proficient with this weapon.

Minor Invention

Prerequisite: none; Cost: 1 point

Choose one 1st level invention from the scientist invention list. You can expend 1 charge of your Dark Matter Core to allow your robot to use this invention as a 1st level

invention. You can take this customization multiple times, but you must choose a different invention each time. For more information on using inventions, refer to the scientist class in Chapter Three, and for the invention list refer to Chapter Eleven of this guide.

Motion Sensors

Prerequisite: 10th level; Cost: 4 points

Your robot has special sensors that allow it to accurately calculate the area around itself. Invisible and hidden creatures within 30 feet of your robot don't have advantage when attacking your robot, and your robot does not have disadvantage when attacking them. It knows exactly where they are. The covered condition works as normal.

Plasma Turret

Prerequisite: none; Cost: 2 points

Choose any ranged plasma weapon without the Bulky property from the list of weapons in Chapter Six. That weapon is mounted on a turret on your robot. It can fold into and out of your robot at your desire or be located on the outside. Your robot is proficient with this weapon.

Potent Weaponry

Prerequisite: 12th level; Cost: 2 points

Each time you take this customization, choose one weapon or attack that your robot has. That attack deals an additional 1d8 radiant damage whenever you make a damage roll utilizing it. This radiant damage represents pure dark matter energy given off by the Dark Matter Core that powers your robot.

Prehensile Appendage

Prerequisite: none; Cost: 1 point each

Your robot has a grasping mechanical tentacle or tail that can fully recede into its outer shell. The tentacle has a fully extended reach of 10 feet and can be used to hold objects and move them, but not to manipulate them in a way that would assist in combat, such as attacking. If you have the extending limbs feature, this applies to the tentacle.

Pressure Resistant

Prerequisite: none; Cost: 1 point

Your robot can operate in outer space environments. A sealed cockpit is still required for you to be able to operate the robot from within safely.

Resilience

Prerequisite: none; Cost: 3 points

Choose a saving throw. Your robot is proficient in the chosen saving throw as long as it has this feature.

Resistant Materials

Prerequisite: none; Cost: 2 points

Choose one type of damage other than ballistic, force, or plasma. Your robot is resistant to that type of damage.

Runic Weaponry

Prerequisite: 5th level; Cost: 1 point

Weapons that your robot has are imbued by runes to channel magical power from your Dark Matter Core. Its melee and ranged weapon attacks act as though they are magical for the purposes of resistances and immunities to the damage it deals.

Scent Analyzer

Prerequisite: none; Cost: 1 point

In addition to visual and hearing sensors, your robot also has a sensor for recognizing and analyzing scent particles. It has advantage on Intelligence (Investigation) checks and Wisdom (Perception) checks in regards to scent.

Sealed Internal Cockpit

Prerequisite: none; Cost: 1 point for the first, 2 for each additional

This acts identically to the internal cockpit feature, except that it is sealed for use in space and underwater environments.

Shield

Prerequisite: arms; Cost: 1 point for a normal shield, 2 points for a tower shield

Your robot has a shield that folds out of one of its arms. The shield is sized for the robot and adds to its armor class as normal. The shield can be either plasma or metal, but the effect is the same. For an extra customization point it can be a tower shield and provide the advantages inherent to a tower shield. Your robot is proficient with this shield.

Size Change

Prerequisite: none; Cost: 0 points for medium or small, 1 point for tiny or large, 4 points for diminutive or huge

Your robot changes its size category to become larger or smaller based on the points used. Tiny creatures have

their reach shortened to be only the square they are in and can share a square with another creature. They have advantage on Dexterity (Stealth) checks and their Dexterity score increases to a 16 base. Diminutive creatures have their reach shortened to be only the square they are in and can share a square with another creature. Their ground movement speed is reduced by 5 feet and their Strength score decreases to a 12 base, but they have advantage on Dexterity (Stealth) checks and their Dexterity score increases to an 18 base. Large robots have their base reach extended to 10 feet and their Strength score increases to a 16 base. Huge robots have their base reach extended to 10 feet and their Strength score increases to an 18 base and Constitution to a 16 base, while their Dexterity score decreases to a 12 base. Outside of features that care about size, there is no appreciable difference between a medium or small robot.

Skill Chip

Prerequisite: none; Cost: 2 points
Choose a Strength or Dexterity skill of your choice. Your robot is proficient with that skill and can perform it when commanded.

Sleep Syringe

Prerequisite: none; Cost: 2 points
Your robot has a syringe attached to it. This can be on a limb or on the body with a spring. When your robot makes an attack, it can choose to make the attack with the syringe using its Dexterity modifier. On a successful hit, the syringe deals 1 damage plus your robot's Dexterity modifier. Roll 5d8 plus 1d8 for every 3 roboticist levels you possess. A creature struck by the syringe with hit points less than or equal to the amount you rolled immediately falls unconscious as though affected by the *sleep* spell.

Spear

Prerequisite: arms; Cost: 1 points
Your robot has a deadly lance. This can either flip or transform out of an arm or be stored on its person to be drawn for combat. It uses the robot's Strength ability score and deals 1d10 piercing damage if the robot uses both arms for the attack or 1d6 if it only uses one arm. Attacks made with the spear have an additional 5 feet of reach. Your robot is proficient with this weapon.

Special Eyes

Prerequisite: none; Cost: 1 point for each upgrade
Choose any of the cyber eye upgrades available in Chapter Six of this guide. Your robot gains that type of sensory vision in addition to its normal vision.

Tough Materials

Prerequisite: none; Cost: 3 points
Your robot is particularly sturdy. It gains 2 hit points for each roboticist level you possess. This happens retroactively as long as you have this feature. You can only select this feature once.

Transporter

Prerequisite: 10th level; Cost: 4 points
You can expend 1 Dark Matter Core charge as an action to have the transporter teleport your robot (and anyone in its cells, cockpits and up to 1 person its holding onto it) up to 600 feet away as per the *dimension door* spell.

Waterproofing

Prerequisite: none; Cost: 1 points
Your robot can now operate underwater without any issues. It gains a swim speed equal to its land speed.

Wheels/Treads

Prerequisite: none; Cost: 0 points, up to 3 additional points
Your robot has treads or wheels on which it moves. It has a movement speed of 30 feet. For each point beyond the base that you spend, your robot's speed increases by 10, to a maximum of 60 feet for 3 points. Your robot ignores the movement penalty for rough terrain as long as it isn't climbing.

Whip

Prerequisite: Arms; Cost: 1 points
Your robot has a bladed, non-bladed, or plasma whip (your choice). This can either flip or transform out of an arm or be stored on its person to be drawn for combat. It uses the robot's Dexterity ability score and deals 1d8 slashing damage. Attacks made with the whip have an additional 5 feet of reach. Your robot is proficient with this weapon.

Scientist

A Human woman steadies her hand and tips the contents of one vial into another. The liquids bubble as they react and she holds her breath, waiting for the results.

A Wireborn dives to the ground as gunfire erupts around them. They press a hand to the cold stone floor and a wall springs up in front of them.

In a blue-lit lab, a Proxy prepares for surgery, strange implements of his own invention on the table in front of him. He will save a life today.

Typing furiously, an Ix hides outside the enemy's security center. With the press of a button, they are seeing through the camera inside the room, privy to all the goings on there.

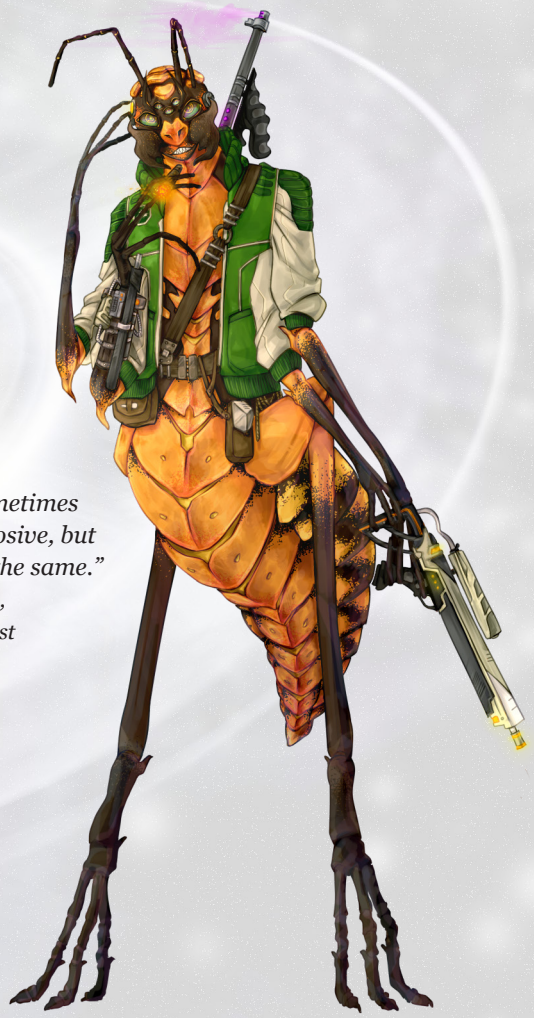
Scientists are technological spellcasters who utilize gadgets and inventions to mimic spell effects. Not dissimilar from the power source used by roboticists, scientists use Dark Matter Cores to power their inventions and alter reality itself. Beyond their inventions and gadgets, scientists are experts in the use of tools and specialize in a number of powerful skills, such as computers and medicine.

Dark Matter Core

Everything a scientist creates is powered by a power source called a Dark Matter Core. Since each Core varies from the rest, the exact process of creation never seems to work a second time. To make matters even more complex, each Dark Matter Core attunes itself to a single person. Many scholars posit that these devices have some sort of will, an artificial magical intelligence. Because the Core differs from scientist to scientist, so too do the inventions and gadgets of each individual.

Despite these differences, the basic operation of a Dark Matter Core uses the same principles. A Core generates energy by cycling charged and dormant dark matter particles while replacing spent particles with those from the surrounding environment. This cycle provides the energy that powers a scientist's inventions.

Interestingly, this process ceases if the Core is not within close proximity of the attuned scientist, and no scientist can operate another's Core. Despite the seeming pricelessness of these Cores, Dark Matter Cores taken from dead scientists are rarely worth more than scrap metal as they most often become inert. In a few rare cases, a Core might attune to a new person if their previous owner dies.



"Science is sometimes messy and explosive, but it's research all the same."
— Brick, Ix Scientist

Inspired through Education

Scientists are scholars at heart and researchers first and foremost. These academics toe the line between innovation and the scientific methods that have defined technological progress for millennia. Every scientist is likely to have had some amount of formal training, and there are a multitude of academies and universities that inform individuals about the merits and finer points of science and magic.

Regardless that a scientist's inventions mimic magic spells, they are truly working with something new. It is important to customize the types of inventions and gadgets each individual scientist utilizes. With the right mixture of creativity and expression, a party of multiple scientists

could each have an invention that accomplishes the same ends by multiple different means.

Creating a Scientist

The path of a scientist's backstory is fairly straightforward. Education typically plays a big role in their past, and often their present, too. Was your scientist educated in a top university of science? Or perhaps a school of the occult? Maybe your scientist was an apprentice, or even self-taught. The method of your character's education can add some interesting depth to them.

Beyond training, it is crucial to determine how your scientist acquired or constructed the Dark Matter Core that is unique to them. Oftentimes their inventions and gadgets will reflect the Dark Matter Core. Your scientist might create convoluted clockwork machines, intricately detailed inventions powered by miniature Tesla coils, or they might prefer syringes and vials of charged up liquid concoctions. There are no limits on what your scientist's inventions might look like, just as long as it could realistically yield the effect you're building it for.

Quick Build

You can make a scientist quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the sage background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma pistol, shield bracers, a mark I handheld computer, and a personal energy barrier mark II. Finally, choose the *shocking grasp*, *message*, and *mage hand* gadgets, as well as the following 1st level inventions: *mage armor*, *magic missile*, and *burning hands*.

The Scientist

Level	Proficiency Bonus	Features	Gadgets Known	Dark Matter Batteries	Core Charges	Use Level
1st	+2	Gadgets, Inventions, Tool Proficiencies	3	2	2	1st level
2nd	+2	Research Focus	3	2	4	1st level
3rd	+2	Signature Weapon	3	2	4	2nd level
4th	+2	Ability Score Improvement	3	2	4	2nd level
5th	+3	Weapon Improvement	3	3	6	3rd level
6th	+3	Research Feature	4	3	6	3rd level
7th	+3	—	4	3	6	4th level
8th	+3	Ability Score Improvement, Weapon Improvement	4	3	8	4th level
9th	+4	—	4	3	8	5th level
10th	+4	Research Feature, Careful Consideration	4	4	8	5th level
11th	+4	Masterpiece (6th level), Weapon Improvement	5	4	10	5th level
12th	+4	Ability Score Improvement	5	4	10	5th level
13th	+5	Masterpiece (7th level)	5	4	10	5th level
14th	+5	Research Feature, Weapon Improvement	5	4	12	5th level
15th	+5	Masterpiece (8th level)	5	4	12	5th level
16th	+5	Ability Score Improvement	6	5	12	5th level
17th	+6	Masterpiece (9th level), Weapon Improvement	6	5	14	5th level
18th	+6	Research Feature	6	5	14	5th level
19th	+6	Ability Score Improvement	6	5	14	5th level
20th	+6	Quick Construction, Weapon Improvement	6	5	16	5th level

Class Features

The scientist is the primary Intelligence casting class of S&S and plays a mixed role of wizard and warlock, depending on which skills and paths you choose. The scientist benefits most from situations where they can enter prepared. As a scientist you gain the following features.

Hit Points

Hit Dice: 1d6 per scientist level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per scientist level after 1st.

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: Choose three tools of your choice. You have proficiency with those tools.
Saving Throws: Intelligence, Wisdom
Skills: Choose three from Computers, History, Insight, Investigation, Mechanics, Medicine, Piloting, Perception, Persuasion, Science, Stealth, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- Two tools or kits of your choice.
- A simple weapon costing 500 cc or less.
- A suit of armor costing 1000 cc or less.
- A credstick with 1500 cc.
- Cyberware purchased and installed at character creation is half price for you.

Gadgets

You begin play knowing how to make three gadgets of your choice from the scientist invention list. You learn additional scientist gadgets of your choice at higher levels as shown in the Gadgets Known column of the scientist table. Gadgets work identically to cantrips, except that they are not spells and cannot be interacted with in ways that spells can. They use the same invention attack modifier and invention save DC as your inventions do. Unlike most inventions you make, your gadgets do not require dark matter energy and therefore don't require a charged battery for use.

The majority of gadgets do not break with use, but sometimes a gadget might be a grenade or other consumable object. In that case, making a replacement gadget for the used one is part of the same action as using it. Otherwise, the gadget remains on your person. Due to the complex nature of your gadgets' design, only you can utilize the gadgets you create to use their effects.

For example, an *acid splash* gadget might be a grenade of some kind that is thrown at a foe. Using it requires only a single action in which you both cobble together the grenade and throw it. On the other hand, a *prestidigitation* gadget might be a handheld switch with buttons that activate a light beam to accomplish anything the *prestidigitation* spell might. In this case, it is still an action to use, but does not require you to also construct the consumable piece to it.

Inventions

Science is a vast subject matter with hundreds of specializations, but one thing draws all those who work with it together: innovation. As a scientist, you will innovate and create special inventions and gadgets which baffle the understanding of those around you. Using a special battery, called a Dark Matter Core, you can make devices that mimic true spellcasting without technically casting a spell.

Inventions are machines, extracts, or devices of some kind that you keep on your person. When utilized, an invention mimics a spell effect that is chosen when the invention is created. Effects of inventions are considered magical effects because of their power source and therefore can be interacted with as though they are spells.

You are encouraged to personalize how your inventions look and work. Given how many types of science are out there, no two scientists' inventions need to be the same, despite having an identical spell effect. A chemist might have a catalyst chamber they shake and then launch, creating the *fireball* spell as an effect and consuming the grenade, while a different scientist might use a small pen that emits an energy pulse and creates the resulting explosion.

The list of inventions you can choose from is located in Chapter Eleven of this book.

Research Journal

At 1st level, you begin with a research journal in which you keep all of your schematics for how to build your inventions. This journal starts with the schematics for six 1st level scientist inventions of your choice from the list in Chapter Eleven. The appearance of this journal and your personal shorthand within it are entirely of your choosing.

Whenever you gain a scientist level past the 1st, you add two additional schematics to your research journal of any level of invention you could create. The invention schematics you add to your research journal as you gain levels reflect the research you conduct on your own and your intellectual breakthroughs. However, you can also find schematics to other inventions during your adventures, either by chance or by intention.

When you find a scientist invention schematic of 1st level or higher, you can add it to your research journal if it's of a level of invention you could use. Copying an invention schematic into your journal involves reproducing the basic form of the invention, then deciphering the unique system of notation used by the scientist who wrote it. You must practice making and using the invention until you understand the particulars required, then inscribe it in your own notation. For each level of the invention, this process takes 2 hours and costs 50 credits. Once you have spent this time and money, you can create this invention just like any other in your journal.

If you lose your journal or it is destroyed, you can transcribe your currently constructed inventions into a new book alongside your gadgets for free, but you lose the remaining inventions in your destroyed book. You can also spend 100 credits to create a backup journal in either physical or digital form just in case something were to happen to your journal.

Your Dark Matter Core

At the heart of your inventions is a priceless item called a Dark Matter Core. How you acquired or created it is up to you and your GM, but regardless of how it came into your possession, the Core holds energy beyond imagination and powers your inventions so that they can accomplish things normal technology cannot.

The Core itself is too powerful to directly charge your inventions, so you have a collection of Dark Matter Batteries that you have constructed. The number of Dark Matter Batteries you can build and have on your person at one time are described in the scientist table under the Batteries column.

Each of these Batteries can hold only one charge from your Dark Matter Core. You can take 1 minute to charge one of your Batteries. These Batteries only remained charged for 8 hours, after which they lose their charge.

The Dark Matter Core has a number of charges it can give out as determined by the Core Charges column of the scientist table. The Core regains all expended charges after recharging without being used for 8 hours at one time (a long rest).

For example, at 5th level, your Dark Matter Core has 6 charges and you can have up to 3 charged Batteries at a given time. That means at the start of the day when you finish constructing your prepared inventions, you will have 3 Batteries charged up to use in your inventions and 3 charges in reserve on your Dark Matter Core. Once you use a battery, you can spend 1 minute to charge it again by using one of the reserve charges (ergo at 5th level you will have a total of 6 uses of inventions across the day).

Your Dark Matter Core cannot be stolen, understood, or used by another creature. If it is taken from you, it simply reappears on your person after 10 minutes of separation. Your Dark Matter Batteries, on the other hand, can be both taken and destroyed. If such a thing occurs, it takes you 1 hour and 100 credits of materials to construct a single new battery. Batteries gained from leveling up do not have these associated costs of building. Even if you could afford to build more Batteries, you can only ever have a number of them on your person and usable equal to the Batteries column on the scientist table.

Preparing Inventions by Construction

When you begin your day, as part of your long rest, you spend 30 minutes choosing which inventions to prepare for the day. You can choose a number of inventions in your research journal equal to your scientist level + your Intelligence modifier. When you choose, you construct the inventions based on the schematics in your journal. Once constructed, you can use any prepared invention by slotting

in one of your Dark Matter Batteries. Using the invention expends the charge of that Battery, but does not affect the invention you've prepared. If you slot in another Battery, you can use the same invention over and over again throughout the day.

At any time during the day, you can spend 30 minutes to change which inventions you have prepared and prepare a different set of inventions instead. This time represents the time required to dismantle and construct the different inventions you are preparing. You can exchange any number of prepared inventions with other inventions from your research journal this way.

Using Inventions and Usage Level

Due to the complex mechanisms, other creatures cannot activate or use your inventions. Using an invention mirrors casting a spell and requires similar attention for similar effect, however, there are a few differences. The components for inventions are Activation (A), Input (I), and Material (M). Activation (A) is the final verbally spoken word that activates the function of your invention. This component mirrors Verbal (V) components in spells and works the same in regards to spells such as *silence* or being gagged. Input (I) is a series of typed or otherwise entered commands that dictate to your invention how it will work. In order to use Input (I) components, you must have a hand free (this hand can be holding the invention itself). This mirrors Somatic (S) components in spellcasting. Material (M) components are used as the invention itself is used. The invention counts for any material component without a monetary value listed in the spell description. In the case of a spell with valuable material components you must use or expand those components as part of casting the spell.

When you use an invention, the spell effect that comes from it is always cast at the level listed in the Usage Level column of the scientist table. For example, at 5th level, you have 3 Dark Matter Batteries. You choose to use your *thunderwave* invention which you prepared earlier that day. To do so, you check the spell entry for *thunderwave*. It requires an action to cast the spell, so it requires an action to use the invention. As part of that action you insert one of your charged Dark Matter Batteries. The invention mimics the *thunderwave* spell and is cast at 3rd level instead of 1st. When the spell is complete, your Battery loses its charge and requires 1 minute with your Core to be charged again, but you could use one of your other two charged Batteries to utilize the *thunderwave* invention another time.

Invention Ability Score

Intelligence is your ability score for your scientist inventions. You use your Intelligence whenever a spell effect created by an invention or gadget you use refers to your spellcasting ability.

Invention save DC = 8 + your proficiency bonus + your Intelligence modifier

Invention attack modifier = your proficiency bonus + your Intelligence modifier

Tool Expertise

Also at 1st level, any time you make an ability check using a tool you're proficient in, you add twice your proficiency instead of just your proficiency.

Research Focus

At 2nd level, you select an area of scientific research to specialize in, sacrificing broad knowledge for selective mastery. Each of these avenues of research comes with numerous opportunities to better yourself and your work. Benefits from your research focus come at 2nd, 6th, 10th, 14th, and 18th level. Four research focuses are included in this guide: Chemistry, Computers, Engineering, and Medicine. The specifics of each are detailed at the end of the scientist entry.

Signature Weapon

When you reach 3rd level, you construct a special weapon unique to you. Choose a simple weapon upon which to base this weapon. The constructed weapon has the base properties of that weapon, including range, damage types, and other relevant properties. Attack and damage rolls you make with this custom weapon use your Intelligence modifier instead of the normal modifier you would use.

At 5th level, choose radiant or necrotic damage. Once made, this choice cannot be changed. Once each turn, when

your custom weapon deals damage, it deals 1d8 damage of the chosen type on top of its normal damage. This is representative of the radiative dark matter magic you infuse the weapon with from your Dark Matter Core. At 8th level this extra damage increases from 1d8 to 2d8. It increases again at each of the following levels: 11th (3d8), 14th (4d8), 17th (5d8), and 20th (6d8).

At 7th level, the damage your weapon deals counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Only you can use this special weapon. You're considered proficient with it, but if another creature attempts to use it, they are not considered proficient and they do not get any additional damage or effects from the weapon. If you lose the weapon or it is destroyed, it takes you 8 hours and 500 credits to recreate it. If you want to make your weapon into a different simple weapon, it takes 1 hour and 250 credits.

What your custom weapon looks like and how it works is up to you and your imagination, but it should be relatively similar in use to the weapon that it is based on.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Careful Consideration

Practice makes perfect, and your mind catalogs thoughts at an alarming rate. Beginning at 10th level, whenever you make an ability check you are proficient in using your Intelligence modifier and you roll less than a 10 on the die, you may treat the die as if you had rolled a 10.

Quick Construction

At 20th level, your genius is such that you have learned the secret of building and charging your inventions at a rate ten times that of what it once took. It now only takes you 10 minutes to change which inventions you have prepared and constructed. In addition, you can charge one of your Dark Matter Batteries using your Core with 1 action instead of 1 minute.

Research Focuses

The following section describes four different research focuses that the scientist can select at level two to inform their specialties. The four focuses are: Chemistry, Computers, Engineering, and Medicine.

Chemistry

Chemistry is the scientific study surrounding how differing types of matter interact and interconnect in the world. Within its ranks there are disciplines involving everything from explosives to new building materials to powerful fuels and energy sources. Scientists who choose to focus on chemistry often utilize tinctures and philters of mixed chemicals infused with the energy of their Dark Matter Core as their inventions. Oftentimes they discover their Core through an accidental fusion of chemicals that they are unable to reproduce.

Expanded Invention List: Chemistry

When you reach the level described in the list below, you add the associated inventions to your research journal.

Scientist Lvl	Inventions
2nd	*chromatic orb, create or destroy water*
3rd	*crown of madness, enhance ability*
5th	*create food and water, fireball*
7th	*polymorph, stoneskin*
9th	*cloudkill, flame strike*

Bonus Proficiencies

When you select this research focus at 2nd level, you become proficient with the artisan's tools (chemistry) and the Science skill. If you are already proficient in the Science skill, choose another Intelligence skill of your choice in which to gain proficiency.

In addition, you add twice your proficiency to Intelligence (Science) checks instead of your normal proficiency addition.

Explosive Innovation

Also at 2nd level, your improved understanding of chemical reactions allow you to draw the most from your damaging gadgets and inventions. Whenever a gadget or invention

you activate would deal damage, you add your Intelligence modifier to the damage dealt. This damage is only added once for a given invention.

At 3rd level, you don't gain the Signature Weapon feature. Instead, at 5th level this feature becomes more powerful. Any gadget you use that deals damage deals an additional 1d8 damage of the same type. This damage increases by 1d8 at 8th level (becoming 2d8) and again at the following levels: 11th (3d8), 14th (4d8), 17th (5d8), and 20th (6d8).

Elemental Analysis and Purification

At 6th level, your need to rely on technological scanners and detectors to determine the elemental makeup of materials, liquids, and atmospheres has dwindled, as you know how to run quick chemical tests to the same result. Running a chemical test takes 1 minute, during which you can determine all the known elements (and the percentage of each) that make up a material, liquid, or a local atmosphere.

In addition, you can take a solid or liquid that is a mix of two or more compounds and purify it into its base components. This is a process that takes you 1 hour for every pound of material you work with.

Neither of these uses of your artisan's kit (chemistry) requires rolling; you automatically succeed.

Formulaic Alteration

At 10th level, your expertise with the inventions and gadgets that cause devastation and damage gives you insight on how to alter the types of damage those inventions and gadgets deal. Whenever you use an invention or gadget that deals damage, you may choose acid, cold, fire, lightning, necrotic, radiant, or thunder damage. The damage dealt is that damage type instead of the normal type.

Delayed Consumption

Beginning at 14th level, you gain the ability to create a delayed-use invention in the form of a potion. Choose an invention in your research journal that has a target of self or a creature. You infuse a potion with a charge from your Core and drink it, lowering your number of Core charges for the day by one. Any time in the next 8 hours, as a bonus action, you can activate the effect of the chosen invention, even if the effect would normally take longer than a bonus action to activate. If the effect would normally affect more than one creature, it only affects you. Once used, you can't create another invention this way until you complete a long rest.

Intense Reactivity

At 18th level, your expertise making the most of your deadly inventions reaches an all-time high. After you roll damage for an invention, before you add up the damage, you can choose a number of dice less than or equal to your Intelligence modifier and reroll those dice. You must use the new dice rolls.

Computers

In a world full of interconnected technology, the ability to create and execute programs that interact with those technologies is a powerful thing. The study of computers focuses on living creatures and how they interact in an entirely virtual space. Scientists who choose to focus on computers tend to use complex machines controlled by programs as their inventions. The discovery of their Dark Matter Core oftentimes is a stray bit of code or programming that produced unexpected, irreplicable results.

Expanded Invention List: Computers

When you reach the level described in the list below, you add the associated inventions to your research journal.

Scientist Lvl	Inventions
2nd	*alarm, silent image*
3rd	*blur, darkvision*
5th	*hypnotic pattern, major image*
7th	*hallucinatory terrain, greater invisibility*
9th	*modify memory, seeming*

Bonus Proficiencies

When you choose to study this research focus at 2nd level, you become proficient with the Computers skill. If you are already proficient in the Computers skill, choose another Intelligence skill of your choice in which to gain proficiency.

In addition, you add twice your proficiency to Intelligence (Computers) checks instead of your normal proficiency bonus.

Unique Programming

Also at 2nd level, you can construct special programs. Choose three of the following programs to add to a personal computer of your choice. If your computer is compromised or destroyed, you can remove the programs from it with 1 minute of coding work and transplant them into another computer at no cost to yourself, but you can only have the programs active on one computer at a time.

Each special program is labeled as overt or covert. Like overt and covert hack actions, programs that are labeled overt make you automatically detectable by other machines on the network. Covert hack actions allow you to make an Intelligence (Stealth) check against the DC or opposed Intelligence (Perception) check of the security system or creatures on the network.

You obtain more of these special programs as you advance in level. At 6th level and again at 10th level, you choose two more programs to add to your personal device. Whenever you would obtain new programs at these levels, you can also switch out a program you had previously chosen for a new program of your choosing in addition to obtaining your two new programs. You can also perform this switch when you receive special master programs at 14th and 18th level.

Compile (Overt). This program is used any time that you would perform an Intelligence (Computers) check to search the combined galactic network for information on a topic. When you make your Intelligence (Computers) check, you do so with advantage. In addition, the information is added to your internal storage library on your personal device. The gathered intelligence is organized there in such a way that you can scan it directly into your mind and remember in exact detail anything you learned this way.

Co-Opt (Covert). You can use the Co-Opt program as an action. To do so, choose a creature or non-creature machine that is connected to the same network as your computer. You must be within 100 feet of the target and you must be able to see it (or otherwise have very intimate knowledge of its location). The target makes an Intelligence saving throw (or Intelligence (Computers) check) against your invention save DC. If it succeeds, then it is aware that it is being connected to and can read your location. Regardless of its success, you connect to it and your personal computer has access to any sensors the target has (such as cameras, heat sensors, and so on). You cannot turn off the sensors, but you can share sensors with the target indefinitely so long as your maintain concentration (as per spell/invention concentration). This program immediately ends if the target is destroyed or if you use another program, invention, or spell requiring concentration.

Dummy Program (Overt). If you are currently detected by a security system or another creature on a network, you can use your bonus action to deploy a dummy program. Make an Intelligence (Computers) check against the security system DC or opposed Intelligence (Computers) check by the creature that is aware of you. If you succeed, you become hidden again and the security system or creature believes the dummy program is you. The dummy program can be ejected from a network just like a regular hacker. It gets no save to resist being ejected. While your dummy program is active, you have advantage on Intelligence (Stealth) checks to stay hidden and covert on the network.

Encrypt (Covert). You can use the Encrypt program as an action any time you want to make a piece of information particularly difficult to understand. You choose any amount of information and encrypt that information into a file that is impossible to parse for anyone unless they succeed at an Intelligence (Computers) check against your invention save DC. Each failure to decrypt the information you have encrypted increases the DC by 5 for future attempts. You can decrypt the file at will using the same program that encrypted it and you have a key that you can send or physically give to another individual so that they can decrypt it without need for an ability check. While you cannot contain amounts of information that are spread across the combined galactic network, you can encrypt any particular file in your possession regardless of its size.

Firewall (Covert). When you log on or bypass onto a network, you can activate your Firewall program as a bonus action to protect your personal computer and a number of additional machines connected to the network up to your

Intelligence modifier. Any ability roll or saving throw you or a machine chosen with this ability made against the Hack action is made with advantage.

Invisible (Covert). When you log on or bypass onto a network, you can activate your Invisible program as a bonus action to hide your personal computer and a number of additional machines also within the network up to your Intelligence modifier. Ability checks used to detect you or those hidden machines are made with disadvantage. This effect lasts indefinitely so long as you maintain concentration (as per spell/invention concentration). This program immediately ends if you make an overt hack action, or if you use another program, invention, or spell requiring concentration.

Jam (Overt). You may use your Jam program as an action to project a static signal to a number of machines within the same network up to your Intelligence modifier. In order for those machines to communicate over the network, they each must pass an Intelligence saving throw against your invention save DC. This effect lasts indefinitely so long as you maintain concentration (as per spell/invention concentration). This program immediately ends if the target is destroyed or if you use another program, invention, or spell requiring concentration.

Marker (Covert). When you are in a network, you can use your Marker program as an action to mark one creature or noncreature machine that you can see within 100 feet of you. As long as this node is marked, you can find its physical counterpart as long as the target that you marked remains in the same network as you. If a target is marked and sharing a network with you, it has disadvantage on any Intelligence saving throws it makes against your scientist class features. This effect lasts indefinitely so long as you maintain concentration (as per spell/invention concentration). This program immediately ends if the target is destroyed or if you use another program, invention, or spell requiring concentration.

Overwatch (Overt). When you enter a network, you can activate your Overwatch program as a bonus action to observe everything connected to it. All creature and noncreature machines that wish to attempt to hide from you may attempt an Intelligence saving throw against a DC equal to your invention save DC.

If a creature succeeds, it is unaffected by the Overwatch program. Otherwise, all creature and noncreature machines in the network that failed the saving throw (or did not attempt to hide) are known to you. You have a network map of which machines are attached to which nodes and you can observe mobile machines within the network at will. Machines you can see with this program can be affected by your other programs, as well as the Hack action, regardless of your visual contact or distance.

If an invisible or physically hidden creature is carrying a machine that you can see with your Overwatch program (or has cyberware installed), you know where that creature is and they do not gain advantage on attack or Stealth rolls against you.

Passkey (Covert). You may use your Passkey program as an interaction with an object during your turn on any electronic lock or computer based lock that can be connected to manually or via a network you're on. When used, you gain advantage on Intelligence (Computers) checks to lock or unlock the targeted mechanism and attempting to unlock it requires only a bonus action instead of an action.

Pitfall (Covert). When you log on or bypass onto a network, you can activate your Pitfall program as a bonus action to set a trap on your personal computer and a number of additional machines connected to the network up to your Intelligence modifier. If another creature attempts the Hack action against any of those machines, it must make an Intelligence saving throw (or Intelligence (Computers) check) against a DC equal to your invention save DC. If it fails, its Hack automatically fails and the machine used to take the Hack action is rendered unusable for 1 minute. If the opposing hacker was logged into a private network that isn't theirs, they are immediately booted. Once this saving throw is made successfully once, the hacker or machine need no longer attempt the save against any of the trapped machines.

Master Programming

At 14th level, your mastery over code and networks allows you to take your programs to the next level. Choose one master program to add to your personal computer along with your other programs.

At 18th level, you choose a second master program from this list and add it to your personal computer.

Alter (Covert). You can use the Alter program as an action to change a single word of code on a machine. The machine attempts an Intelligence saving throw against your invention save DC. If the machine succeeds, your program fails. If the machine fails, you may change one word of its core processes. What you can accomplish with this program is varied and spans everything from changing what a turret reads as ally and enemy to changing a door's function from locked to unlocked.

Duplicate (Overt or Covert). You can utilize the Duplicate program in two ways. Any time you use one of your programs, you can instead use that program twice without requiring an additional action on your part. The second way to use this program is to copy another program that is actively running. Any time you are on the same network with someone who uses the Hack action, you can use your reaction to do the same action. You can choose new targets for your action.

Simulate (Overt). You can use the Simulate program as an action to directly interface your mind to the network. While using this program, you cannot see or hear and your body is limp and cannot move. You can still feel your body, however. You can return to your body at any time as an action. While in the network, you can interact with the code of machines as though they were objects for your taking and manipulation. Any machine you connect to while in the network can be possessed. The machine attempts an Intelligence saving throw against your invention save DC. If it fails, you possess the machine and act as though you are the machine in the physical world. You can only see or have senses if the machine you're possessing does, otherwise you are acting blind.

Guardian (Overt). You can call upon your Guardian program as an action. When you do, the guardian appears in the network and begins patrolling. When it appears, you designate any number of machines to be protected. Any time an outside force uses a Hack action on one of the protected machines, the Guardian program attempts a Wisdom (Perception) check using your Intelligence (Computers) check against the outside forces' Intelligence (Stealth) check.

If the Guardian sees the user of the Hack action, or the user of the Hack action uses an overt hack, the Guardian will mark the device used and any other machines connected to the user of that device. It will then proceed to attack the device and those other machines. It can affect up to three machines each round on your turn, during which time each affected machine must attempt an Intelligence saving throw or be rendered broken and unusable. Once the Guardian has successfully broken five machines, it vanishes and cannot be utilized again until you recreate the program during a short or long rest. If the Guardian's targets leave the network, it maintains a mark on them that acts like a marker program.

Engineering

At its core, the science of engineering is understanding how things come together to create something new that is better than the individual parts. Utilizing their deep knowledge of construction and physics, the engineering scientist is able to generate landscapes that change the battlefield to their advantage with their Dark Matter Core. Engineering scientists typically have uniquely built devices that are nigh unbreakable as their inventions. Their discovery of their Dark Matter Core usually involves combining structural materials in a way that results in something entirely new.

Expanded Invention List: Engineering

When you reach the level described in the list below, you add the associated inventions to your research journal.

Scientist Lvl	Inventions
2nd	*entangle, floating disk*
3rd	*rope trick, spiritual weapon*
5th	*phantom steed, spiritual weapon*
7th	*secret chest, stone shape*
9th	*animate objects, passwall*

Bonus Proficiencies

When you select this research focus at 2nd level, you become proficient with medium armor, shields, and the Mechanics skill. If you are already proficient in the Mechanics skill, choose another Wisdom skill of your choice in which to gain proficiency.

In addition, you add twice your proficiency to Wisdom (Mechanics) checks instead of your normal proficiency bonus.

Instant Wall

Also at 2nd level, your knowledge of materials and construction manifests in the creation of barriers. As an action, you can touch an inorganic surface within 5 feet of you and create a 1 foot thick, 5' by 5' wall of material. The surface your wall is created on must have enough mass to support the new wall, and the new wall is made of the same material as the spot you touched. If the surface can't support the wall, this ability does nothing.

You can use this ability a number of times equal to your Intelligence modifier, and your expended uses are restored after you complete a short or long rest. The wall remains for 1 hour or until destroyed. You can have multiple instances of walls created simultaneously.

At 6th level when you utilize this ability, you can choose to create two 5' by 5' walls instead of one. These walls can be stacked on top of or alongside each other, even extending away from you as long as they are touching at one point. You can create three walls at 10th level, four at 14th level, and five and 18th level.

Deconstruction Expert

Beginning at 6th level, damage you deal to objects and cover is doubled. At 18th level, damage you deal to objects and cover is quadrupled instead of doubled.

Murder Holes

At 10th level, you and creatures you designate that take cover behind walls you build with the Instant Wall class feature gain a bonus 1d4 to damage rolls and don't suffer penalties when attacking while having the covered condition.

Debris Shield

Starting at 14th level, when you use the Take Cover bonus action to gain the covered condition behind one 5' by 5' section of the walls you've created with your Instant Wall class feature, you can break apart one section of your wall as part of that bonus action. The broken wall floats around you in pieces, providing you with half cover for as long as you maintain the covered condition at the beginning of your turn. The floating debris moves with you and takes damage as normal cover. You are considered to have the covered condition by one of your walls for the purposes of the Murder Holes class feature. The debris will float around you this way for up to 1 hour before falling apart naturally. When you are hit by an attack while you have the covered condition from your floating debris, you can use a reaction to take half damage from that attack. If you do, the debris is destroyed and you lose the covered condition.

Medicine

Healing arts have been studied for as long as there have been people in need. The many branches of medicine all culminate in a singular goal: saving people from the jaws of death and lengthening their lives. Scientists who focus on medicine often use inventions that are a combination of their healing tools and drugs powered by their Dark Matter Core. In most cases, their discovery of the Core itself is tied to a medical study in which they immersed themselves that resulted in a power source that defined their work.

Expanded Invention List: Medicine Focus

When you reach the level described in the list below, you add the associated inventions to your research journal.

Scientist Lvl	Inventions
2nd	*purify food and drink*, *sleep*
3rd	*lesser restoration*, *protection from poison*
5th	*revivify*, *vampiric touch*
7th	*aura of life*, *blight*
9th	*contagion*, *greater restoration*

Bonus Proficiencies

When you select this research focus at 2nd level, you become proficient with the first aid kit and the Medicine skill. If you are already proficient in the Medicine skill, choose another Intelligence skill of your choice in which to gain proficiency.

In addition, you add twice your proficiency to Intelligence (Medicine) checks instead of your normal proficiency bonus.

Precise Intellect

Also at 2nd level, you can use a pool of special dice called precision dice. You start with four precision dice, which are d8's. At 10th level, your precision dice become 1d10's and at 18th level they become 1d12's. You gain a fifth precision die at 6th level and a sixth die at 14th level. When you complete a short or long rest, you regain all expended precision dice.

The following abilities use your precision dice.

Adrenaline Shot. As a bonus action on your turn, you can touch a living creature or yourself to grant them a precision die by injecting the creature with an adrenaline booster. Any time in the next 10 minutes, they can use that die on one Strength, Dexterity, or Constitution ability check, or any saving throw they attempt. They can choose to use the precision die after they roll, but they must use it before they know the result of the roll.

Curative Booster. You can expend a precision die as a bonus action. If you do, you can heal a creature you touch an amount of hit points equal to your precision die roll + your Intelligence modifier.

Tireless Caregiver

At 6th level, you may spend your time during a short rest taking care of the wounds of those around you. During a short rest, you can choose a number of creatures up to your Intelligence modifier that are expending hit dice to heal themselves. You heal each of those creatures for an additional 1d8 hit points. This extra healing increases to 1d10 at 10th level and to 1d12 at 18th level. You can use this extra healing on yourself as well.

Expanded Precision

At 10th level, you gain two more options for your precision dice.

Bolstering Infusion. As a bonus action, you can touch a living creature or yourself and expend a precision die. The target gains temporary hit points equal to your precision die roll + your Intelligence modifier.

Cleansing Extract. You may touch a living creature as an action and expend any number of precision dice. When you do, you cure a number of conditions ailing the creature equal to the number of dice expended. You can cure the following conditions: blinded, deafened, paralyzed, poisoned, or stunned.

Persistent Cunning

Beginning at 14th level, when you roll initiative and have no precision dice remaining, you regain 1 precision die.

Greater Precision

At 18th level, you gain two more options for your precision dice.

Rejuvenating Tincture. You can touch a living creature or yourself as an action and expend a precision die. When you do, you remove one level of exhaustion from the creature. A creature cannot benefit from this ability more than once in a 24 hour time period.

Reviving Injection. You can touch a creature that is at 0 hit points or has died within 1 minute of their death and expend three or more precision dice. If the creature is dead, it is brought back to life. The creature regains health equal to the combined results of your expended precision dice + your Intelligence modifier.

What's in an Invention?

Sometimes it can be difficult to visualize what an Invention is. When you sit down to construct your scientist, imagine the type of experiments they conduct and let that inform the inventions they create. Inventions are limited only by your imagination. For example:

- *A gauntlet with four vials that mix together into a poultice that casts cure wounds.*
- *A syringe full of dark matter charged liquid that grants the haste spell to a creature.*
- *A transparent sphere with four switches that generates a shield around you.*
- *A metal pen that unfolds into a magic missile blaster.*

Augmented Classes

The jump from fantasy to sci-fi necessitates looking at old ideas in new ways. This section contains two classes that are reimagined from their 5th edition counterparts. The adept is almost mechanically identical to the monk, but it introduces a new wave of flavor and archetypes. The monk archetypes available in standard 5th edition can be used for the adept. On the other hand, the vanguard has numerous differences from the barbarian, though any barbarian primal path can be used with the vanguard.

Adept

His fists are a blur as they deflect an incoming spray of bullets. The Saguarin leaps over a barricade to throw himself into the ranks of security robots on the other side, knocking away their stun batons and sending them reeling.

A tattooed Hanadarian settles into a balanced stance. They exhale and their focused mind ignites the air around them, enveloping their foes in flames.

Moving silently through the night, a black-clad Glabrau steps into the shadow of an archway and emerges from another inky shadow on the balcony above. She slides her blade free of its scabbard and peers through the window at her mark, vulnerable in the grip of sleep.

Whatever their discipline, adepts are united in their ability to harness the energy that flows through their bodies. Whether channeled as a striking display of combat prowess or a subtler focus on defensive ability and speed, this energy infuses all that an adept does.

The Science of Psionic Ki

It is well-documented that the magical radiation that emits from dark matter particles can cause genome mutation. Creatures affected by this sort of mutation have increased brain activity and a deeper connection to the dark matter particles within their own body. Through discipline and training, a person can learn to manipulate those particles and accomplish impossible tasks that seem like magic, but aren't.

This manipulation of energy is referred to as psionics, while the energy itself is referred to as ki. Though most denizens of the galaxy possess the changed genome after centuries of living in the void, few ever realize or utilize the energy within themselves. Years of discipline and meditation are required in order for an individual to know themself well enough to use their internal dark matter energy.

The use of ki and psionics sparked the invention of cerebral implants, which helped individuals who were unwilling or unable to undergo the necessary mindfulness to bring out latent adept powers to use their dark matter energy. Individuals who utilize these implants are known as psions, and the technology involved did not so much imitate the adept as it created something entirely new.

An adept acknowledges the path they walk and determines their own fate through focus and training. Their powers may not be true magic, but the most powerful adepts use their internal dark matter energy to manipulate the world around them in the same ways a spellcaster might. According to legends, some have even learned to transcend planes and manipulate matter itself with will alone.

Martial Mastery

Unlike other combatants who utilize weapons to inflict harm, the adept has a unique skill set that allows them to turn their body into a deadly weapon. Though their training and discipline can include weaponry, they are almost always more effective when striking with their ki-infused unarmed attacks. Adepts can be both dexterous and athletic, and mastering their mind is as important as their body in the meditative training they undergo.

In a world of guns and other technologies that have changed the field of battle, the adept is often viewed as a relic. Yet the ways of the adept have adapted to the trials of fighting ranged weaponry. Their ki can make them faster than incoming shots and can even deflect projectiles. They can move quickly across a battlefield, and energy barriers can't stop their fists.

The Adept

Level	Proficiency Bonus	Features	Ki Points	Unarmored Movement	Martial Arts
1st	+2	Unarmored Defense, Martial Arts	-	-	1d4
2nd	+2	Ki, Unarmored Movement	2	+10 ft.	1d4
3rd	+2	Psionic Specialty, Telekinetic Deflection	3	+10 ft.	1d4
4th	+2	Ability Score Improvement, Slow Fall	4	+10 ft.	1d4
5th	+3	Extra Attack, Stunning Strike	5	+10 ft.	1d6
6th	+3	Ki-Empowered Strikes, Specialty Feature	6	+15 ft.	1d6
7th	+3	Evasion, Stillness of Mind	7	+15 ft.	1d6
8th	+3	Ability Score Improvement	8	+15 ft.	1d6
9th	+4	Unarmored Movement Improvement	9	+15 ft.	1d6
10th	+4	Purity of Body	10	+20 ft.	1d6
11th	+4	Specialty Feature	11	+20 ft.	1d8
12th	+4	Ability Score Improvement	12	+20 ft.	1d8
13th	+5	Telepathic Bond	13	+20 ft.	1d8
14th	+5	Diamond Soul	14	+25 ft.	1d8
15th	+5	Timeless Body	15	+25 ft.	1d8
16th	+5	Ability Score Improvement	16	+25 ft.	1d8
17th	+6	Specialty Feature	17	+25 ft.	1d10
18th	+6	Barrier of Force	18	+30 ft.	1d10
19th	+6	Ability Score Improvement	19	+30 ft.	1d10
20th	+6	Perfect Self	20	+30 ft.	1d10

Creating an Adept

When creating an adept, remember to consider why they chose to spend many years of strict routine to harness their ki, rather than choosing to undergo the implant procedure. Did they lack the funding, or did they shy away from the invasive procedure? Did they prefer self-discipline over technological training? Or did they like themself better without implants?

When you've answered these questions, ask yourself how your adept, who is quite in tune with the universe, views the world around them. Understanding oneself can change one's understanding of the universe. Consider that training to be an adept is rarely a solitary process. Did your character have a mentor or peers they learned alongside? How much of their personal philosophy comes from their mentor? All of these are important questions to consider when building an adept.

Quick Build

You can make an adept quickly by following these suggestions. First, Dexterity should by your highest ability score, followed by Wisdom. Second, choose the acolyte background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma pistol, shield bracers, and a personal energy barrier mark I.

Class Features

The adept is one of two alternate classes in this guide that help bring a different flavor to a previously established class. While there is nothing inherently wrong with the flavor of the monk, S&S has used this as an opportunity to fill out the technological and mystical landscape of the world in a new way. The following features are gained by taking levels in the adept class.

Hit Points

Hit Dice: 1d8 per adept level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per adept level after 1st

Proficiencies

Armor: None
Weapons: Simple weapons, plasma swords, plasma whips, and shortswords
Tools: One set of artisan's tools and one instrument of your choice
Saving Throws: Strength, Dexterity
Skills: Choose two from Acrobatics, Arcana, Athletics, Etiquette, History, Insight, Mechanics, Medicine, Perception, Persuasion, Piloting, Science, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- A weapon you're proficient in costing 1000 cc or less.
- A credstick with 2000 cc.

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your mastery of combat styles that use unarmed strikes and adept weapons, which are plasma swords (only when used one-handed), shortswords and any simple melee weapons that do not have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only adept weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and adept weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or adept weapon. This die changes as you gain adept levels, as shown in the Martial Arts column of the Adept table.
- When you use the Attack action with an unarmed strike or a adept weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries and schools use specialized forms of the adept weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a adept weapon, you can use the game statistics provided for the weapon in Chapter Six.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your adept level determines the number of points you have, as shown in the Ki Points column of the Adept table. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows.

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain adept levels, as shown in the Adept table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Psionic Specialty

When you reach 3rd level, you will commit yourself to a specific form of training to empower the innate strength granted by your mind. The Way of the Mystic and Way of the Void are both included at the end of the adept entry, but you can also choose any monk tradition in any official 5th edition source book.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Telekinetic Deflection

Also at 3rd level, you can use your reaction to deflect a ranged attack using your latent telekinetic powers. When you do so, the damage you take is reduced by 1d10 + your Dexterity modifier + your adept level. You can deflect any attack that comes from a ranged weapon, gadget, psychic knack, or cantrip as long as it doesn't also require a saving throw of some kind.

If you reduce the damage to 0, you can send out a mental pulse and throw the attack back at the attacker. To do so, you spend 1 ki point to make a ranged attack with the weapon, piece of ammunition, or energy as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies. You have a normal range of 40 feet and a long range of 80 feet. If you hit, you deal damage as if you had used that weapon, gadget, psychic knack, or cantrip to hit with.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your adept level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue stardrake's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Telepathic Bond

Starting at 13th level, the focus of your mind and its ki allows you to touch the minds of other creatures. You can touch the mind of a creature within 60 feet of you and create a telepathic bond with them (this does not take an

action). While the bond is active and you and that creature remain within 60 feet each other, you and that creature can speak to each other at the speed of thought in each other's minds. You do not need to have a shared language to speak with a creature this way. If you create a new bond, the old one ceases to be.

Diamond Soul

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Timeless Body

At 15th level, your ki sustains you so that you suffer none of the frailty of old age and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food and water.

Barrier of Force

At 18th level, you can spend 4 ki points to call up a translucent barrier of pure mentally-sustained force around yourself as an action. This barrier protects you from all environmental dangers such as extreme pressure, cold, or heat and gives you a renewable source of air to breathe with. This barrier lasts for 1 hour, but can last longer if you spend 4 additional points when its duration ends.

Additionally, you can spend 8 ki points instead to create a barrier that does all of these above, but also grants you resistance to a damage type of your choice.

Perfect Self

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.



Psionic Specialties

An adept's life is one of discipline and self-betterment. This path of discipline is different for every adept and takes as many forms as there are people in the galaxy. Still, some paths are more common than others. Listed here are two specialties that are a mix of talent at birth and hard training: the Way of the Mystic and the Way of the Void. Other traditions for the monk from other 5th edition source books are also great options for psionic specialties with only minor adjustments to flavor.

Way of the Mystic

The way of the mystic is one of constant self discovery. Those who study this path learn how to channel their inner ki in ways that other adepts have never conceptualized. This power, integral to who the adept is, manifests in the form of mystic knowledge and skill that defies explanation.

Mystic Insight

The powers of a mystic are plentiful, but their greatest strength may be their ability to channel power into any task. When you choose this specialty at 3rd level, as a bonus action, you can spend 1 ki point immediately before making an ability check to gain advantage on that check.

In addition, you are an expert at giving the right word of advice in the nick of time. As a reaction, you can spend 2 ki points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear you to gain the reroll benefit.

Dream Divination

Your mystic powers begin to manifest as potent dreams that contain portents of the future. At 6th level, you may receive mystic visions when you complete a long rest. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in your mind. The effect is similar to a *divination* spell with a caster level equal to your level. There is no casting time, as your visions are part of the normal dreams that occur every night. Using this ability costs 2 ki points that are removed from the next day's total.

Mental Prescience

As one who is connected to the depths of your own

potential, your ability to foresee and avoid danger increases. Beginning at 11th level, you gain a +2 insight bonus to your Armor Class and your saving throws. At 20th level, these bonuses increases to +4.

Mystic Focus

At 17th level, you can create an aura as a bonus action at the cost of at least 2 points of ki. The aura emanates out to a 20-foot radius. You and all friendly creatures within the aura have advantage on one roll each round. The aura lasts for 1 round, plus an additional round for every additional 2 ki points spent when you create the aura. You can dismiss the aura at any time, but the ki points for the full duration of the aura are lost.

Way of the Void

You have tapped into a part of space that brings fear to many denizens of the Nacora. The void seems to be a hungry maw that sucks away the life of all trapped within it. Your powers resemble that of a black hole in deep space as you drain the very life force from other living beings. Most adepts and purveyors of arcane and technological magic view your abilities as an abomination akin to vampirism.

Life Eater

When you choose this path at 3rd level, you gain the ability to steal ki from other creatures. If you score a critical hit against a living hostile creature or reduce a living hostile creature to 0 or fewer hit points, you can steal some of that creature's ki. CR 0 creatures don't trigger this ability.

Absorb Vitality

At 6th level, while absorbing a creature's ki, you can also suck away their very life. If you have at least 1 ki point in your ki pool and score a critical hit against a living hostile creature or reduce a living hostile creature to 0 or fewer hit points, you regain a number of hit points equal to your adept level plus your Wisdom modifier. CR 0 creatures don't trigger this ability.

Dark Vortex

When you reach 11th level, your skill at drawing life and energy from other creatures becomes stronger. You may spend 3 or more ki points as an action to blast dark necrotic energy in the shape of a 30-foot cone. All creatures hit by the energy cone take 4d8 necrotic damage plus an additional d8 of damage for each ki point you utilize above 3, to a maximum of 10d8 for 9 ki points. You gain hit points equal to half of the damage you deal this way. In addition, for each creature in the cone that takes damage, you gain back 1 ki point. Creatures in the cone that succeed on a Wisdom saving throw take half damage from this attack and you do not gain a ki point from them. The DC for this attack is equal to 8 + your proficiency + your Wisdom modifier.

Inexhaustible Hunger

You cannot suppress your desire to consume the life force of others. At 17th level, any time you strike a living creature with your unarmed strike, you gain 1 temporary hit point. Temporary hit points from this feature stack with each other, but not other sources. The maximum number of temporary hit points you can have from this feature is equal to twice your adept level. Temporary hit points gained this way last for 8 hours.



Vanguard

A Brahvaasch peeks cautiously over the stack of crates concealing her. Lines along her skin begin to glow, etching their way across her body as she grips her maul and charges the enemy with a roar.

A Kyrrov man reaches out to touch the AI core of a rogue space station. His nanomachines bridge the gap between man and machine as he touches the cold metal and whispers a greeting.

Wind tears at the Eezonite's flames as they lean out of the hovercraft, glowing with active nanites. They leap to the ground fifty feet below and release the built-up force from their fall to send their foes flying.

Though the vanguard is similar to the barbarian at its core, it is in many ways its own class. Vanguards are warriors who prefer melee combat in a world of guns. Their extraordinary physical prowess comes from nanomachines fused with their very bodies. The vanguard most differs from the barbarian in its focus on technology, particularly in ways that are peaceful rather than destructive.

The Vanguard Project

As a giant of innovation on Kygor, Morenkain Industries has had a number of successful weapons and military programs. The most lucrative, however, was Vanguard. The project centered around biologically-powered nanomachines that could bond with the cellular DNA of a living individual. Affected individuals essentially became super soldiers after early trials revealed that the nanomachines granted subjects a number of abilities beyond the norm. Though Morenkain was initially under an exclusive contract with Kygoran organizations, the Vanguard project eventually went public and became available throughout the galaxy.

To say that the program changed the face of military strategy would be an understatement. Though not everyone was compatible with the process, those who were became resilient warriors who could forcibly break through enemy lines. Even more dangerous, the nanomachines allowed these warriors to interact with and sometimes even control enemy technology simply by touching it, no computer required.

With the patent restriction period ended, a multitude of companies specialize in the creation of unique nanomachines. Being considered for the process is a matter of money, prestige, and connections.

Sibling to Machines

Every vanguard comes to accept that they become part machine after undergoing the procedure. In the early stages of the Vanguard program, this fact was not widely advertised, but when the patent restriction ended, the truth came to light. Nanomachines became as much a part of the individual as their own cells. Machines around the vanguards responded to them almost as a person might. But the truly shocking revelation that brought the union with machinery to light was the birth of the first Wireborn.

Morenkain and the Kygoran government had set prerequisite sterilization as part of the terms of joining the Vanguard program. Outside a few specific occurrences, vanguards rarely reproduced under their watch. However, they didn't release the facts of the singular study they did on vanguard parents and their children until after similar programs (minus the forced sterilization that was viewed as inhumane) had already created generations of vanguards. Across the galaxy, a new species of half machine-half mortal creature was being born. The existence of the Wireborn and the complete fusion of biology and machinery within their system were proof more than anything that becoming a vanguard meant becoming more than partly machine.

Creating a Vanguard

Like many of the classes that use technology to enhance their innate abilities, it's important to determine when your character became a vanguard and how that process was facilitated. In modern Nacora, there are a multitude of places and organizations that generate vanguards for all manner of reasons, but unlike psion implants, the vanguard has a much more specific purpose: combat. Most vanguards are connected to military, security, or mercenary organizations. Some Wireborn inherit all of their parents' vanguard abilities and are thus vanguards from birth (though this is not common).

When you determine when and how your character got their nanomachines, you can focus on the other

aspects of their background. Nanomachines are not a shortcut to combat prowess, so it is important to consider where your character may have received formal martial training.

Quick Build

You can make a vanguard quickly by following these suggestions. First, Strength should by your highest ability score, followed by Constitution and Charisma. Second, choose the test subject background. Third, choose skills that use your best ability scores and select the following starting equipment: a plasma pistol, a greatsword, an energy shield, a carbon fiber vacsuit, and a personal energy barrier mark I.

The Vanguard

Level	Proficiency Bonus	Features	Nanite Surges	Nanite Surge Damage Bonus
1st	+2	Defense Network, Nanite Charge	2	+2
2nd	+2	Reckless Attack, Technomancy	2	+2
3rd	+2	Combat Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Heightened Senses	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Surge	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Surge	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Perfected Physique	Unlimited	+4

Class Features

The vanguard is a recreation of the barbarian for a science fiction setting. Outside of the normal brute strength powers that a barbarian has, the vanguard is also skilled in gunfights and can interact with machines in strange ways. This allows the vanguard to act as a party's tech-focused skill character in the same way a barbarian was often a party's athletic and survivalist skill character in standard 5th edition games. You gain the following features as a vanguard.

Hit Points

Hit Dice: 1d12 per vanguard level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per vanguard level after 1st

Proficiencies

Armor: Light and medium armor, shields
Weapons: All simple and martial weapons
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose two from Athletics, Computers, Intimidation, Mechanics, Medicine, Perception, Piloting, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- A melee weapon of your choice.
- A simple ranged weapon costing 500 cc or less.
- A suit of armor costing 2000 cc or less.
- A credstick with 1500 cc.
- Cyberware purchased and installed at character creation is half price for you.

Defense Network

Your internal nanomachines give off waves of interference in battle that throw off the aim of attacks made against you, granting you a bonus to your AC against ranged attack rolls equal to your proficiency bonus.

Nanite Surge

In battle, you can tap into the nanomachines that move through your body to enhance your abilities and enter a state of adrenaline. On your turn, you can initiate a nanite surge as a bonus action. While surging, you gain the following benefits:

- You have advantage on Strength ability checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a vanguard, as shown in the Surge Damage column of the Vanguard table.
- You have resistance to bludgeoning, piercing, slashing, ballistic, and plasma damage.
- If you're able to cast spells, you can't cast them or concentrate on them while surging.

Your nanite surge lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your nanite surge on your turn as a bonus action.

Once you have surged the number of times shown for your vanguard level in the Nanite Surges column of the Vanguard table, you must finish a long rest before you can surge again.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Technomancy

Beginning at 2nd level, your nanomachine integration has improved to the point where you can use it to directly interface with technology. You do not require a computer or network connection to use the Intelligence (Computers) check or Hack action on a machine as long as you're touching that machine. You may use your Charisma modifier instead of your Intelligence modifier for these checks.

Using this ability, you can also speak directly to machines that have pseudo-sentience or sentience as though you were speaking telepathically with the machine or creature.

Combat Path

At 3rd level, you choose a path that reflects the type of combat background you have. Choose the one of the paths listed below, detailed at the end of the class description, or any primal path associated with the 5th edition barbarian class. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Heightened Senses

By 7th level, your battle instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you activate your nanite surge before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon

damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Surge

Starting at 11th level, you remain resilient in a fight despite grievous wounds, thanks to your nanomachines. If you drop to 0 hit points while you're surging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Surge

Beginning at 15th level, your surge is so focused that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Perfected Physique

At 20th level, your nanomachines have reconstructed your body into something beyond what it once was. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Combat Paths

While the vanguard and barbarian share many similarities, their differences lie in training and the utilization of power. The primal path options for the barbarian vary in difficulty to flavor for the vanguard, but are viable options alongside those detailed here. Likewise, some vanguard options are good potential choices for the barbarian class. Keep in mind that because of their inherent flavor and ability differences, it may be necessary to reflavor certain powers when making such a transfer.

Dreadnought

Your training has centered on absorbing and distributing pain at a rate even greater than your fellow vanguards. Your nanomachines, while active, draw kinetic might from every hit you take and in the end, the attacks of your foes become your most potent weapon.

Kinetic Blowback

When you choose this path at 3rd level, your nanite surge gains new power. While you surge, your nanomachines run close to your skin and any time you take 5 or more damage from a single source, you gain one kinetic charge. At any given time, you can hold a number of kinetic charges equal to your Constitution modifier. If you are at maximum charge and take damage, you can't gain more charges. You only gain charges while you're surging and when you stop surging for any reason you lose all charges you have gained.

When you hit a creature with a melee attack, you can expend any number of your stored kinetic charges as a bonus action and deal 1d12 force damage for each charge you expend.

Kinetic Burst

Beginning at 6th level, as an action, you can expend any number of kinetic charges to send out a blast of kinetic power into the air around you. Each object and creature within 10 feet of you that you aren't wearing or carrying must succeed on a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus. Each affected object and creature takes 1d12 force damage plus 1d12 additional force damage for each expended charge and is moved 10 feet back and knocked prone on a failed save, or half as much damage on a successful one. Creatures that succeed against the save are not moved or knocked prone. Objects are considered vulnerable to this damage unless they resist force damage. The base damage for this ability increases to 3d12 at 10th level.

Improved Absorption

At 10th level, when you take 10 or more damage from a single source, you gain two kinetic charges instead of one. In addition, choose three damage types of your choice that aren't poison or psychic. You are resistant to those damage types while you are in a nanite surge.

Invulnerable Shield

Starting at 14th level, you gain two kinetic charges instead of one when you take at least 5 damage from a single

source, and four charges instead of two when you take at least 10 damage from a single source. In addition, while raging, you have resistance to all damage.

Opportunist

You underwent stringent training in how to spread your nanomachines' energy across any item to use it as a weapon against your foes.

Improvised Infusion

When you choose this path at 3rd level, while your nanite surge is active, you are considered proficient with all improvised weaponry. The energy put off by your nanomachines increases the damage that your improvised weapons deal. A two handed improvised weapon in your hands deals 1d8 damage plus 1d6 force damage. A one handed improvised weapon deals 1d4 of the appropriate damage plus 1d6 of force damage. Thrown ranged improvised weapons are considered one-handed for this ability.

Energy Shatter

Beginning at 6th level, when you deal damage with an improvised weapon while in a nanite surge, you can use your bonus action to have that weapon shatter into pieces in a release of energy. When you do so, you deal an additional 1d12 force damage on that attack, but your improvised weapon is considered broken and cannot be used as a weapon anymore.

At 14th level, this damage increases to 3d12.

Reinforce

At 10th level, as an action, you can touch an object, wall, door, or area of cover and imbue it with your nanomachine energy. When you do so, that object, wall, door, or area of cover gains resistance to damage and immunity to force damage for 10 minutes. If you're wielding the object, you can wield it as a shield instead of as a weapon and gain the benefits of wielding a shield. You also gain the benefit of immunity to force damage while wielding an improvised shield that you have reinforced.

At 14th level, your reinforcement lasts for 1 hour instead of 10 minutes.

Viral Savant

Your focus has been on the machines that make your biology unique. Through this focused use and study of your own nanomachines, you have discovered the secrets of exuding their power across networks and air to affect the machines around you.

Nanocloud

If you choose this path at 3rd level, when you initiate a nanite surge as a bonus action, you also create a nearly invisible cloud of energy and nanomachines. Technology that you mentally designate as hostile within 10 feet of you is affected by this cloud in the following ways:

- Any technological device or machine has disadvantage on Intelligence (Computers) checks and Intelligence saving throws.
- Any technological device or machine has disadvantage on attacks made against you (this includes weapons that deal plasma damage used to fire at you).
- You act as though you are on the same network as the technology for the purposes of connecting and using the Hack action even if you're not touching it.
- If a technological weapon is used for an attack against you within the radius and the attack roll is a natural 1, the weapon breaks.

Nanospear

Beginning at 6th level, you may replace one or more of your attacks on your turn to use a special attack against a machine within your nanocloud. You make an attack roll against the machine's AC as normal. On a hit, you deal 3d6 force damage plus your Intelligence or Charisma modifier to that machine. If you have multiple attacks you can replace any number of them with these nanospears.

At 14th level, this force damage increases to 5d6.

Greater Cloud

At 10th level, as a bonus action, you can expand your cloud until it reaches out to every piece of technology within 40 feet of you. This expansion lasts until the beginning of your next turn.

At 14th level, this increases to 80 feet.

New Archetypes

Alongside the new classes and reimagined options that shine in the vacuum of space, this guide also contains new archetypes for the bard, fighter, paladin, rogue, and sorcerer. These new archetypes include a new set of starting skill proficiency options and new starting equipment suggestions to bring them in line with the new and augmented classes.

Changes to Starting Equipment

Spaceships and Starwyrms includes a great deal of technological equipment and skills that don't exist in normal 5th edition, so having expanded options and choosing more default skill proficiencies than classes normally provide are important to help the PCs keep up with the added content. The following table includes the details required for making bards, fighters, paladins, rogues, and sorcerers in a galaxy of technology.

Class	Proficiencies	Equipment
Bard	**Armor:** Light armor **Weapons:** Simple weapons, dueling blades, plasma whips, longswords, shortswords, and whips **Tools:** Three musical instruments of your choice **Skills:** Choose any three skills	One of each of your proficient musical instruments, a simple weapon costing 1000 cc or less, a suit of armor costing 1000 cc or less, and a credstick with 1000 cc.
Fighter	**Armor:** All armors and shields **Weapons:** All weapons **Tools:** None **Skills:** Choose two from Acrobatics, Athletics, Computers, History, Insight, Intimidation, Mechanics, Perception, and Piloting	A martial weapon costing 1000 cc or less, a simple weapon or shield costing 500 cc or less, a suit of armor costing 2000 cc or less, and a credstick with 2000 cc. Cyberware purchased and installed at character creation is half price for you.
Paladin	**Armor:** All armors and shields **Weapons:** All weapons **Tools:** None **Skills:** Choose two from Arcana, Athletics, Etiquette, History, Insight, Intimidation, Medicine, Perception, and Persuasion	A melee weapon of your choice, a simple weapon or shield costing 500 cc or less, a suit of armor costing 2000 cc or less, a holy symbol, and a credstick with 1500 cc.
Rogue	**Armor:** Light armor **Weapons:** Simple weapons, dueling blades, explosive charges, plasma annihilators, plasma swords, longswords, shortswords, and sniper rifles **Tools:** Choose Thieves' Tools, Scanning Tools, or the Repair Kit **Skills:** Choose four from Acrobatics, Arcana, Athletics, Computers, Deception, Etiquette, History, Insight, Mechanics, Medicine, Perception, Persuasion, Piloting, Science, and Stealth.	A weapon costing 1000 cc or less, a suit of armor costing 1000 cc or less, a tool of the tool proficiency you selected or hacking software for your computer, and a credstick with 1500 cc. Cyberware purchased and installed at character creation is half price for you.
Sorcerer	**Armor:** None **Weapons:** Simple weapons **Tools:** None **Skills:** Choose two from Arcana, Deception, Etiquette, History, Insight, Intimidation, Persuasion, Survival, and Stealth	A simple weapon costing 500 cc or less, an arcane focus, and a credstick with 1500 cc.

Bard

The bard has an interesting place in the lore of Spaceships and Starwyrms, primarily in regard to how theirs is a studied magic instead of an innate one. While most bards have that initial spark of talent, actually utilizing the skills and magic of bards requires training and study.

When you make a bard in S&S, your GM can allow you a choice between Charisma and Intelligence as your primary spellcasting ability score. Each bard archetype says a lot about which ability score is more likely to be used for spellcasting.

In addition to the bard archetypes in base 5th edition, two new archetypes are included here in the S&S Core Sourcebook: the College of the Diva and the College of Investigation. One shows off the type of superfame that entertainers and performers can have in a world where information can be shared in an instant, while the other shows the type of work required of those who would be private detectives or investigative journalists.

College of the Diva

You trained for a destiny of stardom. The fame and prestige of being adored surrounds you and suffuses your bardic magic. When you sing, the masses listen, and when you inspire, it is across the hearts of thousands upon thousands.

Bonus Proficiencies

When you choose to follow this college at 3rd level, you become proficient in two Charisma skills of your choice and two instruments of your choice (singing and dancing are both considered instruments).

Inspiring Concerto

Also at 3rd level, whenever you use a bonus action to grant a bardic inspiration die, you can instead expand your influence to multiple creatures. Choose a number of creatures up to twice your Charisma modifier that can see or hear you. Each of those creatures gains a reduced bardic inspiration die. This die is a d3 instead of a d6, but otherwise works identically to a normal bardic inspiration die and lasts for 10 minutes as usual. Giving out this collection of dice only costs you one use of your bardic inspiration, no matter how many creatures benefit from it.

The reduced die given by this ability becomes a d4 at 5th level, a d6 at 10th level, and a d8 at 15th level, as its growth matches the growth of normal bardic inspiration dice.

Heartstring Connections

Beginning at 6th level, either through virtual performances, live appearances, or simple word of mouth, you begin to amass a group of fans. These unnamed masses might be small or large, but regardless, they are yours and you are theirs. You can call upon these fans via social media or a network any time you have a public network connection. Doing so requires at least 10 minutes of posting, waiting, and replying. When you do so, choose one of the following things your fans can help you do.

- You can make any Intelligence check to recall knowledge of lore using your proficiency and your Charisma modifier instead of what you would normally roll for that check.
- You can gain access to an area that might be off-limits normally, using the connections of your fans (at your GM's discretion).
- You can ask your fans to remotely hack or operate a piece of machinery. If you do, you roll an Intelligence (Computers) check or Wisdom (Mechanics) check using your proficiency and your Charisma modifier instead of what you would normally roll for the check.
- You can locate a particular piece or item for sale and know where to find it for purchase (at your GM's discretion).
- These are by no means the only things that you can do with this ability. Talk with your GM about what you want to attempt and what they are willing to allow

You can utilize this ability a number of times each day equal to your Charisma modifier and expended uses are restored upon completing a long rest.

Soulful Ballad

At 14th level, you may spend your action on your turn to perform a heartfelt ballad. If you do, you spend a bardic inspiration die as if using your Inspiring Concerto class feature without using your bonus action. Additionally, the creatures that gained your reduced bardic inspiration

die this turn also immediately gain temporary hit points equal to twice your Charisma modifier (these temporary hit points last until the creature completes a short or long rest). For the next 10 minutes, the first time any affected creature would be reduced to 0 or less hit points or killed immediately by a spell or effect, that spell or effect is negated and it is reduced to 1 hit point instead.

College of Investigation

Yours was a school of intellect and curiosity. You learned how to bend your unique magic and sharp talents toward discovery. Rather than leaning to laboratory science, you studied the mortal mind and interactions between people. Bards of this college are often private investigators and investigative journalists.

Bonus Proficiencies

When you choose to follow this college at 3rd level, choose two skills from the following: Computers, Etiquette, History, Insight, Investigation, Perception, or Survival. You are proficient in the chosen skills. In addition, you are proficient with martial weapons and medium armor.

Discerning Mind

Also at 3rd level, whenever you make an Intelligence (Computers) check to search for information or make a Charisma (Etiquette), Intelligence (History), Wisdom (Insight), Intelligence (Investigation), Wisdom (Perception), or Wisdom (Survival) check, you can expend one of your bardic inspiration dice and add it to your resulting roll. You can choose to do this after you roll, but must choose to do so before you know the result.

Walk the Beat

At 6th level, you gather information and search locations at three times the normal rate. In addition, you have an air about you that allows you to fit in with the poorer and criminal folks of society. You gain proficiency in the disguise kit and have advantage on Etiquette rolls when interacting with creatures in the lower reaches of society.

Cutting Interrogator

Also at 14th level, whenever a creature attempts a Charisma check against you, it does so with disadvantage. You make Charisma (Persuasion), Charisma (Intimidation), and Charisma (Deception) checks with advantage as long as you're using that ability check to obtain information from the target.

Fighter

As technology improves, so do weapons, and as weapons improve, fighters find new and interesting ways to utilize them. The Core Sourcebook includes five new fighting styles and two new martial archetypes for the fighter to reflect the new technology at their fingertips in this sci-fi setting.

The Crackshot is the penultimate ranged gunfighter. They specialize in tricky combat utilizing ballistic and plasma weaponry. Meanwhile, the Myrmidon wades directly into combat, dodging and deflecting enemy gunfire with ease as they cut down their foes.

It should be noted that the original three martial archetypes are all also worthwhile options for players in the Spaceships and Starwyrms setting.

Additional Fighting Styles

In addition to the standard fighting styles available in the 5th edition core book, the following styles are also available to fighters. In keeping with the sci-fi flavor, Marksmanship is a simple renaming for the original Archery fighting style.

Barrier Expert: You can use a bonus action on your turn to restore 1d10 barrier points to a personal energy barrier you're wearing or an area energy barrier you're within 5 feet of. The barrier must be active to have its points restored this way.

Cover Shooter: While you have the covered condition, you ignore attack roll penalties imposed by that condition and gain an additional +1 to your Armor Class on top of the cover bonus.

Heavy Gunner: When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon with the Two-Handed property that you are holding with two-hands or a spaceship weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Marksmanship: You gain a +2 bonus to attack rolls you make with ranged weapons.

Weightless Mastery: As long as you're in a

weightless environment (underwater or zero gravity) you have advantage on ability checks, saving throws, and attack rolls that use your Strength or Dexterity and suffer no movement penalties.

Crackshot

You're a master of the tricky shots that only the most unpredictable and wild gunmen ever learn. Your quick reactions and unique style have seen you through numerous altercations, yet you can't seem to stop getting into fights. All the better to practice your wild style.

Moxie

When you choose to train yourself in the way of the crackshot at 3rd level, you gain a pool of moxie equal to your Dexterity modifier. Though your amount of moxie may go up and down throughout the day, it cannot go above your Dexterity modifier. You can spend moxie to accomplish special tricks, called Stunts, and you regain one moxie point every time you score a critical hit or reduce a hostile creature to 0 or fewer hit points with a ranged ballistic or energy weapon. Your pool of moxie refills after completing a long rest.

Stunts

Stunts are what you spend your moxie on. Most stuntss grant momentary bonuses or effects, but some last longer and others are always active if you have at least a single moxie point. Unless otherwise noted, you can perform the same stunt multiple times in a round, as long as the appropriate amount of moxie is spent and you have the actions available to you.

Deadeye. You can spend 1 point of moxie as part of making a ranged attack to roll that attack with advantage.

Quick Dodge. You can spend 1 point of moxie when a ranged attack hits you. Halve the damage from that attack, and all further ranged attacks made against you until your next turn are made with disadvantage.

Fast Draw. You can spend 1 point of moxie as part of rolling initiative. If you do, roll a d12 and add it to your initiative roll.

Utility Shot. As long as you have at least 1 point of moxie, when making one of the following types of checks you can use your attack roll to accomplish the task instead of utilizing the actual skill roll: cauterize a wound to stabilize a person at 0, Strength (Intimidation) checks, jam an electronic lock, open mundane locks, push unattended objects, or trigger traps.

Cunning Mechanist

All the time you spend with firearms gives you a certain insight into how they are made and allows you to customize your own. At 7th level, you gain proficiency in the Mechanics skill (or double your proficiency bonus with the Mechanics skill if you already have proficiency).

In addition, you can disassemble or reassemble any ballistic or energy ranged weapon in a single action. By doing so, you can immediately fix a broken weapon or determine its inner workings and accessories without an ability check.

You also roll with advantage when determining how any ranged ballistic or energy weapon works or determining their firing distances and effects.

Stunt: Called Shot

Beginning at 10th level, your ever-improving accuracy allows you to make called shots to the detriment of your foes. When you hit with a ranged weapon attack, you may spend 1 moxie point to use one of the following effects. The DC for this ability is equal to 8 + your proficiency bonus + your Dexterity modifier.

Arm: On a successful hit, the target rolls a Strength saving throw. If they fail the saving throw, you can make them drop one object they are holding with that arm.

Head: On a successful hit, the target rolls a Constitution saving throw. If they fail the saving throw, they are stunned until your next turn.

Leg: On a successful hit, the target rolls a Strength saving throw. If they fail the saving throw, they fall prone and their movement is reduced by 30 feet until your next turn.

Torso: On a successful hit, you roll an additional 2d6 damage.

Wing: On a successful hit, the target rolls a Dexterity saving throw. If they fail the saving throw, their fly speed is reduced to 0.

Stunt: Unstoppable Gunslinger

Beginning at 15th level, your power is reflected in every stunt you perform. When you roll initiative, if you have less than your maximum allotment of moxie, you gain 2 moxie points.

Stunt: Cheat Death

At 18th level, you gain a skill belonging only to the luckiest of crackshots. Whenever you would be reduced to 0 or less hit points, you can spend all of your remaining moxie points to instead be reduced to 1 hit point.

Myrmidon

In a world full of high-powered guns and deadly weapons, it is rare that a fighter picks up a blade and goes into battle. Your focus and training have prepared you to enter the fray like a blaster shot. You move through combat at unimaginable speeds and predict every move your foes make.

Predictive Fighting

When you choose this archetype at 3rd level, you put to use your eye for reading enemy attacks. As long as you're not wearing medium or heavy armor and not using a shield, you add your proficiency modifier to your armor class in addition to your Dexterity modifier (and any light armor you wear).

Deft Dodging

Also at 3rd level, your careful eye for enemy gunfire allows you to maneuver through it with masterful ease. Creatures making ranged attack rolls against you act as though you have the covered condition at half cover even when you are not behind cover.

In addition, when you're hit by a ranged attack that wasn't a spell or cantrip, you may use your reaction to have that attack deal minimum damage.

Observant Eye

Reading the attack patterns of hostiles isn't the only way to use your intense insight. At 7th level, you gain proficiency in any two of Investigation, Insight, or Perception skills. Furthermore, you double your proficiency bonus with one of those listed skills in which you have proficiency, even if that proficiency came from this feature.

Lightning Reflexes

Your constant training has begun to pay off in new ways on the battlefield. At 10th level, you gain proficiency in Dexterity saving throws and add your proficiency bonus to all initiative checks.

Deadly Precision

You can pick out the weak points of your enemies with ease. At 15th level, you add your proficiency modifier to damage rolls as well as attack rolls you make with melee weapons that have the finesse property.

Deflecting Blade

Your skill at mitigating ranged gunfire has reached a god-like tier. At 18th level, when you utilize your Deft Dodging class feature against a ranged attack, you also halve the damage from each other ranged attack made against you by the same creature until the beginning of your next turn.

In addition, against the initial attack that you utilized Deft Dodge to reduce, you take no damage and instead reflect that initial blow back at whomever made the attack roll. That attacker takes the damage from their attack as though it was used against them. You can only reflect a ranged attack this way if you're using a weapon that matches the type of damage the attacker would deal (for example, you require a weapon that deals plasma damage to reflect a firearm attack dealing plasma damage or a non-plasma weapon to reflect a ballistic firearm attack).

Paladin

The individuals known in the galaxy as paladins are defined by their oath. This magically-binding promise is made either on accident or on purpose and heard by a mysterious and powerful entity or energy in the galaxy. Whatever the source of the power, the paladin is granted a fraction of the divine to use for their abilities as long as they adhere to their vow.

Compared to casters such as warlocks who are often subject to the whims of their patron, the paladin has an

easier path. Still, many find the idea of keeping one's word to be a daunting task, and the cost of breaking such a promise can be devastating.

Divine Messengers

The power of the gods is uncommon among the stars. Something about the distance of worlds has lessened those deities that might be prevalent in the world. While many worship and pay heed to religion, the might of divine casting leaves much to be desired.

Perhaps this, more than anything else is why the paladins are called as they are and treated like divine warriors that serve gods, regardless of the source of their power. Temples and churches to various gods and goddesses often have paladin orders, even if acolytes in those orders may realize that whatever is accepting their oaths and granting their powers may not actually be the god they originally worshiped at all.

There are three new oaths for the paladin: the Oath of Exploration, the Oath of Preservation, and the Oath of the Unknown.

Additional Fighting Styles

In addition to base 5th edition fighting styles, the following styles are also available to paladins. Due to their specificity, some of these are not recommended for use in standard 5th edition play.

Barrier Expert. You can use a bonus action on your turn to restore 1d10 barrier points to a personal energy barrier you're wearing or an area energy barrier you're within 5 feet of. The barrier must be actively on to have its points restored this way.

Ranged Smiter. You may use your Divine Smite and Improved Divine Smite paladin features on ranged weapon attacks as well as melee weapon attacks. Any spell you cast that triggers on a melee weapon attack will also trigger on a ranged weapon attack.

Oath of Exploration

Yours is a purpose as old as human curiosity: to explore every avenue of space and life. You strive more than anyone to leave no stone unturned, no story unheard. Your vow leads you to help others explore the world you know.

Push Your Boundaries. Never stop exploring yourself and your limits, for the journey within one's own mind is as expansive as the journey through the galaxy.

See All There Is to See. Never shy away from something new, no matter the tribulations involved with reaching it.

Lead the Way. Yours is the first step in every place and you should make the path that others can follow.

Discover the Heart. Exploration is more than just seeing the worlds and space; it's about seeing into the people that live in those places. Never stop connecting with the hearts of everyone you meet, for they will bring new experiences to you as you do to them.

Oath of Exploration Spells

Paladin Level	Spells
3rd	*feather fall, longstrider*
5th	*pass without trace, spider climb*
9th	*fly, tiny hut*
13th	*freedom of movement, faithful hound*
17th	*passwall, teleportation circle*

Bonus Proficiencies

When you take this oath at 3rd level, you become proficient in one of the following skills: Athletics, Acrobatics, Investigation, Perception, Piloting, or Survival. Your movement speed also increases by 10 feet.

Channel Divinity: Burst of Movement

Also at 3rd level, as a bonus action, you and up to six willing creatures of your choice within 60 feet of you double their movement speeds, ignore rough terrain, and gain the ability to Dash or Disengage as a bonus action for 1 minute.

Aura of Athleticism

Beginning at 7th level, you and all friendly creatures within 10 feet of you are immune to the paralyzed, grappled, and restrained conditions. If a creature has one of these conditions and you move until they are within this aura, the condition automatically ceases. The size of this aura increases to 30 feet at 18th level.

Indomitable Speed

At 15th level, your movement speed increases by 20 feet. In addition, when you have two or less levels of exhaustion, you act as though you have none.

Wings of Exploration

When you reach 20th level, you gain the ability to draw upon your divine might to create a tiny atmosphere of sustaining power around yourself. As an action or reaction, you gain the following benefits for 1 hour:

- You have a fly, climb, and swim speed equal to your movement speed.
- You don't need to breathe, eat, or sleep.
- You act as though you have no levels of exhaustion even if you have them.
- You ignore any ill effects of being in a weightless environment.
- You can exist in a vacuum or in open space without a vacsuit, feeling no damage from pressure or radiation.
- You ignore environmental damage and effects from temperature or pressure.

Once used, you can't use this ability again until you've completed a long rest.

Oath of Preservation

The history, culture, and knowledge of the galaxy and every being within it are precious. For it to be lost is to lose that which makes mortals immortal, and thus all of it should be protected at any cost. This is your oath: to preserve all that we are and have been in every world and every history.

History is Meant to Teach Us. We should learn from the past and evolve because of it.

Equality. No one culture or history is more or less important than another when it comes to the lessons of life and the preservation of the galaxy.

Knowledge Should be Shared. Knowledge is power and that power should be in the hands of everyone equally, no matter their background or intelligence.

Nothing Should be Forgotten. No matter how evil or awful something is, the knowledge of it or its existence should never be wiped away, otherwise good lessons cannot be learned from it.

Oath of Preservation Spells

Paladin Level	Spells
3rd	*comprehend languages, identify*
5th	*arcane lock, warding bond*
9th	*glyph of warding, tongues*
13th	*death ward, divination*
17th	*creation, legend lore*

Bonus Proficiencies

When you take this oath at 3rd level, you become proficient in three Intelligence skills of your choice.

Channel Divinity: Internal Library

Also at 3rd level, as an action, you may call upon the knowledge of ages. When you do so, choose one place, legend, general creature, named creature, culture, or item. For the next hour you gain benefits based on the thing you chose. If you choose an item, you know all its properties and become proficient with it. If you choose a legend, place, or named creature, you know all previously discovered or known information about the legend, place, or named creature as though you had cast the spell legend lore. If you choose a culture, you can read, speak, and understand the culture's two primary languages and know general knowledge of the culture as though you had been a member of it for ten or more years. Finally, if you choose a general creature, you immediately learn what the creature's weaknesses, resistances, immunities, and special attacks are.

Enduring Aura

At 7th level, non-creature objects of your choosing within 10 feet of you are immune to damage and any effect that would destroy them. In addition, you and creatures within 10 feet of you cannot be made to forget any knowledge of information that they know. At 18th level, this aura increases in size to 30 feet.

Word of the Ages

Beginning at 15th level, you can read, understand, and speak all languages, regardless of their origin. In addition, your bearing and knowledge gives you an advantage when dealing with members of other cultures. You gain

advantage on Charisma ability checks when speaking with creatures of cultures that are not originally yours.

Omniscience

When you reach 20th level, as an action, you can channel the collected knowledge of the galaxy. For an hour after initiating this ability, you add your proficiency bonus to every ability check you make. You gain proficiency in all saving throws, and you make all attack rolls as if you had proficiency with whatever weapon you wield. You also act as though you had used your Channel Divinity: Internal Library in regards to every place, legend, creature, culture, and item that you interact with during this time. When the hour passes, so do the beneficial effects of this ability. Once you use this ability, you must complete a long rest before using it again.

Oath of the Unknown

The galaxy is fraught with class divides and shades of moral ambiguity that make the grays of the past look black and white. You must seek out those who have fallen underfoot in the maze of worlds and space stations. The people who go unnoticed and unhelped are your people. You live like them and you raise them up.

Be the Hand that Feeds. Always give care and support the downtrodden masses left to the wayside by corporate greed and government policy.

Humility. You are not better than those you help. No one is above another, and it is wrong to believe so.

Anonymity. Do not seek praise, for in it lies hubris and pride. Instead, be as unknown as the people you help.

Remember the Forgotten. The galaxy will often forget people its cultures deem unimportant, but you should remember those people most of all. Each tiny soul forges its own effect on the galaxy.

Champion the Weak. Your strength exists to support those who cannot support themselves against those who would crush them underfoot.

Oath of the Unknown Spells

Paladin Level	Spells
3rd	*disguise self, healing word*
5th	*invisibility, zone of truth*
9th	*mass healing word, nondetection*
13th	*arcane eye, aura of life*
17th	*greater restoration, mislead*

Channel Divinity

Hand of Compassion. At 3rd level, as an action, you can touch a creature and infuse them with your healing power beyond even what Lay on Hands can accomplish. The creature restores hit points equal to your level + your Charisma modifier. This touch also removes up to one disease afflicting the creature, eliminates up to one level of exhaustion, and neutralizes any poison in the creature's system.

Shadowed Identity. Also at 3rd level, as an action, you can cloak yourself in anonymity. For a number of hours equal to your Charisma modifier, you have advantage on Dexterity and Intelligence (Stealth) checks, Intelligence (Disguise Kit) checks, and Charisma (Etiquette) or Charisma (Deception) checks used to maintain a disguise or identity you have assumed. While cloaked this way, any creature you meet will only remember vague details about you. Creatures that were present to see you utilize this power are unaffected by this blurring of memory.

Aura of Rest

At 7th level, when you and non-hostile creatures within 10 feet of you regain hit points for any reason, they regain additional hit points equal to your Charisma modifier. At 18th level, this aura increases in size to 30 feet.

Presence of the People

Beginning at 15th level, any creature that would not be considered a powerful member of society is inclined to trust and assist you. You have advantage on Charisma (Persuasion) checks with these creatures. Any creature that would be considered a powerful member of society is inclined to fear you and your wrath. You have advantage on Charisma (Intimidation) checks with these creatures.

Mantle of the Forgotten Dead

When you reach 20th level, as an action, you can call upon the spirits of all those who died forgotten. This manifests as a shadowy cloak and armor that congeals around you and a collection of spirits that circle you. To others, you appear to be a faceless entity in this form, while the spirits they see swirling around you are those of the dead and forgotten that were most connected to the person watching. For example, if a CEO funded a project that caused the deaths of hundreds of innocent civilians for her own gain, she would see the souls of those civilians. This mantle lasts for 10 minutes, and while active acts as the *spirit guardians* spell as if cast at 9th level, except it does not require you to maintain concentration. Once used, this power cannot be used again until you've completed a long rest.

Rogue

Regardless of what path the rogue takes, they are almost always deft and skilled. All three of the original archetypes available in 5th edition are encouraged, though the arcane trickster rogue may want to use the oracle, sorcerer, or psion spell list for flavorful reasons.

This section includes two new archetypes to choose from in addition to the base three: the Hacker and the Mechanic. Both of these explore new technological connections between rogue skills and the environment.

Hacker

The wireless world of the internet is your demesne. Every node of the expansive network that connects machines across the galaxy is yours to play with in ways that others can never imagine.

Hack on the Fly

When you choose to pursue this archetype at 3rd level, you gain the ability to use your Cunning Action ability to make the Hack action.

Viral Sabotage

Also at 3rd level, you gain two additional Hack actions that you can perform:

Sabotage (Overt). When you take the Sabotage Hack action, you make your hacking check as normal. If you're successful, you deal damage to your target equal to your sneak attack damage + your Intelligence modifier.

Vanish (Covert). If you are currently known to another creature or a security system on the network you are on, you can use the Vanish Hack action to regain your covert status by making your Intelligence (Stealth) check against that system's DC or creature's Intelligence (Perception) check.

Ghost in the Machine

At 9th level, you gain a measure of skill in hiding from machines that goes beyond what is normally possible. When you attempt a Dexterity or Intelligence (Stealth) check in relation to a machine, a device, or a creature with artificial intelligence, you have advantage on your ability check. This includes checks made to fool people with cyber eyes.

Projected Networking

Not all machinery is hooked up to a public network that you can access for hacking, but after a great deal of trial and error you have learned how to hook yourself in to even the most separate systems. At 13th level, you gain your own special private network.

Unlike normal private networks, you can draw a noncreature machine that is on another network to also be connected to yours as long as that machine is within 60 feet of you (it remains connected to its own network too). Doing so requires that you interact with your network device on your turn to turn it on, but no further action. Like all networks, your network is discoverable by others and protected in the same way private networks normally are.

A device connected to your network this way is vulnerable to the Hack action even without you logging on to the noncreature machine's original network. You don't need to make Intelligence (Stealth) checks to be covert when acting on your own network.

Ambient Hacking

Beginning at 17th level, your self-generated network and hacking abilities reach a height most can only dream of. Any creature, machine, or device that depends on

technology to sense your position or target you (such as cyber eyes, a lens, or sonar) has disadvantage on any attack roll they make against you. You have advantage on attack rolls you make against these creatures, machines, or devices.

Mechanic

Rather than a focus on the digital side of technology, the hard construction of the physical is your realm of expertise. Anyone can depend on you to whip together a quick solution to most problems in an emergency and when you tell them that you can get any old rust bucket to fly, they should think twice before deciding you're exaggerating.

Jury-Rigging

When you choose this archetype at 3rd level, you gain the ability to craft an object with whatever you have on hand. Using your Cunning Action, you can take two discrete items (such as a flash grenade and glue) and combine them into a single item that uses the properties of both. To do so, make a Wisdom (Mechanics) check with a DC determined by your GM based on the difficulty of what two items you are trying combine (most checks are between a DC of 10 and 20).

The newly constructed item only works if used before the end of your next turn when it will break, rendering both used items useless for further purposes. If two damaging items are combined this way, the damage they deal is combined as well.

Improvised Weaponry

Also at 3rd level, any object becomes a weapon to you. When you make an attack roll with any object, you add your proficiency to that attack roll. In addition, the improvised weapon you're using deals damage and gains certain weapon properties based on its size and deadliness as determined by your GM. Any item falls into one of three categories: light, medium, and heavy. Light improvised weapons (such as a screwdriver or bag of nails) deal 1d6 damage of an appropriate type and have both the finesse and thrown (20/60) properties. Medium weapons (such as a work wrench or crowbar) have the finesse property for you and deal 1d8 damage of an appropriate type. Heavy weapons (such as a metal chair or car door) have the two-handed and finesse properties for you and deal 1d10 damage of an appropriate type.

Swift Fixer

At 9th level, you gain the skill to build and fix small things quickly and with minimal materials. You can repair things using Wisdom (Mechanics) checks in half the normal time and using half the normally required materials. In addition, you can make a Wisdom (Mechanics) check to determine a problem or solution to a mechanical issue as a bonus action instead of an action by utilizing your Cunning Action class feature.

Barrier Boost

Beginning at 13th level, when you begin your turn and your personal active barrier has 0 barrier points remaining, you can spend a bonus action and restore the barrier to full BP. You cannot use this feature on personal active barriers that you are not personally wielding. Once used, you cannot use this feature again until you complete a short or long rest.

Overclocked Weaponry

While most mechanics are familiar with overclocking the features of a spaceship, you are crazy enough to try it on your own personal guns. At 17th level, you can use your Cunning Action to enhance a weapon that you're holding that deals ballistic or plasma damage. If the weapon makes a successful attack (you have to roll to hit) within the next minute, that attack is considered an automatic critical hit, dealing extra damage as normal for a critical hit. After the weapon has been fired this way, it breaks and requires a DC 20 Wisdom (Mechanics) check, a fourth of the total cost of the weapon in credits, and 1 hour to repair. Once used, you can't use this feature again until you've completed a short or long rest.

Sorcerer

Each of the base sorcerer archetypes included in the core 5th edition rules work well in S&S. Draconic bloodline sorcerers have the additional option of starwyrm lineage which grants radiant or necrotic related class features as per the listed class features.

In addition to those base archetypes, the Core Sourcebook for S&S includes four additional that each capture their own science fiction feel. They include the Cosmic, Eldritch, Eclipse, and Magnetism sorcerers.

Cosmic

Your very blood is infused with the magic of the universe. This bloodline is commonly found among Eezonites and other species whose planets are in a dark matter cloud, but also manifests often in children born and raised in space station colonies. The magic has changed you to the core, humming in your blood and allowing you to control pure, unadulterated energy in a way that few other spellcasters can.

Winding Energies

Your magic lies in the pure force energy of the universe and when you utilize it, cantrips that might manifest as other energies for other spellcasters come out as pure energy for you. Whenever you cast a cantrip that would deal cold, fire, or lightning damage, it deals force damage instead.
You can also use a bonus action to change the cold, fire, or electricity damage a spell you cast would deal into force damage. Once you do this, you can't do it again until you complete a long or short rest.

Cosmic Force

Also at 1st level, whenever a cantrip or spell you cast deals force damage, you add your Charisma modifier to the damage dealt. For spells such as *magic missile* or cantrips such as *eldritch blast*, this additional damage is only applied once.

Cosmic Shield

At 6th level, you learn to draw the energies of the universe around yourself into a shield against outside forces. After you complete a long or short rest, you gain temporary hit points equal to twice your sorcerer level.

Absorb Power

Beginning at 14th level, whenever you succeed on a saving throw against a spell, cantrip, or spell-like effect, you regain 1 sorcery point.

Child of the Stars

At 18th level, you can spend 4 sorcery points as an action to draw the cosmic power of the universe fully into your body and change yourself into a creature made entirely from energy. This transformation lasts for 10 minutes and while you're transformed you gain the following benefits.

- You do not need to and cannot breathe, eat, or sleep.
- You are immune to pressures and environmental issues related to the vacuum of space, being underwater, or other environmental concerns.
- You are resistant to all damage except for force damage.
- You gain a fly speed of 60 feet.
- You are immune to the poisoned, paralyzed, stunned, and petrified conditions.
- When you would deal force damage, you deal an additional 1d10 damage.
- Your unarmed attacks use your Charisma modifier instead of Strength and deal 1d10 force damage instead of their normal amount.

Eclipse

Before the rise of science, many inhabitants of the galaxy viewed eclipses as mystical events. Despite scientific understanding of such occurrences, members of the occult community still consider eclipses to be extraordinary. Something in the alignment of celestial bodies creates waves of dark matter energy that suffuse nearby planets and stations. Children born on planets during solar and lunar eclipses often gain strange powers. You are one such, and your magic draws upon the alignment of stars and planets and their chiaroscuro.

Shifting Penumbra

As a sorcerer with the eclipse bloodline, you have the ability to alter the amount of light around yourself as you desire. As a bonus action, you can shift the light in a radius of 15

feet centered on yourself to be darker or lighter by one stage from whatever stage it currently is in the area around you. The different stages of light are: daylight, light, dim, and dark. When you do this, you can spend 1 sorcery point to move the light by two stages. Once you shift the stage of light this way, it persists as long as you concentrate on it. This acts as a concentration spell effect and should be treated as such.

Twilight Child

Also at 1st level, you gain specific benefits depending on what stage of light you are in. These bonuses apply as long as you are in that type of light, not what the majority of the area is in. In daylight, you add your Charisma modifier to your Perception ability checks and passive Perception. In normal light, you add your Charisma modifier to your Investigation ability checks. In dim light, you gain a +2 bonus to your AC. In darkness, you have darkvision and add your Charisma modifier to your Stealth ability checks.

Shimmering Corona

At 6th level, as an action you can call upon the magic of the eclipse to create a visual effect around your body that is startling. You become shrouded in darkness, but your form is outlined by a painfully brilliant light. Creatures that could see you at the start of their turn must decide whether to avert their gaze or not. If they avert their gaze, they have disadvantage on attack rolls and Dexterity saving throws made against you and spells you cast and you have advantage on attack rolls made against that creature. If the creature does not avert its gaze at the beginning of its turn, it must make a Constitution saving throw against a DC equal to your spellcasting DC. If it fails, it is blinded for 1 minute and takes 4d6 radiant damage. It can attempt a saving throw against the blinding at the end of each of its turns. If it succeeds, it takes half damage, isn't blinded, and is immune to the effects of this ability for 24 hours. A success to end the blinding at the end of its turn does not grant immunity, however. Creatures with their gazes averted from you act normally against other creatures, even if that creature is right next to you. Your corona lasts for 1 minute after it is summoned forth. Once you use this ability you cannot use it again until you complete a long rest.

Umbral Void

Beginning at 14th level, as an action, you can sink into a shadow and become a shadow yourself. You must use an already existing shadow, and if that shadow is dispelled through the use of daylight or a similar spell you are immediately expelled and take 4d10 radiant damage. However, while you are inside the shadow you are immune to damage and cannot be targeted. You can move within the same shadow, but cannot transport from one shadow to another without first leaving the shadow you are in and becoming solid again. It is a bonus action to depart from a shadow you are merged with. All of your equipment also merges into the shadow when you do. You can remain merged for up to 8 hours and this does not require concentration. You can take no actions while merged with the shadow except to move around within the shadow or leave the shadow.

Complete Syzygy

At 18th level, you regain the ability to use your Shimmering Corona ability after a short or long rest. In addition, while your Shimmering Corona is active, creatures that succeed against the saving throw do not become immune and must attempt it again at the beginning of each of their turns unless they avert their eyes. Lastly, the damage dealt by the corona increases to 8d6 radiant damage.

Eldritch

The depths of space may seem empty, but you know otherwise. They teem with strange life and enticing mysteries, each more eerie than the last. Beyond the depths, the planes split to reveal horrors untold, and in some way, they have touched your family line. Many see the mutation as a curse, but your own influence of madness is a boon, as you wield powers beyond the average person's wildest dreams.

Mutations

Most eldritch sorcerers are born with their mutations, but sometimes they show up later in life. Choose one of the mutations in the chart in this section, labeled Mutations. You have that mutation, along with its associated benefits.

MUTATIONS

Mutation	Description	Benefit
Body Spines	You have grown pointed spines over your back, arms, legs, and shoulders. These spines can extend as a reaction and retract at will on your turn.	When a creature hits you with a melee attack roll, you can use your reaction to deal 1d8 piercing damage to that creature. This damage increases by 1d8 at 6th level, 14th level, and 18th level.
Carapace/Shell Growth	You have a bony shell or hard carapace growing over a great deal of your skin.	Your basic armor class is 13 + your Dexterity modifier instead of 10 + your Dexterity modifier.
Chemical Throat Sac	You have a bulbous sac in your neck that allows you to spit acid or fire at your foes. It is clearly visible from the outside and sloshes uncomfortably.	When you choose this mutation, choose acid or fire. As an action, you can breathe the chosen damage type from your mouth in a 15' cone. Creatures in range must succeed at a Dexterity saving throw against your spellcasting DC; taking damage equal to 4d6 + your Charisma modifier upon failing or half as much if they succeed. This damage increases by 2d6 for every 4 sorcerer levels you possess up to 14d6 at 20th level. Once used, you can't use this ability again until you complete a short or long rest.
Claws	You grow twisted claws on your hands.	You are proficient with your claws and they deal 1d6 slashing damage. You also gain a climb speed of 30 feet.
Disjointed Jaws	Your lower jaw can unhinge from the upper and allow your mouth to expand to unnatural size. Your teeth are twisted and sharp to complement this.	You gain a bite attack in which you are proficient which deals 1d6 piercing damage. You can also swallow things much larger than you would normally be able to and can carry objects in your mouth.
Everlasting Lesion	You have a large, fleshy, wound-like opening on your skin somewhere with a sac beneath that generates medicinal ooze.	You can secrete ooze from your opening as an action. When spread on an injury it heals the injured creature 1d10 + your sorcerer level + your Charisma modifier. Application is part of the same action as secretion. Once used, you can't use this ability again until you complete a short or long rest.
Extra Arm	You grow another arm from your torso. This arm can grow from any point on the torso.	You have a third arm. It acts just like the other two, providing an extra hand for doing things like somatic components or holding a shield.
Extra Eyes	You have one or more extra eyes on your body anywhere you like.	As long as your extra eyes are open and not blocked, you have advantage on Perception and Investigation skill checks.
Extra Mouths	You have one or more extra mouths on your body anywhere you like.	You can use these mouths just like your primary mouth for tasting, eating, or talking.
Flexible Joints	Your joints are bulbous and connected in such a way that they can bend in every direction.	You have advantage on Acrobatics skill checks.
Gills	You have very obvious gills on your neck, head, or torso.	You can breathe underwater.
Horns	You have some manner of large horns on top of your head.	You gain a gore attack that you are proficient in which deals 1d6 piercing damage.

Mutation	Description	Benefit
Necrotic Veins	Your veins are an unhealthy color that stands out very plainly from your skin, showing all who see you how diseased you are.	You have advantage on saving throws against poison or disease.
Pincer	One of your hands is a huge, crab-like pincer.	You have a large pincer to use as an unarmed weapon in which you are proficient which deals 1d6 bludgeoning damage. If you're using it to grapple a creature, you gain advantage on your Athletics skill check.
Prehensile Hair	Your hair is unnaturally long and wild. It is untamable and has actual muscle in it that allows it to move and shift, but gives it a bloody and greasy sheen at all times. It causes you physical pain and bleeding to cut it.	The longest part of the hair on your body is prehensile and can be used to carry and manipulate objects. If the hair is at least 3 feet long, it can be used to wield a shield, use a weapon, or perform somatic components.
Prehensile Tongue	Your tongue (or tongues) is 2 to 3 feet in length and can be used to manipulate objects expertly.	Your tongue acts like a small prehensile tentacle and can perform minor tasks and carry small objects. It cannot wield a shield, weapon, or perform somatic components.
Scabbed Skin	Your skin is covered with scabs and dead skin that collect like cancerous cysts.	Your body heals faster and sheds injuries faster than others. You add your Charisma to any roll that would restore hit points to you.
Scent Glands	Your skin is porous in parts, under which are special scent sacs.	As a reaction, when a creature makes a melee attack against you, you can spray out your malodorous gas from your glands and impose disadvantage on the attack roll. This has no effect on creatures unaffected by smell or immune to the poisoned condition.
Tail	You have a tail. If you are a species that already has a tail, you grow a second one.	Your tail is prehensile and can be used to manipulate objects; however, it cannot wield a shield, weapon, or perform somatic components.
Tentacle	You grow a fleshy tentacle that is 10 feet long from somewhere on your body.	Your tentacle is prehensile and can be used to manipulate objects, wield shields, wield weapons, and deliver melee spell attacks. It has a range of 10 feet and can be coiled around your body while not being used, though it is still apparent to your appearance.
Transparent Skin	Your skin is completely transparent, allowing others to see your muscles and organs. However, you can focus the color in certain ways as camouflage.	As an action, you can focus on your pigments and change the color of your skin to match your surroundings (or not). You can maintain this for up to 1 hour though it requires concentration as per a spell. If you use it to camouflage yourself you gain advantage on related Stealth checks.
Body Webbing	You have thin layers of webbed skin between your limbs and digits that allow for easy swimming.	You gain a swim speed of 30 feet.
Wings	You have withered wings on your back that appear to be feathered, bat-like, or draconic in nature (your choice).	You have a fly speed of 30 feet that can only be used for gliding and not active flying.

Aura of Unease

Also at 1st level, you gain the ability to take advantage of your strange nature. As a bonus action, you can send out a wave of unease. Creatures that fail have disadvantage on the next ability check or attack roll they attempt. Whether or not an affected creature succeeds or fails this saving throw, it is immune to this ability for the next 24 hours.

Second Mutation

At 6th level, you choose a second mutation from the Mutations chart. You grow that mutation and gain the benefit of it.

Aura of Madness

Also at 6th level, as an action, you can call up an aura of madness that washes over nearby creatures. Creatures you choose within 30 feet of you must attempt a Wisdom saving throw against your spellcasting DC. Creatures that fail act as though they are under the effects of the *confusion* spell until your next turn. Whether or not an affected creature succeeds or fails the saving throw, it is immune to this ability for the next 24 hours.

Planar Slither

Beginning at 14th level, you may slither between planes in order to cross short distances instantaneously. On your turn, you may forgo moving and instead vanish and reappear at a place within 60 feet of you as though you had cast *dimension door*.

Third Mutation

At 18th level, you choose a third mutation from the Mutations chart. You grow that mutation and gain the benefit of it.

Whispers of the Beyond

Also at 18th level, you may expend 4 sorcery points to cast *telepathy*. While connected to the creature you're speaking to, you may attempt to cast a single enchantment spell that affects only one creature. Once you cast the spell this way, whether or not it was successful, the *telepathy* spell ends. If a creature successfully saves against *telepathy* or the enchantment spell, it cannot be contacted this way for 1 year.

Magnetism

Most people go through their lives unaware and unaffected by the magnetism of everything around them, but not you. Through some dark matter event in the history of your family or your own childhood, you have gained the ability to manipulate your own magnetism and that of the world around you.

Magnetic Field

You exude a magnetic field that extends out in a radius of 15 feet with you at its center. This field isn't strong enough to affect technology or metals in a significant way, though you always appear to have an electromagnetic field to instrumentation that observes that phenomenon.

You can focus your field into more intense effects as part of the actions, bonus actions, and reactions as listed below, and you gain more of these magnetic powers as you level up.

Your innate field increases to 30 feet in radius around yourself at 6th level, 60 feet at 14th level, and 120 feet at 18th level.

1st Level

Manipulate. As an action, you can grasp and manipulate a noncreature metal object that weighs 50 lbs or less as though you were holding the object in your hands. If the object is being held or worn by another creature, the creature can make a Strength or Dexterity saving throw against your spellcasting DC to prevent you from affecting the object. You use your Charisma score as your Strength score for the purposes of any manipulation you perform on this object. If more weight is piled onto the object (such as a creature standing on it), you must add the extra weight to the weight of the object to determine if your power can still manipulate it.

At 6th level, the weight of the object can be up to 100 lbs. This increases to 200 lbs at 14th level and 400 lbs at 18th level.

Push or Pull. As a bonus action, you can push or pull

a metal creature or metal object not being carried or worn by a creature up to 20 feet directly away from you or toward you (buildings and structures cannot be affected this way). If you are pushing or pulling a creature this way, the creature can attempt a Strength saving throw against your spellcasting DC to ignore the effect. You use your Charisma score as your Strength score if the object is attached to something else (such as being bolted down). You cannot push or pull yourself with this power.

At 18th level, you can push or pull things up to 40 feet with this ability.

Pulse. As a bonus action, you can choose one piece of technology within your range that runs on electricity. If the technological item is used before your next turn, the user must make an Intelligence saving throw against your spellcasting DC. If the user fails, the ability check or attack roll made with that technological item is made at disadvantage. A new Intelligence saving throw is attempted for each attempted use of the item.

6th Level

Attract. As an action, you can spend 2 sorcery points to cast *spider climb* on yourself, except that you can only attach to surfaces made of metal.

Crush. As an action, you can spend 1 sorcery point to cast *shatter* as a 3rd level spell targeting a single metal creature, creature wearing metal armor, or object. When cast this way, it only affects and damages that object or creature. A creature targeted this way has disadvantage on the saving throw. You can spend more than 1 sorcery point this way. For every point you spend beyond the first, you cast *shatter* as one spell level higher to a maximum of 9th level. You cannot use this ability to cast a spell of a level that you do not have slots, even though using this ability doesn't utilize your spell slots.

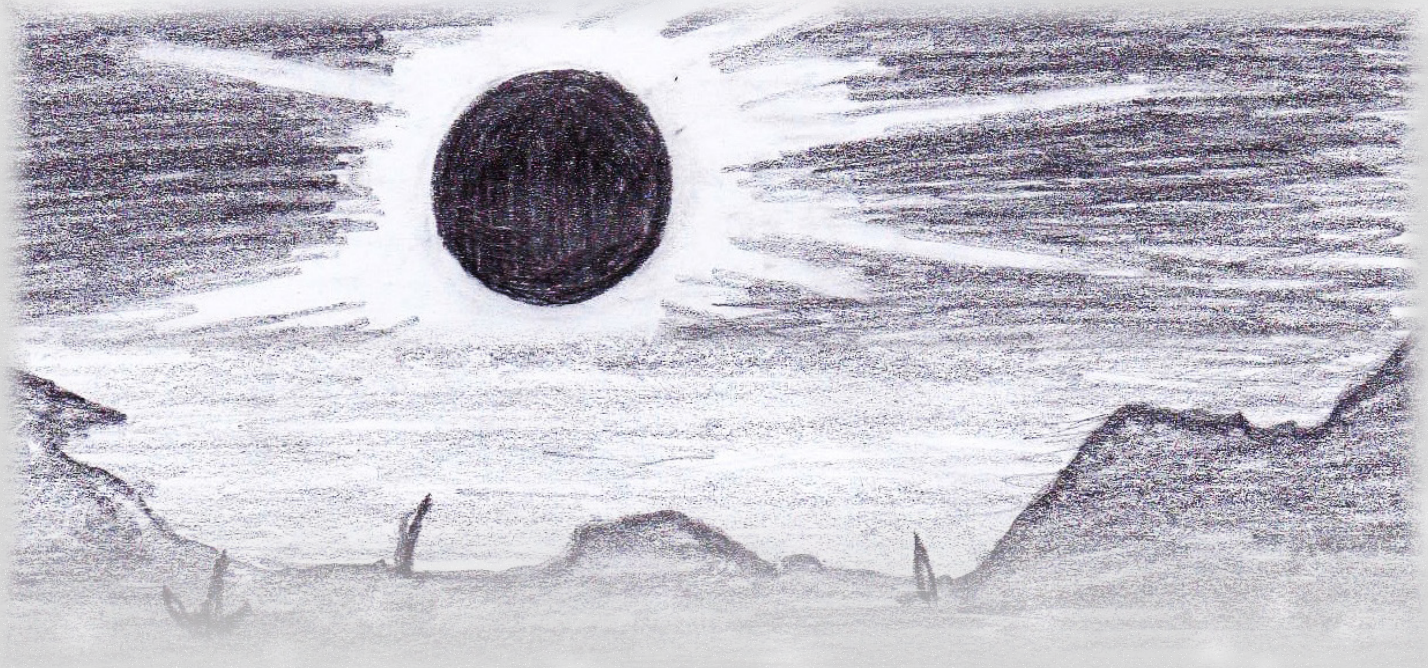
Disable. As an action, you can spend 1 sorcery point and choose one piece of technology within your range that runs on electricity. That item stops working as though it were hacked via the Disable Hack action (see Chapter Ten). The item can make its saving throw at the end of its turns as normal using your Spellcasting DC as its DC. If the item is being wielded by a creature, that creature can make this save instead.

At 18th level, you may use this power as a bonus action instead of an action.

14th Level

Lift. As an action, you can spend 1 sorcery point to cast *fly* on yourself by aligning the magnetic field of your body to be opposite to that of other magnetic forces around you.

At 18th level, you can also cast *fly* this way on up to 3 other creatures when you cast it on yourself.



CHAPTER FOUR: NEW BACKGROUNDS

This section goes into depth about the characteristics of species of the Nacora Galaxy and shows off the list of commonly used languages that can be selected at character creation.

In addition, this chapter details sixteen new backgrounds to be used with the Spaceships and Starwyrms setting. A chart of some backgrounds from standard 5th edition are included with new proficiencies and starting equipment to facilitate their use in your games of S&S.

Character Details

There are a multitude of facets to explore in both the personality and appearance of your character. This section of Chapter Four explores some elements of the culture of the Nacora Galaxy and some specifics of the physical appearances of the species that live there. The intent of these details is to help you create a fully-realized character.

Names in the Galactic Melting Pot

In Chapter Two, we presented you with some details regarding the naming conventions in each species' culture. It is important to remember, however, that the inhabitants of the galaxy have been sharing culture and language with each other for centuries. You may want to keep cultural bleed in mind when naming your character. Nothing is stopping you from using a different style of name than the ones detailed in the species' entries. Exploring why your Kygoran has a traditionally Eezonite name can help you flesh out your character's backstory.

Sexuality and Gender in Nacora

One of the benefits of a fictional setting, particularly in a fantasy science fiction future, is the opportunity to explore a world of blended cultures that embraces self-identification and choice. We encourage you to play a character that expresses their sex and gender in the manner that best suits them.

The species in the Nacora encompass a whole spectrum of genders and orientations, and there is no inherent cultural disadvantage in changing physical sex, identifying as a particular gender or no gender at all, or being attracted or not attracted to any particular gender. The galaxy is a huge place with room in it for everyone, much as the Veerux might disagree.

Pronouns of every kind are commonplace in Nacora, as most languages have both gendered and agender pronouns in them. Your choice for your character is your expression of that character and it is yours and yours alone to decide on the full spectrum.

TRANSITION IN NACORA

As a note for the curious, advanced science, cyberware technology, and magic offer a plethora of ways to alter oneself to achieve a body and form that helps you express who you inwardly believe you outwardly should be. In regards to normal character creation costs, such options are both free and up to your interpretation!



Height and Weight

You can decide your character's height and weight using the information provided in your species' description or, if you prefer a random number, you can use the chart included in this section.

When deciding the size of your character, take into consideration their ability scores and how that may inform your character's height and weight.

To use the height and weight chart, roll the indicated height modifier column dice and add them (in inches) to the base height. Then use that same number multiplied by the dice roll for the weight modifier column to determine the amount of extra weight (in pounds) beyond the base weight.

Species	Base Height	Height Modifier	Base Weight	Weight Modifier
Brahvaasch	7'0"	+2d12	300 lbs.	x (2d12) lbs.
Eezonite	3'0"	+4d20	100 lbs.	x (2d4) lbs.
Glabrau	4'2"	+2d8	120 lbs.	x (2d6) lbs.
Hanadarian	6'0"	+2d12	90 lbs.	x (1d3) lbs.
Human	4'8"	+2d10	110 lbs.	x (2d4) lbs.
Ix	4'6"	+2d10	100 lbs.	x (2d4) lbs.
Kygad	2'8"	+2d10	45 lbs.	x (1d4) lbs.
Kyrrov	5'0"	+2d10	115 lbs.	x (2d4) lbs.
Luonn Tua	4'8"	+2d10	90 lbs.	x (2d4) lbs.
Maeshar	4'2"	+2d10	75 lbs.	x (1d4) lbs.
Piranthi	4'8"	+2d10	110 lbs.	x (2d4) lbs.
Saguarin	3'0"	+2d8	45 lbs.	x (1d3) lbs.
W'uther	3'2"	+2d6	180 lbs.	x (2d8) lbs.

Alignment

For player characters, alignment acts more like a quick reference or jumping off place than a hard and fast rule. For every other typical creature in the game world, alignment is a useful tool which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe typical behavior of a creature with that alignment. Individuals might vary significantly from these base behaviors as alignment tends to see actions and emotions in black and white instead of shades of gray. As any reader of science fiction should know, shades of gray is a hallmark of science fiction that is often overlooked in normal fantasy.

Lawful Good (LG) creatures can be counted on to do the right thing as expected by society.

Neutral Good (NG) folk do the best they can to help others according to their needs.

Chaotic Good (CG) creatures act as their conscience directs, with little regard for what others expect.

Lawful Neutral (LN) individuals act in accordance with law, tradition, or personal codes.

Neutral (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.

Chaotic Neutral (CN) creatures follow their whims, holding their personal freedom above all else.

Lawful Evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order.

Neutral Evil (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms.

Chaotic Evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

Alignments in the Galaxy

For many thinking creatures, alignment is a moral choice and can change over the course of their lifetime. Unlike mortals, the core of extraplanar beings such as celestials, fiends, and the fae embody a certain alignment and these creature embody that alignment through their very nature.

Most creatures that lack the capacity for rational thought do not have alignments and are considered unaligned. Such creatures can't make moral or ethical choices and act according to instinct alone.

Languages in Nacora

Your species dictates the default languages your character knows, and your background may give you one or more additional languages of your choice. Note these languages on your character sheet.

The language chart in this chapter includes all the major languages of the Nacora Galaxy, but keep in mind that each language might have numerous dialects. Knowing a language that isn't your native tongue means knowing the basic form of that language.

Languages marked with one asterisk (*) on the chart are nonverbal languages. GSL (Galactic Sign Language), Olaran, Luminescent Sign, Moiccaran, and Thieves' Cant fall under this category. Thieves' Cant and GSL require hands and gestures, while Olaran and Luminescent Sign involve blinking light patterns rather than physical movements. Moiccaran is a language created and expressed by smells and pheromones.

When choosing one of these nonverbal languages, bear in mind how your character is able to use that language, either physiologically or through technological means. For example, it is possible to artificially mimic the internal lights used to speak Olaran with electronic light boards. Others, such as Moiccaran, are far more difficult to replicate.

Languages marked with two asterisks (**) are planar languages developed by magic rather than cultures. These languages are inherently arcane and are not recommended for characters who lack a vested interest in or connection to the magic of the universe. Likewise, binary, while not a planar language, is computer-specific and characters who choose it should have a reasonable interest in computers. Binary is expressed aloud in beeps or taps and written as computer code.

Each of the planar languages aligns with different extraplanar creatures. Abominations and aberrations use Eldritch, angelic beings use Celestial, devils and demons use Infernal, fae and other natural beings use Sylvan, and elemental creatures speak Primordial. All verbal components to spells in S&S use one or more of these languages, calling upon the natural dark matter magic of the universe to manipulate forces out of mortal control.

Languages	
Brahvish (Draconic)	GSL (Galactic Sign)*
Domosian	Luminescent Sign*
Eezonese	Moiccaran*
Galactic (Common)	Olaran*
Glabraunish	Thieves' Cant*
Hanadarian	Binary
Ixian	Celestial**
Kygoran	Eldritch**
Maesharan	Infernal**
Piranthese	Primordial**
Veeruxian	Sylvan**
Vresnish	

Written Language

Each of the languages listed here, barring the sign languages, Moiccaran, Olaran, and Thieves' Cant, has a written form. For most purposes in the modern galaxy, people speak and write in Galactic, which was popularized by the Galactic Coalition during their rise to power more than a millennia ago.

That isn't to say that the individual written languages associated with each language aren't in use, but generally they are only seen on their homeworlds of origin or in single-species communities. Outside of Galactic, the second most commonly seen written language is Kygoran (a symptom of the number of products they produce for galaxy wide usage).

Other than the mundane languages, each of the arcane languages have a written form as well. These are runic and often pictoral alphabets. Just like the spoken words, the written runes can hold power and magic. Enchanted items, magic circles, and portals all include these runic languages in their construction and part of understanding the arcane is being able to read the mystical languages that are interwoven into magic.

Backgrounds

The backgrounds in this section include modifications to existing backgrounds as well as completely new background options.

When choosing a background for your character, keep in mind that the personality traits, ideals, bonds, and flaws are all suggestions to enhance your roleplay experience and do not contain all the possibilities inherent to a background or character.

Likewise, the proficiencies available to the backgrounds are subject to change if that change is discussed with your GM and matches the character concept you are trying to create. The backgrounds as written are intended for a balanced game experience.

New Skills and Equipment

The Core Background Changes table in this chapter details the skills, proficiencies, and equipment that are available for standard 5th edition backgrounds most recommended for use in Spaceships and Starwyrm's science fiction fantasy setting.

Background	Skills	Tools	Languages	Equipment
Acolyte	Insight, History	None	Any Two	Holy symbol, three mundane books of your choice, incense, vestments, common clothes, and a credstick with 1000 cc
Charlatan	Deception, Etiquette	Disguise Kit, Forgery Kit	None	Upper class clothes, disguise kit, forgery kit, tools for a con of your choice, and a credstick with 1000 cc.
Criminal	Deception, Stealth	Thieves' Tools or one gambling set	None	Simple weapon of your choice, common clothes, thieves' tools or hacking software, basic holster, and a credstick with 1000 cc.
Entertainer	Acrobatics, Etiquette	Disguise Kit, two musical instruments of your choice	None	A musical instrument, wireless microphone, a favor from an admirer, a costume, upper class clothes, and a credstick with 1500 cc.
Sage	History, Science	Scanning Tools	Any One	Mark I Computer of your choice, common clothes, a scanner or detector of your choice, and a credstick with 500 cc.
Soldier	Athletics, Intimidation	One type of gambling set and one martial weapon or shields	None	Insignia of rank, trophy from a foe, a gambling set, common clothes, basic holster, and a credstick with 1500 cc. Half price on one cyberware purchase at character creation.
Urchin	Acrobatics, Stealth	Disguise Kit, Thieves' Tools	None	A simple melee weapon of your choice, a map of your home city, a tiny pet, a token of your family, thieves' tools, common clothes, a disguise kit, and a credstick with 500 cc.

Bounty Hunter

Walking a line between law and crime, you hunt fugitives who have escaped the custody of the government or other organizations. Whether you took up the profession for fame, fortune, or the greater good doesn't matter to most of the lawmen that pay your bills, but it might set the tone for what you think of yourself and your purpose.

Skill Proficiencies: Investigation, Survival

Languages: Choose two additional languages to know

Equipment: A well-used trap, a trophy from a long-captured mark, manacles, common clothes, a subvocal or short wave communicator, a basic holster, and a credstick with 1500 cc.

Feature: Bounty License

You can take jobs from bounty boards and online bounty forums, and you always know where to find such places. While on a job, if accosted by the local constabulary, you may show your license. As long as you have taken on a bounty for the subject of your vigilante justice, you will be free to go about your business.

d8	Personality Trait
1	I can't resist exaggerating tales of my deeds. It's the criminals who need to keep a low profile, not me.
2	I'm superstitious and always carry a lucky charm with me.
3	I am a consummate professional. It takes a lot to make me lose my cool.
4	Nothing gets my blood pumping more than a good old-fashioned fight.
5	I pride myself on my ability to think on my feet. I'm a regular space-age MacGyver.
6	My travels have shown me only a sliver of the known universe, and I'm eager to see more, even if that means a longer route or detour.
7	I can't resist throwing out witty one-liners when faced with danger. I'm cool!
8	I prefer to work alone. Other people are merely distractions.

d6	Ideal
1	**Money** - Your place might not be behind bars, but my place is getting paid for putting you behind bars.
2	**Justice** - Criminals who try to escape their judgment are the worst of the lot.
3	**Freedom** - The best job is one that lets you travel wherever you like.
4	**Audacity** - Without great risk there is no reward.
5	**Luck** - Sometimes you win, sometimes you lose. Everyone just rolls the dice.
6	**Perseverance** - I will do whatever it takes to catch my targets. No mercy, no quarter.

d6	Bond
1	One of my past quarries eludes me to this day. I will find them and bring them to justice at last.
2	I owe my life to one of my employers. I would do absolutely anything for them.
3	My bounty hunting lifestyle is an attempt to escape the vicious organization I used to work for. I will never go back.
4	I have family at home who don't know what I do for a living. All my profits go to them.
5	Someone I care about got on the wrong side of the law. I can't bring myself to track them down.
6	I worked hard to gain the renown I have today. I will never do anything to tarnish my reputation.

d6	Flaw
1	I can never say no to a challenge - the tougher the target, the better.
2	Addictive substances are my coping mechanism of choice.
3	I broadcast my identity everywhere I go. People should know my name!
4	I have little respect for lawmen and government. If they didn't want to deal with people like me, they should be better at their jobs.
5	My pain tolerance is low. I can dish it out but I can't take it.
6	I am distrustful of a certain species because of a bounty in my past that left me scarred.

Cryosleeper

With the advent of the space age comes new technology. Cryogenic stasis has allowed you to long outlive the days you were born in, and the world is a changed place. Who were you before this prolonged rest? Why did you settle down to sleep? How long have you been absent from the passage of time? Consider the various aspects of life in cryo as you build a character who is rejoining the world stage.

Skill, Tool, and Language Proficiencies: Choose another background; you have that background's proficiencies.

Equipment: A bauble from your life before you left it behind, common clothes out of style, a tool or instrument that the other background you chose is proficient in, an extra trinket that the first person you met gave you, and a credstick with 1000 cc.

Feature: Deep Dreamer

During your lengthy sleep, you had many intense dreams that impacted your mind. They stick in your memory and may influence your way of thinking. Some may have been prophetic or influenced your knowledge of the world you woke up to. Work with your GM to decide what these dreams may have been and how they might influence your character and the campaign.

d8	Personality Trait
1	My pop culture references, metaphors, and language choices are dated, but that doesn't stop me from using them every chance I get.
2	My memory of life before cryosleep is sometimes fuzzy and I am forgetful in general.
3	I explore every new curiosity to the fullest extent.
4	Oftentimes I prefer to observe before I make my thoughts known - if I do at all.
5	My fashion sense is unparalleled. I like to look nice and command attention.
6	I often feel awkward and out of place. I am constantly reminded this isn't my home time.
7	The world is my Andalasian oyster. I'll try anything, sometimes twice.
8	I would rather hear a stranger's story than tell my own.

d6	Ideal
1	**Patience** - The best things in the universe are worth waiting for.
2	**Knowledge** - Survival depends on knowing everything you can about the time and place in which you live.
3	**Kindness** - We owe it to each other to help whenever we can. No one succeeds alone.
4	**Opportunity** - Everyone deserves the chance to live a long and happy life.
5	**Self-Indulgence** - I was already given the chance at a better future. I deserve for it to be everything I expected.
6	**Order** - The universe must abide by certain laws, and its inhabitants must do the same.

d6	Bond
1	Someone deceived me as soon as I woke, robbing me of my few possessions and security. I will not rest again until I have tracked them down.
2	I take great satisfaction in knowing that someone from my past (or a descendant of theirs) still lives and will do whatever I can to help them.
3	I went into cryosleep as a last resort to stop an illness. I am forever grateful to the doctor who saved my life.
4	I harbor nostalgia for the life I left behind and will try to preserve whatever elements of it remain.
5	I was put into cryosleep as a mistake. I only want to find my place in this unfamiliar world.
6	I hid a treasured possession before my stasis and have dedicated my life to recovering it.

d6	Flaw
1	Due to my long time asleep, I sometimes have difficulty distinguishing dreams and reality.
2	Given the time I have spent in stasis, I am nearly always reluctant to rest or slow down.
3	I constantly complain about how things have changed since before I was asleep.
4	My unfamiliarity with the present makes me an easy target for scams.
5	Cryo was a well-deserved rest that ended too soon. I'll take any opportunity to catch a nap.
6	I don't know the meaning of the word 'moderation'.

Deep Spacer

The universe is full of varied and populated planets, but you live beyond even that. Only the most hardy and inventive folk make the edge of the universe their home. No cozy orbital station or planetside homestead for you. You live life on the move, always pushing forward as regions become more trafficked and populous. Whether you enjoy the solitude or lament the challenges of life on the last frontier away from civilization, deep space is a unique place to live one's life.

Skill Proficiencies: Mechanics, Survival

Tool Proficiencies: Navigator's Tools, a musical instrument of your choice

Equipment: A musical instrument of your choice, navigator's tools, common clothes, a handheld game, a simple weapon of your choice, and a credstick with 750 cc.

Feature: Ramshackle Fixings

When repairing or constructing mechanical objects, you have the uncanny ability to make things work even if all you have at your disposal is junk. While it might not last very long, your construction should work at least once.

d8	Personality Trait
1	I haven't had a bite of real, non-synthesized food in years. I'm dying to get my hands on some.
2	I'm all too aware of the dangers of extended time in anti-gravity, so I focus on my fitness.
3	I had to find some way to entertain myself in the void. My imagination rivals that of the world's best storytellers.
4	I cherish the people closest to me as though they were the riches of a thousand planets.
5	Crowds make me uncomfortable.
6	I am an utter perfectionist. In deep space, anything that goes wrong can mean death.
7	I drink up news of the rest of the galaxy like Vargan space juice.
8	I find kinship in plenty of non-intelligent creatures and objects. Imaginary friends are still friends.

d6	Ideal
1	**Security** - I grew up in a safe place, protected from the rest of the world despite the hardship. Everyone deserves an opportunity for such safety.
2	**Endurance** - No matter the adversity I face, I can and will survive. I'll do whatever it takes.
3	**Greater Good** - Everyone has a responsibility to do as much good as possible.
4	**Scarcity** - There's a limited number of resources in this world, and those who have them should be in charge.
5	**Adaptability** - We have to roll with the punches and change to meet whatever comes our way.
6	**Ingenuity** - Ideas are the key to success. Intelligence is the only way to get on top.

d6	Bond
1	The station or ship I grew up on means everything to me.
2	I came to deep space to get away from the rest of the universe, and I long to go back to my solitude.
3	I had a pen pal when I was growing up. I hope to someday meet them in person.
4	I have a special fondness for AI and other machines and will fight anyone who says they aren't people.
5	My family and I were separated before I ended up in deep space. I have only one clue about where they are, but I will find them again.
6	I was sent to deep space as a punishment. I will get revenge on the person responsible for my isolation.

d6	Flaw
1	I have a nervous tic or habit that I developed when I was alone that annoys those around me.
2	I often speak my thoughts aloud, no matter where I am.
3	I don't trust riches and fine words. Real skill is much more valuable.
4	I learned all my social etiquette from the net. It doesn't always translate well to the real world.
5	I hoard old pieces of junk. You never know when it might be useful!
6	I unwaveringly believe several conspiracy theories.

Famed

You have humble origins, whether you grew up in a small planetside colony or a large space station. That didn't stop you from making big waves. The people around you always knew you were destined for bigger things, and they already regard you as a hero. Whatever you did for them, it left a lasting impression.

Skill Proficiencies: Persuasion, Piloting

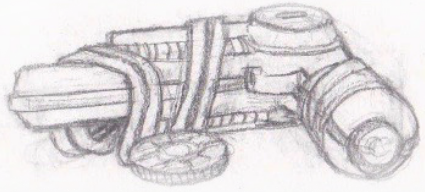
Tool Proficiencies: Artisan's tools of your choice

Equipment: Your chosen set of artisan's tools, a personal object from your hometown, common clothes, a traveling pack of your choice, and a credstick with 1000 cc.

Feature: Trash Talk

You're skilled at talking on a good day, but you're equally nasty when you set out to insult another. You can spread rumors at twice the normal speed and when you're looking for rumors and nasty tales you find them twice as fast as well.

d8	Personality Trait
1	I downplay the extent of my deeds and prowess because I find fame to be overwhelming.
2	Act first, think later. That's my motto.
3	For every problem, I try to find the most equitable solution.
4	The monotony of everyday life is boring. I'm always looking for the next thrill.
5	I always make good on my promises, no matter how small.
6	I'm always delighted to meet a fan and offer them some inspiring words.
7	Actions speak louder than words. You can learn more about someone by their deeds than what they say.
8	I maintain a certain appearance and confidence at all times. You never know when paparazzi are lurking.



d6	Ideal
1	**Benevolence** - Helping others is a reward in and of itself.
2	**Sincerity** - People shouldn't pretend to be something they're not.
3	**Fairness -** No one is above the law. No one should get preferential treatment.
4	**Destiny** - I have a higher calling and nothing will divert me from it.
5	**Leadership** - We should live our lives in a way that is an example for others to look up to.
6	**Achievement** - People should strive to be recognized for going above and beyond what is expected of them.

d6	Bond
1	I bear the symbols of my past life so as not to forget my humble roots.
2	I suffered unjust torment from someone who considered themselves my superior. I will take my revenge on anyone who would make themselves a bully or tyrant.
3	I watched my role model die in the effort to do what was right. I will follow in their footsteps.
4	I love my home planet or station and will do anything to protect it.
5	I gained fame through a misunderstanding and have spent every day since trying to be the hero people think I am.
6	I live for the day when I have achieved my destiny and can return to a simpler life with the knowledge I achieved great things.

d6	Flaw
1	My heroic actions made me the target of some very powerful entities.
2	My overconfidence often results in mistakes.
3	Fame has gone to my head and I am offended when people are not impressed by my actions.
4	There is a shameful secret in my past that I will do anything to conceal.
5	If a task is too difficult for me from the start, I abandon it rather than trying to find a way to overcome.
6	If I hear a false rumor about myself, I *must* correct the person who spread it.

Fugitive

You are on the run. From whom is inconsequential; all that matters is the fear of being caught. Whether your pursuer is the government, some other organization, or a single individual with enough resources to launch a manhunt, you are pursued. You have forsaken your old life for a chance at safety, carefully reconstructing your identity in order to stay hidden.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: Artisan's Tools of your choice

Languages: Choose one additional language to know

Equipment: Your artisan's tools of choice, thermal clothes, common clothes, a white noise generator or a jammer, and a credstick with 1000 cc.

Feature: Fresh Start

You have a new name and identity with all the paperwork and documentation required to start a completely new life. You may also have opted for surgery to change the features you once had.

d8	Personality Trait
1	I am insatiably curious about the world around me, despite the fact that asking questions often begets questions in return.
2	My privacy means everything to me.
3	Before I was on the run, I was accustomed to certain luxuries. I spend any free coin I have on obtaining them.
4	The world is out to get me specifically, it seems. I resent that.
5	I don't like anything that makes me feel trapped - including being cooped up in a ship too long.
6	I always have an escape plan. And a backup escape plan.
7	I live with sparse possessions. You never know what might give me away.
8	I am quick to trust people whose plight is similar to my own.

d6	Ideal
1	**Inconstancy** - Everything is temporary. You must always be prepared to let go.
2	**Caution** - The careful man lives longer than the reckless one.
3	**Diligence** - The best way to live to run another day is to observe and learn as much as you can.
4	**Liberty** - No one deserves to live shackled, no matter their actions.
5	**Nihilism** - Nothing in life is fair. Deal with it.
6	**Selflessness** - There are more important things in the world than oneself. We have a duty to strive for those things.

d6	Bond
1	I was framed for an act I didn't commit. I will do whatever it takes to clear my name.
2	I faked my own death to save someone I love. They can never know I survived.
3	I owe my life to the people who helped me escape my fate. I hope to someday repay them.
4	I only wish to live a life unfettered. I have no desire to go back to my old life.
5	My reputation meant everything to me. I will have my revenge on those who destroyed it.
6	I left behind loved ones whom I miss terribly. I would do anything for them.

d6	Flaw
1	I push away anyone who gets too close to me. No one can know of my past.
2	Constantly being on the run has made me jumpy at the first sign of danger.
3	Though I know it might cost me my life, I hold onto a belonging that would give away my previous identity.
4	My vanity demands that I collect any bounty listings or wanted posters of me.
5	I get a thrill out of seeing how close I can get to those who hunt me while still escaping.
6	I am a staunch pacifist, reluctant to fight even those who pursue me.

Linguist

The universe is a vast place full of different species, and you have made it your life's work to connect those people with language. Even the most well-programmed translator in the world can't express the nuance of a seasoned linguist. You take to words like a fish to water, and whether you work for the government, a corporation, or as a freelance agent, others are in need of your particular eloquence.

Skill Proficiencies: Etiquette, Insight

Languages: Choose four additional languages to know

Equipment: A Mark I computer of your choice, common clothes, a translation book for a language you don't know, and a credstick with 1000 cc.

Feature: Lingual Artist

Your skill with languages and their subtleties match and even exceed the best of translation devices. You add your proficiency to any Intelligence check to identify and understand a language you do not already know.

d8	Personality Trait
1	I have a particular favorite language that I use for compliments and swears.
2	Gestures are as much a part of language as words, and I use them liberally.
3	I always have a song or poem on my lips.
4	I have learned many words of wisdom across galactic cultures, and I am eager to share them.
5	You might not guess it based on my affinity for languages, but I prefer silence to noise.
6	I am a voracious reader. You can't beat a Krellic romance novel.
7	I am constantly talking, either out loud or online.
8	If I can't find the right word for a situation, I make one up.



d6	Ideal
1	**Empathy** - Everyone wants to be understood. We should strive to make that possible.
2	**Nonviolence** - It is more effective to use words than force to achieve one's goals.
3	**Connection** - No matter what we look like or where we come from, language can bring us together.
4	**Knowledge** - The more you know, the more you are able to be in control of a situation.
5	**Ambition** - Always push yourself to be better and to have more.
6	**Pride** - I'm good at what I do and everyone should know - and respect it. Or else.

d6	Bond
1	I hold no one in higher esteem than my teachers.
2	My ultimate goal is to be able to converse with everyone I meet. I will never stop studying and learning.
3	An ancient, untranslatable text haunts me. I will stop at nothing to uncover its mysteries.
4	I first became bilingual to romance someone. They are ever in my thoughts.
5	All I want is for my name to be known by those who hold the power.
6	My family encouraged me to pursue linguistics. I will not disappoint them.

d6	Flaw
1	I often use a non-native language to gossip about or badmouth people around me.
2	When talking or translating as a professional matter, I hold my own, but heaven forbid I have to carry on a personal conversation.
3	I am dismissive of those who struggle to speak as eloquently as I do.
4	No matter what language I'm speaking, I'm more likely to lie than speak truth.
5	I let people believe I don't understand what they're saying just to frustrate them.
6	I'm as foul-mouthed as any black-hearted space pirate, and multilingual to boot.

Mechanic

In a world that runs on technology, someone is always needed to keep things running smoothly. You're a machine-whisperer, a wizard with a toolbox, and the world is full of projects to be finished. Whether you gained your skills through an apprenticeship or you were born talented, you have a way with tech.

Skill Proficiencies: Computers, Mechanics

Tool Proficiencies: Navigator's Tools or Scanning Tools

Languages: Choose one additional language to know

Equipment: A pair of noise canceling headphones, a battery charger of your choice, repair kit, navigator's tools or scanning tools of your choice, common clothes, an unarmored vacsuit, and a credstick with 1000 cc.

Feature: High Demand

You can barter your skills at fixing technology throughout the galaxy, using it to book easy passage on ships in trade for your work or to make some money on the side in most cities and towns.

d8	Personality Trait
1	I am eternally optimistic. There's not a problem I can't fix!
2	I sometimes shirk on my work in favor of catching up with the latest gossip.
3	I'm no stranger to getting dirty, but that doesn't mean I like it.
4	I am always happy to make a new friend.
5	Getting to check out a new piece of tech can make my whole week.
6	I like my workspace to be my home. I'm always looking for new ways to decorate.
7	I often have too many ideas to remember them all, so I scribble notes on any available surface.
8	I'm obsessed with understanding how things - and people - work.

d6	Ideal
1	**Kinship** - My friends are the most precious things in the world to me, more than any philosophy. Everything else can go rot.
2	**Innovation** - Machines and technology are meant to improve people's lives. Everyone should try to be part of that improvement.
3	**Progress** - The world is built on continual motion forward, on to bigger and better things.
4	**Hard Work** - If you want something, you have to be willing to put in the work.
5	**Greed** - I'm just in it for the money and fame.
6	**Aspiration** - I want to be the best in my field.

d6	Bond
1	I've been working on perfecting a machine or contraption for years. Someday I will complete it.
2	You never forget the first project you worked on, or the people who helped you finish it. Bonds like that are stronger than tempered steel.
3	I was apprenticed to someone who became a foster parent to me. I don't want to disappoint them.
4	Someone destroyed my former livelihood. I will rebuild and have my revenge.
5	I pursued my profession to win someone's heart.
6	Someday I will return to the forums where I received my training and prove that I exceeded all expectations.

d6	Flaw
1	You would be surprised at how someone as deft as me can be so accident-prone.
2	I have a bad habit of approaching people's problems the same way I would a mechanical error. Solutions first, empathy later.
3	Sometimes I get so wrapped up in my work that I forget common sense - and eating and sleeping.
4	I am cocky about my skill set. No one's better at what I do than me.
5	I am largely uneducated, and touchy about that fact.
6	I can't be bothered to explain my methods to anyone else. They should come up with their own ideas!

Naturalist

You are a cloistered researcher on a planet alive with the glory of nature. A deep desire to study the life around you permeates your heart and mind. Others often view you as strange or eclectic, and your lifestyle is a mystery to many of the galaxy's inhabitants.

Skill Proficiencies: Perception, Science

Tool Proficiencies: First Aid Kit or Scanning Tools

Languages: Choose one additional language to know

Equipment: A first aid kit or scanning tools, a photography camera, a handheld mark I computer, binoculars, a sleeping bag, a headlamp, either climbing or diving gear, spacer clothes, and a credstick with 1000 cc.

Feature: Wild Knowledge

Your years of studying nature have given you specific knowledge of the flora and fauna of certain environments. While in terrain that matches that of your planet of study, you have advantage on Science checks made to understand the natural lifeforms of the area.

d8	Personality Trait
1	Like a wild animal, I shy away from physical contact.
2	There are lessons to be learned from nature if you know where to look. I pass those lessons along to everyone I meet.
3	I'm a tactile person and can't help myself from touching everything in order to learn about it.
4	I prefer the company of flora and fauna over people.
5	I find beauty in everything, even predators and dead things.
6	While I don't hate modern medicine, I prefer homegrown remedies and natural healing.
7	The concept of ownership is foreign to me. Everything is shared where I came from.
8	I collect trophies that others might consider macabre.



d6	Ideal
1	**Conservation** - With civilization expanding so rapidly, we can't forget to preserve the natural world. It is what allows us to survive.
2	**Noninterference** - Sticking your nose into other people's business will always lead to trouble.
3	**Change** - Every living thing goes through cycles of ups and downs, and so must we.
4	**Survival of the Fittest** - In the natural order of things, the strongest survive and the weakest are culled.
5	**Empathy** - We must find it in ourselves to understand the suffering of others.
6	**Cultivation** - Aiding each other is the best way to grow. We should strive to provide everyone that opportunity.

d6	Bond
1	My life has been dedicated to studying a particular species or ecosystem, and I will share my research with the world.
2	I discovered something dangerous that I can't let anyone know about, lest it bring ruin to the universe.
3	The environment I grew up in was destroyed. I carry the last hope of recreating or reviving it.
4	I had a beloved pet who was killed by technological advancement. I will have revenge.
5	I grew up an orphan in the wilds. I hope no one ever has to live as lonely and hard a life as I did.
6	I would do anything to protect the small community I lived with in nature.

d6	Flaw
1	My time in the natural world has given me a distrust of machines and technology.
2	I like keeping secrets.
3	I can't help but lecture people about the unethical way the natural world is treated.
4	I only trust my own experiences and tend to reject knowledge that I haven't tested for myself.
5	My reluctance to kill even the smallest living thing often leads me to keep pets or pests unwanted by others.
6	I am blase about the destruction of other people's property.

Occultist

In a world rapidly being quantified, the innumerable mysteries of the universe are your purview. Yours is a galaxy where each unknown is tied to the intricacies of magic that entwine all life and space. Though many deem you a kooky mystic or parlor magician, your study of the arcane holds more meaning for you than they could ever hope to glean.

Skill Proficiencies: Arcana, History

Languages: Choose two additional languages to know

Equipment: An arcane focus, three favorite books about magic, common clothes, and a credstick with 1500 cc.

Feature: Unfettered Access

Due to your particular field of study, you have access to sources that normal people cannot find or acquire. Collectors of rare artifacts are more likely to parlay with you and others veiled in magic are more willing to converse with you. There are a number of arcane libraries across the vast galaxy that are more open to someone such as yourself rather than an average scholar.

d8	Personality Trait
1	I find meaning in everything, from the frost patterns on a window to the echoes of an engine room.
2	I often speak cryptically and let people discern their own understanding of my words.
3	Matters of business and politics trouble me little. There are more interesting things to be thinking about.
4	Despite my knowledge of magic and the beyond, I am naive to the ways of the world.
5	I collect strange baubles and find ways to incorporate them into my apparel.
6	I am always giving gifts to other people, whether they want them or not.
7	My anger is not easily roused, but when it is, you'd better get out of the way.
8	I take delight in frightening people. Just for fun, of course.

d6	Ideal
1	**Potential** - We are only limited by our imaginations. Anything is possible.
2	**Fate** - Everyone has a purpose they must fulfill and a path they must walk.
3	**Curiosity** - The day we stop learning is the day we die.
4	**Power** - There are many ways to be strong. What is important is that you're the strongest in the ways that matter.
5	**Altruism** - Each of us must use our unique talents to better the lives of others.
6	**Daring** - What is life without challenge?

d6	Bond
1	From the day I was born, I have been seeking my greater purpose in the universe.
2	A beloved mentor showed me the ways of the universe and set me on a journey for a specific task.
3	I was given a prophecy that led me to research the mystical aspects of the universe.
4	My interest in the occult began long ago when I met a mysterious stranger as a child.
5	After I lost a loved one, I turned to the mysteries of the universe to find a way to save them.
6	A strange artifact was left to me by a friend. I will uncover its purpose.

d6	Flaw
1	I have no regard for personal space. We are all of the same universe.
2	If I can't do a task with magic, I don't want to do it.
3	The sight of blood makes me ill.
4	I repurpose items in ways they were not intended to be used - even if they weren't initially broken.
5	My affinity for the unknown gives me a smug sense of superiority when it comes to knowing things. I can't resist correcting people who overlook the unseen.
6	I am high-strung and easily agitated by those who question me.

Physician

Your medical studies and residency are complete, and you now have the privilege to serve the galaxy as a doctor or medical specialist. Though every species has different needs when it comes to medical attention, everyone welcomes someone with the base knowledge to keep them in top physical form. Yours is a profession in high demand and well-regarded. Whether you are fresh out of school or have been in the field for years, you are always necessary.

Skill Proficiencies: Medicine, Science

Tool Proficiencies: First Aid Kit or Scanning Tools

Languages: Choose one additional language to know

Equipment: A first aid kit (or scanning tool of your choice), a suitcase, upper class clothes, and a credstick with 1500 cc.

Feature: Professional Wage

You are generally able to get work at clinics throughout the galaxy and board ships as a doctor with ease. You have papers to prove your training.

d8	Personality Trait
1	I use clinical language in everyday life, no matter how convoluted the terminology.
2	I frequently check up on the health of others around me, just to be safe.
3	My manners are impeccable and I am polite to everyone.
4	I'm nervous and socially awkward, except in emergencies. Thanks to my training, a cool head prevails under pressure.
5	I am short-tempered and abrasive with those whose injuries were avoidable.
6	My handwriting is terrible.
7	I deal with problems in order of severity. If you're not dying, sit down and wait.
8	I always greet people with a smile.



d6	Ideal
1	**Preservation of Life** - Life is the most precious thing in the universe, and we should protect it.
2	**Mercy** - Everyone deserves the kindness of forgiveness - or the easiest way out.
3	**Control** - I can end lives as easily as I can save them.
4	**Mentorship** - The sharing of knowledge is the best way to save everyone.
5	**Do No Harm** - There is always an alternative to violence. We should avoid hurting people.
6	**Honesty** - The truth is always the best course of action.

d6	Bond
1	I lost a patient early in my practice. I will work harder than ever to ensure that never happens again.
2	I entered this profession for the promise of stability and money.
3	I have a family member who is completely reliant on me. Everything I earn goes to them.
4	The hospital I trained at is the most important place in the world to me.
5	My loyalty to my patients knows no bounds. Their secrets are my secrets.
6	A former colleague of mine stole a treatment method that I invented. I will have my revenge.

d6	Flaw
1	My strong convictions and opinions about how life should be lived can be off putting, especially when I point out how others aren't adhering to those convictions.
2	I take my physician's oath seriously. I will offer medical attention to anyone, even my enemies.
3	I am obsessive about cleanliness.
4	I trust people easily and that often burns me.
5	In times of stress, I require absolute silence so that I can absolutely focus.
6	I am addicted to my own medications.

Pilot

You have answered the call of sky and space, and your skills put you in high demand. Piloting a spaceship is no joke, whether you fly a star cruiser, a warship, or even a small private vessel. On top of that, few have the chops to fly land speeders and low-atmo vessels. Your technique and abilities give you an edge when it comes to the crew. They know they can't do without you.

Skill Proficiencies: Perception, Piloting

Tool Proficiencies: Navigator's Tools, one gaming set of your choice

Equipment: A gaming set of your choice, an unarmored vacsuit, common clothes, a dashboard decoration, flight goggles, and a credstick with 2000 cc.

Feature: Signature Move

Choose one specific trick maneuver (as per trick maneuvers in Chapter Seven) that you have practiced and made your own to such an extent that no one does it quite like you. You can always perform that specific maneuver while flying without needing to pass a piloting skill check. Keep in mind that maneuvers that work in space don't necessarily work in atmosphere or under water and vice versa. You cannot pick Vector Thrusting this way.

d8	Personality Trait
1	Sarcasm is my weapon of choice.
2	I invent challenges for myself if none exist. Life's more fun when there's something at stake.
3	I feel my feelings very strongly, and I never hide them.
4	I joke around a lot and can't resist a good prank, even when the timing is inconvenient.
5	I'm extremely protective of my ship and other belongings.
6	I've picked up a lot of slang and adages and I use them often, sometimes nonsensically.
7	I take good care of my looks and will splurge on nice clothes.
8	I have a hobby that most people think is strange and I try to keep it hidden.

d6	Ideal
1	**Independence** - Everyone needs to be able to stand on their own two feet.
2	**Freedom** - Life is meant to be lived where and how we want.
3	**Push the Limits** - I will be the best I can be and exceed the achievements of those before me, heedless of danger.
4	**Courage** - Nothing worthwhile is gained without bravery.
5	**Opportunism** - He who moves fastest gets the spoils. It's best to quickly seize every possible opportunity.
6	**Greater Good** - We must always remember what's right and strive to do it at any cost.

d6	Bond
1	A person is nothing without their moral code. I hold it above all else, even people I love.
2	I once made a bet with a pilot who bested me. Someday I will one-up them.
3	I fell in love with someone unattainable who may not even remember me, but they're always on my mind.
4	I became a pilot so that I could visit a specific person somewhere in the galaxy.
5	My crew is closer than blood to me.
6	I had a terrible accident when I made my first flight and lost the person closest to me. I will never repeat that mistake.

d6	Flaw
1	I have problems with authority and trust my own judgment more than anyone else's.
2	My stubbornness knows no bounds, even when I know I'm wrong.
3	Love 'em and leave 'em, that's my motto. Since I'm always on the move, I rarely treat people like permanent fixtures.
4	I know exactly how talented and great I am. Everyone else should know too.
5	Don't ask me to get up close and personal with an enemy. I much prefer a ship shootout.
6	I am flippant in the face of danger, even when it's better to keep my mouth shut.

Professional

Not everyone in the galaxy can be a pilot or politician. You were part of the working masses, the backbone of the universe. Whether you did physical labor or had a desk job at a corporation, you worked the old nine to five schedule. Being entrenched in the life of a wage slave has left a lasting imprint on you, no matter where you are now.

Skill Proficiencies: Computers, Etiquette

Tool Proficiencies: Artisan's Tools of your choice or Scanning Tools

Equipment: The artisan's tools you chose (or a scanning tool of your choice), common clothes, a suitcase, a datachip, and a credstick with 1500 cc.

Feature: Company Connections

You have good enough standing with your company to be able to gain help and information from fellow coworkers and bosses. You can use your company ID to get into events and places that respect you as a part of that company. Talk to your GM about a company that you wish to be a part of while making your character to ensure that it has a place in the stories they will create.

d8	Personality Trait
1	I idolize one of my bosses and constantly refer to their deeds and example.
2	I'm rude to people who lack my work ethic and sense of fairness.
3	I don't spend money freely and will haggle endlessly to get a better deal.
4	I like being told what to do more than thinking for myself.
5	I'm competitive with people in the same field as me. It was ingrained in me as part of the business.
6	I work hard so I can play hard. Some might call me a party animal.
7	I make up nicknames or pet names for those close to me. Anything to spice up a boring workday.
8	I put on an energetic face for professional interactions, but really I'm just tired.

d6	Ideal
1	**Equality** - Everyone deserves to be treated with respect, no matter their position in life.
2	**Greed** - I'll do anything for money.
3	**Freedom** - Everyone should be free to pursue the career they like.
4	**Community** - If we share in the work, we share in the rewards.
5	**Pleasure** - There are more important things in life than work. Namely, the things you enjoy.
6	**Humility** - We should never forget where we started and what made us into the people we are today.

d6	Bond
1	I hope to someday rise through the ranks and be in charge of the company I once worked for.
2	My coworkers and I have been through hell together. I would do anything for them.
3	I was unfairly fired from a job. I'm taking it as an opportunity to pursue my childhood dream.
4	I fell in love with someone above my pay grade. I will prove to them I'm worthy of their love.
5	I loved working for my company and owe every loyalty to them. They made me into who I am.
6	I will have revenge on the people who destroyed my livelihood.

d6	Flaw
1	I always assume people are trying to cheat me.
2	I'm horribly jealous of those with more money or better prospects than me.
3	I'm never satisfied with what I have. I'm always looking for more.
4	I follow orders, even when I know they're wrong.
5	I put a lot of pressure on myself and even more on others.
6	I am easily bored and rarely follow through on tasks.

Test Subject

You have spent a large portion of your life in a laboratory, possibly from a young age. Whether you volunteered yourself to take part in an experiment or were taken against your will, you were experimented on and tested thoroughly. You may have taken part in research for biotechnology, cybertechnology, or other scientific advancements. Whatever the purpose of your detention, you are free of those circumstances to explore the wider world.

Skill Proficiencies: Athletics, Perception

Equipment: Common clothes, two additional trinkets from the trinket list, and a credstick with 500 cc. Cyberware can be purchased at half the normal cost at character creation. If the source of your experimentation was magical in nature, these cyber upgrades can be magical in nature.

Feature: Uncanny Bearing

Your mannerisms, bearing, or perhaps your appearance mark you as consistently out of place. No matter where you go, you draw curious looks. This is a blessing and a curse, as you garner unnecessary hate, but also the interest of occultists and scientists who wish to hear the story of your past. You can use this attention to get access to people and places you might not otherwise be able to.

d8	Personality Trait
1	I would rather be dying of the Oskoosian flu than have a doctor touch me again.
2	Living life behind glass has made me impervious to embarrassment and social awkwardness.
3	I have a sense of childlike wonder when it comes to things I haven't experienced before - and there's a lot I haven't experienced.
4	I am slow to trust, given all the horrors I have been through.
5	I can speak of gruesome things as casually as the weather.
6	I prefer to speak in gestures, rather than words, or to not speak at all.
7	Manners? What manners?
8	I have a propensity for music and art. It is the one thing that truly calms me.

d6	Ideal
1	**Friendship** - The most important things in the world are the people who care about you. The rest of the world can burn.
2	**Freedom** - No one should ever live their life in a cage.
3	**Purpose** - Everyone has a purpose that they were meant for. To ignore one's purpose is to deny oneself.
4	**Revenge** - Those who inflict pain deserve pain.
5	**Obedience** - Rules and laws are meant for everyone's safety. We should uphold them as best we can.
6	**Generosity** - The talents we are given should be used to help others.

d6	Bond
1	I am fiercely protective of my friends, since I didn't have any in the lab.
2	The person who rescued me from the lab takes priority in my life, even though they aren't with me anymore.
3	Someday I will go back to the facility where I lived and burn it to the ground so no one has to go through what I did.
4	I will never forget the purpose I was intended for by the scientists who experimented on me. I will fulfill that purpose.
5	The lead researcher on my case became like a parent to me. I will never forget their kindness.
6	I had a family before I ended up in the lab. I hope to find them again someday.

d6	Flaw
1	I spent so much of my life starved for connection that I am clingy with those close to me and absolutely distraught if I think they're going to leave.
2	I lash out at whoever is closest any time I'm frightened.
3	My PTSD is triggered by a specific inane sound, smell, or sensation that reminds me of my lab days.
4	The things I have been through have rendered me numb to people's feelings and pain. I often come off as cold or unsympathetic.
5	I cry easily and often.
6	I have no patience. I have to make up for lost time.

Wanderer

Anyone can travel the stars, but few have gone as far and as often as you have. Wherever you originated, it is far from the heart of the galaxy. Your journeys have taken you to places unheard of, perhaps even beyond the reaches of the mapped universe. No matter what brought you this far from home, there is plenty to be discovered as a stranger in a strange land.

Skill Proficiencies: Insight, Perception

Languages: Choose one additional language to know

Equipment: A short wave communicator, a photography camera, earbuds, flight goggles, a suitcase, common clothes, and a credstick with 1500 cc.

Feature: Legendary Lore

Due to your travels and distant heritage, you have a collection of legends and stories you know that might not be common knowledge to most. When you roll an Intelligence skill check to determine your knowledge about a place or legend in the galaxy, even on a failing roll you still know vague details and often the details you know are different from what others might be aware of.

d8	Personality Trait
1	The customs of my home are so different from the ones here that I sometimes offend or am offended.
2	Though I am far from home, I still practice rituals in the morning and evening that may seem strange to others.
3	I express affection or contempt in ways that may seem strange to those around me.
4	I try to fit in with my new surroundings, which often results in misused turns of phrase or actions.
5	I stubbornly refuse to give up my homeland's fashions. I make my clothes myself.
6	I have a tale about my travels for every situation. It's up to the listener to decide if they're true or not.
7	I am more at home on a spaceship than a stationary place.
8	I picked up a sport or form of exercise on one of my many journeys and I am always trying to teach it to other people.

d6	Ideal
1	**Tradition** - Society is built on the back of thousands of years of history. It is disrespectful to ignore that.
2	**Inquisition** - The only way for the unfamiliar to become the familiar is to ask questions and learn.
3	**Society** - Without people helping and looking out for each other, all the voyages in the universe mean nothing.
4	**Caution** - When faced with the unknown, it is best to trust only oneself.
5	**Exploration** - Intelligent beings have a duty to make the unknown known.
6	**Enlightenment** - We are each of us walking our own path and must find our own way to contentment.

d6	Bond
1	I had no choice but to leave my home and loved ones. I miss them every day.
2	I am searching every corner of the universe for a legendary artifact.
3	I have been sent on my voyage by a trusted superior. I will not let them down.
4	My journey is one of enlightenment. In every place I go, I seek to know more about myself and the universe.
5	I spent years with a traveling companion who is now gone. I hope to meet them again someday.
6	I bear a gift of great importance from my homeland and am looking for the right person to give it to.

d6	Flaw
1	I behave like a typical tourist, stopping at gift shops and taking pictures I'll never look at.
2	Comparing my culture to the strange culture around me is a habit I can't break.
3	It is not in my nature to make apologies.
4	I laugh at inappropriate times, sometimes for reasons known only to me.
5	My fear of growing stagnant makes me impatient and can cloud my vision if I feel things are becoming too predictable.
6	I am addicted to a substance or technology we didn't have in my homeland.

Wealthy

When it comes to money, you've got it. Whether you earned your wealth or inherited it, you're in the top 1% of the galaxy. You might belong to an important family somewhere in the universe, or perhaps you're a CEO or high-ranking government official. Whatever the case may be, you never want for anything.

Skill Proficiencies: Etiquette, Persuasion

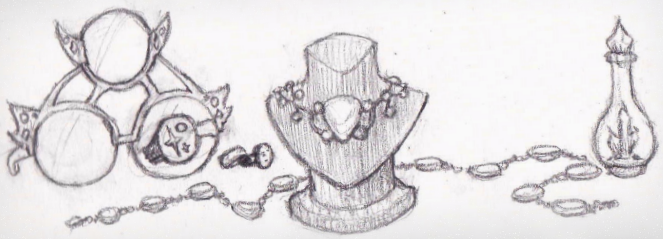
Languages: Choose one additional language to know

Equipment: Upper class clothing, a Mark 0 Communicator, a symbol of status, and a credstick with 2500 cc.

Feature: Big Name

There are only so many people in this galaxy as wealthy as you are. This means that your name (or family name) has the power in many places to open certain doors. You have everything you need to bear proof of that name for when it may come into play.

d8	Personality Trait
1	I use flattery as a means of making people feel important and appreciated.
2	You can tell I come from money and class just by looking at me.
3	I have no qualms about turning my nose up at something if it doesn't meet my high standards.
4	I do not forgive easily. Live up to my expectations or be cut off.
5	I keep quiet about my wealth. I'm no better than anyone else.
6	Money talks louder than laser guns. I'm easy with my coin, whether it be for a stiff drink or a choice tidbit of information.
7	Flirting is my go-to strategy.
8	Do me harm and invite my wrath. I will ruin you.



d6	Ideal
1	**Family** - Blood runs thicker than water.
2	**Investment** - You have to spend a little to make a little. That goes for more than just money.
3	**Respect** - I respect authority and titles, just as people should respect my authority and title.
4	**Power** - If I can obtain enough power, no one will tell me what to do.
5	**Duty** - The power my position and wealth give me comes with a responsibility to help those less fortunate than me.
6	**Integrity** - A person is worth more than their wealth and their name. Our actions and demeanor toward others speak more of us than any coin.

d6	Bond
1	An alliance that my family or organization made with a rival must be maintained at any cost.
2	I will be a hero for the common folk, beloved by all.
3	Nothing matters more to me than my family or the organization that gave me my wealth.
4	My reputation is everything. I will do anything to keep it from being soiled.
5	I am in love with someone not befitting my station in life.
6	I will face any challenge to win the approval of a trusted superior.

d6	Flaw
1	I secretly believe everyone is beneath me.
2	In fact, the world does revolve around me.
3	My pride will be my downfall.
4	I am quick to hear insult and criticism in every word spoken to me.
5	I often forget that my companions don't have the wealth I do, and can be insensitive about their situations compared to my own misfortune.
6	I have a weakness for the carnal pleasures of life.

Zealot

You are devoted to one of the many political, religious, moral, societal or other causes in the galaxy. Zealotry by its nature is not a bad thing, but there are always those who frown upon your unwavering belief. For every evil zealot promoting an agenda of hate, there's another working toward peace. Some zealots promote religious causes, while others may fight corporate greed or work toward a unified galaxy. Whatever your cause may be, you are uncompromising in the pursuit of your ideals.

Skill Proficiencies: History, Intimidation

Tool Proficiencies: Choose one musical instrument

Languages: Choose one additional language to know

Equipment: The musical instrument you chose, common clothes, a symbol of what you are devoted to, and a credstick with 1500 cc.

Feature: Rousing Cause

If your message has been spoken and well received in an area by yourself or another member of your order, you can gain aid there and spread it further. If your message is disliked in general by the area there is a chance you may be recognized and treated with disdain.

d8	Personality Trait
1	I never shy away from a fight. Anything can be a weapon if you're holding it right.
2	My cause has a specific rallying cry. I use it often.
3	I am a practiced debater who always uses well thought out arguments.
4	I have a wild imagination and often paint myself as a galactic hero fighting off horrible monsters.
5	I'm not above schoolyard taunts when I don't get my way.
6	My confident demeanor puts people at ease.
7	I am always willing to offer a comforting shoulder for those around me, even if we disagree.
8	I often repeat the adages and inspiring words of the leaders of my cause.

d6	Ideal
1	**Logic** - We cannot let emotion cloud our judgments. We must always make the most educated decisions.
2	**Faith** - Our dedication to our principles must be unwavering. We must have certainty in our actions.
3	**Big Picture** - The needs of the many outweigh the needs of the few.
4	**Charity** - We must not forget to care for the individuals on our path to a larger goal.
5	**Redemption** - There is always room for forgiveness and salvation.
6	**Hope** - We as people are obligated to embolden and give strength to those around us.

d6	Bond
1	Someday I will achieve a level of fame that will convince even the most cynical people of my beliefs.
2	My fellows in dedication to the cause have always had my back. I would do anything for them.
3	My trusted teacher in the ways of the cause is the person I most look up to and emulate.
4	I am in love with someone who doesn't share, or even like, my beliefs.
5	I have a long-standing feud with someone who opposes the cause. I am always trying to best them.
6	I am willing to, and probably will, die for my cause.

d6	Flaw
1	I am secretly afraid of the day I achieve my goals and lose my purpose and will sabotage myself to put it off.
2	I am quick to pass judgment on those who don't believe in my cause.
3	I have doubts about my cause I am terrified to express.
4	I can never resist arguing when someone criticizes my beliefs.
5	There is a bounty on my head because of acts I committed for the cause.
6	I hold grudges longer than Starwyrms live.

CHAPTER FIVE: AFTER 1ST LEVEL

Those who undergo the adventure and challenge of the open void and rise to the trials therein become stronger. That strength is represented mechanically as gaining a level. This chapter is focused on what you should do in order to advance your character as they level up, and it presents options for leveling.

Event Leveling vs. Experience

In Spaceships and Starwyrms, characters increase in power by gaining levels, but exactly how a character gains a level isn't fixed. There are two primary ways to advance a party of adventures through levels. The first is experience points.

Each deed, defeated monster, completed adventure, or difficult task rewards the party members an amount of experience points dictated by the difficulty of the fight or task. These points are added up over time. The experience chart included in this section dictates the amount of experience a character needs to reach their next level.

Conversely, event leveling focuses more on the overarching narrative and the individual missions. At certain points in the adventure, predetermined by the GM, every character in the party levels up. This might be after the party completes a dungeon, retrieves and returns a valuable artifact, or takes down a major foe. Any major event in the plot can coincide with a level up.

The benefit of event leveling is that it gives the GM better control over when characters in their party advance in levels. This allows them to balance encounters and tasks so that the party is neither overwhelmed or underwhelmed, as either can cause the gameplay to feel lackluster or frustrating. It also helps tie in the feeling of accomplishment for completing major goals of the adventure or campaign.

As space adventure modules are released under the S&S banner, they will be balanced for both systems of leveling in an attempt to keep the balance of modules in mind. However, event leveling is generally recommended for all S&S modules.

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

Multiclassing

Multiclassing allows you to gain levels in different classes than your starting class. Doing so lets you mix the abilities of those classes to realize character concepts that aren't reflected in a single class option.

Whenever you gain a level, you have the option of gaining a level in a different new class instead of your current class as long as you qualify for the prerequisites of the new class. Each class requires different prerequisites in order to multiclass into it.

It should be noted that multiclassing is also a sacrifice of focus in return for additional versatility and is more commonly effective at later levels.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Prerequisites table below. The vanguard and adept use the barbarian and monk, respectively, in regards to the chart located in the standard 5th edition ruleset. An adept cannot multiclass into a monk and a vanguard cannot multiclass into a barbarian (and vice versa).

Class	Ability Score Minimum
Adept	Dexterity and Wisdom 13
Bard	Charisma 13
Fighter	Strength or Dexterity 13
Marshal	Intelligence or Charisma 13 and either Strength or Dexterity 13
Oracle	Wisdom 13
Paladin	Strength 13 and Charisma 13
Psion	Intelligence 13 and either Strength or Dexterity 13
Roboticist	Wisdom 13
Rogue	Dexterity 13
Scientist	Intelligence 13
Sorcerer	Charisma 13
Vanguard	Strength 13

In addition to ability score requirements, a character multiclassing into the psion, roboticist, or scientist must have a certain amount of credits that they can expend to acquire their start up equipment. For new characters, these fees are waived and, should your GM will it, these additional costs to multiclassing can be waived as well.

Class	Credits/Reason
Psion	5000 credits for initial implants
Roboticist	5,000 credits for initial robot and battery
Scientist	5000 credits for research and initial battery

Your Level

The experience required to level and your total class level is always determined by adding each of your different class levels together. However, some abilities specify your levels in a specific class (such as oracle levels) and for those abilities, only your levels in the relevant class matter.

Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st level hit points for a character only when you are a truly 1st level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same, simply pool them together. Otherwise they will need to be tracked separately.

Proficiency Bonus

Your proficiency bonus is always based on your total character level. So if you're a fighter 3/rogue 2, you have the proficiency bonus of a 5th level character which is +3.

Multiclassing Proficiencies

The following chart details the proficiencies you gain when you receive your first level in a class other than your initial class.

Class	Proficiencies Gained
Adept	Simple weapons
Bard	Light armor, one skill of your choice, one instrument of your choice
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Marshal	Light armor, medium armor, shields, simple weapons, martial weapons
Oracle	Light armor, medium armor, shields
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Psion	Light armor, medium armor, shields, simple weapons
Roboticist	-
Rogue	Light armor, one skill from the class's skill list, thieves' tools
Scientist	One skill from the class's skill list, one tool of your choice
Sorcerer	-
Vanguard	Light armor, medium armor, simple weapons, martial weapons

Class Features

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when multiclassing: Channel Divinity, Extra Attack, Spellcasting, and Tactics Dice.

Channel Divinity

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted, but don't gain additional uses of it.

Extra Attack

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does).

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the spellcasting feature from more than one class, use the rules below. If you multiclass, but only have spells from one class, you follow the rules as described in that class.

Spells Known and Prepared. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a paladin 2/sorcerer 3, for example, you can prepare 1st level paladin spells equal up to half your paladin level plus your Charisma modifier. Additionally, you know four sorcerer cantrips and four sorcerer spells.

Spell Slots. You determine your available spell slots by adding together all your levels in the bard, oracle, and sorcerer classes with half your levels (rounded down) in the paladin and psion classes. Use this to determine your spell slots by consulting the Multiclass Spellcaster table, located in the standard 5th edition core rules.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower level spells.

For example, the aforementioned paladin 2/sorcerer 3 has the equivalent spell slots of level 4, meaning they have 2nd level spell slots available to them. However, they can only prepare 1st level paladin spells. They can use those 2nd level slots to cast their 1st level paladin spells.

Inventions. If you have both the Spellcasting class feature and the Inventions class feature, you cannot use Invention slots to cast your other spells known or prepared. Likewise, you can't cast a spell you only know from the scientist's invention list using normal spell slots gained from another class. Nor do you combine your spell slots in any other appreciable way. Your batteries are tracked separately from your spell slots.

Spellcasting with Implants. When you prepare your psion spells, you are still restricted by your implants as normal. This does not restrict your ability to cast spells of other schools of magic gained from a different class.

Tactics Dice

Tactics dice resemble dice granted both by the bard class and certain fighter archetypes. It should be noted that all of these dice are also tracked separately and cannot be substituted for each other.

Feats

A feat is a special area of expertise and skill that shows off the training your character has undergone and the abilities they may have learned as they did so. This non-comprehensive list attempts to supplement the feats included in the base game of 5th edition with feats that specifically interact with the world of space and technology in Spaceships and Starwyrms. As normal, it is an optional rule to allow feats to be selected in place of an Ability Score Improvement when a character levels up.

You must meet all the prerequisites of a feat in order to take that feat, and if for some reason you cease to qualify for that feat, you lose its benefits until such a time that you once against qualify for it.

Artful Fighter

Prerequisite: Dexterity 13 or higher

You've trained endlessly how to fight under any environmental conditions. This training gives you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Regardless of what type of weapon you are using, while immersed fully in liquid or in zero gravity, the

environment can't impose disadvantage on any attack rolls you make.
- When you move through liquid or zero gravity, you can always move at least up to your walking speed.
- Whenever you roll an ability check in regards to an environmental effect while in a liquid or zero gravity, you do so with advantage.

Cover Mastery

Your training in how to best use the advantages of cover allow you the following benefits:

- When you have the covered condition and are in half cover, you have no penalty to your attack rolls. When you have ¾ cover, your penalty to attack rolls is only -2 instead of the normal -5.
- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- On the first round of combat in which you can act, you may use your reaction to gain the covered condition instead of it requiring a bonus action. You can do this even if you haven't taken your turn yet and even in response to an attack made against you. You must meet the requirements of the covered condition to do so.

Duck and Cover

Prerequisite: Dexterity 13 or higher

As long as you're not wielding a weapon with the Heavy or Bulky property, when another creature hits you with a ranged weapon attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Firearms Expert

With constant practice utilizing numerous types of firearms, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a simple one-handed ranged ballistic or plasma weapon you are holding.
- When you take the Suppressing Fire action, your cone of suppressing fire is 60 feet instead of 30 feet in size.

Hacker

Prerequisite: Intelligence 13 or higher

Choose two unique programming abilities from those available to the Computer archetype in the scientist class that are available to the scientist at 2nd level. You can use these two abilities at will as though you had them as a class feature. If the ability requires that a target make a saving throw, your DC for these programming abilities is equal to 8 + your proficiency bonus + your Intelligence modifier.

Heavy Gun Mastery

Prerequisite: Strength 11 or higher

Through constant hard work, you have mastered the use of heavier ballistic and plasma weaponry and can use it with an unforeseen finesse. You gain the following benefits:

- The bulky property value threshold of all ranged weapons is considered 2 lower for you.
- Your critical hit range with ranged weapons that have the bulky property is one lower than normal. This typically increases the range to 19-20 from 20, but can compound with other abilities.
- Creatures that fail a saving throw by rolling a natural 1 against a damage effect dealt by a weapon you attacked with that has the Bulky Property takes an additional 20 damage.
- Instead of 100 feet, sniper rifles and plasma annihilators only impose disadvantage when not using the scope or attacking a creature within 60 feet of you.

Improved Critical

Your extreme focus with a specific type of weapon allows you to make the most of its deadly nature. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Choose melee, ranged, or spaceship weapons. When making an attack with the chosen type of weapon, your critical range increases by 1. This typically increases the range to 19-20 from 20, but can compound with other abilities.

Network Privatization

Prerequisite: You must spend 5000 credits
You acquire a private network for all of your associated systems. Any and all technological equipment on your person or that is your property and uses your ID is considered to be on its own private network (for more information on private networks refer to Chapter Nine).

Signature Moves

You have spent time perfecting certain maneuvers that you can now pull off without issue while piloting a vehicle. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Choose two specific moves from the list of Trick Maneuvers in Chapter Seven. You cannot choose Vector Thrusting this way. Whenever you are using the Piloting skill and attempt one of these maneuvers, you automatically succeed without need for a roll.

Feat Alterations

Aside from the two feats that require changing for game balance, the majority of feats in normal 5th edition are entirely applicable here in Spaceships and Starwyrms. Still, as you look through the base feats you might find that some either have reduced usefulness or a facet that breaks down gameplay. In such cases, it may be necessary to make changes to what feats do. One particular suggestion within the confines of the S&S world is to remove the capability of feats that grant spellcasting to grant spells or cantrips from classes that aren't included in this guide (clerics, druids, warlocks, and wizards) and instead include the new classes. This will keep the inherent balance of the different classes chosen for optimal play in Spaceships and Starwyrms.

Altered Feats

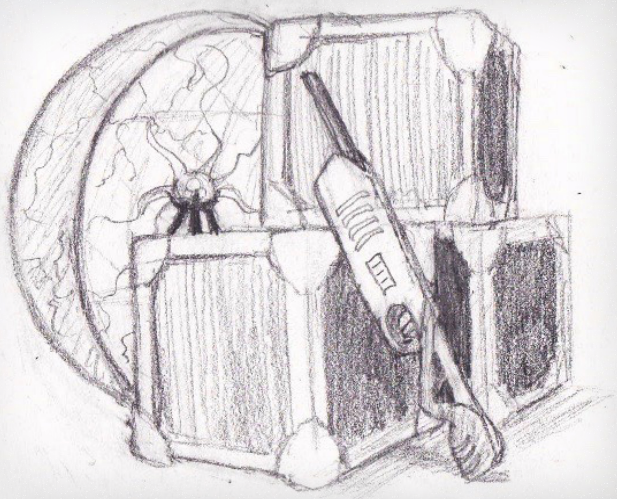
Some of the core feats in 5th edition that work well within the normal confines of the game break down under the Spaceship and Starwyrms system due to their interaction with the new cover ules. These feats can be selected while playing S&S, but only with the following alteration to one of the pieces granted by those feats that specifically interact with how cover works. As always, this is a suggestion to help keep the cover combat system of S&S in line with how the feats have been balanced. As a GM, you are free to allow your players to utilize these feats as they are written in the base 5th edition rules.

The following feature in those feats:

- Your ranged weapon/spell attacks ignore half cover and three-quarters cover.

Becomes:

- Creatures with the covered condition that you make ranged weapon or spell attacks against who are in half cover don't receive the cover AC bonus against you. Creatures with the covered condition that you make ranged weapon or spell attacks against who are in three-quarters cover only gain an AC bonus as if they were in half cover.



CHAPTER SIX: EQUIPMENT

While equipment and other magical artifacts are a keystone of most 5th edition campaigns, the importance of being well-equipped isn't quite the same as it is in a modern era. When even mundane items can perform incredible feats such as commune with others miles away or even see through walls for signs of life, it adds a whole new layer to the game.

Given these spectacular items, it only makes sense that player characters will have a greater range of options for purchasing items to specialize their character during character creation. This section details many weapons, armor, and other items that can be utilized by players. It also discusses tool use and character wealth and lifestyle.

Starting Equipment

When you create your character, you start with an amount of credits (the currency of the galaxy) based on your background and your chosen class combined. Each class and background has an entry for equipment that includes a few specific items and an amount of credits that you start the game with.

Sometimes you begin play as a character that is a higher level than 1st. In those cases, your character begins with additional starting credits for character creation as well as some number of random magic items as determined by your GM. The chart below includes suggested amounts for how much additional currency and magic items your character should begin play with based on that character's level.

Level	Extra cc	Minor Magic Items	Major Magic Items
3-4	1500 cc	2	0
5-8	4500 cc	4	2
9-12	9000 cc	7	3
13-16	18,000 cc	10	4
17-20	36,000 cc	13	5

Credits as Currency

The galactic community long since arrived at the conclusion that a single system of monetary wealth was required to maintain easy trade between various planets and cultures. Credits are not represented physically in any major way, but are kept electronically through banking firms or on credit sticks and data sticks for less trackable, more portable affairs.

Buying Equipment from 5e Books (Gold to Credit Rate)

The vast majority of available equipment can be found in the Spaceships and Starwyrms Core Sourcebook. The prices laid out here are the recommended price for any object included in this book (even if it has a different monetary price in standard 5th edition). If a given item is not found in this book and can only be found in a standard 5th edition book, then the default is to use the gold to credits conversion to determine the price of the item. 1 gold piece is worth 2 credits (1 GP = 2 CC). When determining price beyond that, GMs should keep in mind that some objects are more or less expensive due to the science fiction setting. This monetary exchange rate is also important for spellcasting components.



Monetary Transactions

As spacefaring adventurers, mercenaries, agents, or whatever you and your fellow party members might be, it is a given that an exchange of credits will happen at some point. Often this is an exchange of services for money or money for an item or object.

When examining an item scavenged in the field or acquired from a shadowy merchant and attempting to sell it later, it is important to keep in mind that merchants and businesses won't purchase it for full price. Instead, using half the cost of an item as the base selling price is a good rule of thumb, though negotiation can change that value.

Items that have seen a great deal of use or that are damaged beyond repair fall into the scrap and salvage side of things and are often sold for parts or a pittance. Strange minerals and gemstones retain value whenever acquired, however, as most cultures view them with some degree of value.

In addition to a robust economy filled with technological wonders, the world of Spaceships and Starwyrms is also populated with magical artifacts and concoctions. These are harder to quantify value for than manufactured technology, but the general rule of thumb is that a common magical item can be bought or sold (if it can be found) for between 50 and 500 credits at the discretion of the GM. Uncommon magical items range between 500 and 5000 credits, rare between 5000 and 15,000, and very rare between 15,000 and 50,000.

Uncommon magical items range between 1,000 and 5,000 credits, rare between 5,000 and 10,000, and very rare between 10,000 and 50,000. Legendary items are priceless, as are true artifacts. Of course, knowing a general worth of a magical item is half the battle, as finding someone with the income to purchase the item and who wants it can be difficult.

Collectors and magicians are typically the best bet when looking to sell magical items, and online selling does help alleviate this, though shipping across space can easily become expensive.

Enchanted Technology and Magic Items

The galaxy is a mixture of magical wonders and technological advancement, so most adventurers have a blend of magical and technological equipment. The magic items used in S&S adventuring can be found in the standard 5th edition ruleset. It might be noted that many of those magic items coexist next to technological items that serve an identical purpose. Every species and culture is different and each of them might use magic for certain things and technology for other things.

Despite the mixture of magic and technology, the two as a blended piece are not common. Balancing the radiative power of magic within a sensitive technological object is difficult. In most cases, the ends rarely justify the trouble of making magitech. The primary exception to this is the enchantment of technological arms and armor.

Weapons, armor, and shields often have magical enhancements applied to them in the same way that their counterparts of old once did. Finding a plasma pistol that has been enchanted to have greater accuracy and damaging potential, or a plasma sword that also has a magical fiery aura are well within the norm in a typical game of S&S.

Outside of these more common enchanted technologies, sometimes other pieces of blended tech and magic can be found. These are something that a GM is more likely to have to describe, as they fall into categories that are not immediately obvious. Perhaps an adventurer might find a digital watch that doubles as a ring of protection in a curio store, or a video camera that has a crystal ball core and can be used for scrying spells.

Armor and Shields

This section seeks to present the basic armor and shield options available to player characters. Aside from light, medium, and heavy armor, which you might recognize, you will also notice basic armor, which is unique because it does not require proficiency to wear. This armor provides no actual armor class bonus, but does have a modification slot for additional accessories.

The Armor Options table in this section describes the cost, benefit, and other properties of the available armors.

Armor Proficiency. Anyone can put on a suit of

armor or strap a shield to their arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity and you can't cast spells or use inventions.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Strength (STR). The weight of a given armor varies and requires a certain amount of Strength to use to its fullest potential. This column represents the lowest Strength required to use the armor without penalty. If your

Armor	Weight	Cost	Armor Class (AC)	STR	Mod Slots	Properties
Basic Armor						
Clickseal Helmet	4 lbs.	250 cc/MS	-	-	1-5	No Proficiency Required, Special
Shield Bracer	1 lb.	250 cc/MS	-	-	1-5	No Proficiency Required, Special
Light Armor						
Omniwire	8 lbs.	1000 cc	11 + Dex Modifier	-	5	Network Enabled
Leather/Plasticene	8 lbs.	100 cc	11 + Dex Modifier	-	2	
Kevlar Mesh	15 lbs.	500 cc	12 + Dex Modifier	-	0	Resistance to Ballistic Damage
Plexisteel Flightsuit	20 lbs.	500 cc	12 + Dex Modifier	-	2	Spaceable
Rawhide Coat	12 lbs.	200 cc	12 + Dex Modifier	-	2	
Plexisteel Vacsuit	30 lbs.	1000 cc	12 + Dex Modifier	-	2	Spaceable, Thrusters
Medium Armor						
Carbon Fiber Omniwire	15 lbs.	1500 cc	12 + Dex Modifier (Max 2)	-	5	Network Enabled
Power Suit	30 lbs.	1500 cc	13 + Dex Modifier (Max 2)	-	4	
Carbon Fiber Flightsuit	35 lbs.	1000 cc	13 + Dex Modifier (Max 2)	9	3	Spaceable
Titanium-Lined Coat	18 lbs.	300 cc	13 + Dex Modifier (Max 2)	-	3	
Titanium Mesh	30 lbs.	750 cc	13 + Dex Modifier (Max 2)	-	0	Resistance to Ballistic Damage
Carbon Fiber Breastplate	25 lbs.	1000 cc	14 + Dex Modifier (Max 2)	9	3	
Carbon Fiber Vacsuit	50 lbs.	1500 cc	14 + Dex Modifier (Max 2)	11	3	Spaceable, Thrusters
Heavy Armor						
Carbanium Omniwire	30 lbs.	2000 cc	14	11	5	Network Enabled
Carbon Titanium Mesh	45 lbs.	1500 cc	15	11	0	Resistance to Ballistic Damage
Carbanium Plates	55 lbs.	2000 cc	16	13	4	
Security Suit	60 lbs.	3000 cc	17	13	5	
Carbanium Vacsuit	70 lbs.	4000 cc	17	13	4	Spaceable, Thrusters
Battletech Suit	65 lbs.	5000 cc	18	15	5	
Shields						
Metal Shield	6 lbs.	50 cc	+1	-	0	
Tower Shield	24 lbs.	250 cc	+2	11	0	Cover
Energy Buckler	2 lbs.	250 cc	+1	-	0	Activated
Energy Tower Shield	8 lbs.	500 cc	+2	9	0	Activated, Cover

Strength is lower than the listed value while you wear the armor, you have disadvantage on any ability check that involves Strength or Dexterity.

Modification Slots (Mod Slots). The number listed in this column represents the number of modifications a specific type of armor can support. For each slot, an armor accessory can be added to the armor (see Armor and Headgear Accessories for more on specific accessories).

Network Enabled (Property). An item that is network enabled allows any accessories built into the armor's modification slots to be connected to a public or private network. You can transfer data or activate an attached item (such as a personal energy barrier or an omnivisor) on your turn without using an action.

Resist Ballistic Damage (Property). Armor with this special property grants the wearer resistance to Ballistic damage.

Spaceable (Property). Armors with this property are completely self-sealed. They come with a clickseal helmet, as well as an air tank and atmospheric filter. They are pressurized and allow the wearer to enter the void of space without dying. They provide great insulation and are waterproof.

Thrusters (Property). Armors with this property have small boosters on their backs, hands, and feet that allow the wearer to propel themselves with greater ease through the void of space. They are not strong enough to fight against gravity and provide minimal to no help in environments with full gravity. They negate penalties associated with zero gravity combat (see Chapter Ten).

Shields. Shields are worn on a single arm and are made of metal or plasma. They provide an additive bonus to armor class rather than setting your base armor bonus.

Cover (Property). Shields with the cover property can be planted as a bonus action creating a small wall that can be used for the Take Cover bonus action (see Chapter Ten). When you plant the shield this way you can simultaneously use the Take Cover bonus action. You can pick the shield back up by interacting with it.

Activated (Property). Energy shields require a bonus action to activate, but have the benefit of being unobtrusive while inactive. While inactive they grant no bonus.

Basic Armor

Basic armor includes the shield bracers and the clickseal helmet, which are essential for those not proficient in the majority of armor. These are described in detail below.

Clickseal Helmet. This discrete metal crescent fits behind the ear. When pressed, it expands over the entire head, providing an airtight seal. It comes with mod slots for headgear accessories (each requires one slot). Armors that have the spaceable quality come with a clickseal helmet that has 2 mod slots, one of which is taken up by the atmospheric filter accessory. Clickseal helmets with atmospheric filter mods can be used in conjunction with any armor to create an outfit that will sustain the wearer against the void of space.

Shield Bracers. These bracers are built to specifically house personal energy barriers. They provide no other armor and have a number of modification slots equal to what you paid for. The personal energy barrier mark number tells you how many modification slots a given personal energy barrier will require.

Light Armor

Made from supple and thin materials, light armor favors agile space travelers, since it offers some protection without sacrificing mobility or requiring much strength. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Omniwire. This armor is typically illegal due to its prolific use amongst thieves, hackers, and terrorists over the decades. Omniwire grants more modification slots and cyber connectivity than most other types of armors. While it does come in heavier, more protective versions, most hackers prefer this lightweight version because it is easily hidden beneath clothes.

Leather/Plasticene. Regardless of how antiquated leather armor or plasticene plating is, no one can argue that it doesn't provide some protection. Often worn as a thick leather jacket or a fine professional suit with hyper-thin plexisteel plates, this armor gives some protection while maintaining maneuverability.

Kevlar Mesh. The weaving of this mesh armor

provides protection specifically from ballistic damage. Due to the styling of the armor, no modifications can be added to it. It is very popular with law enforcement in low income sectors where ballistic weapons are most prevalent. Wearing Kevlar mesh armor grants you resistance from ballistic damage.

Plexisteel Flightsuit. Flightsuits are similar to vacsuits, but the difference lies in the usage of the equipment. Pilots and small spacecraft passengers often wear flightsuits throughout their journeys in case their ship is destroyed. Vacsuits are more common in larger vessels and with explorers. A flightsuit comes with a clickseal helmet that has an atmospheric filter, air tank, and one other available clickseal helmet modification built in. It can survive in the void, but does not perform well for prolonged periods of time in the vacuum of space.

Rawhide Coat. A classic from another era, this long coat is lined with plexisteel plating and is made of studded leather itself, giving the wearer lots of pocket space and more protection.

Plexisteel Vacsuit. Vacsuits are heavier and bulkier than flightsuits and less suited for use in a tight cockpit. They are infinitely better while traveling outside of a ship in the vacuum of space. They are also useful when exploring planets with hostile atmospheres. Vacsuits come with all the valuable benefits of a flightsuit, as well as jets in order to better facilitate exploration while in a zero gravity environment. A vacsuit comes with a clickseal helmet that has an atmospheric filter, air tank, and one other available clickseal helmet modification built in.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier to a maximum of +2 to your base number from your armor type to determine your Armor Class.

Carbon Fiber. A carbon-steel alloy that is much stronger than the sum of its parts. It is used in the construction of many types of medium armor.

Titanium. Titanium cyanide lattices maintain the backbone of this light and sturdy metal, allowing for uses that go beyond simple hard plates. Most titanium armor is layered and woven, not unlike kevlar mesh, and gives similar protection against ballistic attacks.

Power Suit. The power suit is an old model of omniwire suits but is incompatible with cyber connectivity. Without remote control capability, techies tend to avoid this armor, but those who prefer old fashioned suits or want more modifications protected from hacking still use generator suits, keeping the market for the outmoded tech alive and well.

Armor and Accessories That Include Other Items

Some armor and accessories come with specific items pre-installed, no need to buy extra things! Because of that, they're inherently more expensive than some of the other gear available.

Flightsuits and Vacsuits: *These two come with clickseal helmets, atmospheric filters, and a free air tank. Since the atmospheric filter takes up a modification slot on the clickseal helmet, they have one open spot for another sweet mod from the accessory table.*

Omniscan Visor: *This clickseal helmet modification has a photography camera, video camera, and can hook into your computer over a network to instantly share what you see or display search information on your helmet's HUD.*

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Carbanium. This special metal alloy utilizes a tight formation of near diamond-hardness carbon melded with iron and titanium to create one of the toughest metals known to the galactic community.

Security Suit. These unique and expensive defense suits are almost exclusively provided to people legally through corporations or governments for security detail purposes. The security suit covers the entire body and has hard points that allow weapons to be attached to it. It also has more mod slots than most other armors. Security suits are expensive to own and maintain and are regulated by most governing bodies.

Battletech Suit. The hardiest of all armors, battletech suits are the military grade version of security suits. They have all of the same benefits, plus added armored protection. They are highly regulated by the government.

Shields

S&S includes four types of shields, two that are created by localized energy generators and two that are physical metal. It is important to keep in mind that depending on where you are, different types of shields might be considered very strange, but not restricted.

Tower shields and energy shields provide a new type of strategy that allows you to plant your shield and use it for cover instead of bonuses to your Armor Class.

Armor and Headgear Accessories

This section includes each of the specific modifications that can be placed into clickseal helmets and armor. Some of the pieces that can be added to a clickseal helmet do not require modifications slots, only monetary purchase. Items that require a mod slot are marked with an *. Personal energy barriers require a number of modification slots equal to the value represented by the "Mark" on the chart.

Atmospheric Filter*. This clickseal helmet modification allows the wearer to breathe in hostile atmospheres. It also works in a vacuum or underwater if the user has an oxygen/nitrogen tank attached.

Flare Compensator*. This clickseal helmet modification renders the wearer immune to the blinded condition from anything except poisons, diseases, and the *blindness/deafness* spell.

Headlamp. This attachment requires no modification slot and is a flashlight that can be toggled on and off by interacting with it.

Infrared Visor*. This clickseal helmet modification grants the viewer infrared vision out to a range of 60 feet that can see through walls up to 1 foot thick. It can be toggled on and off by interacting with it.

Armor Modification Accessories		
Jump Jets*	500 cc	5 lbs.
Magboots*	1500 cc	5 lbs.
Radiation Dampener*	1000 cc	5 lbs.
Temperature Regulator*	1000 cc	5 lbs.
Visegrip Gloves*	1500 cc	2 lbs.
Personal Energy Barriers Modification Accessories		
Mark I*	500 cc	1 lb.
Mark II*	1500 cc	2 lbs.
Mark III*	4500 cc	4 lbs.
Mark IV*	13,500 cc	8 lbs.
Mark V*	40,500 cc	16 lbs.
Clickseal Helmet Modification Accessories		
Atmospheric Filter*	750 cc	-
Flare Compensator*	1500 cc	-
Headlamp	25 cc	-
Infrared Visor*	2000 cc	-
Omniscan Visor*	1000 cc	-
Oxygen/Nitrogen Tank	250 cc	5 lbs.
Satellite Comm Unit	100 cc	-
Short Wave Comm Unit	100 cc	-
Vibration Dampener*	1000 cc	-

Omniscan Visor*. This clickseal helmet modification includes a photography camera, a video camera, and a network hook-up to your computer. While wirelessly connected to your computer, the HUD that covers the screen can display information as though it were part of your computer screen.

Oxygen/Nitrogen Tank. This tank requires no modification slot, but is a disposable tank that provides 4 hours of oxygen or nitrogen. The tank requires an atmospheric filter to work.

Satellite Communication Unit. This clickseal helmet modification is a basic communication unit that allows you to communicate with other communication devices within the same public or private network as you.

Short Wave Communication Unit. This clickseal helmet modification is a basic communication unit that allows you to communicate with other short wave devices within a 5 mile radius of yourself as long as you are on the same channel.

Vibration Dampener*. This clickseal helmet modification renders you immune to the deafened condition from anything except poisons, diseases, and the *blindness/deafness* spell.

Jump Jets*. This armor modification gives you advantage on Strength (Athletics) checks made to jump and doubles your overall jumping distances. It also negates movement penalties in zero gravity environments.

Magboots*. These boots can be toggledon or off with a bonus action. While they are active, they will keep you adhered to any magnetic surface.

Radiation Dampener*. This armor modification grants you advantage on all saving throws made against radiation sickness or damage from an effect that also causes radiation sickness.

Temperature Regulator*. This armor modification makes you immune to exhaustion and damage from drastic temperatures.

Visegrip Gloves*. This armor modification gives you a climb speed equal to your movement speed and advantage on ability checks made to climb.

Personal Energy Barriers*. Personal energy barriers operate by breaking apart fast moving projectiles and deflecting light particles in order to protect a person from ballistic and plasma damage. A personal energy barrier is visible as long as it is actively on and requires a bonus action to turn on or off. They typically appear as a translucent aura of colored light and can tip off someone that you are expecting a fight.

The generators that power these barriers are built into armor and require a number of modification slots equal to the power of the barrier. The barriers are ranked Mark I to Mark V from least to greatest power. The number adjacent to the mark is also the number of modification slots required to install it.

The personal energy barrier grants you a bonus collection of hit points called barrier points (BP). These are not affected by abilities that work with temporary hit points and don't count as temporary hit points. When your barrier takes damage, it is considered as you taking damage for the purposes of effects that care about damage being dealt. The amount of BP you gain is equal to 5 + (5 times the number associated with the Mark).

For example, a Mark I personal energy barrier grants 10 BP, 5 + (5 x 1). A Mark II would grant 15 BP, 5 + (5 x 2).

The barrier only absorbs ballistic and plasma damage. Other types of damage bypass this point pool and deal damage directly to the creature the barrier is protecting. If a creature is reduced to 0 hit points, it doesn't matter if they have barrier points or not, they immediately fall unconscious and begin dying.

When the barrier is reduced to 0 barrier points, it ceases to operate and must be recharged with an electrical, solar, or thermal power source for 1 hour (a short rest). If the barrier isn't destroyed, only damaged, this 1 hour charge time will bring it back to full charge.

The barriers are powered by one battery and there are specific class features and some items which can recharge batteries faster or immediately. You can use a repair kit that you're proficient with to restore 5 barrier points to your energy barrier by spending 10 minutes working with it. The DC for this check is a 15. Failure to meet the DC means that you spend the full 10 minutes and no points are restored.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use.

The Weapons Tables shows the most common weapons used in the worlds of Spaceships and Starwyrms, their price, and the properties they possess. Weapons are grouped and classified in two tiers, which are then divided further. The first tier is the type: melee, ranged, and area of effect. The second tier is simple and martial, which give an indication on the level of skill required to utilize a given weapon to its fullest potential.

Melee Weapons

Weapon	Weight	Cost	Damage	Properties
Simple Weapons				
Club	2 lbs.	5 cc	1d4 bludgeoning	Light
Crowbar	10 lbs.	30 cc	1d6 bludgeoning	Versatile (1d8)
Dagger	1 lb.	30 cc	1d4 piercing	Finesse, Light, Thrown (20'/60')
Greatclub	10 lbs.	15 cc	1d8 bludgeoning	Two-Handed
Hammer	2 lbs.	20 cc	1d4 bludgeoning	Light, Thrown (20'/60')
Handaxe	2 lbs.	30 cc	1d6 slashing	Light, Thrown (20'/60')
Javelin	2 lbs.	25 cc	1d6 piercing	Thrown (40'/120')
Plasma Staff	2 lbs.	200 cc	1d6 plasma	Finesse, Timed Recharge, Versatile (1d8)
Shock Gauntlet	1 lb.	200 cc	1d6 lightning	Finesse, Light, Recharge (20)
Spear	5 lbs.	50 cc	1d6 piercing	Thrown (20'/60'), Versatile (1d8)
Staff	4 lbs.	30 cc	1d6 bludgeoning	Versatile (1d8)
Stun Baton	4 lbs.	150 cc	1d8 lightning	Light, Timed Recharge
Unarmed	-	-	1 bludgeoning	Light
Martial Weapons				
Battleaxe	4 lbs.	150 cc	1d8 slashing	Versatile (1d10)
Dueling Blade	2 lbs.	250 cc	1d8 piercing	Finesse
Glaive	6 lbs.	200 cc	1d10 slashing	Heavy, Reach, Two-Handed
Greataxe	10 lbs.	250 cc	1d12 slashing	Heavy, Two-Handed
Greatsword	8 lbs.	300 cc	2d6 slashing	Heavy, Two-Handed
Lance	10 lbs.	200 cc	1d10 piercing	Heavy, Reach, Two-Handed
Longsword	3 lbs.	150 cc	1d8 slashing	Versatile (1d10)
Maul	12 lbs.	250 cc	2d6 bludgeoning	Heavy, Two-Handed
Plasma Axe	7 lbs.	500 cc	2d8 plasma	Heavy, Timed Recharge, Two-Handed
Plasma Sword	3 lbs.	500 cc	1d8 plasma	Finesse, Timed Recharge, Versatile (1d10)
Plasma Whip	0.5 lb.	500 cc	1d6 plasma	Finesse, Reach, Timed Recharge
Shortsword	2 lbs.	100 cc	1d6 slashing	Finesse, Light
War Pick	4 lbs.	150 cc	1d8 piercing	Versatile (1d10)
Warhammer	6 lbs.	150 cc	1d8 bludgeoning	Versatile (1d10)
Whip	1 lb.	50 cc	1d4 slashing	Finesse, Light, Reach

Melee Weapon Properties

Many weapons have special properties indicated in the Melee Weapons Table on the previous page. These are listed here with a full explanation.

Finesse. A finesse weapon allows you to use your Dexterity modifier for attack and damage rolls with it in place of your strength.

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

Light. Weapons of this property can be wielded in melee with two-weapon fighting without penalty.

Reach. A melee weapon with this property can be used to attack a creature within 10 feet of you instead of 5 feet.

Thrown. A thrown weapon is a weapon that can be used in melee or thrown as a ranged weapon. When throwing a weapon with this property you may use your Strength instead of Dexterity when determining your attack and damage bonuses.

Timed Recharge. Some energy weapons are made to constantly take shape with energy, such as the plasma sword. In this case, a bonus action is required to turn the weapon on or off. The weapon can remain on for up to 1 hour continuously (or broken into 1 minute increments). Recharging an energy weapon requires a power source and 1 hour of uninterrupted charging while not moving. Recharging energy weapons usually coincides with short rests.

Two-handed. A two-handed weapon requires two hands to attack with and cannot be used if it is not being wielded with two hands.

Versatile. A weapon with the versatile property deals more damage when wielded with two hands rather than one, but can be wielded with one hand at their regular damage output with no penalty.

Ranged Weapon Properties

This section describes the properties of the Ranged Weapons Table on the next page. Some weapons are listed as "Special" and have additional rules which will be discussed in their explanation at the end of the weapons entry of this chapter.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

Ammunition comes in many forms and is purchased in bundles. Even something like arrows comes in multiple types and shapes, each used for a different purpose.

Automatic. Weapons with the automatic property require no priming or cocking for use, only pulling the trigger. Their trigger can be held down instead of being squeezed for each individual attack. While held down, the weapon discharges three bullets in quick succession. This is called automatic shooting.

Automatic shooting is an action that can only be taken if you have the Extra Attack class feature. When firing automatic, roll a single attack with advantage. If it successfully strikes your target, roll twice the normal weapon damage dice and add the appropriate modifiers. This is particularly useful for targeting enemies under cover and firing through personal energy barriers and mesh armors.

Bulky. This property is on larger firearms and energy weapons and represents the lowest Strength required to carry and fire the weapon without the help of a tripod or gyro accessory (tripods can be found under weapon accessories and gyros can be found in the cyberware section of this chapter). Firing a bulky weapon with a Strength score lower than the marked amount on the Weapon Table imposes disadvantage on attack rolls made and renders you unable to benefit from any of that weapons other properties (such as Automatic or Doubleshot).

Area of Effect weapons with this property cannot be fired unless the wielder has the prerequisite Strength score.

Doubleshot. Only machine guns have this property, which represents their ability to fire a vast number of rounds. When you take the attack action with this weapon (including if you fire automatic by using all your extra attacks), you may make a single attack using your bonus action. You add your normal attack modifiers to your attack roll, but do not add any damage modifiers to the damage roll.

Rampant. This property is only on shotguns and similar weapons. Weapons with this property do not impose disadvantage when firing while within 5 feet of a hostile creature. They also allow the wielder to use their Strength modifier instead of their Dexterity on attack and damage rolls with the weapon.

Recharge. This property is only on energy weapons and determines how many uses the weapon has before it requires recharging (the number in parenthesis). When that number reaches 0 the weapon becomes inert. To recharge a weapon you must have an energy source and allow the weapon 1 hour without movement so that the internal

Ranged Weapons

Weapon	Weight	Cost	Range	Damage	Properties
Simple Weapons					
Bolt Action Rifle	7 lbs.	800 cc	200'/800'	1d10 ballistic	Reload (10), Scope, Two-Handed
Arcbow	10 lbs.	1000 cc	150'/600	1d10 plasma	Recharge (20), Scope, Two-Handed
Compound Shortbow	3 lbs.	200 cc	80'/320'	1d6 piercing	Ammunition (arrows), Two-Handed
Palm Pistol	1 lb.	500 cc	20'/60'	1d6 ballistic	Reload (6), Special
Pistol	2 lbs.	400 cc	60'/180'	1d8 ballistic	Reload (10)
Plasma Pistol	3 lbs.	500 cc	60'/180'	1d8 plasma	Recharge (20)
Plasma Rifle	8 lbs.	1000 cc	150'/600'	1d10 plasma	Recharge (20), Scope, Two-Handed
Plasma Shotgun	10 lbs.	1000 cc	10'/40'	1d10 plasma	Rampant, Recharge (10), Two-Handed
Shotgun	8 lbs.	800 cc	10'/40'	1d10 bludgeoning	Rampant, Reload (6), Two-Handed
Submachine Gun	5 lbs.	600 cc	40'/160'	1d6 ballistic	Automatic, Reload (30)
Martial Weapons					
Automatic Pistol	4 lbs.	600 cc	60'/180'	1d8 ballistic	Automatic, Reload (20)
Automatic Rifle	15 lbs.	1200 cc	200'/800'	1d10 ballistic	Automatic, Reload (20), Scope, Two-Handed
Beam Rifle	15 lbs.	2000 cc	150'/600'	2d6 plasma	Bulky (9), Recharge (30), Scope, Two-Handed
Blowgun	1 lb.	100 cc	20'/60'	1 piercing + 1 poison	Ammunition (darts)
Compound Longbow	4 lbs.	500 cc	200'/800'	1d8 piercing	Ammunition (arrows), Two-Handed
Grappling Hook	4 lbs.	500 cc	60'/180'	1 piercing	Reload (1), Special
Heavy Machine Gun	35 lbs.	3000 cc	60'/180'	2d6 ballistic	Automatic, Bulky (13), Doubleshot, Reload (50), Two-Handed
Heavy Pistol	8 lbs.	500 cc	60'/180'	1d10 ballistic	Reload (6)
Light Machine Gun	25 lbs.	2500 cc	60'/180'	1d10 ballistic	Automatic, Bulky (11), Doubleshot, Reload (50), Two-Handed
Plasma Gatling Gun	25 lbs.	2750 cc	60'/180'	2d6 plasma	Automatic, Bulky (11), Doubleshot, Recharge (40), Two-Handed
Net	3 lbs.	25 cc	5'/15'	1 bludgeoning	Special, Thrown
Net Launcher	15 lbs.	600 cc	60'/180'	Special	Ammunition (Net), Reload (5), Special
Plasma Annihilator	40 lbs.	8500 cc	500'/1500'	6d6 plasma	Bulky (13), Recharge (5), Scope, Special, Two-Handed
Plasma Blaster	6 lbs.	1000 cc	60'/180'	1d10 plasma	Recharge (30)
Sniper Rifle	30 lbs.	7000 cc	500'/1500'	4d6 piercing	Bulky (13), Reload (5), Scope, Special, Two-Handed

battery can recharge properly. The expendable plasma battery weapon accessory automatically brings a weapon with this property to full charge, but is expended doing so. These internal batteries are different from the normal batteries that can be purchased in the "Materials" section of this chapter.

Reload. This property is only located on ballistic weapons and shows how many shots you have before you are required to reload the weapon (the number in the parenthesis). Reloading is an interaction with an object or a bonus action. Weapons with the reload property also require ammunition which must be purchased and carried to operate effectively.

Scope. Weapons with this property can have a scope attached (see weapon accessories for scopes).

Area of Effect Weapon Properties

This section describes the properties of the Area of Effect Weapons table in this section. These special weapons come with three tiers of ammunition, each dealing more damage than the last. Only grenades and explosive charges can be used without a weapon that has the appropriate ammunition feature.

Some weapons are listed as "Special" and have additional rules which will be discussed in their explanation at the end of the weapons entry of this chapter. Some of these properties are repeats of ranged weapon properties.

Blinding. Only flash grenades have this property. Enemies within the radius of this attack must succeed on a Dexterity saving throw with a DC equal to 8 + your Dexterity or Strength modifier + your proficiency bonus with the grenade or gain the blinded condition for 3 rounds. At the end of each round they attempt a Constitution saving throw against the same DC to remove the effect or can spend an action to remove the condition automatically.

Cone Shot. Weapons with this property fire in a 15 foot cone. Any creature within the cone must succeed at a Dexterity saving throw with a DC equal to 8 + your Dexterity or Strength modifier + your proficiency bonus or take full damage and any additional effects, otherwise they take none. Cone shot weapons cannot benefit from a critical hit roll.

Deafening. A deafening weapon renders those damaged by it deaf, as the condition, for 3 rounds. After being deafened this way, a creature makes a Constitution saving throw at the end of each of its turns with a DC equal to 8 + your Dexterity or Strength modifier + your proficiency bonus. If they succeed, the condition ends.

Detonated. Only explosive charges have this property. These charges require an action to set a single charge in a location and an action to prime the detonator for use (detonators can be found in the Weapon Accessories section, and detonated weapons cannot be used without one). To connect multiple charges to a single detonator requires an action for each charge you are connecting. You can use your action to trigger a detonator (or ready an action to do so). Triggering the detonator causes the connected explosive charges to explode, dealing their damage in a radius as normal. You can use your Intelligence modifier when determining the DC for the saving throw against explosive charges' damage.

Radius. A weapon with the radius property targets a square, never a creature. Your attack roll is always made against an AC of 10 adjusted for cover against that square. Creatures within 5 feet of the square (or in it) then must succeed on a Dexterity saving throw with a DC equal to 8 + your Dexterity or Strength modifier + your proficiency bonus. Success means that creature will take half damage from your attack. Radius weapons cannot benefit from a critical hit roll.

Slowing. A slowing weapon lowers the speed of those damaged by it by half for 1 minute. After having its movement reduced this way, a creature makes a Constitution saving throw at the end of each of its turns with a DC equal to 8 + your Dexterity or Strength modifier + your proficiency bonus. If they succeed, their move speed is restored.

Special Weapons

The following weapons have special properties beyond the norm.

Grappling Hook. The grappling hook fires a spear with a rope attached that then pops open and hooks onto something securely in order to create a path or pull the target toward the wielder. A successful attack roll of a 10 is required for most non-creature targets. Because the grappling hook is not made for combat, it deals minimal damage.

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make, unless you are using a Net Launcher.

Palm Pistol. This weapon is a smaller than normal

Area of Effect Weapons

Weapon	Weight	Cost	Range	Damage	Properties
Simple Weapons					
Grenade	1 lbs.	See Tier Chart	30'/60'	See Tier Chart	Radius, Thrown
Martial Weapons					
Explosive Charges	1 lb.	See Tier Chart	-	See Tier Chart	Detonated, Radius
Flamethrower (Energythrower)	25 lbs.	1500 cc	15'	Special	Ammunition (canister), Bulky (11), Reload (1), Two-Handed
Grenade Launcher	35 lbs.	3000 cc	60'/180'	Special	Ammunition (grenade), Bulky (13), Reload (6), Two-Handed
Rocket Launcher	45 lbs.	6000 cc	200'/600'	Special	Ammunition (rocket), Bulky (15), Reload (1), Two-Handed

pistol and is meant to be hidden on your person. You have advantage on ability checks to hide the weapon on your person, to sheath, or to draw this weapon secretly.

Plasma Annihilator. This weapon is pinpoint death for a foe that can be thousands of feet away, or more with the proper accessory, but has trouble when being used in a way other than its intended use. The plasma annihilator imposes disadvantage with any attack roll made without a scope. It also imposes disadvantage on any attack roll made against any creature within 100 feet of you, regardless of whether you use a scope or not. It can only be fired once during an attack action, regardless of the Extra Attack class feature.

Rocket Launcher. The rocket launcher fires rocket ammunition and deals damage in a wide area. Firing a rocket launcher is always an action, not an attack action, and requires that you do not move on the same turn that you fire it, as you require that time to set up your shot. Reloading a rocket launcher requires a bonus action instead of an interaction with an object.

Sniper Rifle. Like the plasma annihilator, the sniper rifle delivers death from afar. The sniper rifle imposes disadvantage with any attack roll made without a scope. It also imposes disadvantage on any attack roll made against any creature within 100 feet of you, regardless of whether you use a scope or not. In addition, you cannot fire a Sniper Rifle more than once in a single attack action, no matter how many extra attacks you might have.

Weapon Accessories

The following section contains accessories that can be attached to your weapons. While most accessories can be used with any weapon, the scope can only be used with weapons that have the scope property.

Armor Piercing Rounds. These rounds are sold by the clip for any martial ballistic weapon. Damage dealt by armor piercing rounds cannot be reduced by resistance to ballistic, bludgeoning, piercing, or slashing damage.

Subsonic Rounds. These rounds are sold by the clip for any martial ballistic weapon. Weapons firing these rounds ignore personal energy barriers and deal their damage directly to the target.

Rubber Rounds. Primarily used for peacekeeping, these bullets halve the damage a ballistic firearm deals and turns it into bludgeoning damage. Creatures dropped to 0 hit points by rubber rounds automatically stabilize. They are sold by the clip for any martial ballistic weapon.

Expendable Plasma Battery. This is a special battery that can be used to restore the internal charge of a weapon with the Recharge/Timed Recharge Properties or a Personal Energy Barrier.

X-Large Clips. This weapon accessory must be bought separately for each weapon you have. Once you add it to a weapon that deals ballistic damage, you may double the amount of shots allowed before reloading.

Manual Detonator. A manual detonator is activated by a creature as an action. When activated, the connected

Ammunition	Cost	Type	Damage	Properties
Low Tier				
Acid Canister	50 cc	Canister	2d6 acid damage	15 uses, Cone Shot
Blaze Grenade	25 cc	Grenade	2d6 fire damage	Radius, Thrown
Explosive Charges	75 cc	Charges	2d6 fire damage + 2d6 force damage	Detonated, Radius
Explosive Rocket	125 cc	Rocket	2d6 fire damage + 2d6 force damage	
Fire Canister	50 cc	Canister	2d6 fire damage	15 uses, Cone Shot
Flash Bang Grenade	25 cc	Grenade	1 force damage	Radius, Blinding, Thrown
Liquid Nitrogen Canister	50 cc	Canister	1d6 cold damage	15 uses, Cone Shot, Slowing
Liquid Nitrogen Grenade	25 cc	Grenade	1d6 cold damage	Radius, Slowing, Thrown
Plasma Grenade	20 cc	Grenade	3d6 plasma damage	Radius, Thrown
Plasma Rocket	125 cc	Rocket	5d6 plasma damage	
Shrapnel Grenade	25 cc	Grenade	2d6 slashing damage	Radius, Thrown
Sonic Canister	50 cc	Canister	1d6 thunder damage	15 uses, Cone Shot, Deafening
Sonic Grenade	25 cc	Grenade	1 thunder damage	Deafening, Radius, Thrown
Middle Tier				
Acid Canister	150 cc	Canister	4d6 acid damage	15 uses, Cone Shot
Blaze Grenade	75 cc	Grenade	4d6 fire damage	Radius, Thrown
Explosive Charges	225 cc	Charges	4d6 fire damage + 4d6 force damage	Detonated, Radius
Explosive Rocket	375 cc	Rocket	4d6 fire damage + 4d6 force damage	
Fire Canister	150 cc	Canister	4d6 fire damage	15 uses, Cone Shot
Flash Bang Grenade	75 cc	Grenade	1d6 force damage	Radius, Blinding, Thrown
Liquid Nitrogen Canister	150 cc	Canister	2d6 cold damage	15 uses, Cone Shot, Slowing
Liquid Nitrogen Grenade	75 cc	Grenade	2d6 cold damage	Radius, Slowing, Thrown
Plasma Grenade	60 cc	Grenade	5d6 plasma damage	Radius, Thrown
Plasma Rocket	375 cc	Rocket	10d6 plasma damage	
Shrapnel Grenade	75 cc	Grenade	4d6 slashing damage	Radius, Thrown
Sonic Canister	150 cc	Canister	2d6 thunder damage	15 uses, Cone Shot, Deafening
Sonic Grenade	75 cc	Grenade	1d6 thunder damage	Deafening, Radius, Thrown
High Tier				
Acid Canister	450 cc	Canister	6d6 acid damage	15 uses, Cone Shot
Blaze Grenade	300 cc	Grenade	6d6 fire damage	Radius, Thrown
Explosive Charges	675 cc	Charges	6d6 fire damage + 6d6 force damage	Detonated, Radius
Explosive Rocket	1125 cc	Rocket	6d6 fire damage + 6d6 force damage	
Fire Canister	450 cc	Canister	6d6 fire damage	15 uses, Cone Shot
Flash Bang Grenade	300 cc	Grenade	2d6 force damage	Radius, Blinding, Thrown
Liquid Nitrogen Canister	450 cc	Canister	3d6 cold damage	15 uses, Cone Shot, Slowing
Liquid Nitrogen Grenade	300 cc	Grenade	3d6 cold damage	Radius, Slowing, Thrown
Plasma Grenade	250 cc	Grenade	7d6 plasma damage	Radius, Thrown
Plasma Rocket	1125 cc	Rocket	15d6 plasma damage	
Shrapnel Grenade	300 cc	Grenade	6d6 slashing damage	Radius, Thrown
Sonic Canister	450 cc	Canister	3d6 thunder damage	15 uses, Cone Shot, Deafening
Sonic Grenade	300 cc	Grenade	2d6 thunder damage	Deafening, Radius, Thrown

explosives explode immediately. Manual detonators can be reused again and again.

Motion Detonator. A motion detonator is planted in a specific spot and set up to trigger when a living creature moves within a range of the detonator chosen by you, up to a maximum distance of 20 feet. Once the connected explosives detonate, this detonator is destroyed.

Pressure Detonator. This detonator is a special sensor that is set up on a surface. When at least 100 lbs of pressure pushes against the surface, the connected explosives detonate. The detonator is always destroyed when the explosives detonate.

Timed Detonator. This detonator requires a creature to use its action to start a timer for a predetermined amount of time (chosen by the user). When the timer reaches 0, the connected explosives detonate. Timed detonators can be reused again and again.

Basic Holster. The basic holster can be sized to fit any ranged ballistic or plasma weapon comfortably and allows you to carry multiple for easy reach. If you carry two weapons that are both in holsters, you can draw one and put the other away as part of the same interaction.

Firearm Strap. The firearm strap can fit any ranged weapon. If you drop the weapon you're holding that is connected to the strap, it remains on your person rather than falling to the ground.

Stealth Holster. This holster can hold a ranged weapon that doesn't require two hands to wield. It grants advantage on Dexterity (Stealth) checks made to draw, sheath, or hide the weapon.

Trick Holster. This spring-loaded holster can be hidden in a sleeve, belt buckle, or other clever place and can only hold a one-handed simple ranged weapon. As a reaction, you can trigger the holster. It will spring out and fire a single shot at a creature in range. You use your attack bonus for this attack. Once used, it takes an action to set the holster back into position.

Scopes. The basic scope comes included on some weapons, while others do not have one. For those that do not have the scope weapon property, a basic scope must be purchased for the weapon before adding additional scope features to it. A scope extends the first range increment of a weapon to a distance equal to the second if the user makes only a single attack with their attack action.

Infrared Lens. This scope lens allows the viewer to see in the infrared spectrum and read heat signatures even through walls of up to 1 foot thick.

Magnification Lens. A scope with this lens doubles the effective ranges of the weapon.

Weapon Accessories

Ballistic Ammunitions	***Cost***	**Weight**
Normal Ballistic Rounds	10 cc for 50 bullets	2 lbs.
Armor Piercing Rounds	300 cc for 10 bullets	0.5 lb.
Rubber Rounds	100 cc for 10 bullets	0.5 lb.
Subsonic Rounds	300 cc for 10 bullets	0.5 lb.
Clips and Batteries	***Cost***	**Weight**
Expendable Plasma Battery	100 cc	1 lb.
X-Large Clip	100 cc	1 lb.
Detonators	***Cost***	**Weight**
Manual Detonator	25 cc (reusable)	0.5 lb.
Motion Detonator	100 cc	1 lb.
Pressure Detonator	100 cc	5 lbs.
Timed Detonator	50 cc (reusable)	1 lb.
Holsters	***Cost***	**Weight**
Basic Holster	10 cc	1 lb.
Firearm Strap	15 cc	2 lbs.
Stealth Holster	100 cc	1 lb.
Trick Holster	100 cc	1 lb.
Scopes	***Cost***	**Weight**
Basic	100 cc	1 lb.
Infrared	500 cc	-
Magnification	100 cc	-
Magnification (Extreme)	300 cc	-
Night Vision	300 cc	-
Ultraviolet	300 cc	-
Silencers	***Cost***	**Weight**
Energy Weapon Muffler	750 cc	2 lbs.
Heavy Weapon Silencer	1000 cc	3 lbs.
Light Weapon Silencer	500 cc	1 lb.
Tripod	300 cc	10 lbs.

Magnification (Extreme) Lens. This scope lens quadruples the effective ranges of the weapon. It doesn't stack with regular magnification add-ons, but a regular magnification lens is required to purchase this one.

Night Vision Lens. This scope lens allows the viewer to see as though they had darkvision.

Energy Weapon Muffler. This accessory goes over the battery piece of an energy weapon and silences the humming noise the weapon makes while it's active or recharging. This grants you advantage on Dexterity (Stealth) checks made to use the Hide action in the same turn as firing the weapon.

Heavy Weapon Silencer. This accessory goes on the end of the barrel of a rifle, automatic rifle, or sniper rifle. This grants you advantage on Dexterity (Stealth) checks made to use the Hide action in the same turn as firing the weapon.

Light Weapon Silencer. This accessory goes on the end of the barrel of a pistol, automatic pistol, or submachine gun. This grants you advantage on Dexterity (Stealth) checks made to use the Hide action in the same turn as firing the weapon.

Tripod. This weapon accessory can be used with any two-handed weapon with the bulky property. While using a tripod that is fully set and mounted with a weapon, you ignore both the two-handed property and bulky property of the weapon, but the weapon cannot be moved. Mounting or dismounting a weapon with a tripod takes an action.

Cyberware

In the world of Spaceships and Starwyrms, the idea of melding technology with the body is a popular one and has been subject to a great deal of research. Some cultures such as the Kygorans are more prone to utilize cyberware than others.

Some cyberware has a base price that is expanded by the number of additional features paired with it. For those cases, add together the costs of each accessory with the base piece.

Cyberware does not connect to a network unless it has a cyber computer installed in it. Therefore, cyberware as a whole cannot be hacked by the Hack action (with the exception of the cyber computer located in the computers section of this chapter).

Bone Lacing. Aluminum alloys are infused into your bone structure, granting you greater internal integrity. Your hit points are increased by an amount equal to your level. As you gain further levels, you also gain 1 additional hit point for each of those levels. You cannot have bone lacing if you have cyber limbs or a cyber torso.

Communication Link. You have a communication device implanted behind your ear on your head. It's linked to either your computer's communication software or a short wave communicator. You can hear and subvocally respond using this link.

Cortex Bomb. You have a small bomb implanted in your head. It detonates when you reach brain death or if you trigger it with an internal or external code. It deals three separate damaging explosions that kill you and leave no brain left to examine.

Cyber Eyes. These replace your eyes and act as the base for a number of upgrades.

Darkvision. This add-on grants darkvision out to a distance of 60 feet.

Flare Compensation. This add-on renders you immune to the blinded condition if it comes from light exposure.

Image Link. This add-on allows you to take pictures with your eyes and save them to a computer.

Infrared Vision. This add-on grants you infrared vision out to a range of 60 feet.

Retinal Duplicator. This add-on allows you to mimic a humanoid iris for the purposes of bypassing retinal scanning locks.

Vision Magnification. This add-on grants you the ability to see up to three times further than normally allowed with great clarity.

Cyber Ears. These replace your ears and act as a base for a number of upgrades.

Audio Enhancement. This add-on enhances your hearing, giving you advantage on perception checks in relation to sound.

Damper. This add-on renders you immune to the deafened condition from non-magical sources.

Sound Link. This add-on allows you to record up to 1 hour of audio and save it to a computer.

Cyberware	Cost
Bone Lacing	3000 cc
Communication Link	500 cc
Cortex Bomb	2000 cc
Cyber Eyes	750 cc
Dark Vision	+250 cc
Flare Compensation	+800 cc
Image Link	+750 cc
Infrared	+1000 cc
Retinal Duplicator	+1500 cc
Vision Magnification	+450 cc
Cyber Ears	750 cc
Audio Enhancement	+450 cc
Damper	+600 cc
Sound Link	+450 cc
Cyber Arm	1200 cc
Cyber Hand/Foot	600 cc
Cyber Leg	1200 cc
Cyber Lower Arm/Leg	600 cc
Cyber Skull	1500 cc
Cyber Torso	2000 cc
Compartment	+50 cc
Gyromount	+100 cc
Holster	+50 cc
Weapon Slot	+100 cc
Datajack	100 cc
Dermal Plating	2000 cc
Fingertip Compartment	150 cc
Internal Air Tank	1500 cc
Nervewire	5000 cc
Smuggling Compartment	750 cc
Tooth Compartment	150 cc
Voice Modulator	500 cc

Cyber Arm. You can replace any of your arms with a cyber arm for the appropriate price. Additional add-ons are available as detailed. If you have at least two limbs or a torso cybered, you gain resistance to poison damage, but become vulnerable to thunder damage.

Cyber Hand/Foot. You can replace any of your hands or feet with a cyber hand or foot for the appropriate price. Additional add-ons are available as detailed.

Cyber Leg. You can replace any of your legs with a cyber leg for the appropriate price. Additional add-ons are available as detailed. If you have at least two limbs or a torso cybered, you gain resistance to poison damage, but become vulnerable to thunder damage.

Cyber Lower Leg/Arm. Rather than replacing an entire arm or leg, you can replace only the part below the elbow or knee joint for the appropriate price. Additional add-ons are available as detailed. If you have at least two full limbs, four partial limbs, or a torso cybered, you gain resistance to poison damage, but become vulnerable to thunder damage.

Cyber Skull. You can replace any amount of your skull with a cyber unit for the appropriate price. Additional add-ons are available as detailed.

Cyber Torso. You replace part or all of your torso with a cyber unit. Additional add-ons are available as detailed. If you have a torso cybered, you gain resistance to poison damage, but become vulnerable to thunder damage.

Compartment. This can be added to any cyber body part, except eyes and ears, and varies in size. The compartment is hidden and provides advantage on any Dexterity (Stealth) check made to stow or retrieve an item stored within the compartment. It does not hide internal contents from sensors.

Gyromount. This can be added to a cyber torso, arm, or leg and acts as a place to mount an external weapon. A one-handed ranged weapon can be mounted on a cyber arm, allowing the wielder to fire and use the weapon without touching it and thus keep their hands free. On a leg or torso, it also lowers the Strength requirement of the Bulky property by 2, except for the sniper rifle and plasma annihilator.

Holster. This special compartment can be added to a cyber limb or torso. It holds a weapon of appropriate size and acts as the Basic Holster accessory otherwise.

Weapon Slot. This add-on allows you to build a one-handed weapon into a cyber limb. If the weapon is internal, it requires an interaction with an object to unfurl from the cyber limb. The cost of the weapon in the slot must be paid.

Datajack. This small slot can read any datachip or credstick. If it is placed in the same cyber body part as

an internal cyber computer, it can also be used for wired connections to upload or download.

Dermal Plating. This full body procedure adds hard plating just beneath, or on top of the skin. If you're not wearing armor, your armor class is 12 + your Dexterity modifier. If you're wearing armor, you use the armor's AC.

Fingertip Compartment. This cyberware piece replaces a fingertip and has a small 1/2 inch by 1/2 inch compartment within it. It can be opened with a secret switch.

Internal Air Tank. This special tank is built into the chest with a connection to the trachea. It is activated either by wireless key, physical button, or by sensing that the body is not receiving air. It will begin pumping air into the lungs and has enough air to last for two hours.

Nervewire. This cyber development creates a system of wiring beneath the skin that attaches to multiple nerves and the brain to enhance the reflexes of the creature. Creatures with active nervewire that aren't wearing light, medium, or heavy armor and aren't using a shield have a base AC equal to 10 + twice their Dexterity modifier.

Smuggling Compartment. This compartment can hold up to 10 pounds of material and is sized based on the person it is installed in, but is usually a box of six inches in length and two to three inches in width. It can be placed in a cyber body part or in flesh. The box is invisible to x-ray, infrared, and other visual detection, including those gained via magic.

Tooth Compartment. This hollow tooth has a compartment inside that is opened via a switch in the back that can be pressed with the tongue or through wireless communication. It can hold powders or pills.

Voice Modulator. This piece is built into your vocal cords. It has the ability to change tone, pitch, speed, and other facets of your voice, or provide a robotic tonal voice if you are unable to speak normally. It is routinely used by species that cannot normally speak, as well as by criminals looking to mask their voices.

Computers and Software

In the technological world of the Nacora Galaxy, computers play a large part in the average life of people everywhere. They are used in spaceships to help with advanced computations, in companies to hold vital data and run security systems, and even by the average citizen to surf the network and communicate.

As a player, you will find that while having a computer isn't vital to everyday life, access to the information and communication that the Combined Galactic Network (CGN) provides can be an asset in many situations.

Pieces of the Computer

Each computer is made up of two discrete parts: the base computer and the software upgrades. The base computer determines the power and general capabilities of your computer. It comes in a level of strength numbered 1 to 5 (these are denoted in the chart as Mark I through Mark V). A computer of a higher mark value grants advantage to its user on any contested ability check against another user who is utilizing a computer of lower mark value. This is most commonly used when one computer is being used to hack another in some capacity.

For example, if you have a Mark III cyberware computer with hacking software and you're trying to hack a system with a base computer of Mark II, you have advantage on the Intelligence (Computers) check. If, on the other hand, you're attempting to hack a Mark IV computer with your Mark III, you don't gain advantage, but if an enemy were using that computer to actively thwart your hacking they would gain advantage on their Intelligence (Computers) check.

The software upgrades are included in a chart in this section and describe a number of bonus functions for your computer. The most important of these is hacking software, which gives you access to the Hack action detailed in Chapter Ten. Each of these upgrades requires 1 Upgrade Slot (US) in your computer capacity. There are a number of basic functions that every computer can do without additional software upgrades, but paying for upgrades can make your device more robust.

Though computers can accomplish a variety of tasks, most can only be done while the computer is connected to a network. In places where there is no network or the only network is a private one you don't have access to, technology such as short wave communicators really becomes a necessity. It should be noted that anything you

do on a network is vulnerable to hacking and spyware from other computers.

Types of Computers

Within the chart for computer purchase, you will see that there are 4 major types of computers, each of which varies in size and portability. These computers are described here in additional detail.

Communicator Computers. These are the only computers available as a Mark 0. While it makes them the weakest choice for hackers, their easy construction and mass production has made them the ideal choice for the average person who doesn't need a wildly powerful computer and wants a method to easily text and communicate with others over the collective of networks in the galaxy. While it has no upgrade slots for software, it does come with the microphone and camera hardwares and the communication software.

Cyberware Computers. Cyber computers are built for portability and powered by battery or biological energy. They don't have the capacity of desktop computers or super computers, but they excel in being easily hidden and can be placed in just about any cyber body part. The computer does require the user to have a cyber-limb, torso, or skull in order to install it. It is considered cyberware for the purposes of anything that cares about cyberware equipment (such as reduced cost at character creation).

Desktop Computers. The quintessential computer for the average person's home or business, desktop computers are far from portable, but are robust machines that can handle a wide range of software.

Handheld Computers. For those that shy away from installing computers directly into their bodies, the handheld computer is available. They take many forms, from tablet-style devices to laptops, watch computers, and even stylized flip open devices. Because of their small size (they are the smallest computers), they have the least capacity for software upgrades.

Supercomputers. The largest and most impressive computers, these computers usually take up entire rooms or sections of businesses and spaceships, but provide an undeniably huge advantage in processing power and flexibility.

Computer	Upgrade Slots	Cost	Weight
Communicator Mark 0	Special	300 cc	-
Cyber Mark I	2	1000 cc	5 lbs.
Cyber Mark II	3	2000 cc	10 lbs.
Cyber Mark III	4	4000 cc	15 lbs.
Desktop Mark II	4	1200 cc	30 lbs.
Desktop Mark III	5	3600 cc	40 lbs.
Desktop Mark IV	6	7200 cc	50 lbs.
Handheld Mark I	1	800 cc	1 lb.
Handheld Mark II	2	1600 cc	10 lbs.
Super Mark IV	9	8000 cc	100 lbs.
Super Mark V	10	16,000 cc	200 lbs.

Included Software

The following software comes included on every computer of any value except the communicator computer mark 0.

Basic Game Suite. This includes a few simple and fun games such as solitaire.

Basic Security. This program allows you to password protect your computer. The DC to use the Bypass Hack action or any other Hack action on a computer using this software is equal to 5 + 5 for each mark value your computer is. For example, a Mark II desktop computer has a DC of 15.

Document Reader. This software allows you to preview and read any sort of document file except encrypted document files.

Music Player. This software allows you to play and listen to all audio files except encrypted audio files.

Network Browser. This software gives you access to the network you are on. You can locate netsites, upload and download things, search the network for information, stream videos and music, and chat with people through forums, blogs, and other forms of social media. This software only works if you are connected to a public or private network. On a private network, you can only access netsites and people who are also on that private network.

When on a public network, private networks are unavailable to you. Attempting to communicate or download from another public network that you're not on happens on a 1 minute delay, as the information must

be transmitted through the void of space from one public network to another. For more on how networks work, check out Chapter Nine's section on networks.

Office Processing. This software provides you with a basic word processor, mathematics sheet processor, and presentation processor for all your creative and business needs.

Social Media Communicator. All computers come standard with a program that connects to your social media accounts and allows you to communicate with other people over a network connection (usually by text unless you have a microphone or camera). You can use this to communicate with other people on the same public or private network as you. People on public networks can't talk to people on private ones. When talking to a person on a different public network from your own, all communication is transmitted at a 1 minute delay as the information is transmitted across the void of space through relays. For more on how networks work, check out Chapter Nine's section on networks.

Video Player. This software allows you to play and watch all video files except encrypted video files.

Software Upgrades

Each of the following software upgrades require 1 upgrade slot in a computer and can be installed at any time as long as their price is paid. Two of the upgrades detailed are hardware and don't use upgrade slots.

Artificial Intelligence Uplink Software. This software allows a portion of an artificial intelligence to live on your computer and share your computer with its A.I. Core systems on a spaceship. It is most useful for interacting with and utilizing an A.I.'s help while not on the spaceship the A.I. is centralized on.

Camera Hardware (Doesn't require U.S.). This simple hardware allows the computer to capture digital photos and video and save them to itself.

Cartography Software. This software acts like the Satellite Mapper scanning device that can be found in the "Tools and Kits" section of this chapter.

Categorized Library Software. This software compresses, encrypts, and stores huge amounts of data in a highly organized fashion. It is perfect for those who want a library on the go without as much network searching for obscure facts.

Communication Software. This software allows you to use special applications to voice call, video call, text message, and otherwise communicate over the CGN (at a 1 minute delay if traversing public networks via a galactic relay. See Chapter Nine for more about the CGN). You must be connected to a network to use this feature.

Encrypting Software. This software can be used to encrypt files so that hackers and others cannot read them on their computers without your passcodes. The DC for hacking software to decrypt an encrypted file is 10 + 5 for each level the computer is (mark value). For example, a Mark III cyberware computer has an encryption DC of 25.

Full Immersion Software (Simrig Required). This software allows people with simrigs to enter the network under full immersion. For more details on full immersion, see the Network section of Chapter Nine.

Game Software. This includes any and all advanced game software, such as shooting and adventure games.

Software Upgrade	Cost
A.I. Uplink Software	200 cc
Camera Hardware	50 cc
Cartography Software	300 cc
Categorized Library Software	50 cc
Communication Software	200 cc
Encryption Software	300 cc
Full Immersion Software	1000 cc
Game Software	80 cc
Hacking Software	250 cc
Major Security Software	500 cc
Microphone Hardware	25 cc
Photo Editing Software	100 cc
Spaceflight Calculation Software	500 cc
Translation Software	1000cc
Video/Audio Editing Software	100 cc

Hacking Software. This software is required to decrypt files without a passcode, enter other computers without a password, and to take the Hack action detailed in Chapter Ten. This software requires that you are proficient in computers to use it.

Major Security Software. This upgrade to the basic security suite acts just like Basic Security software except the DC is 10 + 5 for each level (mark value) instead.

Microphone Hardware (Doesn't require U.S.). This hardware allows the computer to capture audio and save it.

Photo Editing Software. This software is made so that you can edit pictures and document layouts. It is particularly useful when forging things or enhancing pictures, but can also be used for fun.

Spaceflight Calculation Software. This software is only used to operate the heavy calculations required for Faster than Light travel through wormholes. All spaceships come with this software, but there may be fringe benefits to having it on your computer, such as if your ship's computers are down.

Translation Software. This software created by the Ix mimics the universal translator and allows you to translate text, pictorial, video and audio from files into different languages. Cannot translate the following languages: Moiccaran, Thieves' Cant, Celestial, Eldritch, Infernal, Primordial, and Sylvan.

Video/Audio Editing Software. This software allows you to edit video and audio on your computer. Its primary use for hackers is replacing video feed on cameras. It is particularly useful when forging things, creating messages, or making a point via film, but can also be used for fun endeavors.

General Materials and Gear

This section includes the glut of remaining materials and technologies available to characters at creation or after. In addition to being listed in the chart, they have detailed entries in alphabetical order.

Air Mattress. This mattress is flat and compact when deflated, but expands to a twin-sized bed when inflated.

Antitoxin (Vial). A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to constructs or undead.

Arcane Focus. An arcane focus is an item designed to channel the power of arcane spells. Sorcerers can use these items as a spellcasting focus, as described in Chapter Eleven.

Area Energy Barriers. Area energy barriers work almost identically to personal energy barriers except that they create a 10 foot by 10 foot slightly curved wall barrier of the same energy and provide cover that can be used against ballistic and plasma attacks. The wall that is created is see through and doesn't stop damage that isn't ballistic or plasma damage.

It has a barrier point total of 50 per Mark Number. People and objects can move through it normally and if deployed in a small space it will stop when it reaches walls. It requires 1 hour (a short rest) to be recharged after it is depleted or damaged to be restored to full barrier points. The device that generates the barrier weighs 10 pounds and is an inch thick and six inches in diameter. It takes an action to call up the barrier from the device and an action to retrieve the device.

Backpack. This simple two strap backpack holds 1 cubic foot/30 pounds of materials.

Ball Bearings (Bag of 1000). As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Battery, Normal. Most portable devices in Spaceships and Starwyrms utilize batteries as their primary power source. The typical battery is universal and works across the full range of technology with a few exceptions.

Combining Technology

Sometimes it may be ideal to combine separate pieces of technology into a single item, such as combining Night Vision and Mage Sight Goggles, or a communicator and computer. To find the price of a combined item, add the price of the two items together and multiply by 1.5. The result is the average cost of a combined item in credits.

Plasma weapons, personal energy barriers, and area energy barriers do not use these batteries and are not compatible with them. These normal batteries can be recharged through most electrical or solar means.

Binoculars. These binoculars allow for viewing things at 5, 10, and 100 times the magnification of regular sight. Special types of vision do not work through them.

Book. A book might contain poetry, historical accounts, information, diagrams, notes, or fictional stories. It can represent just about anything that can be contained in words and pictures. It should be noted that this is not equivalent to a Research Journal or Spellbook, which are special types of books that must be purchased separately.

Bottle. A glass or plastic container with a lid that a medium creature can hold comfortably in one hand.

Bungee Cords. These robust cords are springy and will hold tight to things. They have metal hooks.

Calculator. A simple scientific calculator that has an internal battery and a light radiation panel to self charge.

Caltrops (Bag of 20). You can spread a single bag of caltrops to cover a 5-foot square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through at half speed does not need to make the saving throw.

Candle. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Canned Air. This aerosol bottle contains 1 liter of pure oxygen or nitrogen. It can be connected as a short term tank of air, but is more commonly used to blow dust or fine particles away in order to clean electronics.

Chain (10 feet). This 10-foot long steel chain requires a DC 20 Strength check to break.

Cleanup Kit. This kit contains all the necessary chemicals and wipes to clean up a small liquid spill, even something that stains, like blood, without leaving residue.

Climbing Gear. Having climbing gear lowers the DC of athletics checks for climbing by one difficulty level.

Communicator (Short Wave). This low-tech communication radio resembles a compact walkie talkie. It can communicate to other short wave communicators on the same radio frequency within a 1 mile radius.

Item	Cost	Weight
Air Mattress	50 cc	4 lbs.
Antitoxin (Vial)	200 cc	1 lb.
Arcane Focus (Book)	100 cc	2 lbs.
Arcane Focus (Orb)	100 cc	3 lbs.
Arcane Focus (Set of Rings)	100 cc	1 lb.
Arcane Focus (Rod)	100 cc	2 lbs.
Arcane Focus (Wand)	100 cc	1 lb.
Area Energy Barrier Mark I	500 cc	5 lbs.
Area Energy Barrier Mark II	1500 cc	5 lbs.
Area Energy Barrier Mark III	4500 cc	10 lbs.
Area Energy Barrier Mark IV	13,500 cc	10 lbs.
Area Energy Barrier Mark V	40,500 cc	15 lbs.
Backpack	20 cc	5 lbs.
Ball Bearings (Bag of 1000)	10 cc	2 lbs.
Battery, Normal	20 cc	1 lb.
Bell	10 cc	-
Blanket	10 cc	3 lbs.
Binoculars	50 cc	2 lbs.
Book	30 cc	3 lbs.
Bottle (Glass)	5 cc	1 lb.
Bottle (Plastic)	5 cc	0.5 lb.
Bungee Cord	10 cc	2 lbs.
Calculator	25 cc	0.5 lb.
Caltrops (Bag of 20)	10 cc	2 lbs.
Candle	1 cc	-
Canned Air	10 cc	0.5 lb.
Chain (10 feet)	50 cc	10 lbs.
Cleanup Kit	20 cc	5 lbs.
Climbing Gear	100 cc	12 lbs.
Clothes, Common	35 cc	2 lbs.
Clothes, Business	125 cc	3 lbs.
Clothes, Costume	100 cc	3 lbs.
Clothes, Spacer	20 cc	2 lbs.
Clothes, Upper Class	250 cc	2 lbs.
Clothes, Vacation	50 cc	2 lbs.
Communicator (Short Wave)	100 cc	0.5 lb.
Communicator (Sub Vocal)	300 cc	-
Communicator (Transvoid)	500 cc	3 lbs.
Contact Neurotoxin	1000 cc	-

Item	Cost	Weight
Cooler (3' x 2' x 2')	30 cc	5 lbs.
Cooling Fluid	25 cc	3 lbs.
Credstick	5 cc	-
Datachip	25 cc	-
Dehydrated Capsule Shelter	500 cc	5 lbs.
De-Icing Fluid	25 cc	3 lbs.
Diving Gear	250 cc	25 lbs.
Ear Plugs	5 cc	1 lb.
Earbuds	5 cc	-
Extinguisher	25 cc	10 lbs.
Fanny Pack	15 cc	2 lbs.
Fireless Flare	50 cc	2 lbs.
Fishing Rod and Supplies	25 cc	5 lbs.
Flashlight	10 cc	1 lb.
Flask	15 cc	1 lb.
Flight Goggles	25 cc	0.5 lb.
Gas Filter Mask	100 cc	3 lbs.
Gas Rebreather Mask	500 cc	4 lbs.
Glow Goop	10 cc	2 lbs.
Glue	5 cc	0.5 lb.
Grip Gloves	500 cc	2 lbs.
Handheld Magnet	5 cc	0.5 lb.
Handheld Vacuum	25 cc	15 lbs.
Harness	25 cc	15 lbs.
Headlamp	15 cc	0.5 lb.
Heating Gel	25 cc	3 lbs.
Holoprojector	1000 cc	10 lbs.
Holy Symbol (Amulet/Emblem)	50 cc	1 lb.
Hover Tray	50 cc	10 lbs.
Immersive Simrig	1000 cc	25 lbs.
Jammer	1000 cc	4 lbs.
Jug or Bucket	10 cc	4 lbs.
Keylogger	250 cc	2 lbs.
Ladder, Extendable (10 feet)	25 cc	2 lbs.
Laser Pointer	10 cc	0.5 lb.
Lighter	5 cc	-
Machine Oil, Synthetic	10 cc	1 lb.
Mage Sight Goggles	1000 cc	1 lb.
Magnetic Lock	50 cc	2 lbs.
Magnifying Glass	10 cc	0.5 lb.

Item	Cost	Weight
Manacles	50 cc	6 lbs.
Medigel	50 cc	2 lbs.
Miniwelder	250 cc	15 lbs.
Mirror, Full	25 cc	10 lbs.
Mirror, Hand	10 cc	1 lb.
Night Vision Goggles	250 cc	1 lb.
Nightveil Extract	1000 cc	-
Noise Canceling Headphones	25 cc	2 lbs.
Padlock	10 cc	2 lbs.
Paper (Ream of 100 Sheets)	5 cc	1 lb.
Pen, Pencil, or Marker	1 cc	-
Perfume	25 cc	0.5 lb.
Perfume, Upper Class	100 cc	0.5 lb.
Photography Camera	50 cc	1 lb.
Pole, Extendable (10 feet)	15 cc	7 lbs.
Portable Simrig	500 cc	10 lbs.
Printer	50 cc	10 lbs.
Quiver or Spare Clip	10 cc	1 lb.
Ram, Portable	100 cc	10 lbs.
Repair Kit	500 cc	15 lbs.
Research Journal	100 cc	2 lbs.
Scratch Resistant Coating	25 cc	3 lbs.
Sleeping Bag	10 cc	5 lbs.
Soap and Shampoo	10 cc	2 lbs.
Solvent	5 cc	0.5 lb.
Spacer's Rations	5 cc	1 lb.
Stereo	25 cc	2 lbs.
Suitcase	25 cc	5 lbs.
Synthetic Rope (50 feet)	50 cc	5 lbs.
Synthetic Rope, Wire (50 ft.)	100 cc	2 lbs.
Tent, 4-person	50 cc	30 lbs.
Tent, 4-person Luxury	200 cc	40 lbs.
Thermal Clothes	100 cc	8 lbs.
Tool, Multipurpose	15 cc	2 lbs.
Translation Datachip	100 cc	1 lb.
Unarmored Vacsuit	250 cc	10 lbs.
Universal Translator	1500 cc	1 lb.
Vial	5 cc	-
Video Camera	100 cc	2 lbs.
Water Bottle	5 cc	0.5 lbs.

Item	Cost	Weight
Water Rebreather	250 cc	4 lbs.
Whistle	5 cc	-
White Noise Generator	1000 cc	4 lbs.
Wireless Glasses	500 cc	0.5 lb.
Wireless Microphone	50 cc	0.5 lb.
Wiretap	250 cc	-

Communicator (Sub Vocal). This tiny communication radio fits inside the ear and on the neck. It is a short wave communicator that can communicate to other short wave communicators on the same radio frequency within a radius of 500 feet.

While using this communicator, you appear to be muttering at an inaudible whisper to those around you, but you can be heard clearly on the other line.

Communicator (Transvoid). This special communication device is made for sending faster than light messages across space. Most of these are utilized by space stations or salvagers to communicate over massive distances. It uses sound translated into light particles and does not use networks, therefore it cannot be blocked unless the receiving device has been destroyed.

Contact Neurotoxin. This poison causes paralysis in its victims and is absorbed through the skin. It requires 1 minute of prolonged contact for full efficacy, but may require less depending on the situation. Affected parties must succeed on a Constitution saving throw with a DC 15 or become paralyzed for 1 minute. They may attempt this saving throw again each round.

Cooler. A container that maintains its internal temperature. It is 3' by 2' by 2' in size. Smaller and bigger versions are available.

Cooling Fluid. This canned fluid automatically absorbs heat from anything it touches. Useful against burns, overheating, and also in regards to equipment that heats to high degrees.

Credstick. A credstick is an offline way to hold an amount of credits up to 1,000,000 cc.

Datachip. Typical electronic storage piece that holds up to 1 terabyte of information.

Dehydrated Capsule Shelter. This small capsule, when water is added, expands quickly into a single man tent. Once hydrated, it cannot be dehydrated again. The tent is biodegradable.

De-Icing Fluid. This canned fluid, when deposited on ice or frozen materials, causes the ice to boil into a gas.

Creatures made from ice that this fluid is applied to take 4d6 damage with no saving throw for each application.

Diving Gear. This gear allows the wearer to ignore penalties to combat from being underwater and grants advantage to Strength (Athletics) checks for swimming.

Ear Plugs. Plugs that fit into the ear and cancel noise. While wearing them, you are immune to the deafened condition from sound based effects.

Earbuds. Basic wireless headphones that fit snugly in the ear. Can hook up to any device that lets out sound.

Extinguisher. This spray can blasts extinguishing foam and puts out non-magical fires at a rate of one 5-foot square area per action used. A can has 20 uses.

Fanny Pack. A pack worn around the waist that has a single storage space that is 1' by 6" by 4" in size.

Fireless Flare. This one-use flare creates a bright red light like a torch that can be seen from great distances. Once lit, it lasts one hour. It is biodegradable.

Fishing Rod and Supplies. This includes a high tension metal fishing rod, 24 feet of fishing line, biodegradable hooks, biodegradable sinkers, biodegradable lures in a shape of your choice, and narrow netting.

Flashlight. An electric or solar powered handheld flashlight. Provides directional light at twice the range of a torch.

Flight Goggles. These goggles are both fashionable and functional. Pull them over your eyes to prevent brisk winds and harsh airflow from hurting them.

Gas Filter Mask. This mask does not provide air, but will filter out most toxins in the air. It renders you immune to poison damage and the poisoned condition from gases.

Gas Rebreather. This compact mask has a filter that turns carbon dioxide into oxygen and lasts up to two hours. While wearing it, you needn't worry about the outer atmosphere, as it recycles what you breathe.

Glow Goop. This green gelatinous material comes in a can and can be spread on any material, where it will lightly adhere. It takes 6 seconds (1 round) for the gel to harden,

after which it gives off bright green light in a radius of 5 feet around the source and dim light in a radius of 30 feet. This glow lasts for 1 hour before it slowly fades and the hardened gel crumbles away to dust.

Glue. Adhesive that can be used to bind two things.

Grip Gloves. Special gloves that grant advantage on Strength (Athletics) checks to climb, as they adhere to all non-organic substances while activated.

Handheld Magnet. A small magnet that can easily fit into a pocket.

Handheld Vacuum. A tiny vacuum that can get into tight places.

Harness. A multi-use harness that can be utilized in conjunction with many activities.

Headlamp. This small headpiece has a remote control lamp on it with multiple lighting settings.

Heating Gel. This clear gel that comes in a small container will heat anything it is spread on. It can be used to warm a person who is suffering from extreme cold or an object or piece of technology that is not working due to cold temperatures. This heat lasts for 1 hour before the gel becomes inert.

Holoprojector. A small disk that, while connected to a video stream, will project a 3D image of whatever is being filmed complete with sound. A recording of up to 10 minutes can be stored on the disk itself.

Holy Symbol. This is a token, amulet, or other symbol of one of the many deities of the Nacora Galaxy. An oracle or paladin can use one of these as part of their spellcasting, as detailed in Chapter Eleven.

Hover Tray. This small tray utilizes electromagnetics to float up to 5 feet off the ground. It follows its owner via a wireless connection. It can hold up to 30 pounds.

Immersive Simrig. This is a full virtual reality experience helmet that is placed over the head. While worn, the body cannot move and the mind is whisked away to somewhere else entirely. Full immersive simrigging is dangerous and addictive.

Jammer. This device puts off a jamming signal that stops all wireless communication between devices in a range of up to 60 feet (the diameter is a setting) for up to one hour per charged battery used. Each Jammer has a setup code to override its signal set by the user.

Keylogger. This discrete device looks like a small circular sticker and can be attached to any device that has a keypad or typing interface. The keylogger will record all the typing done on the device for up to 1 day of data. After that, it sits and waits for someone to detach it and stick it to a data chip that allows that recorded data to be read back to the user.

Laser Pointer. A simple metal pen that generates a pinpoint, non-dangerous laser.

Lighter. A small container of energy that strikes a tiny open flame for lighting things.

Machine Oil, Synthetic. This oil comes in a plastic bottle that holds 1 liter of oil. As an action, you can pour the oil out on the ground or splash it on a creature or object. On the ground it creates a 5' square of rough terrain. If a creature or object that has been splashed takes fire damage before wiping the oil off, that creature or object takes 5 additional fire damage from the oil. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature touching it. It creates light like a torch while burning. This oil is mostly used for machine upkeep, especially as a way to lubricate machine parts. It is primarily used in Piranthi and Glabrau engineering.

Mage Sight Goggles. These stylish goggles grant the wearer the ability to see strands of magic as though they had cast *detect magic*, though it does not give them information on the school of magic being used.

Magnetic Lock. A simple lock that seals with an electromagnetically-delivered code from a computer. It can be opened illicitly using thieves' tools and the DC will vary with the quality of the lock.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel for lighting fires. Lighting a fire this way takes 5 minutes of direct sunlight and very flammable materials.

Manacles. These typical metal handcuffs have a Strength check and Dexterity check DC of 20 to break or otherwise escape from them.

Medigel. This special gel goes on surface injuries and promotes blood clotting, wound closure, and healing. Stitches and staples are a thing of the past (it also works on Eezonites and Proxy). It can be applied to a creature as an action, healing the individual 2d4 +2 hit points. If

used during a short rest then in additional to the healing the creature it was applied to heals maximum from one expended hit die.

Miniwelder. A compact welding system. Requires proficiency in artisan's tools (Welder's Tools) to use.

Night Vision Goggles. These green-lensed goggles grant the wearer darkvision out to a range of 60 feet.

Nightveil Extract. Upon ingestion or a successful weapon attack that deals slashing or piercing damage, the creature must make a DC 13 Constitution saving throw or be poisoned for 1 hour. The next round after which the creature was poisoned, if it is still poisoned, the creature must make a DC 13 Constitution saving throw or fall asleep for 1 hour. If the creature is damaged during this sleep, it immediately wakes up.

Noise Canceling Headphones. These large headphones are all the rage with kids. You can't hear anything while wearing them and are considered deaf, but cannot be rendered deaf by nonmagical means.

Padlock. An older style key or combination lock that can be overcome using thieves' tools with a varying DC based on the lock quality.

Photography Camera. A digital camera that takes quality pictures. It can be connected to a computer to offload pictures. Older versions that use film can also be purchased.

Pole, Extendable (10 feet). This simple metal pole retracts to a length of 1 foot and can extend to be as long as 10 feet. It requires manual operation to extend and retract.

Portable Ram. A portable ram can be used to break down doors. You gain a +4 bonus to the Strength check to do so. One other person can help use the ram, giving you advantage on the check.

Portable Simrig. These simrigs plug into the senses through a datajack or wireless connection. Not nearly as dangerous or addictive as an immersive simrig.

Printer. A wirelessly connectible printing device.

Quiver/Spare Clip. This is an empty weapon clip or quiver that can be used for carrying additional ammo on your person. A typical quiver can hold 20 arrows.

Repair Kit. A toolbox complete with all the typically necessary tools used to fix big technological devices like spaceship engines. Required to use the Wisdom (Mechanics) checks to fully fix something broken and not just patch it.

Research Journal. A specific style and type of journal used by scientists to record information about their inventions and gadgets.

Scratch Resistant Coating. This canned spray can be put over a metal or plastic and prevents superficial scratching on the surface for a great looking material.

Sleeping Bag. A compact roll-up bag for sleeping.

Solvent. This solution will dissolve any glue except for magically potent ones.

Spacer's Rations. A single spacer's ration includes three freeze-dried meals of basic nutrients to get a space traveler through the day.

Stereo. This compact, portable music player has twenty-eight volume settings and a folding mechanism that allows it to be three different sizes.

Suitcase. A sleek, leather-bound case for all your carrying needs.

Synthetic Rope (50 feet). This high-tensile strength rope is thin and easily stored. It can be used with grappling hooks or harnesses, or in general. If used to tie up a victim, it is a DC 18 Strength check to break free or a DC 15 Dexterity check to slip free.

Synthetic Rope (Wire). Wirewoven rope is thick and not easily stored. It can be used with harnesses or in general. It is commonly used with pulleys to lift heavy things or as part of wenches to move things around. If used to tie up a victim, it is a DC 25 Strength check to break free or a DC 20 Dexterity check to slip free.

Tent. A simple and portable canvas shelter. A tent sleeps four comfortably.

Tent, Luxury. A portable canvas shelter, usually better reinforced and prettier than the standard tent.

Thermal Clothes. These simple clothes have a special inner lining that retain heat, perfect for cold weather. They grant advantage on Constitution checks against cold weather environments.

Tool, Multipurpose. This portable hand tool serves several functions in a single unit. Tool extensions, such as a screwdriver, wrench, pliers, and sawblade can fold out of the handle for quick access.

Translation Datachip. When you purchase a

datachip, choose a language other than Moiccaran, Thieves' Cant, Celestial, Eldritch, Infernal, Primordial, or Sylvan. If you insert this chip into a computer or communicator, you can use it to translate the chosen language. You can also insert it directly into a cyber datajack and you will instantly understand and be able to translate that language yourself without the apparent need of an electronic medium. However, if you are using it that way, it only works with received audio and therefore cannot be used for the following languages: Galactic Sign Language, Bioluminescent Sign Language, and Olaran.

Unarmored Vacsuit. This is the common spacesuit utilized by citizens when necessary. All ships are outfitted with a number of these. Outside of allowing life in the vacuum of space, they have no additional features.

Universal Translator. An invention of the Ix species when they reached space, the universal translator will automatically translate any language with the exception of Galactic Sign Language, Bioluminescent Sign Language, Olaran, Moiccaran, Thieves' Cant, Celestial, Eldritch, Infernal, Primordial, and Sylvan.

Vial. A glass container that is very small and can only hold 4 ounces of liquid.

Video Camera. A handheld video camera that records into small easily manageable files for upload onto computers later. It has limited network capabilities and cannot be hacked.

Water Bottle. This plastic bottle is designed to keep either hot or cold liquids at their starting temperature. It holds 1 liter of liquid and stores easily on your belt.

Water Rebreather. This small face mask comes with a special filter that pulls oxygen out of water allowing the wearer to breathe underwater for up to 2 hours per filter used.

Whistle. A plastic whistle on a lanyard. It makes a piercing sound when blown.

White Noise Generator. This device creates a high pitched noise that replaces all audio recordings with static. Its radius of effect is 60 feet in all directions and is adjustable. Running continuously on its battery it will last for 1 hour. In order to override the generator you must physically turn it off.

Wireless Glasses. These spectacles have screens on the inside that are invisible to those looking from the outside. They can be combined with prescription glasses or sunglasses and allow the user to interface with the net using the glasses as a screen. It wirelessly connects to a computer that you own.

Wireless Microphone. This microphone hooks around the ear and comes down near the mouth. It can be wirelessly connected to any device with wireless access.

Wiretap. This device can be linked to a computer and then planted. It has an adhesive backing to allow it to stick to walls and ceilings. It records and sends all recordings to the linked device.

Tools and Kits

The following section details a number of a tools that are available for purchase. Proficiency in one of these tools allows you to use your proficiency bonus when using them for a relevant activity. The table in this section includes every type of tool proficiency a character can have and should be referenced whenever a character selects tool proficiencies for any reason.

Tool or Kit	Cost	Weight
Artisan Tools	250 cc	1 lb.- 10 lbs.
Disguise Kit	250 cc	5 lbs.
First Aid Kit	250 cc	5 lbs.
Forgery Kit	150 cc	5 lbs.
Gaming Set	Varies	Varies
Digital Games	80 cc each	0.5 lb.
Playing Cards	10 cc	-
Pilot's Dice	10 cc	-
Starbird Go	80 cc	5 lbs.
Musical Instrument	Varies	Varies
Sing/Dance	none	-
Brass	250 cc	1 lb.- 10 lbs.
Percussion	150 cc	1 lb.- 10 lbs.
Strings	350 cc	1 lb.- 10 lbs.
Synth	200 cc	1 lb.- 10 lbs.
Winds	150 cc	1 lb.- 10 lbs.
Navigator's Tools	500 cc	2 lbs.
Poisoner's Kit	250 cc	5 lbs.
Thieves' Tools	500 cc	2 lbs.
Scanning Tools	Varies	Varies

Artisan Tools. These are the tools of professionals across the galaxy. They include tools such as: an Advanced Calculator, Brewer's Supplies, Carpenter's Tools, Chemistry Supplies, Claywork Tools, Cook's Utensils, Electrician's Tools, Glassblower's Tools, Jeweler's Tools, Mason's Tools, Painter's Supplies, Physicist's Tools, Plumber's Tools, Sculpting Tools, Smithing Tools, Weaver's Tools and Welder's Tools. These are hardly all the tools utilized by professionals across the galaxy, but they are a great starting list.

Disguise Kit. A set of stage make-up and other small pieces that provide an easy way to disguise yourself physically. Disguise kit proficiency links to your Intelligence or Charisma score.

First Aid Kit. The first aid kit will allow you to stabilize another creature as an action with no check. It can also be used during a short rest to add a +2 bonus to the amount of hit points healed per hit die expended for a single person per short rest. To use this kit either way you must be proficient. A given First Aid Kit has only 5 uses before it is empty.

Forgery Kit. This kit has a software upgrade for digital forgery as well as the physical pieces for physical forgery. It uses your Intelligence score for checks.

Gaming Set. There are a wide variety of games in the galaxy, though most species have some number of card playing games and dice games. Gaming is tied to your Wisdom or Intelligence score. The game options listed here are only a few of many.

Musical Instrument. The world of Spaceships & Starwyrms includes a wide variety of modern instruments as well as the classics to choose from. Music has never been more at your fingertips. Playing a musical instrument is tied to your Charisma score.

Navigator's Tools. The physical version of this kit allows you to make Intelligence or Wisdom based navigational checks to find your way on planets or planetoids. Most spaceships also have these tools as software which allows you to use proficiency in these tools to make Intelligence (Navigator's Tools) or Wisdom (Navigator's Tools) checks to pilot the ship. Using the tools this way, you can pilot a ship in all situations that would normally require a Dexterity (Piloting) check, except if the ship's sensors are not working or otherwise experiencing interference.

Poisoner's Kit. This kit has everything you need to make poisons. Making a poison requires an Intelligence check with this kit with a target DC equal to the poison's saving throw DC.

Thieves' Tools. These tools include physical lock picks and tools for disarming traps and unlocking old fashioned locks. They also include small electrical wiring tools for dealing with keypad locks, card or badge locks, and other electronic locks. While old-fashioned uses of these tools use Dexterity, most electronic locks require Intelligence instead.

Scanning Tools and Detectors

These specialized tools all require proficiency in scanning tools to be utilized. Most don't require an ability check to use so long as you have the proper scanning tools proficiency. They are detailed in alphabetical order alongside a chart that represents the cost of each type of scanning tool.

Scanners and Detectors	Cost	Weight
Atmospheric Detector	250 cc	3 lbs.
DNA Scanner	1000 cc	2 lbs.
Electromagnetic Scanner	500 cc	4 lbs.
Fluid Detector	250 cc	2 lbs.
Intervoid Sonar	1000 cc	15 lbs.
Light Wave Scanner	500 cc	5 lbs.
Molecular Scanner	1000 cc	5 lbs.
Radiation Detector	250 cc	2 lbs.
Satellite Mapper	1000 cc	10 lbs.
Sonar Mapper	1000 cc	10 lbs.

Atmospheric Scanner. This small handheld device captures part of the atmosphere and analyzes the percent of different types of molecules in it. For double the price, a version that can be built into a helmet, computer, or communicator is available. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

DNA Scanner. This small handheld device requires

a drop of blood or other bodily piece of living or dead material. It then references the DNA against a database. Some versions are meant to find specific people while others are for wildlife and species identification. Choose what kind you wish to have when you purchase or begin play with the scanner. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Electromagnetic Scanner. This small handheld device collects electromagnetic waves moving through the atmosphere and creates a sort of map on its screen showing where they are concentrated. Planetary electromagnetism and technological electromagnetism are the most common things this scanner picks up. When you use this scanner, you hold it out in front of you and it creates a map of electromagnetic activity in a cone of adjustable size (as small as 10 ft. and as large as 150 ft.). It will show activity through walls up to 1 ft. thick. It only senses the stronger electromagnetic activity in view and therefore can often miss smaller signals and devices.

For ten times the price, you can purchase a version that attaches to a spaceship's primary computer terminal. It allows you to use the Scan spaceship action to render a hologram map of a 10 mile cubic section of a planet or planetoid's surface. This is its only use. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Fluid Detector. This device has a syringe for sucking liquid into its detector. It analyzes the elemental ions contained within and details the percentage make-up of the liquid. This can yield information about toxicity or chemistry. For double the price, a version that can be built into a helmet, computer, or communicator is available. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Intervoid Sonar. This device uses high frequency sounds to create a map of solid objects within 250 feet of the user. It is stopped by walls and only goes 20 feet beyond any corner the sound must go around. Moving objects and creatures caught in the mapper show up as blinking dots that appear in new places every few seconds as they move. The sound waves hit solid objects and therefore go through any illusion that does not have a tactile component. That means that illusions such as *silent image* are not seen with a intervoid sonar, while ones from spells such as *mirage arcana* are. In addition, invisible creatures can be found with the mapper as they show up as moving dots while moving or otherwise as obstructions. The walls created by the map are approximate and objects up against solid walls end up blending in with the wall itself. Therefore an invisible creature could stay still against a wall and be invisible to the mapper.

The sonar only operates in a vacuum and does not operate in atmospheres or underwater. It creates a static sound on communicators that is very telltale and is therefore detrimental to stealthy movement. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Light Wave Scanner. This small handheld detector can be used to determine the exact percentages of different sorts of light in the immediate area. Its more common uses include detecting X-Ray and Gamma scans and following Radio Wave activity. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Molecular Scanner. This handheld device takes a sample of inorganic material and determines the material's percentage elemental makeup. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Radiation Detector. This incredibly compact detector displays radiation levels in an immediate area. The information it tells you will detail how long it is safe for a person to be in a given area and how effective radiation dampening equipment will be against that area of radiation. For double the price, a version that can be built into a helmet, computer, or communicator is available. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Satellite Mapper. This mapping device connects to satellite links and creates a realistic terrain map of a planet utilizing satellite imaging. This only works on planets that have mapping satellites that you can connect to, essentially relegating it to populated planets. For ten times the cost, you can obtain a version that is built into the primary computer terminal of your spaceship. With this, you can

use the Scan spaceship action to create a terrain map of a 5 mile radius area of the planet's surface while your spaceship is in orbit. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Sonar Mapper. This device uses high frequency sounds to create a map of solid objects within 100 feet of the user. It is stopped by walls and only goes 10 feet beyond any corner the sound must go around. Moving objects and creatures caught in the mapper show up as blinking dots that appear in new places every few seconds as they move. The sound waves hit solid objects and therefore go through any illusion that does not have a tactile component. That means that illusions such as *silent image* are not seen with a sonar mapper while ones from spells such as *mirage arcana* are. In addition, invisible creatures can be found with the mapper as they show up as moving dots while moving or otherwise as obstructions. The walls created by the map are approximate and objects up against solid walls end up blending in with the wall itself. Therefore an invisible creature could stay still against a wall and be invisible to the mapper.

The mapper has a clearly audible sound, essentially eliminating any attempt at stealth. The mapper requires an atmosphere to work and therefore doesn't operate in a vacuum. It does have double the working distance underwater, however. You must be proficient in scanning tools to be able to operate this device, but it requires no ability check.

Terrestrial Vehicles

Outside of escape pods and shuttles, spaceships aren't made for the rigors of atmosphere and terrestrial flight. The drag, required shape, and intense forces can destroy even the mightiest ships. While planetside, crews will usually land in shuttles and then explore via terrain and atmospheric vehicles. This section describes a few rules for vehicles in combat and how vehicles interact with non-vehicles and spaceships. There are also a few special combat rules and a list of vehicle properties. Sample vehicles that you can use in your campaigns and adventures can also be found in this chapter.

Storing Vehicles on Spaceships

Spaceships use a unique system of sizes, found in Chapter Seven, but even the tiniest spaceships are at least 20 feet in length from end to end. Terrestrial vehicles, on the other hand, use the normal size categories for creatures. As such, even very large vehicles can often be stored in the hangar bays of spaceships that are as small as shuttles primarily used to descend to the planet (typically 40 to 70 feet in length). For more details on storing vehicles on spaceships refer to Chapter Seven under development slots.

Vehicles vs. Non-Vehicles Vs. Spaceships

Spaceships have special damage rules when interacting with creatures that are large and smaller. In that sense, vehicles follow those rules in regards to spaceships and act as creatures of an appropriate size for the modification of the damage they deal.

How vehicles interact with creatures, however, is different. All vehicles deal double damage to creatures and have resistance to damage dealt by creatures that are huge size and smaller. This is a blanket rule for all damage dealt to and by vehicles.

Vehicle Combat Actions

The following actions can be done while in a vehicle in addition to the normal suite of actions available to a creature during combat.

Fire a Weapon. You can take this action if you're in the vehicle, not piloting it, and if the vehicle has a weapon. You can fire one of the vehicle's weapons. Vehicles use mounted versions of normal weapons, so martial and simple proficiencies apply, but the weapon is always considered to be mounted on a tripod. Purchasing a mounted version of a normal weapon requires three times the cost of the base version of that weapon.

Activate. You can take this action if you're in the vehicle. Doing so activates a feature or item on the vehicle. This only applies to vehicles with additional features.

Dash. You can use your action to make a Dexterity (Piloting) check with a DC of 10. If you succeed, you can move your vehicle half its speed. If you succeed with a

check of 20 or higher you can instead move your vehicle its full speed.

Evade. You can use your action to make it harder to target your vehicle. Make a Dexterity (Piloting) check. For every 5 you exceed the base DC of 5, your vehicle's AC increases by 1 until your next turn.

Patch. You can take this action if you're in the vehicle to try and repair some of the vehicle's barrier points, even during the middle of combat. You must make a DC 15 Wisdom (Mechanics) check. If successful, you restore 1d6 + your Intelligence modifier to the barrier points (BP) of the vehicle.

Vehicle Chases and Races

One of the biggest uses of vehicles in science fiction storytelling is in vehicle chases, be it on land, sea, or air. When part of a chase scene, each creature or vehicle should roll initiative and combat should proceed as normal. It is best to look at a chase or race in stages, where stage 0 is the quarry of the chase. If both vehicles are at stage 0, then they're in parity with each other. If the chasing vehicle is 1 stage behind, they're following. 2 stages, and they're losing their quarry. Once a chasing vehicle gets 3 stages behind its target, the chase is over and the pursued vehicle escapes.

While the distance for the stages depends on the type of vehicles involved, generally stage 0 is within 20 feet, stage 1 is within 100 feet, stage 2 is within 250 feet, and stage 3 is beyond that.

At the end of each combat round, every pilot should make a Dexterity (Piloting) check modified by any circumstances that the GM may determine are favorable or unfavorable for each individual pilot. This is an opposed check between the quarry and the vehicle doing the chasing (if more than one vehicle is involved they should each be quantified as one of those two). If the chaser exceeds the quarry's result by 5 or more, they move one stage closer to the quarry. If the chaser's result is less than the quarry's by 5 or more, then it falls back 1 stage.

A roll between the two in which neither of these outcomes happens results in no stage change for the involved vehicles.

If the chaser reaches stage 0 where the quarry is, both vehicles are in close proximity. While at stage 0, if the chaser beats the quarry again by 5 or more in the piloting check the chaser can choose to maintain position or pass the quarry by 1 stage ahead. This is most often used during races, and in that case the chaser becomes the quarry and vice versa.

If a creature is participating in a foot chase, the creature should use their Athletics instead of Piloting.

Vehicle Properties and Stat Blocks

The following properties explain the different entries on the vehicle templates available in this chapter.

Vehicle	Cost	Vehicle	Cost
Airway Cruiser	10,000 cc	**Hovercopter**	10,000 cc
All-Terrain Master	7500 cc	**Jet Submarine**	10,000 cc
Battle Master	20,000 cc	**Military Cruiser**	20,000 cc
Camper	3000 cc	**Pulse Cycle**	1000 cc
Exploration Cruiser	15,000 cc	**Racing Speeder**	2000 cc
Hover Cruiser	5000 cc	**Urban Cruiser**	2000 cc

Type. This entry explains whether the vehicle is meant for flight, water, or ground and also describes the size of the vehicle.

Speed. This entry contains both the base movement speed and the full speed of the vehicle. Most vehicles can very accurately hit a speed within their full speed, but their base speed is as fast as they can go in a combat situation unless you are presenting a full chase. The first shown number is the base speed.

AC. The armor class of the vehicle which can be modified if the pilot uses the Evade action.

Cover. This entry describes the amount of cover the vehicle provides the pilot and passengers. In most cases it is ¾ or total, but certain vehicles provide less. The person inside benefits from this cover without needing to use the Take Cover action, and does not suffer penalties to their attack rolls from the covered condition if they are using a

mounted vehicle weapon (but do if they are using personal weaponry).

HP. The hit points of the vehicle. When a vehicle's hit points reach 0 it becomes inoperable until repaired, but it is not destroyed until it takes additional damage equal to half its total hit points.

Body. This value represents the hardiness of a vehicle. Any amount of damage dealt to the vehicle that is less than the body of a vehicle is reduced to 0. Remember that huge sized and smaller creatures deal half damage to vehicles and that halving happens before comparing to the body of the vehicle.

BP. This value represents the barrier points that the vehicle has. These barriers work just like all energy barriers, absorbing damage from ballistic and plasma sources until the BP reaches 0. Unlike most sources, the BP of a vehicle recovers at a rate equal to 1/10th the BP total every 10 minutes or recovers fully within an hour.

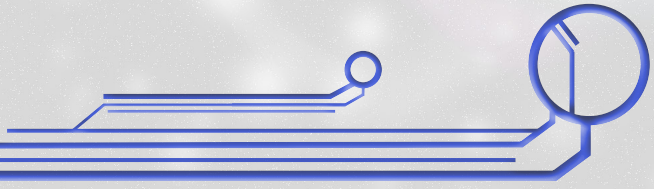
WS. This stands for weapon slots and represents the amount of space on the vehicle for weapons to be attached. All weapons take up 1 slot except those that have the heavy or bulky property, which take up 2 slots.

Collision. This is the amount of damage the vehicle deals when it collides with a creature, object, or other vehicle. If the vehicle collides with something smaller than it, it takes ¼ the damage it deals to its HP. If the vehicle collides with something of the same size category it takes half the damage it deals to its HP. If the vehicle collides with something larger than it, it takes all the damage it deals to its HP.

Crew. This is the number of required crew members for the vehicle to be operable. The vehicle cannot be piloted without at least this many crew members.

Passenger. This is the number of extraneous passengers beyond the required crew that the vehicle can support.

Special. Some vehicles have additional features. These will be listed at the end of their entry under this category.



Airway Cruiser

Huge flight vehicle (15 ft. wide, 40 ft. long, 10 ft. tall)

Speed: 200 ft., 4400 ft. (500 mph)

AC: 18	**Cover:** Full
HP: 150	**BP:** 0
Body: 15	**WS:** 2

Collision: 10d8 bludgeoning damage
Crew: 2, **Passengers:** 16

All-Terrain Master

Large land and water vehicle (10 ft. wide, 15 ft. long, 5 ft. tall)

Speed: 50 ft., 650 ft. (75 mph)

AC: 14	**Cover:** Full
HP: 75	**BP:** 0
Body: 5	**WS:** 2

Collision: 3d8 bludgeoning damage
Crew: 1, **Passengers:** 4

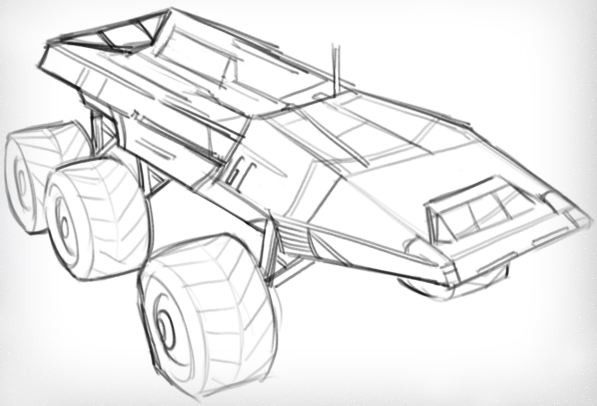
Battle Master

Huge land vehicle (15 ft. wide, 25 ft. long, 5 ft. tall)

Speed: 25 ft., 450 ft. (50 mph)

AC: 16	**Cover:** Full
HP: 100	**BP:** 25
Body: 10	**WS:** 6

Collision: 7d8 bludgeoning damage
Crew: 2, **Passengers:** 8
Special: This vehicle has jets to slow its descent and can be dropped from orbit onto a planet with passengers inside.



Camper

Huge land vehicle (15 ft. wide, 40 ft. long, 10 ft. tall)

Speed: 25 ft., 450 ft. (50 mph)

AC: 10 **Cover:** Full (half for pilot)
HP: 30 **BP:** 0
Body: 3 **WS:** 0

Collision: 2d8 bludgeoning damage
Crew: 1, **Passengers:** 15
Special: This vehicle has an expansion feature that allows it to settle in a level area and expand to the size of a small house, complete with all amenities common to a living area

Exploration Cruiser

Large land and water vehicle (10 ft. wide, 20 ft. long, 5 ft. tall)

Speed: 50 ft., 650 ft. (75 mph)

AC: 14 **Cover:** Full
HP: 80 **BP:** 20
Body: 10 **WS:** 3

Collision: 3d8 bludgeoning damage
Crew: 1, **Passengers:** 7
Special: This vehicle has jets to slow its descent and can be dropped from orbit onto a planet with passengers inside.

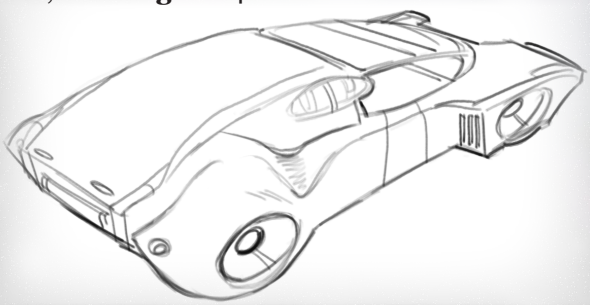
Hover Cruiser

Large flight vehicle (10 ft. wide, 10 ft. long, 5 ft. tall)

Speed: 50 ft., 550 ft. (50 mph)

AC: 12 **Cover:** Half
HP: 20 **BP:** 0
Body: 0 **WS:** 3

Collision: 3d8 bludgeoning damage
Crew: 1, **Passengers:** 4



Hovercopter

Large flight vehicle (10 ft. wide, 30 ft. long, 10 ft. tall)

Speed: 50 ft., 550 ft. (50 mph)

AC: 16 **Cover:** Full
HP: 50 **BP:** 25
Body: 5 **WS:** 4

Collision: 5d8 bludgeoning damage
Crew: 2, **Passengers:** 6
Special: This vehicle has jets to slow its descent and can be dropped from orbit onto a planet with passengers inside. It can also make its way into orbit, though it cannot fly further than that and must be picked back up or assisted by a spaceship.

Jet Submarine

Gargantuan water vehicle (20 ft. wide, 100 ft. long, 20 ft. tall)

Speed: 40 ft., 350 ft. (40 mph)

AC: 18 **Cover:** Full
HP: 150 **BP:** 50
Body: 15 **WS:** 10

Collision: 7d8 bludgeoning damage
Crew: 10, **Passengers:** 50

Military Cruiser

Huge flight and water vehicle (20 ft. wide, 80 ft. long, 20 ft. tall)

Speed: 50 ft., 650 ft. (75 mph)

AC: 18 **Cover:** Full
HP: 100 **BP:** 50
Body: 10 **WS:** 10

Collision: 5d8 bludgeoning damage
Crew: 10, **Passengers:** 50
Special: This vehicle has jets to slow its descent and can be dropped from orbit onto a planet with passengers inside. It can also make its way into orbit, though it cannot fly further than that and must be picked back up or assisted by a spaceship.

Pulse Cycle

Medium land vehicle (5 ft. wide, 10 ft. long, 3 ft. tall)

Speed: 100 ft., 800 ft. (90 mph)

AC: 10 + pilot's Dexterity modifier
HP: 10
Body: 1
Cover: None
BP: 0
WS: 0

Collision: 1d8 bludgeoning damage
Crew: 1, **Passengers:** 1

Racing Speeder

Large flight vehicle (5 ft. wide, 10 ft. long, 5 ft. tall)

Speed: 200 ft., 4400 ft. (500 mph)

AC: 10 + pilot's Dexterity modifier
HP: 30
Body: 3
Cover: Half
BP: 0
WS: 0

Collision: 3d8 bludgeoning damage
Crew: 1, **Passengers:** 1

Subspace Fighter Jet

Large flight vehicle (15 ft. wide, 20 ft. long, 5 ft. tall)

Speed: 300 ft., 6600 ft. (750 mph)

AC: 14 + pilot's Dexterity modifier
HP: 50
Body: 10
Cover: Full
BP: 50
WS: 5

Collision: 8d8 bludgeoning damage
Crew: 1, **Passengers:** 0
Special: This vehicle has jets to slow its descent and can be dropped from orbit onto a planet with passengers inside. It can also make its way into orbit, though it cannot fly further than that and must be picked back up or assisted by a spaceship.

Urban Cruiser

Large land vehicle (10 ft. wide, 15 ft. long, 5 ft. tall)

Speed: 25 ft., 450 ft. (50 mph)

AC: 14
HP: 20
Body: 2
Cover: Full (half for pilot)
BP: 0
WS: 0

Collision: 3d8 bludgeoning damage
Crew: 1, **Passengers:** 3

Expenses in Space

Despite a rallying atmosphere of hope that pervades the Nacora Galaxy's outlook on helping those in need, there is still a divide in monetary wealth that parts the people of the various worlds. Basic necessities such as shelter, sustenance, and clothes all cost money, and these, alongside more superfluous forms of entertainment, show the type of lifestyle a person lives in.

Lifestyle Expenses

The costs listed here provide you with a simple way to track how much money is spent on a daily basis, as well as any personal equipment maintenance that you might have need of during off time. This helps determine how many credits a character (or NPC) may have to spend during a given day of off time.

At the start of each week or month, choose a lifestyle from the expenses table and pay the price to sustain your chosen lifestyle. The prices listed are per day (in case it needs to be partitioned out that way, so you'll have to multiply the value appropriately to make a week or month's worth of expenses. Certain lifestyles may open up new and interesting friends and opportunities for you and your companions, so it's always something to keep in mind while choosing how you want your character to live.

These also work well for determining how much the average people of the galaxy make at their day jobs and how they live. Typically, a person would make about twice as much as they need to live at their lifestyle in a week's time.

Lifestyle	Price/Day
Wretched	1 cc
Squalid	5 cc
Poor	10 cc
Modest	25 cc
Comfortable	40 cc
Wealthy	100 cc
Incredibly Wealthy	200 cc

Food, Drink, and Lodging

If you're on the road looking at a specific expense for staying at a hotel or picking up a few drinks at the local scene, this table should help you determine the rough price of these commonly incurred costs.

Item/Place	Cost
Alcoholic Drinks	
Poor	2 cc
Modest	4 cc
Comfortable	8 cc
Wealthy	12 cc
Incredibly Wealthy	20 cc
Meals	
Squalid	1 cc
Poor	3 cc
Modest	6 cc
Comfortable	10 cc
Wealthy	20 cc
Incredibly Wealthy	40 cc
Hotel Nightly Housing	
Squalid	10 cc
Poor	30 cc
Modest	50 cc
Comfortable	100 cc
Wealthy	300 cc
Incredibly Wealthy	500 cc

Trinkets in Space

The following table includes one-hundred items that a person might have in space. Every character may roll once off the trinket list at generation to have a strange oddity.

d100	Trinket
1	A shard of crystal that glows with faint blue light when you get too near a star
2	A diary written in an unfamiliar cipher or code
3	A laser pointer that emits light on the ultraviolet spectrum
4	A USB or other data device full of cat pictures
5	A ring of keys that don't go to anything you own
6	A pair of antique sunglasses
7	A doll-sized cryopod containing a single tiny hand
8	A pair of dogtags
9	An ancient coin won in a gambling match
10	A moonstone ring that can't be damaged
11	A solid quartz chess piece
12	A holoprojector that plays a single message over and over
13	A broken screen with a burnt-in image of an unfamiliar spaceship
14	A pair of dice that bear the signs of the Domosian pantheon rather than numbers
15	A small metal figurine of a horrifying creature which induces nightmares if you sleep near it
16	A thermal scarf that changes color when warm or cold
17	A small battery that always has just enough charge to power a flashlight
18	A trading card with your face on it
19	A trading card of a famous space pilot
20	The insignia patch of a military captain
21	A perfect 2 inch replica of a famous ship
22	A pair of personalized socks
23	A polaroid camera
24	An old USB computer mouse
25	A handkerchief made of reflective fabric
26	An encrypted hard drive from pre-space travel times
27	A music recording from an ancient derelict satellite
28	A plate that perfectly cooks whatever is placed on it
29	A tiny floating orb that occasionally flashes different colors
30	An antique VR headset
31	A single robotic foot
32	The taxidermied head of a horrifying space creature
33	An old star map depicting unfamiliar constellations
34	A vial full of moondust
35	A pixelated picture of your childhood hero
36	A masquerade mask

37	A tactical vest with 50 pockets
38	A telescope that makes things look further away
39	A decorative fan depicting a smiling robot
40	A windup mechanical frog
41	A broken digital watch with the inscription “We’ll always have Vorgun-IX”
42	A jar labeled “Genuine Cosmic Energy” that appears to be empty and can’t be opened
43	A GPS system with preprogrammed coordinates to the middle of nowhere
44	A crystalline perfume bottle with nothing remaining in it but the ghost of a scent
45	An empty gun clip inscribed with the word ‘Hope’ in a foreign language
46	A snow globe containing a model of a fictional solar system
47	An unsolvable iron puzzle box
48	A coupon for one free drink at Dusty Dave’s
49	A small enamel pin depicting a ringed planet
50	A top that never stops spinning
51	A pair of gloves with only three fingers per hand
52	A book that you can’t find record of online
53	A string of programming code
54	A tube of lipstick in a shade of bright green
55	A CD of popular songs from your childhood
56	A fragment of meteorite that looks vaguely like a heart
57	A set of magnetic Legos
58	A length of silk that feels warm to the touch
59	A wireless microphone
60	The pilot script for a failed television show
61	A metal eyepatch
62	A set of knucklebones from a species not your own
63	A miniature pewter goblet
64	A lava lamp
65	A piece of asteroid on a leather cord
66	A long talon on a keychain
67	An empty steak sauce bottle from Stardust Joe’s Steakhouse
68	A bracelet that displays the name of whoever is wearing it
69	A wooden stick that hovers a foot off the ground when dropped
70	A glowing cigar box
71	A string of lights with bulbs shaped like spaceships
72	A length of green wire
73	A pair of earrings that don’t match
74	A stress ball
75	A starwyrm scale
76	A cybernetic eye from thirty years ago
77	A glowstick that never fades
78	A love letter
79	A roll of kinesio tape
80	A knife with a handle made of jade
81	A tiny robot that dances when powered on
82	A harmonica that makes no noise when played
83	A joke pack of gum that shocks people when they try to pull out a piece
84	A postcard from a far off planet you’ve never been to
85	A useless key card with the company name “Skeleton Key” on it
86	A list of seemingly unrelated names
87	A pair of handcuffs with three distinct charms dangling from them
88	A handheld game system with only one game stuck in it
89	An undying cactus plant
90	A pair of noise canceling headphones
91	A child’s stuffed rabbit
92	A belt buckle that says FTL
93	A set of pink knee and elbow pads
94	A painting of a castle
95	A water gun
96	A cube with no clear opening that cannot be broken, but sounds as though it contains metal inside
97	A set of four barcodes printed on tattoo paper
98	A tiny, magnetic sequined cowboy hat intended to be worn on a space helmet
99	The half of a friendship necklace that says ‘Be Fri’
100	A sachet full of fragrant petals that has a crescent moon embroidered on it

CHAPTER SEVEN: SPACESHIPS

Just like a game focused on the ocean needs rules and modifications for the use of sailing ships, so too does a game like Spaceships and Starwyrms require expanded material on spaceships. In fact, science fiction in general has a focus on travel that isn't captured by the standard rules of 5th edition. This chapter focuses on space vehicles, while terrain and planetary vehicles found in Chapter Six. This chapter will provide rules for skill use, combat, and travel in spaceships. It also describes the pieces that make up a ship, how to build one, and a number of sample ships that can be used on the fly.

Skills Used for Spaceships

Although Chapter Eight details several ways that each of the skills in this new system might be used, it is important to note that the following skills and tool proficiencies are vital to the upkeep and driving of vehicles within S&S: Computers, Mechanics, Navigator's Tools, and Piloting. Each proficiency has its place aboard a vessel.

Intelligence (Computers) checks on vehicles are required for maintaining, repairing, and performing specific tasks with the automated systems on a ship. Wisdom (Mechanics) checks are required for repairing and keeping up the physical parts of a ship. Intelligence (Navigator's Tools) checks are used to chart courses and correctly plot flight paths for ships, and Dexterity (Piloting) checks are required to drive or fly any vehicle in the game.

Spaceship Movement

The spaceships included in this chapter have three distinct speeds available to them. The first speed is a short distance booster speed most often used in space combat, moving around in orbit, or when flying planetside (for ships with that capability).

The second level of speed is cruising speed, which is used within each individual solar system. The final speed is the faster than light travel that uses wormholes to move from one solar system to another within the Nacora Galaxy.

For more information about long distance travel refer to the "Traveling in Spaceships" section of Chapter Nine.

Ship to Ship Combat

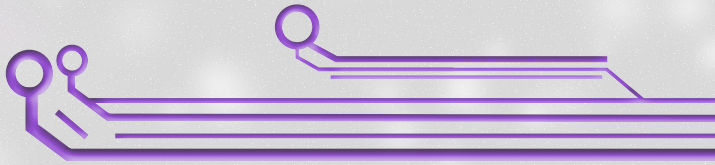
When your adventure revolves around a place as vast as a galaxy, having rules to clarify and understand combat between spaceships is a must. This section seeks to give some straightforward information on ship to ship fighting while keeping things clear and open for interpretation.

Single-Pilot vs. Multi-Crew Ships

Ships that are piloted by a single person perform just like a single player at the table. A single-pilot ship is any spaceship with the fighter chassis. Any other ship is considered a multi-crew ship. The ship has a fly speed, hit points, weapons and action economy that all work identically to the typical combat turn. The pilot can move the ship with their move speed and then use any of the spaceship actions listed in this chapter. If they take the attack action, they can only fire one of the weapons on their single pilot ship, instead of being able to fire multiple.

While single pilot ships are common, they are mostly used for repair work and as combat fighters. For most purposes involving space travel and space battle, ships with two or more crew members are the standard. When combat begins with PCs sharing a ship, it's important to know where each character is located on the ship so as to understand what they can accomplish during the battle. This is especially important, for example, in very large vessels where the gunner couldn't necessarily make it to engineering within a single turn to try and patch the barriers.

When assigning roles within a multi-crew ship, it is most important to choose who is piloting the vessel. Unlike the other members of a multi-crew ship, the pilot cannot move to other portions of the ship or perform any actions aside from those which use the Dexterity (Piloting) skill unless they forgo an entire combat turn to disengage from piloting (thus leaving the ship floating with no pilot).



Initiative

At the beginning of space combat, each player rolls initiative for their character. Then each other ship will roll initiative (grouping ships together by their size and allegiance is also helpful for improved flow). Once the initiative order is set, determine whether or not the players are flying in single pilot vessels or multi-crew ships. See Chapter Ten for more about initiative.

Your Turn

On your turn, you can move a distance up to your speed and take one action. If you are piloting a ship, you instead move the ship a distance up to its speed. You can take a bonus action as normal during your turn, but you do not get a reaction unless you take the readied action (in which case your reaction is only to take the action you readied).

At the end of the piloting creature's initiative turn, that creature makes a Dexterity (Piloting) check and modifies the roll by their ship's handling modifier.

The DC for this piloting check is 10. When the check is made, the ship gets an AC bonus of +1 for every 5 higher rolled above the base DC. For example, if a pilot rolled a 15, the ship would get an AC bonus of +1. If the roll was a 20, the AC bonus would be +2. This AC bonus lasts until the beginning of the pilot's next turn.

Movement, Position, and Turning

On the piloting creature's turn, the pilot can move the spaceship forward by its arc value (the unit of measurement used for short range movement in spaceships). When turning, a given ship has to move forward an amount of arc equal to its turning value to make a 90 degree turn. Facing is used only for movement, not to determine aim.

One arc of distance is approximately 100 feet in distance. Therefore, when a playmat is used during space combat, each square or hex is a space that is 1 arc by 1 arc, or 100' by 100'.

Because the creature piloting the ship is the one that moves it on their turn, the pilot can take their action at any time during that movement. Other creatures cannot interrupt that movement to utilize their own actions unless they readied an action to do so.

Collisions

When a ship collides with another, each ship involved in the crash takes damage. Each ship takes 2d10 damage for each point of body the other ship has (see "Building a Spaceship" for the description of body and how much each ship has). This damage is dealt directly to the hull of each ship.

When one ship purposefully wishes to collide with another, its pilot must make a Dexterity (Piloting) check contested by the Dexterity (Piloting) check of each ship they would collide with. If the defending ship's pilot exceeds the attacker's check, they avoid the collision and have advantage on attack rolls made against the aggressor until the aggressor's next turn.

Purposefully colliding with another ship this way is part of taking the Attack action. Therefore, in a fighter ship, the pilot cannot fire a weapon if they attempt to collide and in a larger ship, the pilot cannot take another action if they attempt to collide with another ship.

Optional Rule: Facing

Like standard 5th edition combat, this section's base rules state that the direction spaceships are facing does not matter. However, if including the direction ships are facing appeals to you and your group, you can include rules about facing.

The primary change you will need to observe is with weapons. For each weapon on a ship, choose a direction from the bow that it is mounted and generate a cone area from that direction (it's generally best to keep things restricted to four directions). The ship's weapons can only fire in that direction.

When using this rule, swivel guns should be allowed full 360 degree shooting ranges.

Size in Space

The differential between the scale of spaceships and the scale of normal creatures is a wide gulf. Therefore, though the sizes of spaceships are noted the same way as creature sizes (tiny, small, medium, large, huge, and gargantuan), the scale of these sizes are much larger. Tiny is 20 to 40 feet in length, small is 40 to 100 feet in length, medium is 100 to 400 feet in length, large is 400 to 1,000 feet, huge is 1,000 to 5,000 feet, and gargantuan is 5,000 and larger.

Actions in Space Combat

The Actions in Space Combat chart includes some of the common actions that can be taken during ship to ship combat, but it is by no means an exhaustive list of what can be done. Some actions can only be done while you are in a specific place on a multi-crew ship. This is most commonly true for piloting or being a gunner, but can apply to other positions that might require you to be in the engine room of the ship or on deck with the ship's computers.

Actions in Space Combat	Check Required
Attack	Varies
Countermeasures	Computers/Mechanics
Dash	Piloting
Divert Power	Mechanics
Hack	Computers
Help	N/A
Open a Line	N/A
Overclock	Mechanics
Patch	Mechanics
Ready an Attack	N/A
Scan	Computers
Take Off/Land	Piloting
Trick Maneuver	Piloting

Attack

Even the smallest ships have at least one weapon on them. For every weapon a ship has, it can support someone controlling that weapon to make attacks against other ships. Depending on the number of player characters, one player might control one or more of the ship's weapons in combat.

Making an attack with a weapon through a ship requires proficiency in at least one martial ranged weapon that deals ballistic or plasma damage, or proficiency in the piloting skill. If a creature is proficient in either, they will make an attack roll using their proficiency and Dexterity (or Intelligence) modifier. If the weapon they're using requires a saving throw to be made instead, the DC is equal to 8 + their proficiency + their Dexterity or Intelligence modifier (their choice).

Each weapon on a spaceship can make an attack each round (though some require charge times or rest times between shots), but a single person on a multi-crew ship cannot fire more than two weapons with the Attack action. Likewise, in a single-pilot ship, the pilot can only fire one weapon with the Attack action.

You don't need the Extra Attack feature to fire two weapons in a multi-crew ship as long as it has two weapons for you to fire. If two people are each firing two weapons from the same ship that has four weapons, then all four weapons can be fired without penalty

Spaceship vs. Person

On occasion, should it come to it, spaceship weapons might be used against a person or a person might fire at a spaceship. Keep in mind that just as the size charts for creatures and ships are different, so is the scale of damage dealt by weaponry. Any medium or smaller creature hit by a spaceship's weapon attack has the damage of that attack multiplied by 10. Likewise, when a medium or smaller creature attacks or shoots spaceships with regular weapons, you should divide that damage by 10 before applying it. Large creatures or spells that deal damage apply a factor of 5 in either direction instead of 10.

Countermeasures

When you take the Countermeasures action, you prepare your ship for enemy bombardment by calculating the trajectories of enemy shots and likely spots the enemy vessel's weapons will hit. You can then alter your barrier's thickness in those places. The first time another ship makes a successful attack on your ship before your next turn, you make a Wisdom (Mechanics) check opposing the attack roll. If your roll exceeds the attack roll, you halve the damage of that attack. This does not affect ship attacks that require the pilot to make a Dexterity saving throw.

You can also take the Countermeasures action to prepare for a network attack. If you choose this form of countermeasures, the next time the Hack action is taken against your ship before your next turn, the associated Intelligence (Computers) check is rolled with disadvantage and any check you roll is made with advantage. A creature taking the Hack action that fails their hacking check while countermeasures is active is automatically booted from your ship's private network.

You must choose which of the two versions of countermeasures you are activating when you take the action.

Dash

If you're piloting the ship, you can make a Dexterity (Piloting) check with a DC of 15. If you succeed, you can move the ship again at half the normal arc that it can move. If you exceed this check by 10 or more, you can move the ship again at its full speed instead of half speed.

Divert Power and Overclock

By accessing the ship's power source and other features directly, a savvy engineer can divert power from one system within the ship to another, or force a piece of machinery to perform at a peak levels for a short time.

To Divert, you must make a DC 15 Wisdom (Mechanics) check. If you are successful, you can increase the effectiveness of the ship's barrier, speed, or weapon power (referred to as boosting) while weakening another of those systems. This lasts indefinitely until you or another creature with proficiency in the Mechanics skill chooses to undo the diversion of power. If a system is already being diverted to another, you cannot double up on that diversion. For example, if you divert speed to increase barrier, you cannot divert more speed to barrier, but you could divert speed to weapons, decreasing your speed by two increments, but increasing the other two systems by one increment each.

Instead of diverting, you can Overclock. Doing so requires that you make the same DC 15 Wisdom (Mechanics) check. If you are successful, you bolster one of those three systems for 1 round (the effect ends at the beginning of your next turn) at the cost of 10 damage directly to the ship's hit points, but without imparting a penalty on a different system. Damage dealt from overclocking is dealt directly to the hull. Each of the three systems can only be overclocked once during a given round.

When you boost your barrier, it increases your ship's current and maximum BP by 20, but while weakened it lowers the current and maximum BP by 10. Boosting speed increases the ship's speed by 4 arc, while choosing to sacrifice speed lowers the ship's speed by 4 arc. Lastly, boosting weapons systems allows the ship's weapons to gain a +5 bonus to damage rolls. Weakening weapons systems means adding a damage penalty of -5 to all damage rolls from the ship.

Whenever you attempt to Divert or Overclock, if you fail the associated Wisdom (Mechanics) check, it makes future attempts at the same check easier. Each consecutive attempt to make the check reduces the DC by 5, to a minimum of DC 5. The DC resets back to 15 after you successfully make the check. This represents the time it takes to accomplish a task, as sometimes it might take the engineer of the ship more than 1 round to accomplish what they are working toward.

Hack

Most ships, even ones powered by magic, use computers to run systems and calculate necessary courses and actions. Scrambling the programs of a computer system on an enemy ship can give you all sorts of advantages over your foes. All spaceships come with a Supercomputer Mark IV installed in them as their primary computer terminal (except for ships that don't come with a primary computer terminal).

Computers on ships are meant to broadcast a larger signal than personal computers due to their impressive size. If you are at your ship's primary computer terminal, you can use your action to utilize the Hack action against another ship that is within 7 arc of you (close range). Only one creature can be using a ship's primary computer terminal at any given time.

Because all spaceships have their own private network, the first Hack action you must take before using any other covert or overt options that affect the targeted ship is the Bypass option.

Unlike normal hacking, your Intelligence (Computers) check can be opposed by either the target ship's AI Core or another creature that is active on the target ship's primary computer terminal. For more information about the Hack action, see Chapter Ten.

Help

This action works similarly to its normal combat function. It allows you to grant advantage on a roll another creature is making, so long as you are proficient in the roll they are attempting and are within 5 feet (or 5 arc if it is one spaceship pilot helping another ship) of that creature while they're making it. This can also be used to create team maneuvers while flying fighter spaceships.

Open a Line

You can use the primary computer terminal of your ship to open a line of communication between your ship and another ship within 30 arc (60 arc if you have the communication deck development slot on your ship). That ship can allow the transmission or block it out. Once a transmission is accepted, you have an open line to talk over audio and/or video with the terminal of the other ship. Either ship's crew can use a bonus action to close this open line.

Patch

If you are near one of the barrier cores of your spaceship, you can take the patch action to help restore barrier points to a damaged barrier. You must make a DC 15 Wisdom (Mechanics) check to operate on the core. If you succeed, you restore a number of barrier points to your ship equal to 1d10 + your Wisdom (Mechanics) modifier.

Whenever you attempt to patch, if you fail the associated Wisdom (Mechanics) check, it makes future attempts at the same check easier. Each consecutive attempt to make the check reduces the DC by 5, to a minimum of DC 5. The DC resets back to 15 after you successfully make the check. This represents the time it takes to accomplish a task, as sometimes it might take the engineer of the ship more than 1 round to accomplish what they're working towards.

Ready an Attack

When you take this action, choose a single weapon you can control and a condition under which you will fire it. A common example is 'when the opposing ship moves in range, I shoot them'.

You gain a special reaction to make this attack so long as the condition is met before your next turn. If it isn't, you lose this readied action. You cannot ready any action other than a single attack.

Scan

If you are piloting the ship or are at the primary computer terminal of the ship, you can make a DC 10 Intelligence (Computers) check to scan another ship within 50 arc (roughly 1 mile) of yours. If you succeed, you can determine one of the following things about another ship. For every 5 by which you exceed the DC, you gain another piece of information of your choosing.

- Base information, such as crew, classification, size, speed, and origin.
- Defenses, such as AC, maneuverability, BP, HP, and Body.
- Offensive power, including all the weapons a ship has.
- How much space is within and what it might be carrying.

Take Off/Land

If you are piloting a ship, you can use your action to take off, land, dock, attach, or detach. All of these actions equate the effort of bringing your ship up to speed or bringing it down to rest. Doing any of these actions is typically a DC 10 Dexterity (Piloting) check, but might be harder or

easier depending on outside circumstances. The handling modifier of the ship applies to this check.

Trick Maneuver

As a pilot, there are numerous maneuvers that require tricky piloting and a steady hand. The maneuvers listed here are by no means all that are possible, but they are some of the best defined. If you have a maneuver in mind not on this list, speak with your GM about the necessary DC and whether or not they feel comfortable with you using it. Each of these actions requires a Dexterity or Intelligence (Piloting) check. The ship's handling modifier applies to this check.

Trick Maneuver	Check DC
Any Ship	
Evasive Maneuvers	15
Going Dark	20
Jet Turn	20
Line Up the Shot	15
Little Off the Top	25
Quick Takeoff	20
Stealth Flight	15
Fighter Chassis Only	
Barrier Grind	25
Dodge Roll	5
Hammerhead Turn	20
Momentum Swing	25
Quick Landing	20
Thrust Vectoring	30
Viper Feint	25

Evasive Maneuvers. You swing your ship through space with expert precision, making it harder to hit you and easier for you to dodge at the last second. If you succeed on your check, you gain advantage on all Dexterity (Piloting) checks you make until the beginning of your next turn.

Going Dark. You turn off all your computer powered systems for a turn, letting your natural momentum bring you in range of your targets. When you succeed on your check, hackers on your private network are immediately booted and hacked systems cease being hacked when you restart your systems. You can't be hacked while your computers are inactive. No Intelligence (Computers) or Dexterity (Mechanics) check based actions can be performed in this state. All weapon attacks are made with disadvantage while going dark.

Jet Turn. You power up the orbital landing stabilizing jets at max power while turning to make you turn faster. If you succeed on your check, you can make 90 degree turns during your movement on your current turn as though your ship had a turn value of 0.

Line Up the Shot. You steady your ship and line it up with another vessel, giving your gunner the perfect opportunity. If you succeed on the check, choose another ship. The next attack made from your ship's guns is made with advantage.

Little Off the Top. You skim by another physical object, barely scratching surfaces but coming close enough to dislodge any creatures or ships attached to the hull of your vessel. If you succeed on your check, choose a creature or ship on your hull. That ship or creature is automatically dislodged from your hull and must make a DC 15 Dexterity saving throw (creature) or Dexterity (Piloting) check (ship). Failure means taking physical collision damage, while success means taking half as much damage.

Quick Takeoff. You can jumpstart your ship into a dash to escape from a dangerous situation. If you succeed at your check and your ship is docked or locked in orbit, you can immediately move three times your ship's normal move speed. On your next turn, your ship's movement speed is halved.

Stealth Flight. You can run your ship on its lowest power settings to attempt to fly under the sensors of other ships. If you succeed at your check, you can make a stealth check for your spaceship using your Dexterity (Piloting) skill and subtracting 5 from the result for each size above tiny your ship is. This sets both a Wisdom (Perception) DC and a DC for scanning to locate your ship.

Barrier Grind. You grind your ship's barrier up against another to vanish from the target ship's weapons systems. If you succeed on your check, you can move and end your turn sharing a space with another ship that is larger than yours. That ship cannot attack you with weapons or target you with anything other than the Little Off the Top maneuver. To continue grinding you must make this check anew each turn, using your action each time.

Dodge Roll. This maneuver is identical to evasive maneuvers, except with a lower DC, as it is easier to dodge in a fighter.

Hammerhead Turn. If you succeed on your check, you tip up and twist back, turning your ship 180 degrees with a turning value of 0.

Momentum Swing. You can use natural momentum in space to steer your way in zero gravity even without your ship's normal engines. You need only use this maneuver when your ship's engines are not working for some reason. If you succeed on your check, you can move up to half your move speed.

Quick Landing. When you need to make a quick landing, you can make this check. If you succeed, you take the dash action and the land action simultaneously and can also exit your ship as part of the same action.

Thrust Vectoring. This is less a maneuver and more a type of flying. You can enter this state as an action by making a Dexterity (Piloting) check. If you succeed, on each of your following turns you can make a trick maneuver other than this one as a bonus action instead of an action. This can't be picked as a Signature Move either by the pilot background or any feat.

Viper Feint. You can appear helpless, granting advantage on any attack rolls made against you, and then make your Dexterity (Piloting) check. If you succeed on your check, the next time you're attacked before your next turn, you make an attack with advantage as though with a reaction. If you hit, the attacking ship automatically misses with their attack. Once you do this, the advantage granted against you ceases as well.

Spaceship Chases

Like vehicle chases, occasionally spaceship chases come up in the world of Spaceships and Starwyrms. Sometimes you're outgunned and have to make a quick getaway, while other times your vessel was never built for head on combat.

When a chase begins, every character rolls initiative. The pilot's turn determines when the ship moves, as in standard spaceship combat. However, in this case, since all the ships are moving in the same direction, the pilots of each ship are opposing one another.

For the ship being pursued, a roll is made at the end of the pilot's turn. This Dexterity or Intelligence (Piloting) check is made against each other pilot in the chase. Pursuing pilots who win this opposed check get 1 stage closer to their quarry, while pursuing pilots who lose fall 1 stage behind.

The ship being chased is at stage 0, which represents a distance of less than 1 arc. Ships at stage 0 can ram, board, and fire weapons as normal.

Stage 1 is 15 arc from the lead ship, stage 2 is 30 arc away, and stage 3 is 45 arc away. Weapons that are viable at these distances can be used. If a ship in pursuit is at stage 3 and loses the next opposed Dexterity (Piloting) check against the ship being chased, they fall too far behind to continue the chase. The stage each pursuing ship begins at is variable, depending on the situation, and is ultimately decided by the GM.

Building a Spaceship

Every spaceship is different in its own way, from the types of parts to the species that build them to the personal touches that a particular captain might install. There are hundreds of ways the same model of ship could turn out different. This guide seeks to compartmentalize the numerous ways to build a spaceship.

The Base Ship

Although there are many parts that make up a spaceship, this guide breaks it down to three: the base, the weapon systems, and the developments. A base ship represents a standard fare ship of its type that is ready to be used without additional customization. The base includes almost every facet of the ship, each of which are described in detail here.

Size. This entry describes the size of the spaceship. Spaceships come in 7 sizes. Tiny is 20 to 40 feet in length, small is 40 to 100 feet in length, medium is 100 to 400 feet in length, large is 400 to 1,000 feet, huge is 1,000 to 5,000 feet, and gargantuan is 5,000 and larger.

Base HP. The hit points of the ship. When a ship's hit points reach 0, it becomes inoperable until repaired and is considered wrecked, but it is not destroyed until it takes additional damage equal to half its total hit points. A wrecked ship can be repaired over the course of many hours

of work with the appropriate supplies.

Body. This value represents the hardiness of a ship. Any amount of damage the ship would take that is less than its body value is reduced to 0. Body also determines the damage dealt during a collision between two ships.

Spd/Handling. The first number is the ship's speed in arc units, a measurement used only for traveling through space in short distances. It is the ship's move speed while in combat (1 arc unit is approximately equal to 1 square or hex when using a mat).

The second number is a bonus or penalty to the piloting skill check or saving throw required for any maneuver with the spaceship, or when the AC of a ship is modified by the pilot.

Turn. This represents the number of arc a ship must move forward before it can make a 90 degree turn.

Charge. This is the amount of time in rounds required for the ship's engines to be up and running for use from cold rest.

W.S. (Weapon Slots). This value represents the number of open slots for weapons a spaceship chassis has. Each weapon requires a certain number of slots.

D.S. (Development Slots). This value represents the number of open slots for ship developments that a chassis has. Each development, located later in this chapter, has a certain number of slots it requires.

Crew. The first value is the minimum crew required to utilize and otherwise pilot a ship based on that chassis, while the second value represents the maximum number of people that can actively participate in the crewing of a ship based on that chassis. Keep in mind that most ships of medium size or bigger have the capacity to also have four times their crew in passengers.

Battle Defense Systems

The following features apply to types of armor and barriers that can be acquired for a ship. A ship can only have one defense system.

Size Restriction. Each defense system is restricted to certain sizes of ships. This column describes which sizes a given system will work for. T stands for tiny, S for small, M for medium, L for large, H for huge, and G for gargantuan.

Base AC. This becomes the ship's base AC. Unmodified ships have a base AC of 10.

Base BP. The barrier points represent how much damage a ship's barrier can take before it is destroyed. Damage dealt to a ship is dealt to its barrier first unless otherwise noted.

Chassis	Cost	Size	Base HP	Body	Spd/ Handling	Turn	Charge	WS	DS	Crew
Escape Pod	See Developments	Tiny	15	1	12 arc/-6	1	1	0	0	1/4
Fighter	7500 cc	Tiny	25	1	12 arc/+6	1	1	3	0	1/2
Border	7500 cc	Tiny	25	3	6 arc/+4	3	2	2	1	1/4
Shuttle	7500 cc	Tiny	25	3	6 arc/+4	3	2	1	2	1/4
Light Freighter	20,000 cc	Small	35	3	10 arc/+2	3	3	3	5	1/6
Pioneer	40,000 cc	Medium	40	5	8 arc/+0	4	4	4	7	1/6
Light Transporter	30,000 cc	Medium	40	5	8 arc/+0	4	4	3	9	1/6
Battleship	60,000 cc	Large	75	10	10 arc/-2	5	5	8	8	6/20
Heavy Freighter	40,000 cc	Large	50	10	6 arc/-8	5	10	3	11	6/20
Cruiser	75,000 cc	Huge	90	15	8 arc/-10	6	10	10	10	20/100
Heavy Transporter	50,000 cc	Huge	90	10	6 arc/-12	6	20	4	13	20/50
Battlecruiser	100,000 cc	Gargantuan	125	20	6 arc/-10	7	20	15	13	100/300
Assault Station	200,000 cc	Gargantuan	200	25	6 arc/-15	7	30	20	16	125/500

Defense System	Cost	Size Restriction	Base AC	Base BP
Mark I	2500 cc	T, S, M, L, H, G	13	20
Mark II	5000 cc	T, S, M, L, H, G	14	35
Mark III	10,000 cc	T, S, M, L, H, G	15	50
Mark IV	20,000 cc	S, M, L, H, G	16	65
Mark V	30,000 cc	M, L, H, G	17	80
Mark VI	50,000 cc	L, H, G	18	95
Mark VII	70,000 cc	H, G	19	110
Mark VIII	100,000 cc	G	20	125
Mark IX	250,000 cc	G	21	140
Mark X	400,000 cc	G	22	155

Weapon	Cost	Size	Range	Recharge	Slots	Damage
Anti-Mine Missiles	10,000 cc	L, H, G	mid	N/A	2	No Damage (SP)
Arcane Blaster	3000 cc	T, S, M, L, H, G	mid	N/A	1	Varies (SP)
Arcane Enhancer	10,000 cc	S, M, L, H, G	mid	N/A	2	Varies (SP)
Blade Beam Cannon	75,000 cc	L, H, G	60 arc line, 2 arc wide	2 rounds	5	12d12 plasma (save)
Bypass Enhancer	3000 cc	T, S, M, L, H, G	mid	N/A	2	No Damage (SP)
EMP Pulser	15,000 cc	T, S, M, L, H, G	7 arc cone	1 round	3	No Damage (save) (SP)
Energy Array	10,000 cc	T, S, M, L, H, G	contact	N/A	3	3d12 plasma (save) (SP)
Explosive Mines	2500 cc/4 mines	M, L, H, G	contact	N/A	3	5d12 force (save) (SP)
Graviton Beam	25,000 cc	L, H, G	15 arc cone	1 round	3	No Damage (save) (SP)
Heavy Gun	3000 cc	T, S, M, L, H, G	mid	1 round	1	2d12 plasma (att)
Longshot	3000 cc	S, M, L, H, G	long	N/A	1	1d12 plasma (att)
Orbital Strike Cannon	500,000 cc	G	special	special	5	20d12 force (save) (SP)
Plasma Cannon	40,000 cc	T, S, M, L, H, G	30 arc line, 2 arc wide	1 round	3	5d12 plasma (save)
Point-Defense Cannon	6000 cc	L, H, G	long	N/A	2	2d12 plasma (att)
Shield Buster	6000 cc	T, S, M, L, H, G	close	1 round	1	1d12 plasma (att) (SP)
Swivel Gun	1000 cc	T, S, M, L, H, G	close	N/A	1	1d12 plasma (att)
Tractor Beam	6000 cc	T, S, M	2 arc cone	1 round	1	No Damage (save) (SP)
Void Missile	2500 cc/missile	T, S, M, L, H, G	long	N/A	2	5d12 force (att) (SP)

Battle Weapons Systems

The following features apply to types of weapons than can be acquired for a ship. Note that to fire a spaceship weapon you must have proficiency in martial weapons or the piloting skill.

Size. Each weapon is restricted to certain sizes of ships. This column describes which sizes a given system will work for. T stands for tiny, S for small, M for medium, L for large, H for huge, and G for gargantuan.

Range. This column dictates the range at which the weapon works using the relative terms contact (0 arc units),

close (0-7 arc units), mid (0-15 arc units), or long (0-30 arc units). Weapons with long range impose disadvantage on attack rolls made against targets within 7 arcs of them.

Recharge. This value shows the number of rounds that a weapon that requires recharging must rest after firing in order to be used again.

Slots. This value dictates the number of WS (weapon slots) the weapon uses up in a ship.

Damage. This describes the damage of the weapon and details Save or Attack, in which Attack is an attack roll against the target's AC and Save is a Dexterity saving throw made by the pilot of the target ship against a DC equal to 8 + your proficiency modifier + your Dexterity or Intelligence modifier (whichever is better). For those marked SP, there are individual entries below.

Special Weapons

The following weapons from the Weapons chart have special properties.

Anti-Mine Missiles. These missiles can be deployed into an area that has mines, where they will seek out and destroy any mines in a 20 arc unit area. The detonating mines deal no damage. These missiles cannot be used to attack other ships.

Arcane Blaster. This special weapon allows a spellcaster to channel a damaging cantrip into it and fire it at another vessel. The cantrip's damage type becomes plasma, and any extra effects of the cantrip beyond damage have no effect when fired through an arcane blaster. Only cantrips that deal damage can be channeled through the blaster. They deal damage as though from a spaceship, ignoring the size modification for damage that would normally apply to them. Their range is changed to mid range regardless of the cantrip's normal range, and they can only affect a single ship even if the cantrip would normally target an area. Psychic knacks and gadgets are not considered cantrips.

Arcane Enhancer. Less a weapon and more a chamber, this bubble turret is connected directly to the power source of the ship and lies on the outside edge of the vessel. A spellcaster can cast spells through the enhancer and affect things on a ship scale through it. For every 10' a spell would affect, it affects 1 arc of space instead. Spells cast through the enhancer deal half damage and their damage is converted to plasma damage, but they are otherwise unaffected by the size modification for damage that would normally apply to them. Ships are considered objects and are immune to spells and conditions that do not affect objects. Spells can only affect ships themselves, not people inside the ships. The range of all spells cast through the enhancer becomes mid.

Bypass Enhancer. This weapon connects to the primary computer terminal on a spaceship and increases your hacking distance from close to mid range.

EMP Pulser. This weapon creates an electromagnetic pulse in a 7 arc cone. Ships caught inside the cone have their electrical systems (which includes all weapons systems, defense systems such as barriers, and computer systems) to stop working for 3 rounds. When a ship is first hit, if that ship has a creature with the mechanics

Starting With a Vessel

Sometimes adventures may require a party or character to start with a ship at character creation. Because of the price of spaceships, this is impossible when building monetarily. Instead, player(s) and GM should work together to determine what base ship and ship weapons and developments they can choose from. The following list has some suggested starting values depending on what sort of party you're providing a starting ship for:

- *Avg. Smugglers - 30,000 cc*
- *Avg. Bounty Hunters - 40,000 cc*
- *Military Funded - 80,000 cc*
- *Corporate Funded - 70,000 cc*
- *Private Ship Owner - 20,000 cc*
- *Small Business Group - 40,000 cc*
- *Corporate Special Ops/CEO Funded - 100,000 cc*
- *Major Government Contractors - 90,000 cc*
- *Small Science Vessel - 40,000 cc*
- *Community House Ship - 60,000 cc*
- *Major Science Vessel - 70,000 cc*

skill, that creature can make a Wisdom (Mechanics) check against a DC equal to 8 + your proficiency + your Dexterity or Intelligence modifier. If they succeed, their ship is unaffected. At the beginning of each turn of a member of an affected ship's crew, that crew member can attempt a Wisdom (Mechanics) check against the DC to end the effect.

Energy Array. This special weapon forms a 12 arc radius barrier in a half oval shape around the ship once deployed. It can be deployed up to 5 arcs away. Ships that touch the array in any way take the associated plasma damage with no saving throw. The created barrier will take up to 250 damage before being destroyed. The barrier only stops damage from one side. Shots fired from within move through, though the barrier imposes disadvantage on attack rolls made from inside it.

Explosive Mines. Up to four mines can be launched at a time and placed in any location up to 10 arc units from the ship launching them. Ships that move within 2 arcs of a mine must make a Dexterity saving throw when they explode or take the damage associated with the mine. Mines can be scanned for or spotted with a DC 20 perception or investigation check, but are otherwise unable to be seen in space, as they utilize cloaking technology.

Graviton Beam. A large 15 arc cone emits from this weapon. Any object or ship caught in the cone is immediately halted. The person using this weapon can then choose any number of objects or ships within and draw those objects or ships toward their ship at a rate of 8 arc per round (usually as far as into the hangar bay of their ship). The pilot of a ship caught in this beam can attempt a Dexterity or Intelligence saving throw to escape the effect of the beam.

Orbital Strike Cannon. This special weapon is as rare as it is deadly. It only operates from space while in orbit and fires to the surface of a planet or station, where it creates a massive explosion of energy in a 10 mile radius from the point of impact. The damage is dealt to everything within its range, but it requires an hour's active charge after the target is selected before firing. It allows a Constitution saving throw for creatures caught in the blast, with a success halving the damage. It is important to note that the damage dealt is multiplied by a factor of 10 against those normal sized creatures.

Shield Buster. All barriers are vulnerable to damage from this weapon (meaning they take twice the normal damage from it), but the shield buster deals no damage to non-barrier objects such as ship hulls.

Tractor Beam. A small 2 arc cone emits from this weapon. Any object caught in the cone is immediately halted. The person using this weapon can then choose any number of objects within and draw those objects toward their ship at a rate of 1 arc a round (usually as far as into the hangar bay of their ship). This weapon has no effect on ships, but can be used on large and smaller creatures.

Void Missile. The initial purchase of this weapon includes a single missile; individual missiles cost 2,500 cc each to purchase thereafter. Void missiles deal massive damage, but do not damage barriers, only ships and objects. If a ship has an active barrier around it, the void missile may hit and deal no damage.

Ship Developments

These additional systems and structures use the DS (development slot) column of the chart in this chapter. Each of these developments occupies a number of development slots on the ship and provides a modification to the ship that can be used in many ways. It's a way to customize your ship so that no two vessels are the same. Most of these developments can be purchased multiple times to get more from them, but a few are restricted to one per ship. Restricted developments are marked as such in the requirement text for that development.

Alteration Developments

Most ships use fission-based energy engines and generators because of their ease of accessibility. Likewise, most ships use those generators to generate electrical power that runs all their systems. There are a few developments, however, that fundamentally augment and alter how the ship works (such as if the ship is built to operate purely by magical means). These are called Ship Alteration Developments and are shown in the chart below. Their entries are listed first, as your choice may impact the rest of the developments you choose. They require no develop slots.

Alteration Development	Slots Required
Dark Matter Core	0
Dark Matter Sails	0
Kinetic Gyro Core	0

Dark Matter Core

Does not require a specific ship or any DS

A ship with a dark matter core has huge thruster vents, not unlike a starwyrm's, that feed off of a dark matter core which powers the ship magically. Both the power source and operations on the ship are considered to be magic, but are too complex and layered to be dispelled in a traditional sense with abjuration spells. Ships with this alteration development have the following special features and considerations.

- The ship is immune to EMP effects and cannot be subject to the hack action.
- The ship cannot have an EMP Pulser, but otherwise normal Defense Systems and Weapon Systems can be purchased and used by this ship. They operate as they would for any other ship.
- The ship can be piloted using the piloting skill or the arcana skill.
- Any ship-related action that would normally require a mechanics skill check can be done with either a mechanics or arcana skill check.
- The ship does not have a Primary Computer Terminal and cannot take any action that requires a computer check or the Open a Line action. However, the ship is eligible to take the Runic Bridge Terminal Development.
- The ship cannot have the following developments: Antimagnetic Wiring, AI Core, Communications Deck, Master Security System, Spherical Hull Thrusters, or Supercomputer Mark V.

Dark Matter Sails

Does not require a specific ship or any DS

A ship with dark matter sails has large protruding sails extending from the ship that make it appear somewhat like an old sailing ship. These sails absorb dark matter energy and power the ship's functions. Both the power source and operations on the ship are considered to be magic, but are too complex and layered to be dispelled in a traditional sense with abjuration spells. Ships with this alteration development have the following special features and considerations.

- The ship is immune to EMP effects and cannot be subject to the hack action.
- The ship cannot have an EMP Pulser, but otherwise normal Defense Systems and Weapon Systems can be purchased and used by this ship. They operate as they would for any other ship.
- The ship can be piloted using the piloting skill or the arcana skill.
- Any ship-related action that would normally require a mechanics skill check can be done with either a mechanics or arcana skill check.
- The ship does not have a Primary Computer Terminal and cannot take any action that requires a computer check or the Open a Line action. However the ship is eligible to take the Runic Bridge Terminal Development.
- The ship cannot have the following developments: Antimagnetic Wiring, AI Core, Communications Deck, Master Security System, Spherical Hull Thrusters, or Supercomputer Mark V.

Kinetic Gyro Core

Does not require a specific ship or any DS

A ship with a kinetic gyro core does not run on standard electrical power and does not use computers. The gyro core is a special device that uses momentum and kinetic force to generate energy for the ship to use. The ship does not have traditional wiring in it and power is transferred directly to operations. Ships with this alteration development have the following special features and considerations.

- Creatures that aren't Glabrau, Proxy, or W'uther (or a Glabrau or W'uther based Wireborn) have disadvantage on piloting skill checks to pilot this ship.
- The ship is immune to EMP effects and cannot be subject to the hack action.
- The ship does not have a Primary Computer Terminal and cannot take any action that requires a computer check. It can use the Open a Line action, as it has a

communication center built into the bridge that uses long range transvoid waves, but its communication cannot extend past 30 arc.

- The ship cannot have the following developments: Abjuring Chamber, Antimagnetic Wiring, AI Core, Communications Deck, Master Security System, RE Core, or Supercomputer Mark V.

Standard Developments

The following chart and explanations detail the various standard developments you can add to your ship, assuming you have the appropriate number of development slots.

Abjuring Chamber

Requires a small or larger ship and 1 DS

This special chamber acts as the spell magic circle when activated. It can be activated as an action using a control module that can swing to be inside or outside the circle. This allows the circle to trap something within and contain it, or to protect what's inside from what's outside as per the confines of the spell. Each chamber has a radius of 10 feet, though multiple purchased chambers can be combined into a single larger one.

Antimagnetic Wiring

Requires 1 DS for a tiny ship and 2 for a small or larger ship [Only One per Ship]

This special wiring provides resistance against electromagnetism and EMP effects. When making saving throws against EMP Pulsers and other similar effects, your crew does so with advantage.

Armory

Requires a medium or larger ship and 1 DS

A ship with an armory can store weapons and other materials in a safe environment that can be locked and sealed. This allows ships to quadrant off weaponry to keep violence in a turbulent crew to a minimum or to specify which crew members are carrying weapons at a given time. It can be used to store sensitive materials and its casing is blast proof.

Artificial Intelligence Core (AI Core)

Requires a small or larger ship and 1 or more DS [Only One per Ship]

A ship with an artificial intelligence core can have an AI installed in it. An AI provides the ship with its own source for the computers and piloting skills and can help

Development	Slots Required
Abjuring Chamber	1 each
Antimagnetic Wiring	1 or 2
Armory	1 each
Artificial Intelligence Core (A.I. Core)	1 to 4
Autopilot	0
Brig	1 each
Cargo Hold	1 each
Communications Deck	1
Containment Chamber	1 each
Cryogenic Chamber	1 each
Escape Pods	0 or 1
Expanded Crew Quarters	1 each
Expanded Seating	1 each
Guest Quarters	1 each
Hangar Bay	1 each
Holodeck/Illusory Chamber	1 each
Manual Piloting System	0 or 1
Master Security System	2
Mechanics Workshop	1
Medical Bay	1
Meditation Chapel	1 each
Occult Laboratory	1
Recreation Suite	0
Runic Bridge Terminal	1
Runic Ensouled Core (R.E. Core)	1 to 4
Science Lab	1
Smuggler's Hold	1 each
Solar Emitter Core	0
Spherical Hull Thrusters	0 or 2
Stealth Systems	1 or 2
Supercomputer Mark V	3
Underwater Systems	0

supplement a crew. It can operate basic functions of the ship as allowed by the ship's captain and/or owner. An AI has a proficiency bonus to its computers and piloting skill checks equal to the average of the ship's owners rounded down and an Intelligence score equal to 14 + 2 for each additional DS used to house it beyond the first (to a maximum score of 20). It cannot use the Help action.

Autopilot

Does not require a specific ship or any DS

An autopilot allows the ship to constantly make a Dexterity (Piloting) check or Intelligence (Navigator's Tools) check and get a 10 every time. It is excellent for long distance travel and average flight, but generally poor in combat. A ship with both autopilot and an AI can make a consistent check equal to the AI's Intelligence modifier + the ship's owners' average proficiency bonus + 10.

Brig

Requires a small or larger ship and 1 DS

A brig gives three cells in a small ship, nine in a medium, fifteen in a large, twenty-five in a huge, and forty in a gargantuan. These cells allow for holding prisoners in a controlled environment. Difficulty checks to break out of a given brig varies by ship and situation.

Cargo Hold

Requires a small or larger ship and 1 DS

A ship can have as many cargo holds as might be necessary for that ship. Each discrete hold can house a sizable load of cargo. The exact amount of space the hold takes up depends on the size of the ship. Small ships have a 4000 cubic foot space, medium have a 16,000 cubic foot space, large have a 192,000 cubic foot space, huge have a 1,024,000 cubic foot space, and gargantuan have a 5,210,000 cubic foot space. Regardless of ship size, the hold will protect whatever lies inside in the event of an attack, meaning that sensitive and breakable cargo will be safe even after a rough space battle.

Cryogenic Chamber

Requires a small or larger ship and 1 DS

Although long term travel by cryogenesis has long since fallen from favor with the advent of modern faster than light travel, there are still many reasons to keep a cryo cell onboard a vessel. For small and medium ships, each instance of this development supplies the ship with a single cryogenic chamber. For large and huge ships, it purchases four, and for gargantuan ships it purchases ten. Cryogenic chambers provide a chance to essentially freeze a creature in time. They are often used to transport sick, injured, and dying people as well as corpses that need to remain fresh for their destination.

Communications Deck

Requires a small or larger ship and 1 DS [Only One per Ship]

This area allows the ship to broadcast its private network over a planetary area in an extremely small bandwidth so that the communication devices and computers of the crew can be connected to that private network instead of whatever other networks are available. It also protects incoming and outgoing transvoid communications, imposing disadvantage on attempts to hack or understand those signals. It should be noted that all ships that have either a Primary Computer Terminal or Runic Bridge Terminal come standard with the ability to do normal transvoid communication, intership communication, and ship to planet communication. This special development slot only serves to allow the crew extra protection and a private network to safely confer data and communication.

Containment Chamber

Requires a tiny or larger ship and 1 DS

Sometimes what is needed isn't a prison or a guest room, but a place cut off from the type of environment that the remainder of the ship contains. Given the sheer volume of species both sentient and not throughout the galaxy, it is no surprise that having an area of the ship where any environmental needs can be met with ease can be quite handy. There is only room for up to two creatures to share this single chamber.

Escape Pods

Requires a small or larger ship and 0 DS, 1 DS for each additional past the first set

A section of escape pods gives one free escape pod in a small ship, four in a medium, eight in a large, fifteen in a huge, and twenty-five in a gargantuan. The pods come with a compact and easily reachable escape pod hanger that contains only those pods.

Expanded Crew Quarters

Requires a small or larger ship and 1 DS

Having extra crew members is often as simple as finding a place for those new crew members to bunk down. Each time you fit a ship with this development, you increase the maximum crew of the ship by a multiple of 1.5.

Expanded Seating

Requires a tiny or small ship and 1 DS

For ships that aren't suited for habitation, it may be necessary to acquire more space for temporary passengers. Each time you fit a ship with this development, you multiply by 2. Keep in mind that though this increases the crew size, it does not help the ship support additional crew members in a long-term habitation capacity, merely in transport.

Guest Quarters

Requires a medium or larger ship and 1 DS

Nothing says diplomacy like having fancier private cabins prepared for guests of your spaceship. Each time this development is taken, you gain a block of guest cabins that are of a quality above that of the crew quarters. For medium ships, this equates to four rooms, eight in large, sixteen in huge, and thirty-two in gargantuan.

Hangar Bay

Requires a small or larger ship and 1 DS

A hangar bay is required if you want your ship to have smaller vessels such as fighters, borders, or shuttles within it. The first time you obtain a hangar bay in a small or larger ship, you also get a shuttle for free. The accompanying chart describes how many ships of what size can fit in a hangar bay based on the size of your ship. Each extra hangar bay gives your ship that much more space for extra ships (essentially adding the same amount each time you choose to purchase another hangar bay). It should be noted that if, for example, you had a medium ship with a hangar bay and wanted four tiny ships instead of two tiny ships and a small ship, you can do that.

Your Ship	Tiny	Small	Medium	Large	Huge
Small	1	-	-	-	-
Medium	2	1	-	-	-
Large	3	2	1	-	-
Huge	4	3	2	1	-
Gargantuan	5	4	3	2	1

Holodeck/Illusory Chamber

Requires a small or larger ship and 1 DS

The holodeck is the premium in galactic entertainment. This virtual reality room allows for the recreation of digital events and locations, and provides games, histories, and movies on demand. All in all, it's both a useful tool and excellent relaxation space rolled into a single development. There is a magical version of this development called an illusory chamber that performs the same function, except it uses magic instead of technology.

Manual Piloting System

Requires 1 DS for small or larger ships; 0 DS for tiny ships

A ship with a manual piloting system can also have a normal computer-based piloting system. If the pilot using this manual piloting system isn't a Glabrau, Proxy, or W'uther, then that creature has disadvantage on all piloting checks, as other creatures do not have the innate capacity to pilot a ship without computational assistance. While manual piloting is active, opposing ships cannot use the freeze Hack action against you. In addition, if you are a Glabrau, Proxy, or W'uther, you gain a handling bonus equal to +5. Turning manual piloting on or off is an action.

Master Security System

Requires a medium or larger ship and 2 DS

This special system helps keep out hackers. If a creature attempts to use the Hack action while inside the ship's

private network and fails their check, the creature is immediately booted from the network and the DC for re-entering the network is increased from 20 to 30. In addition, checks made to end the effects of hacking are made with advantage (most Hack actions allow a new check at the end of each turn).

Mechanics Workshop

Requires a small or larger ship and 1 DS

This area is built for tough repair jobs and a lot of junk pieces. It gives the crew a space, a set of tools, and plenty of safety precautions to let a tinkerer really get to work. A mechanics workshop is considered to be stocked with the average tools needed for a Wisdom (Mechanics) skill check and also contains a built-in repair kit. Having a mechanics workshop onboard a ship cuts the time required to fix a damaged vessel by half.

Medical Bay

Requires a small or larger ship and 1 DS

Although the size of medical bays change with the size of the ship, as do the resources contained within, they provide an excellent space for recovery and treatment of all manner of ailments. Creatures that make saving throws against poison or disease have advantage on those saves while being treated in a medical bay. In addition, the medical bay acts as a first aid kit that can be used without depleting it so long as someone proficient is present.

Meditation Chapel

Requires a small or larger ship and 1 DS

A meditation chapel is a place of quiet contemplation in a void where quiet contemplation is strangely absent for many. Often it is tied to the religious figures that the owners of the ship prefer. It is a place where the crew can relax, meditate, and recuperate, but it is especially helpful for those who need the space to perform complex rituals. Any ritual spell cast in a chapel on a ship whose crew you belong to can be cast in 1 minute instead of 10.

Occult Laboratory

Requires a small or larger ship and 1 DS

Occult laboratories provide access to a repository of arcane knowledge and research. They provide a space where magic can safely and experimentally be performed on the ship. Their primary use, however, is attempting to better understand magic. Intelligence (Arcana) skill checks and checks made to identify magic items are done with advantage if at least 1 hour is spent working on the check while in the laboratory.

Recreation Suite

Requires a small or larger ship and 0 DS

This ship feature may not have a purpose on the front of battle, but it has a very practical use in keeping the crew relaxed and happy while traveling through space. The recreation suite can be a variety of things, from a series of game rooms to a long bar and more.

Runic Bridge Terminal

Requires a tiny or larger ship and 1 DS [Only One per Ship]

The runic bridge terminal is a magical device used to replicate certain actions that can normally be performed by a computer. It can be used by a crew member to make the Scan or Open a Line action using the arcana skill instead of the computers skill. It can also perform other transvoid, intership, and ship to planet communications. Magical ships benefit a great deal from this development, but ships with normal power sources can use a runic bridge terminal as well. It operates even after the ship's electrical power might be short circuited and cannot be subject to the Hack action, though it cannot make any other actions aside from Scan and Open a Line.

Runic Ensouled Core (RE Core)

Requires a small or larger ship and 1 DS (or more DS) [Only One per Ship]

A ship with a runic ensouled core has a magically-constructed intelligence infusing the spaceship. This operates like an AI except that is has the piloting and arcana skills rather than the piloting and computers skills. It can operate basic functions of the ship as allowed by the ship's captain and/or owner. The RE has a proficiency bonus to its arcana and piloting skill checks equal to the average of the ship's owners rounded down and an

Intelligence score equal to 14 + 2 for each additional DS used to house it beyond the first (to a maximum score of 20). It cannot use the Help action. RE Cores can only be installed on ships that have the Dark Matter Core or Dark Matter Sails Alteration Developments.

Science Lab

Requires a small or larger ship and 1 DS

Not every ship benefits from a science lab, but most that explore new worlds and the reaches of the galaxy find them vital. They provide the full range of professional's tools for every scientific tool type. Research done in a science lab benefits the researcher by granting advantage on related science skill checks.

Endless Possibilities

Despite the litany of options here, every single spaceship has the capacity to be unique. That individualtiy lies in asking what a development, piloting set up, or turret control looks like. Every species has their own biology and way of doing things and this should be reflected in any ship the player characters fly in. An Ix pilot is likely to have controls for four arms and screens that take advantage of their wide field of vision, while a Kygad pilot is more likely to jack into the pilot system and fly the ship as if they are the ship. A Luonn Tua gunner can utilize their feet-like hands and excellent balance to control turrets in a gyroball that allows for quick changes in directional shooting, whereas a Piranthi might have a basin of water to sit in while they control their weapons because it relaxes their body for better shooting. Likewise, things like recreation rooms, personal quarters, and medical bays should all reflect the people who live in them. In the world of S&S, a spaceship is the home away from home and many times it's the only home a person has.

Smuggler's Hold

Requires a small or larger ship and 1 DS

This hold is ¼ the size of the cargo hold, but is also hidden in the ship, disguised as just another wall in the halls or floor in a room. Finding a smuggler's hold requires an investigation check, the difficulty of which varies depending on circumstance and structure.

Solar Emitter

Requires a tiny or larger ship and 0 DS

All internal lighting on a ship with a solar emitter is considered daylight. The radiative environment is perfect for the comfort of plant species such as Saguarin and Maeshar.

Spherical Hull Thrusters

Requires 2 DS for small or larger ships; 0 DS for tiny ships [Only One per Ship]

A ship with spherical hull thrusters has adopted the W'uther construction of spaceships. These perfectly spherical ships have numerous thrusters across their surface and can turn on a dime. All spherical hull thruster ships have the turn value in their table reduced by 2 to a minimum of 0.

Stealth Systems

Requires 1 DS for a tiny ship or 2 DS for a small or larger ship [Only One per Ship]

A ship with stealth systems camouflages against space and hides from enemy sensors. The pilot can use the Stealth Flight Trick Maneuver with a DC of 5 instead of 15 and has advantage on any associated Dexterity or Intelligence (Stealth) check.

Supercomputer Mark V

Requires a medium or larger ship and 3 DS [Only One per Ship]

A ship with this development has a supercomputer mark V instead of a mark IV.

Underwater Systems

Does not require a specific ship or any DS

A ship with underwater systems is built to hold a pressurized underwater environment. The entire ship is a massive tank of regulated water and gives the impression that those inside are in an ocean. This Piranthi design is constructed to make full Piranthi crews more comfortable on long journeys through space. A smaller version can be acquired for 1 development slot that will create a specific area of the ship this way instead of the entire ship.

GM Spaceship Templates

This section includes a number of quick reference templates for average spaceships found across the Nacora Galaxy. When assembling ship combat, it is important to keep in mind that there is no leveling system outside of sheer money to set the power of enemy ships and player character ships apart.

When choosing enemy ships, pay close attention to the difficulty such a ship might impose on the ship of the player characters. To help with determining the danger level of the ships, a base difficulty, referred to as a tier, can be found in each stat block.

Tier 1 is a ship being flown and operated by creatures with a proficiency bonus of +2. Tier 2 uses a proficiency bonus of +3, and so on, until Tier 5 which uses the proficiency bonus of +6. Tier 6 ships also use a proficiency bonus of +6, but only assault stations are Tier 6.

Unlike Challenge Rating, which is used for monsters, you cannot use tiers directly as a measure against a party's abilities. A ship of the same size or 1 size larger that has the same proficiency bonus (in the same tier) as the majority of the player characters is an average difficulty fight in a space battle.

If the party has backup in the form of other ships or has smaller ships they can deploy during combat, then an equal number of enemy ships with the same proficiency can be deployed, as long as the size of those ships is taken into account.

Up to 4 ships that are smaller than the player's ship and of 1 tier or more below the player character's ship can act as an easy challenge (this most commonly shows itself as fighter ships attacking a larger vessel). If you use a ship that is 2 sizes or larger than the player character's ship or 1 tier higher, that is a difficult challenge for that ship.

When orchestrating space combat, it is important to compartmentalize areas of space where combat is happening and use a less is more approach. In order to evoke the feeling of a sweeping space battle or a difficult run though occupied enemy space, it is recommended that you create a sort of space dungeon.

These dungeons act like normal dungeons, except that each area has combatants to deal with and the party can attempt to navigate their way from area to area, accomplishing whatever character goals they may have and using things such as the Scan action to determine if an area is too dangerous for them. This also gives the party a chance to rest for a short time between fights and emulates normal dungeon adventuring play.

Experience point values associated with the tier value listed in the stat blocks for these ships are meant to be split equally among each member of the crew that actively took part in the space battle.

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Aphelion

These Piranthi ships, like their society back on Nova VII, are powered by thermal energy and use a thermograviton core to superheat coils around the ship. These coils, when active, can be seen as glowing markings on otherwise smooth, almost pillar-shaped ships. The pillar shape, a necessity borne from building ships that reach space through burrowed holes in the icy exterior of their ocean world, also allows them to shift the coils to express simple messages using the luminescent sign language native to their culture. The Aphelion model ships are a series of research vessels made to explore other ocean worlds for inhabitable colonies and other life. Like all Piranthi ships, their interior is entirely underwater.

APHELION

Large heavy freighter (Piranthi origin)

Base HP: 50 **Base AC:** 17 (Mark V)
Body: 10 **BP:** 80
Speed: 6 arc (-8 handling)
Turn Value: 5 arc **Crew:** 6/20

Saving Throws: Dex +8, Int +8
Skills: Computers +8, Mechanics +8, Piloting +4 (handling modified)
Difficulty: Tier 3 (8400 xp)

Developments (12): AI Core (16 INT as pilot), Cargo Hold, Communications Deck, Containment Chamber, Cryogenic Chamber, Escape Pods, Holodeck, Master Security System, Mechanics Workshop, Medical Bay, Recreational Suite, Science Lab, Underwater Systems
Weapons (3): Anti-Mine Missiles, Tractor Beam, Longshot

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanics Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the Divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +8 barrier points.

Science Officer Actions: 1 each turn

Anti-Mine Missiles. The ship can fire a suite of missiles into an area. Any mines in that area are sought out and destroyed. These weapons cannot deal damage to other ships.
Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.
Activate/Operate Tractor Beam. Move a non-ship object within 2 arc of the ship inside it.

Attack Actions

Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +8. 1d12 +4 plasma damage.

Arcane Schooner

The Maeshar people were the first to develop the dark matter sails, a type of magical engine that draws power by filtering pure dark matter radiation through thin woven metal and into propulsion thrusters. Their ships are designed like the ancient sailing vessels they once used to roam their planet's oceans. The schooner is a vessel with two or more masts bearing sails that can be folded in and out of a deck that is protected by magic to keep the atmosphere pulled to it (some ships have sails coming out of the sides or even the bottom of their ships). It is one of the few ships that allow you to essentially be in the void of space without a vacsuit. The lower portions of Maesharan ships typically have totally underwater rooms, while the upper regions utilize part of their life support magic to create sunny and verdant greenhouse rooms. Ships of this type in all sizes are still in use in modern Nacora, but rarely outside of the wealthy, influential, or magically inclined circles. The upkeep for these Maesharan arcane ships remains tremendous.

Arcane Schooner

Medium pioneer (Maesharan origin)

Base HP: 40 **Base AC:** 16 (Mark IV)
Body: 5 **BP:** 65
Speed: 8 arc (+0 handling)
Turn Value: 4 arc **Crew:** 1/6

Immunities: EMP Weaponry
Saving Throws: Dex +7, Int +7
Skills: Computers +7, Mechanics +7, Piloting +7 (handling modified)
Difficulty: Tier 2 (3900 xp)

Developments (8): Communication Deck, Escape Pods, Hangar Bay, Underwater Systems, Cargo Hold, Meditation Chapel, Science Lab, Occult Laboratory, Guest Quarters
Weapons (4): Point Defense Cannon, Arcane Enhancer

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +7 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15, upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two attacks: one with its point defense cannon and one with its arcane enhancer.
Point Defense Cannon. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +8. 2d12 +4 plasma damage.
Cast a Spell Via Arcane Enhancer. The spellcaster in the enhancer can cast one of the following spells at its base level, the DC for these spells is 14 and the attack bonus is +6. Spells cast this way deal half their normal damage.
3/day: magic missile (at 2nd level), scorching ray
2/day: fireball, lightning bolt

Armistice

The Ix are a people of community and peace and their ships tend to reflect that. The Armistice model ship gets its name from the first of its kind, which served as a branch of peace out into the Nacora Galaxy. It is a vaguely disc-shaped cylinder that is structured almost like a honeycomb. Each area has its purpose, and its shuttles and escape pods are actually rooms on the ship that split off and become their own smaller ships. This collective ship construction where larger vessels are built from the combined pieces of smaller ones is common in the Ixian culture. Most famously, the Ixian defender battlecruisers from their homeworld of Selavis are built from thousands of tiny fighter ships. When the battlecruiser splits into the fighters, the smaller ships can band together in different ways to create energy barriers around regions of their planet.

Armistice

Medium light transport (Ix origin)

Base HP: 40 **Base AC:** 16 (Mark IV)
Body: 5 **BP:** 65
Speed: 8 arc (+0 handling)
Turn Value: 4 arc **Crew:** 1/6

Saving Throws: Dex +10, Int +10
Skills: Computers +10, Mechanics +10, Piloting +15 (handling modified)
Difficulty: Tier 5 (25,000 xp)

Developments (10): Communication Deck, Escape Pods, Holodeck, Hangar Bay x2, Master Security System, Recreation Suite, Guest Quarters, Medical Bay, Containment Chamber
Weapons (3): Plasma Cannon

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 2 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +10 barrier points.

Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Plasma Cannon. A 30 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 18); taking 5d12 plasma damage on a failed save or half as much on a successful one. Once fired, a plasma cannon takes 1 round to recharge before it can fire again.

C52 Shadow Cache

Like all of Kygoran culture, their spacecraft tend to exemplify the blending of mortal and machine. The piloting, weapon systems, and computer systems of ships from Kygor almost universally have full immersion systems that wrap around those using them, giving the appearance that they have become the ship itself. Combined with the dull carbonized metal exteriors and dim neon light inside, the ships resemble the deeper parts of Kygor itself. Kygoran ships also tend to be built for ease of use for people of multiple statures, as the height differential between the Kygad and the Kyrrov is significant. The C52 models, also called the Shadow Cache among the less legally inclined, are light freighter merchant ships that are often and easily converted into smuggling vessels. They also make for excellent racing ships for the annual asteroid derby held in the uninhabited asteroid field that shares a star system with the planet Kygor.

C52 Shadow Cache

Small light freighter (Kygoran origin)

Base HP: 35 **Base AC:** 15 (Mark III)
Body: 3 **BP:** 50
Speed: 10 arc (+2 handling)
Turn Value: 3 arc **Crew:** 1/6

Saving Throws: Dex +7, Int +7
Skills: Computers +7, Mechanics +7, Piloting +9 (handling modified)
Difficulty: Tier 2 (3900 xp)

Developments (6): Communication Deck, Escape Pods, Smuggling Hold, Hangar Bay, Stealth Systems, Recreation Suite
Weapons (3): Bypass Enhancer, Heavy Gun

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +7 barrier points.

Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +7. 2d12 +4 plasma damage. Once fired, the heavy gun takes 1 round to recharge before it can fire again.

Chases Comets

The Chases Comets model of ship is one of the most tried and true magical fighter ships of the modern age in Nacora. The Eezonite construction is immediately noticeable, as like all of their spaceships, it is easily mistaken for an asteroid or giant geode. The benefits of this structure are a mix of fashion and function. Appearing like an asteroid is a useful talent for a tiny fighter ship, and the craggy structure means finding where the weapons and dark matter thrusters lie can be difficult for the enemy. These ships are built from a metal core and enchanted stone mined from Eezon. They make for very effective and cheap fighters and remain a consistent source of income for the FLAMES organization that produces and sells them. Larger Eezonite ships are rarely seen outside of the organization because the costs for making larger versions of the Chases Comets quickly becomes exorbitant. The reason for this is in part the construction materials. Hewn directly from Eezon, the stone in the ships can actually carry the essence and life force of Eezonites that die beyond the safety of their world. The FLAMES organization uses larger vessels for this purpose.

Chases Comets

Tiny fighter (Eezonite origin)

Base HP: 25 **Base AC:** 13 (Mark I)
Body: 1 **BP:** 20
Speed: 12 arc (+6 handling)
Turn Value: 1 arc **Crew:** 1/2

Immunities: EMP Weaponry
Saving Throws: Dex +7, Int +5
Skills: Computers +5, Mechanics +5, Piloting +12 (handling modified)
Difficulty: Tier 2 (3900 xp)

Developments (0): None
Weapons (3): Arcane Blaster, Explosive Mines (4/day)

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Scan. The ship makes an Intelligence (Computers) check DC 15, upon success it chooses a piece of knowledge to learn about another ship.

Attack with Arcane Blaster. *Ranged Spell Attack*; range 15 arc, one target, hit +6. 2d10 plasma damage.

Release Explosive Mines (4/day). The ship releases and activates four mines that appear to be small space asteroids. If a ship passes within 4 arcs of the mine, it detonates. The ship and other ships within 4 arcs must make a DC 14 Dexterity saving throw; taking 5d12 force damage on a failed save or half as much on a successful one. Mines appear to be harmless floating rock, requiring a computer scan or DC 20 perception or investigation check to determine they are actually not rocks.

Crystal Butterfly

The spaceships of Hanadar are oft lauded as some of the most beautiful in the galaxy. They are built from what appears to be crystal and glass and stand out against the black void with glowing colors and styles that vary as much as any Hanadarian fashion. The Crystal Butterfly is a class of battleship from Hanadar that form the core of the civilization's arcane military and are called such for the wing-like dark matter energy sails protruding from the flanks of the ship, which vary in shape and color as much as the ships themselves do. Although the butterfly model has sails, not all Hanadarian ships use them. Some use dark matter thrusters and others still use more technological methods of power. In many ways, a ship is an expression of self to a Hanadarian.

Crystal Butterfly

Large battleship (Hanadarian origin)

Base HP: 70 **Base AC:** 16 (Mark IV)
Body: 10 **BP:** 65
Speed: 10 arc (-2 handling)
Turn Value: 5 arc **Crew:** 6/20

Immunities: EMP Weaponry
Saving Throws: Dex +8, Int +8
Skills: Computers +8, Mechanics +8, Piloting +6 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (9): Dark Matter Sails, Occult Laboratory, Medical Bay, Hangar Bay, Brig, Escape Pods, Recreational Suite, Communication Deck, Meditation Chapel, Master Security System
Weapons (10): Arcane Blaster x2, Arcane Enhancer, Energy Array, Tractor Beam, Longshot x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Activate/Deactivate Energy Array. The array can be activated and placed. Ships that touch the array take 3d12 plasma damage, but can pass through it. The array absorbs up to 250 points of damage from outside attacks. Attack rolls made from within are made at disadvantage. The array lasts until destroyed or deactivated.

Activate or Use Tractor Beam. Move a non-ship object within 2 arc of the ship inside it.

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +8 barrier points.

Scan. The ship makes an Intelligence (Computers) check DC 15, upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes three attacks: two with either its arcane blasters or longshots, and one with its arcane enhancer.

Cast a Spell Via Arcane Enhancer. The spellcaster in the enhancer can cast one of the following spells at its base level, the DC for these spells is 16 and the attack bonus is +8. Spells cast this way deal half their normal damage.

3/day: magic missile (at 2nd level), scorching ray
2/day: fireball, lightning bolt

Arcane Blaster. *Ranged Spell Attack*; DC 16 Dexterity saving throw. 2d10 plasma damage.

Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +8. 1d12 +4 plasma damage.

Docking Shuttle

This is the typical shuttle included with hangar bays for ships of all shapes and sizes. For further customization, add a development such as dark matter thrusters or spherical hull thrusters.

Private Freighter

The average merchant freighter traveling through the expanse has little to worry about along the typical trade lines that are routinely patrolled by the Galactic Coalition. That said, these primarily civilian spaceships are unlikely to be heavily armed.

Docking Shuttle

Small shuttle (any origin)

Base HP: 25 **Base AC:** 13 (Mark I)
Body: 3 **BP:** 20
Speed: 8 arc (+4 handling)
Turn Value: 3 arc **Crew:** 1/4

Saving Throws: Dex +5, Int +4
Skills: Computers +4, Mechanics +4, Piloting +11 (handling modified)
Difficulty: Tier 1 (1100 XP)

Developments (2): Extra Seating, Escape Pod, Cargo Hold
Weapons (1): Swivel Gun

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.
Scan. The ship makes an Intelligence (Computers) check DC 15, upon success it chooses a piece of knowledge to learn about another ship.
Attack with Swivel Gun. *Ranged Weapon Attack*; range 7 arc, one target, hit +5. 1d12 +3 plasma damage

Private Freighter

Small light freighter (any origin)

Base HP: 35 **Base AC:** 13 (Mark I)
Body: 3 **BP:** 20
Speed: 10 arc (+2 handling)
Turn Value: 3 arc **Crew:** 1/6

Saving Throws: Dex +5, Int +4
Skills: Computers +4, Mechanics +4, Piloting +7 (handling modified)
Difficulty: Tier 1 (1100 XP)

Developments (6): Escape Pods, Hangar Bay, Cargo Hold x2, AI Core (INT 14), Communication Deck, Recreation Suite
Weapons (3): Tractor Beam, Heavy Gun x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +4 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +5. 2d12 +3 plasma damage.

Domos Collective Ships

The Domos Collective were some of the last of the Nacoran species to reach spaceflight, but the first to start adapting technology from multiple other cultures into a single powerful spaceship. Their vessels tend to be stoic carbonized metal affairs that are long and boxy without much flair or adornment, painted in calming grays and emblazoned with white and blue symbols and names.

Most Domos ships are built from technology instead of magic, but every major fleet has a wing of ships constructed and powered by magic. This ties into the primary focus of Domos spacecraft: war. Their crafts are one and all built for battle and have to be prepared for every kind of attack, both magical and technological. They have taken it upon themselves as a culture to stay on the cutting edge of spaceship technology in order to keep up with the Veerux that occasionally invade the Nacora.

Vanquisher

Large battleship (Domos origin)

Base HP: 70 **Base AC:** 17 (Mark V)
Body: 10 **BP:** 80
Speed: 10 arc (-2 handling)
Turn Value: 5 arc **Crew:** 6/20

Saving Throws: Dex +10, Int +10
Skills: Computers +10, Mechanics +10, Piloting +13 (handling modified)
Difficulty: Tier 4 (15,000 XP)

Developments (9): Armory, AI Core (INT 16), Brig, Communication Deck, Escape Pods, Hangar Bay, Mechanics Workshop, Medical Bay
Weapons (10): Bypass Enhancer, Longshot x2, Plasma Cannon x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +10 barrier points.

Scan. The ship makes an Intelligence (Computers) check DC 15, upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two longshot attacks and one plasma cannon attack.

Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +10. 1d12 +5 plasma damage.

Plasma Cannon. A 30 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 18); taking 5d12 plasma damage on a failed save or half as much on a successful one.

Interestingly, because the Domos Collective requires their active ships to constantly update and progress in design, used Domos ships and ship parts trickle down to the non-military sector a great deal. Though they are required to change the paint and outer designs on the ships they buy from the Collective, it is exceedingly common to find a private owner with a ship that was once used by the Domos Collective.

Since they are so utterly focused on threats in frontier space and beyond, the Domos Collective is happy to have the Galactic Coalition, their staunch allies, handle transportation, trade, and maintenance across the Nacoran space that they influence.

Voyager

Medium pioneer (Domos origin)

Base HP: 40 **Base AC:** 17 (Mark V)
Body: 5 **BP:** 80
Speed: 8 arc (+0 handling)
Turn Value: 4 arc **Crew:** 1/6

Saving Throws: Dex +8, Int +8
Skills: Computers +8, Mechanics +8, Piloting +8 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (8): AI Core (INT 14), Containment Cell, Communication Deck, Escape Pods, Hangar Bay, Mechanics Workshop, Medical Bay, Science Lab, Occult Laboratory, Holodeck
Weapons (3): Swivel Gun x2, Shield Buster

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Activate/Operate Tractor Beam. Move a non-ship object within 2 arc of the ship inside it
Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +8 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two attacks.
Swivel Gun. *Ranged Weapon Attack*; range 7 arc, one target, hit +8. 1d12 +4 plasma damage.
Shield Buster. *Ranged Weapon Attack*; range 15 arc, one target, hit +8. 2d12 +4 plasma damage. Once fired, the shield buster must recharge for 1 round before it can be fired again.

Hunter

Small light freighter (Domos origin)

Base HP: 35 **Base AC:** 15 (Mark III)
Body: 3 **BP:** 50
Speed: 10 arc (+2 handling)
Turn Value: 3 arc **Crew:** 1/6

Saving Throws: Dex +7, Int +7
Skills: Computers +6, Mechanics +6, Piloting +8 (handling modified)
Difficulty: Tier 2 (3900 XP)

Developments (5): Communication Deck, Escape Pods, Hangar Bay, Containment Chamber, Stealth System
Weapons (3): Swivel Gun x2, Shield Buster

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +6 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two attacks with its swivel guns, or one with the swivel gun and one with the shield buster.
Swivel Gun. *Ranged Weapon Attack*; range 7 arc, one target, hit +6. 1d12 +3 plasma damage.
Shield Buster. *Ranged Weapon Attack*; range 7 arc, one target, hit +6. 2d8 +3 plasma damage. Deals double total damage to shields, deals no damage to ship hulls. Once fired, the shield buster takes 1 round to recharge before it can be fired again.

Liberator

Tiny fighter (Domos origin)

Base HP: 25 **Base AC:** 14 (Mark II)
Body: 1 **BP:** 35
Speed: 12 arc (+6 handling)
Turn Value: 1 arc **Crew:** 1/2

Saving Throws: Dex +7, Int +5
Skills: Computers +5, Mechanics +5, Piloting +13 (handling modified)
Difficulty: Tier 2 (3900 XP)

Developments (0): None
Weapons (3): Heavy Gun x2, Void Missiles (2 shots)

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.
Scan. The ship makes an Intelligence (Computers) check DC 15, upon success it chooses a piece of knowledge to learn about another ship.
Attack with Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +7. 2d12 +4 plasma damage.
Attack with Void Missile (2/day). *Ranged Weapon Attack*; range 30 arc, one target, hit +3, 6d12 +3 force damage (has no effect on barriers or ships with active energy barriers).

Dreamseeker

The original ships the Curators created for their Proxy children to explore the stars were simple but effective metal constructions with flexible joints and numerous large rooms. This structure, which worked well enough to store what the Proxy were looking for (information and samples) and for the Proxy to live a new lifestyle is no longer sufficient for the current standards of Proxy life in Nacora. As time passed, the Proxy began to develop their own ships. The ship chasses don't have much in the way of overarching similarities because the Proxy mechanics and designers were inspired by designs across the galaxy. The Dreamseeker, however, is a pioneer class vessel that acts as a poster child for the types of ships that the Proxy tend to make. It has a smooth metallic exterior and is powered by a reactor engine. Most noticeably, it has special airlock doors and anchors that allow the Proxy crew members (who can survive in the vacuum of space) to move outside their ship in a moments notice.

Dreamseeker

Medium pioneer (Olaran origin)

Base HP: 40 **Base AC:** 15 (Mark III)
Body: 5 **BP:** 50
Speed: 8 arc (+0 handling)
Turn Value: 4 arc **Crew:** 1/6

Resistances: Advantage when making ability checks and saving throws against the Hack action
Saving Throws: Dex +8, Int +8
Skills: Computers +12 (advantage on hacking vs Supercomputer Mark IV ships), Mechanics +12, Piloting +8 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (8): Communication Deck, Escape Pods, Hangar Bay, Cargo Hold, Master Security System, Supercomputer V
Weapons (4): Point Defense Cannon, Swivel Gun x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanics Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15; upon success it restores 1d10 +12 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two attacks with its swivel guns, or one attack with its Point Defense Cannon.
Swivel Gun. *Ranged Weapon Attack*; range 7 arc, one target, hit +8. 1d12 +4 plasma damage.
Point Defense Cannon. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +8. 2d12 +4 plasma damage.

Galactic Coalition Ships

The official military ships of the Galactic Coalition are uniformly built to evoke a sense of peace and friendliness. Soft edges and round shapes dominate their structures and they use shades of calming green on white backgrounds to represent their allegiance. These military vessels are used to keep the peace in core space as well as maintain the safety of the well-tread paths through the various systems in the core systems. Even in regions controlled by other factions, the GC maintains an ambassadorial presence in which their ships are available to help the controlling faction with whatever they need.

Watchtower

Gargantuan assault station

Base HP: 200 **Base AC:** 21 (Mark IX)
Body: 25 **BP:** 140
Speed: 6 arc (-15 handling)
Turn Value: 7 arc **Crew:** 125/500

Immunities: EMP Weapons
Resistances: Advantage when making ability checks and saving throws against the Hack action.
Saving Throws: Dex +11, Int +11
Skills: Computers +17, Mechanics +17, Piloting +2 (handling modified)
Difficulty: Tier 6 (62,000 XP)

Developments (20): Antimagnetic Wiring, Armory, AI Core (INT 14), Brig, Cargo Hold, Meditation Chapel, Communications Deck, Escape Pods, Expanded Crew Quarters, Hangar Bay x3, Holodeck, Master Security System, Mechanics Workshop, Medical Bay, Occult Laboratory, Recreation Suite, Science Lab
Weapons (20): Bypass Enhancer, Blade Beam Cannon x3, Longshot x4, Heavy Gun x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15, upon success it restores 1d10 +17 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes six attacks: one with its heavy gun, four with its longshots, and one with its blade beam cannon.
Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +11. 2d12 +5 plasma damage.
Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +11. 1d12 +5 plasma damage.
Blade Beam Cannon. A 60 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 19); taking 12d12 plasma damage on a failed save or half as much on a successful one.

The other primary use for their military ships is acting as backup for the Domos Collective during their frontier skirmishes against the Veerux threat. In those cases, they act as auxiliary backup and supply trained protectors for the Domos as they operate in prolonged military campaigns. During downtime, the Galactic Coalition militia ships in the frontier go off official duty and can be used for citizen transport, caravan guarding, research missions, and general trade transport jobs.

Outside of the military ships, there are many other types of spaceships that mark themselves with the white and green of the GC to declare their connection to the great organization. These ships vary in size and purpose but are always owned and registered to citizens of the Galactic Coalition. Allies of the GC, such as the nomadic Saguarin peoples, often carry green and white panels to place on their ships in times when they are called to action alongside the Coalition for one reason or another.

Guardian

Huge cruiser

Base HP: 90 **Base AC:** 18 (Mark VI)
Body: 15 **BP:** 95
Speed: 6 arc (-10 handling)
Turn Value: 6 arc **Crew:** 20/100

Saving Throws: Dex +10, Int +10
Skills: Computers +10, Mechanics +10, Piloting +5 (handling modified)
Difficulty: Tier 4 (15,000 XP)

Developments (11): Antimagnetic Wiring, Armory, AI Core (INT 14), Brig, Communication Deck, Escape Pods, Hangar Bay x2, Holodeck, Mechanics Workshop, Medical Bay
Weapons (10): Heavy Gun x4, Plasma Cannon x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanics Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15; upon success it restores 1d10 +10 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes three attacks: two with its heavy guns and one with its plasma cannon.
Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +10. 2d12 +5 plasma damage
Plasma Cannon. A 30 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 18); taking 5d12 plasma damage on a failed save or half as much on a successful one.

Traveler

Huge heavy transport

Base HP: 90 **Base AC:** 19 (Mark VII)
Body: 10 **BP:** 110
Speed: 6 arc (-12 handling)
Turn Value: 6 arc **Crew:** 20/50

Saving Throws: Dex +8, Int +8
Skills: Computers +8, Mechanics +8, Piloting +0 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (12): Brig, Cargo Hold, Communications Deck, Escape Pods, Holodeck, Master Security System, Mechanics Workshop, Medical Bay, Recreational Suite, Science Lab, Hangar Bay x2
Weapons (3): Longshot x2, Heavy Gun

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanics Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the divert action.

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. On success it restores 1d10 +8 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.

Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes three attacks: two with its longshots and one with its heavy gun.

Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +7. 2d12 +3 plasma damage.

Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +7. 1d12 +3 plasma damage.

Lancer

Tiny fighter

Base HP: 25 **Base AC:** 14 (Mark II)
Body: 1 **BP:** 35
Speed: 12 arc (+6 handling)
Turn Value: 1 arc **Crew:** 1/2

Saving Throws: Dex +6, Int +5
Skills: Computers +5, Mechanics +5, Piloting +12 (handling modified)
Difficulty: Tier 2 (3900 XP)

Developments (0): None
Weapons (3): EMP Pulser, Swivel Gun

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Fire the EMP Pulser. The ship emits a 5 arc cone of energy. Ships caught inside the cone must make a DC 14 Intelligence saving throw or be rendered inert with no electrical systems for 3 rounds. At the end of each round, an affected ship can make a Mechanics skill check with a DC of 15 to restore the ship's systems.

Fire the Swivel Gun. *Ranged Weapon Attack*; range 7 arc, one target, hit +6, 1d12 +3 plasma damage.

Hopeseed Solarscape

The Saguarin people don't have a wide range and variety of ships, but they are experts at the creation, maintenance, and improving development of one specific type of spaceship: the Hopeseed. Since their departure from Moiccaro more than a century ago, they have changed and adapted their culture to life among the stars. The Hopeseeds play a large role in this, acting as the homes of each of the individual nomadic Saguarin tribes. These ships are massive, smaller only than the grandiose assault stations of the major military powers. They move through the stars, taking with them an entire city's worth of people. While they lack speed and firepower, they are perhaps the most defensively made ships in the galaxy. Their dark matter solar radiation core can emit potent radiation storms that prevent other ships from utilizing their sensors, computers, or even runic technology against them. Meanwhile, the surface of the ships are outfitted with rough, spiked exteriors that make boarding impossible without their permission. To take a Hopeseed, a space pirate would have to have a fleet. Most consider the prize nowhere near the worth of the cost.

Hopeseed Solarscape

Huge heavy transport (Saguarin origin)

Base HP: 90 **Base AC:** 19 (Mark VII)
Body: 10 **BP:** 110
Speed: 6 arc (-12 handling)
Turn Value: 6 arc **Crew:** 20/50

Saving Throws: Dex +9, Int +9
Skills: Computers +14, Mechanics +14, Piloting +2 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (14): Antimagnetic Wiring, Brig, Cargo Hold, Communication Deck, Dark Matter Thrusters, Escape Pods, Expanded Crew Quarters x3, Hangar Bay, Meditation Chapel, Mechanics Workshop, Medical Bay, Occult Laboratory, Recreation Suite, Solar Emitter Core
Weapons (4): Heavy Gun x2, Arcane Enhancer

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 2 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +14 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two attacks: one with its heavy gun and one with its arcane enhancer.
Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +9. 2d12 +5 plasma damage.
Cast a Spell Via Arcane Enhancer. The spellcaster in the enhancer can cast one of the following spells at its base level, the DC for these spells is 16 and the attack bonus is +8. Spells cast this way deal half their normal damage.
3/day: *magic missile (at 2nd level), scorching ray*
2/day: *fireball, lightning bolt*

Korvaschas

The Brahvaasch were the first of the native species of the Nacora Galaxy to achieve spaceflight as they chased their own ancestry into space. In many ways, their ships tend to reflect their futures. They create spacious, intimidating vessels covered in layers of metal plates and powered by huge dark matter energy cores. The thruster systems that propel these giant ships are inspired by the dark matter energy vents on actual starwyrms and operate in much the same capacity.

Korvaschas

Gargantuan battlecruiser (Brahvaasch origin)

Base HP: 125 **Base AC:** 19 (Mark VII)
Body: 20 **BP:** 110
Speed: 6 arc (-10 handling)
Turn Value: 7 arc **Crew:** 100/300

Immunities: EMP Weapons
Resistances: Advantage when making ability checks and saving throws against the Hack action.
Saving Throws: Dex +10, Int +9
Skills: Computers +9, Mechanics +9, Piloting +5 (handling modified)
Difficulty: Tier 4 (15,000 XP)

Developments (14): Armory, Brig, Cargo Hold, Meditation Chapel, Communication Deck, Escape Pods, Expanded Crew Quarters, Hangar Bay x2, Mechanics Workshop, Medical Bay, Occult Laboratory, Science Lab, Holodeck, Recreation Suite, Master Security System
Weapons (15): Blade Beam Cannon, Point Defense x2, Arcane Enhancer, Heavy Gun x4, Arcane Blaster

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +9 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ships makes five attacks: two with its heavy guns, two with its point defense cannons, and one with its arcane enhancer. If the blade beam cannon is charged, it fires, otherwise an additional arcane blaster attack is made.
Point Defense Cannon. *Ranged Weapon Attack*; range 30 arc (disadvantage on targets within 7 arc), one target, hit +10, 2d12 +5 plasma damage.
Heavy Gun. Ranged Weapon Attack; range 15 arc, one target, hit +10. 2d12 +5 plasma damage.
Arcane Blaster. A ship within 15 arc must make a Dexterity saving throw or take 3d8 +5 plasma damage.
Cast a Spell Via Arcane Enhancer. The spellcaster in the enhancer can cast one of the following spells at its base level, the DC for these spells is 16 and the attack bonus is +8. Spells cast this way deal half their normal damage.
3/day: *magic missile (at 2nd level), scorching ray*
2/day: *fireball, lightning bolt*
Blade Beam Cannon (2 round recharge). A 60 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 18); taking 12d12 plasma damage on a failed save or half as much on a successful one. Once fired, a blade beam cannon takes 2 rounds to recharge before it can fire again.

Raptor

The original Luonn Tua spaceships the species used to ascend to the galactic stage from Vres'na were simple constructs that resemble in-atmosphere planes. Powered by dark matter generators that ran on radiation, they were incredibly dangerous ships to operate on a daily basis. Once they reached the stars, the Luos Aven Empire, as they so named themselves, quickly improved their ships through the acquisition of other spaceships. Each ship the empire took improved their own ships until something closer to the modern Raptors were created.

Modern Luos Aven ships don't bear a great resemblance to their ancient models, but they still run primarily on dark matter engines and bear wings with sharp angles and overall sleek designs. Of all the different spaceships in the Nacora Galaxy, it is easiest to believe that one of the Luos Aven ships could effectively fly through a planetary atmosphere and indeed, one of the advantages of the small fighter ship called the Raptor is that it can fly in atmosphere just like normal docking shuttles.

Most species are uncomfortable with the internal design of Luos Aven ships like the Raptor, as the piloting controls for their ships utilize motion tracking sensors that monitor a Luonn Tua's wings while the feet must be used for the other controls. This helps increase reaction time by using the unique biology of the Luonn Tua and their hand-like feet in conjunction with their natural instincts for flight. In larger Luos Aven vessels, gunner positions also use this multifaceted control scheme by using the feet for controls while using the hands or wings to move and aim the weaponry.

Raptor

Tiny fighter (Luonn Tua origin)

Base HP: 25 **Base AC:** 14 (Mark II)
Body: 1 **BP:** 35
Speed: 12 arc (+6 handling)
Turn Value: 1 arc **Crew:** 1/2

Special Resistances and Immunities: None
Saving Throws: Dex +9, Int +6
Skills: Computers +6, Mechanics +10, Piloting +15 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (0): None
Weapons (3): Arcane Blaster, Arcane Enhancer

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Cast a Spell Via Arcane Enhancer. The spellcaster in the enhancer can cast one of the following spells at its base level, the DC for these spells is 16 and the attack bonus is +8. Spells cast this way deal half their normal damage.
3/day: *magic missile (at 2nd level), scorching ray*
2/day: *fireball, lightning bolt*

Arcane Blaster. *Ranged Spell Attack*; range 15 arc, one target, hit +8, 3d10 plasma damage.

S.82 Sphere Class Freighter

The W'uther ideology is more about functionality than aesthetics, which is something that has carried through their culture from their time on their homeworld Vres'na. This focus comes across clearly with the nearly perfectly spherical spaceships that they utilize. These ships all use a unique W'uther invention known as the spherical hull thruster and take advantage the frictionless nature of space to generate multi-directional travel at any moment. Their unique propulsion system means that the W'uther ships can fire or move in any direction at any time and even shift to open an airlock in any direction. Fighting against ships with spherical hull thrusters can be very disorienting, as it is impossible to pin down a target for a weak point. Within the outer sphere is a gyroscopic inner sphere that always remains right side up, rendering whiplash a worry of the past.

S.82 Sphere Class Freighter

Large heavy freighter (W'uther origin)

Base HP: 50 **Base AC:** 16 (Mark IV)
Body: 10 **BP:** 65
Speed: 6 arc (-8 handling)
Turn Value: 3 arc **Crew:** 6/20

Resistances: Advantage when making ability checks and saving throws against the Hack action.
Saving Throws: Dex +8, Int +8
Skills: Computers +12, Mechanics +12, Piloting +0 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (12): Brig, Cargo Hold, Communications Deck, Escape Pods, Holodeck, Master Security System, Mechanics Workshop, Medical Bay, Recreational Suite, Science Lab, Hangar Bay x2
Weapons (3): Plasma Cannon

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanics Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +12 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Plasma Cannon. A 30 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 16); taking 5d12 plasma damage on a failed save or half as much on a successful one. Once fired, a plasma cannon takes 1 round to recharge before it can fire again.

Shudderwing

While every culture in the Nacora Galaxy has its own historical style of ship, none are quite so starkly different from the rest as ships made by the Glabrau. These vessels have only basic computing systems in them and are not connected to ship-wide networks. In a modern sense, this is in many ways more a disadvantage than an advantage, but it does make Glabrau ships resilient to enemy hacking attempts. In addition to their unique computing systems, Glabrau vessels utilize a kinetic gyro core power system. The core generates all its power from constant kinetic force generated inside it. Both of these features reflect the needs of technology on the frozen planet of Raath where traditional power sources and advanced computing devices often failed above ground.

The Kygoran-Glabrau Conglomerate uses a mix of ship styles in their fleets, but most of them lean toward the network enhanced systems developed by researchers on Kygor. The exception to this are the battle squadron and fighter cores of the fleets. Glabrau design shines in smaller vessels that require minimal computing power and don't need to generate wormhole trajectories. The most famous of these fighter ships that the KGC deploys is the Shudderwing.

Shudderwings are made up of three wide metal rings, each with weapons and thrusters mounted on them, which are attached to a gyroscopic sphere where the pilot sits on top of the core that runs the ship. The sphere is created with transparent carbon reinforced metal and piloting the ship requires lightning-quick reflexes and innate mathematical prowess. The result is a deadly vessel with pinpoint accuracy and the ability to outmaneuver any other fighter vessel.

Shudderwing

Tiny fighter (Glabrau origin)

Base HP: 25 **Base AC:** 15 (Mark III)
Body: 1 **BP:** 50
Speed: 12 arc (+6 handling)
Turn Value: 1 arc **Crew:** 1/2

Immunities: EMP Weaponry and the Hack action
Saving Throws: Dex +11
Skills: Mechanics +11, Piloting +23 (handling modified)
Difficulty: Tier 5 (25,000 XP)

Developments (0): Kinetic Gyro Core, Manual Piloting System
Weapons (3): Shield Buster x2, Swivel Gun

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15; upon success it restores 1d10 +11 barrier points.

Attack with Shield Buster. *Ranged Weapon Attack*; range 15 arc, one target, hit +11. 2d10 +5 plasma damage.

Attack with Swivel Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +11. 1d12 +5 plasma damage.

Veerux Empire Ships

More than any other danger in space, natural or mortal-made, that which strikes the deepest fear in the citizens of the Nacora Galaxy is the sight of a Veerux Imperial ship. Veerux vessels are built with jagged, spiked designs meant to improve their ability to collide with and board other ships. Beyond their aggressive structure, Veerux ships can be identified by their deep red hulls and gold markings. The ships use an extensive set of crosshatched lines that most believe designate rank within a fleet. At the front of every Veerux vessel an onlooker can see a single vertical black line with four diagonal lines cutting through it and a golden skull at the top.

The symbol at the bow of their ships represent the deity called Xaldin, the Voice of Truth. Few in the Nacora Galaxy know much about Xaldin, but many understand that the

Hand of Truth

Gargantuan battlecruiser

Base HP: 125 **Base AC:** 18 (Mark VII)
Body: 20 **BP:** 110
Speed: 6 arc (-10 handling)
Turn Value: 7 arc **Crew:** 100/300

Saving Throws: Dex +10, Int +10
Skills: Computers +10, Mechanics +10, Piloting +0 (handling modified)
Difficulty: Tier 4 (15,000 XP)

Developments (14): Antimagnetic Wiring, Armory, AI Core (INT 18), Brig, Communication Deck, Escape Pods, Hangar Bay, Mechanics Workshop, Medical Bay, Science Laboratory, Cargo Hold, Cryogenic Chamber
Weapons (15): Point-Defense Cannon x6, Swivel Gun x3

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanics Actions: 1 each turn

Divert. The ship can make a DC 15 Wisdom (Mechanics) check to take the divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15; upon success it restores 1d10 +10 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes 9 attacks: 6 with its point-defense cannons and 3 with its swivel guns.
Swivel Gun. *Ranged Weapon Attack*; range 7 arc, one target, hit +10. 1d12 +5 plasma damage
Point-Defense Cannon. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +10. 2d12 +5 plasma damage.

way Veerux view other species comes from their religious fervency. Victims of attacking Veerux ships find their ships stripped of parts, left destroyed. In a way, the Veerux treat non-human captives the same way they treat the ships they capture. Any living being that isn't human is killed, stripped of their flesh and organs, cooked, and eaten by the Veerux. Proxy and Wireborn are never dismantled or devoured, only killed on sight as the Veerux view them to be akin to Artificial Intelligence, an abomination they avoid using on their own ships.

Fortunately, in the modern age of the Nacora, seeing a Veerux ship in the core systems is impossibly rare and even in the frontier systems it's uncommon to see more than a lone Veerux vessel making its way through the void. Only at the edges of the frontier and the fullness of the outer reaches of the galaxy is it possible to glimpse squadrons of Veerux ships moving through space. There are numerous Domos Collective and Galactic Coalition outposts whose only purpose is to catch Veerux ships coming in from the outer reaches and warn civilization should the Veerux ever invade in force again.

Pathcarver

Huge heavy transport

Base HP: 90 **Base AC:** 20 (Mark VIII)
Body: 10 **BP:** 125
Speed: 6 arc (-12 handling)
Turn Value: 6 arc **Crew:** 6/20

Saving Throws: Dex +8, Int +8
Skills: Computers +8, Mechanics +8, Piloting +2 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (14): Antimagnetic Wiring, Armory, Cargo Hold x2, Cryogenic Chamber x2, Meditation Chapel, Escape Pods, Hangar Bay x2, Stealth Systems, Medical Bay, Expanded Crew Quarters, Recreation Suite
Weapons (2): Longshot x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 2 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +8 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes two attacks.
Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +8. 1d12 +4 plasma damage.

Extractor

Small border

Base HP: 25 **Base AC:** 15 (Mark III)
Body: 3 **BP:** 50
Speed: 6 arc (+4 handling)
Turn Value: 3 arc **Crew:** 1/4

Saving Throws: Dex +8, Int +6
Skills: Computers +6, Mechanics +6, Piloting +12 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (1): Brig
Weapons (2): EMP Pulser

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

EMP Pulser. The ship fires a 5 arc cone. Other ships caught in the pulse have their electrical systems stop working for 3 rounds. When a ship is first affected, if the ship has a creature with the mechanics skill, that creature can make a mechanics check against a DC of 14. If they succeed, their ship ignores this effect. At the end of each of the affected ship's turn, a member of the affected crew can attempt a mechanics skill check against the DC to end the effect. Once fired, the EMP Pulser requires 1 round to recharge before it can be fired again.

Xaldin Talon

Tiny fighter

Base HP: 25 **Base AC:** 15 (Mark III)
Body: 1 **BP:** 50
Speed: 12 arc (+6 handling)
Turn Value: 1 arc **Crew:** 1/2

Saving Throws: Dex +7, Int +7
Skills: Piloting +16 (handling modified)
Difficulty: Tier 2 (3900 XP)

Developments (0): None
Weapons (3): Shield Buster x2, Void Missile

Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.

Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Attack with Shield Buster. *Ranged Weapon Attack*; range 15 arc, one target, hit +7. 2d10 +4 plasma damage (Deals double damage to barriers).

Fire a Void Missile (8/day). *Ranged Weapon Attack*; range 30 arc, one target, hit +7, 6d12 +4 force damage (has no effect on barriers or ships with active energy barriers).

Seeker

Medium pioneer

Base HP: 40 **Base AC:** 17 (Mark V)
Body: 5 **BP:** 80
Speed: 8 arc (+0 handling)
Turn Value: 4 arc **Crew:** 1/6

Saving Throws: Dex +9, Int +7
Skills: Computers +7, Mechanics +7, Piloting +8 (handling modified)
Difficulty: Tier 3 (8400 XP)

Developments (8): AI Core (16 INT), Brig, Cargo Hold, Meditation Chapel, Cryogenic Chamber, Hangar Bay, Medical Bay
Weapons (4): Longshot x2, Void Missile x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/Science Officer Actions: 1 each turn

Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +7 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes 2 longshot attacks and can fire up to 2 void missiles.
Longshot. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +9. 1d12 +5 plasma damage.
Void Missile (8/day). *Ranged Weapon Attack*; range 30 arc, one target, hit +9, 6d12 +5 force damage (has no effect on barriers or ships with active energy barriers).

Ravager

Large battleship

Base HP: 70 **Base AC:** 18 (Mark VI)
Body: 10 **BP:** 95
Speed: 10 arc (-2 handling)
Turn Value: 5 arc **Crew:** 6/20

Saving Throws: Dex +10, Int +10
Skills: Computers +15, Mechanics +10, Piloting +8 (handling modified)
Difficulty: Tier 4 (15,000 XP)

Developments (9): Armory, Brig, Hangar Bay x2, Escape Pods, Master Security System, Medical Bay x2
Weapons (10): Heavy Gun x4, Plasma Cannon x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic/ Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 7 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Patch Barriers. The ship makes a Wisdom (Mechanics) check with a DC of 15. Upon success it restores 1d10 +10 barrier points.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes three attacks: 2 with its heavy guns and 1 with its plasma cannon.
Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +10. 2d12 +5 plasma damage.
Plasma Cannon. A 30 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 18); taking 5d12 plasma damage on a failed save or half as much on a successful one.

Temple of Xaldin

Gargantuan assault station

Base HP: 200 **Base AC:** 22 (Mark X)
Body: 25 **BP:** 155
Speed: 6 arc (-15 handling)
Turn Value: 7 arc **Crew:** 125/500

Immunities: EMP Weaponry
Resistances: Advantage when making ability checks and saving throws against the Hack action
Saving Throws: Dex +11, Int +11
Skills: Computers +17, Mechanics +17, Piloting -4 (handling modified)
Difficulty: Tier 6 (62,000 XP)

Developments (20): Antimagnetic Wiring, x2 Armory, Brig, x2 Cargo Hold, Meditation Chapel, Communications Deck, x3 Cryogenic Chamber, Escape Pods, x2 Hangar Bay, Master Security System, Mechanics Workshop, Medical Bay, Occult Laboratory, Science Lab
Weapons (20): Blade Beam Cannon, Point-Defense Cannon x4, Plasma Cannon x2, Heavy Gun x2

Pilot Actions: 1 each turn

Dash. The ship makes a Dexterity (Piloting) check. DC 15 to move again at half speed, DC 25 for full speed.
Trick Maneuver. Choose a maneuver from the trick maneuver chart.

Mechanic Actions: 1 each turn

Divert. The ship can make a DC 20 Wisdom (Mechanics) check to take the divert action.
Patch Barriers. The ship makes a Wisdom (Mechanics) check DC 15. Upon success it restores 1d10 +17 barrier points.

Science Officer Actions: 1 each turn

Hack. The ship can take the Hack action against another ship within 15 arc of it. It must first use the Bypass hack action to get on another ship's private network before it can take other hack actions against that network. Conversely, it can take the Eject action against another hacker on its private network.
Scan. The ship makes an Intelligence (Computers) check DC 15. Upon success it chooses a piece of knowledge to learn about another ship.

Attack Actions

Multiattack. The ship makes six attacks: 1 with its heavy gun, 4 with its point defense cannons, and 1 with its plasma cannon. If the blade beam cannon is charged, it also fires.
Heavy Gun. *Ranged Weapon Attack*; range 15 arc, one target, hit +11. 2d12 +5 plasma damage.
Point-Defense Cannon. *Ranged Weapon Attack*; range 30 arc (disadvantage within 7 arc), one target, hit +11. 2d12 +5 plasma damage.
Plasma Cannon. A 30 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 19); taking 5d12 plasma damage on a failed save or half as much on a successful one.
Blade Beam Cannon. A 60 arc long, 2 arc wide line of plasma energy fires from the ship. Other ships caught in the blast must succeed a Dexterity saving throw (DC 19); taking 12d12 plasma damage on a failed save or half as much on a successful one. Once fired, a blade beam cannon takes 2 rounds to recharge before it can fire again.

CHAPTER EIGHT: SKILLS AND ABILITY SCORES

The six ability scores act as a quick description for every creature's basic physical and mental characteristics. These scores help define the core qualities of a character. Are they muscular and insightful? Brilliant and nimble? The ability scores help shape that.

- Strength, measuring physical power
- Dexterity, measuring agility and grace
- Constitution, measuring endurance and health
- Intelligence, measuring reasoning and memory
- Wisdom, measuring perception, intuition, and worldly experience
- Charisma, measuring force of personality

Each of the six ability scores are utilized in the three primary types of rolls within the game: the ability check, the saving throw, and the attack roll. For each of these primary rolls, you roll a d20 and add an ability modifier derived from one of these six ability scores and then compare the total to a target number. Sometimes you will add other modifiers to these rolls, such as a proficiency bonus or magic bonus.

Ability Scores and Modifiers

Each of a creature's abilities has a score, a number defining the magnitude of the ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of a 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest a person usually reaches, but adventurers can have scores as high as 20. Monsters and divine beings go even further, with a potential maximum score of 30.

For each ability score a modifier is derived that ranges from -5 to +10. It is these modifiers that affect ability checks, saving throws, and attack rolls that a creature attempts and therefore come up far more often than their associated ability scores. The chart below describes the relationship between scores and modifiers.

Ability Score	Ability Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, saving throw, or attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still only roll one additional die.

If a situation renders you with both advantage and disadvantage, regardless of how many instances of either, they cancel out and you simply roll as normal with a single

die. Multiple instances of advantage or disadvantage don't stack and even if you had two instances of advantage and only one of disadvantage, you would still act as though they were entirely canceled out and roll a single die.

If you have a feature that allows you to reroll a die, such as the fighter Indomitable class feature, and you are rolling two dice, then you can only reroll one of those two.

While most instances of advantage and disadvantage will derive from features, equipment, and spells, the GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Proficiency Bonus

All characters and monsters have a proficiency bonus determined by their level or combat rating. It scales with your character's level and can be found in the class charts for the character's class. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules said you could add your proficiency bonus to a Strength saving throw, you only add the bonus once when you make the save. Occasionally your bonus might be doubled or halved before you apply it (most commonly in conjunction with the Expertise class feature that rogues and bards receive). Regardless, if multiple abilities would multiply or divide your proficiency bonus before application, you only multiple or divide it once.

For any roll you make that you are not proficient in, you add 0 from your proficiency bonus. So if for whatever reason you were making an Intelligence (History) check and a feature lets you double your proficiency in the check, but you're not proficient, you would still only add 0 from the proficiency.

Ability Checks

Ability checks test a creature's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a creature attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

For each check, the GM assigns a Difficulty Class (DC) from the six in the chart in this section. This is the target number of the ability check roll and it is higher or lower depending on how hard the task the character is attempting to accomplish is.

To make an ability check, roll a d20 and add the relevant ability modifier, then apply other bonuses and penalties (such as proficiency) and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success. Otherwise, it's a failure, which means the creature either makes no progress or progresses with additional setbacks determined by the GM.

Contested Checks

Sometimes one creature's efforts are being directly opposed by another's. This can occur when the two parties are attempting the exact same thing (such as running a race) or when one creature uses an ability check that works by being opposed by a different ability check (such a creature using a Dexterity (Stealth) check to sneak past another creature).

To resolve a contested check, have all affected parties roll the relevant ability check (usually a skill based check). The creature that has the highest number after adding all applicable bonuses and penalties to their roll wins the contest and succeeds at what they are attempting. In the event of a tie, the situation remains the same as it was before the contest. If, for example, a hacker is trying to keep a door shut and another one is trying to open it, they make a contested check. If their contested Intelligence (Computers) checks result in a tie, the door remains shut.

Skills

Each ability covers a broad range of capabilities and the different skills represent some of these specific aspects. While most of the operation of ability checks remains unchanged between standard 5th edition and Spaceships and Starwyrms, the associated skills are one area that changes a great deal. The accompanying chart designates the skills used in the S&S system and which skills from standard 5th edition are no longer used.

It also details which ability score each skill is most closely associated with. It should be noted that some skills can utilize different ability scores depending on what the creature is attempting to accomplish with the skill and how they go about using it. One of the finer examples of this is the difference between a Strength (Intimidation) check and a Charisma (Intimidation) check. While one depends on a show of brute force, the other might just be some threatening words.

Working Together and Group Checks

Sometimes multiple creature team up to accomplish a single goal. This usually takes one of two forms. Either the creature with the highest modifiers attempts the check while another proficient creature uses the Help action (thus granting the first creature advantage on the check) or the creatures each attempt the check as a group. Using the Help action represents a focused attempt to do something, such as investigate an area, while a group action is more common when each creature in a party has to accomplish the same thing, such as climbing a wall or creeping stealthily through a dangerous area.

In the event that the GM decides that the group must make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise the group fails the check.

Using Each Ability

The following section delves more directly into each of the six ability scores and their associated skills and ability checks. They do not cover every possible type of ability check a creature might attempt, but instead act as a good guideline for the most common actions that creatures take.

Skill	Attribute
Original Skills	
Acrobatics	Dexterity
Arcana	Intelligence
Athletics	Strength
Deception	Charisma
Insight	Wisdom
Intimidation	Charisma/Strength
Investigation	Intelligence
Perception	Wisdom
Persuasion	Charisma
Survival	Wisdom
New or Changed Skills	
Computers	Intelligence
Etiquette	Charisma/Wisdom
History (Includes Religion)	Intelligence
Mechanics	Wisdom
Medicine	Intelligence
Piloting	Dexterity/Intelligence
Science (Includes Nature)	Intelligence
Stealth (Includes Sleight of Hand)	Dexterity
Obsolete Skills	
Animal Handling	N/A
Nature	N/A
Performance	N/A
Religion	N/A
Sleight of Hand	N/A

Strength

It's difficult to say that good old fashioned muscle power is as effective as it once was, but no matter how ingenious technology becomes, sometimes raw strength is the best answer to a problem. The Strength score is used for attacking with non-finesse melee weapons and ranged weapons with the Thrown or Rampant quality.

It is also required to effectively wield heavy firearms and properly wear medium and heavy armors. It is tied to the Athletics skill and determines the distance and height that you can jump. If your group is using the encumbrance rules, then the Strength score also determines how much weight you can carry on your person.

Athletics Checks

A Strength (Athletics) check covers a wide array of things that involve a character's strength and stamina. While not an exhaustive list, some of the common uses for these checks include:

- Climbing difficult surfaces or avoiding hazards while climbing
- Forcing open doors, bonds, and locks
- Hanging on to a fast moving object
- Lifting or pushing objects
- Performing an unusually long jump or a trick while jumping
- Pushing through a space that is too small
- Running long distances
- Stopping a moving object
- Swimming for long distances or in difficult areas
- Grappling, pushing, tripping, and disarming foes

For most of these Strength (Athletics) checks, your GM will determine a DC based on the task and you will attempt to meet that DC. Otherwise, a contested roll might be required for special actions such as grappling another creature.

Attack and Damage Rolls

You add your Strength modifier to any attack or damage roll you make when attacking with a melee weapon or a weapon with the Thrown or Rampant property. Creatures that don't have a feature that says otherwise use their Strength score for unarmed attacks as well.

Climbing and Swimming

Climbing or swimming requires you to expend 2 feet of your move speed for every 1 foot you move (halving your speed) unless you have a specified climb or swim speed. The additional movement cost compounds with rough terrain which also expends 2 feet of movement for every 1 foot (you would move at one fourth your normal move speed). At your GM's discretion, scaling a difficult to climb surface or swimming in rough waters might require you to succeed at an Athletics (Strength) check. A climb or swim speed does not guarantee success, but grants advantage on Strength (Athletics) checks made to climb or swim.

Combat Maneuvers

There are many maneuvers in combat that don't involve directly attacking. For most of those that affect another creature, a Strength (Athletics) check is contested against the defending creature's Strength (Athletics) check or Dexterity (Acrobatics) check, whichever is better. If your modified roll is higher than the defender's, your maneuver is successful, otherwise it fails. For additional rules for grappling and combat maneuvers, refer to Chapter Ten.

Jumping

Your Strength score determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can only leap half that distance. Jumping this amount does not require an ability check. This assumes that you aren't gaining any height with this jump and so your GM may require a Strength (Athletics) check to move over or around an obstacle during a jump like this. If your jump ends in difficult terrain you need to succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet, otherwise you land prone.

You can opt to attempt to jump further than this by making a Strength (Athletics) check. A DC 15 check allows you to make a standing jump as though you moved at least 10 feet beforehand or allows you to jump a distance equal to 1.5 times your Strength score in feet when you jump after moving at least 10 feet beforehand.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. A standing jump allows you to move only half that distance. A DC 15 Strength (Athletics) check allows you to make a standing jump as though you moved at least 10 feet beforehand or allows you to jump a distance equal to 1.5 times your Strength score in feet when you jump after moving at least 10 feet beforehand.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 ½ times your height.

Lifting, Carrying, and Encumbrance

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry. Any time you are carrying more weight than your capacity, your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength or Dexterity.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (30 times your Strength). While affecting an amount of weight in excess of your carrying capacity, your speed drops to 5 feet.

Strength Score	Carrying Capacity (lbs.)	Drag, Lift, or Push Capacity (lbs.)
8	120	240
9	135	270
10	150	300
11	165	330
12	180	360
13	195	390
14	210	420
15	225	450
16	240	480
17	255	510
18	270	540
19	285	570
20	300	600
21	315	630
22	330	660
23	345	690
24	360	720
25	375	750
26	390	780
27	405	810
28	420	840
29	435	870
30	450	900

Dexterity

Dexterity is a measure of a creature's agility, reflexes, and balance. Due to the prevalence of ranged weaponry in S&S, Dexterity plays a much greater role than before in attacking, even in traditionally Strength-based classes like fighters. It is tied to ranged weaponry, as well as the Acrobatics, Piloting, and Stealth skills. It's even used as an ability modifier for certain tools and kits, like thieves' tools and musical instrument (dancing).

Acrobatics Checks

A Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as trying to run across a sheet of ice or balance yourself inside a crashing ship. Your GM might also call for a Dexterity (Acrobatics) check to see if you can successfully pull off acrobatic stunts like dives, rolls, somersaults, and flips. Outside of these primary uses, Dexterity (Acrobatics) checks can be used to oppose a hostile creature's Strength (Athletics) check when that creature is trying to grapple you or otherwise affect you with a combat maneuver that doesn't involve directly attacking you. Lastly, these checks are often utilized to determine if a creature can land on its feet in a non-damaging fall or perform aerial maneuvers with its natural or magical fly speed.

Piloting Checks

Piloting is a brand new skill introduced by the S&S rules. Its primary purpose is to facilitate piloting a vehicle of any kind, though most commonly this will be a spaceship. For the purposes of spaceships, Dexterity and Intelligence are interchangeable for these checks, but in other vehicles only Dexterity can be utilized.

The DCs for Dexterity (Piloting) checks to pilot a non-spaceship vehicle vary in the complexity of the vehicle and the situation. For most vehicles, a value between 5 and 20 is appropriate. This means that there are many vehicles the average layman can drive without issue. Outside of simply operating the vehicle, Dexterity (Piloting) checks can be used for special vehicle maneuvers or in spaceship actions. For more information on spaceships and the various actions possible for a pilot, refer to Chapter Seven. For a list of non-spaceship vehicles, refer to Chapter Six.

Proficiency in land or water vehicles is not equivalent to the piloting skill and has been made obsolete by S&S.

Stealth Checks

In order to conceal yourself from enemies, slink past guards, slip away unseen, or sneak up on someone unnoticed, you can make a Dexterity (Stealth) check. These checks are always contested ability checks in which your Dexterity (Stealth) is opposed by the Wisdom (Perception) or Intelligence (Investigation) of other creatures or machines. In most cases, when a creature is not actively looking for you, the DC for your Dexterity (Stealth) check is the opposing creature's passive Wisdom (Perception). In order to properly hide from another creature, you must be obscured somehow from them. You cannot use this ability check if you have no means by which to hide yourself. If you begin your movement on your combat turn hidden, then you are allowed to move up to your move speed and remain hidden as long as you end your movement obscured again.

You also use Dexterity (Stealth) checks whenever you attempt an act of legerdemain or manual trickery, such as pickpocketing, planting an object on another creature, or concealing an object on your person.

Other Dexterity Checks

Outside of the basic Dexterity skills checks, some other ability checks that might come up involve tasks such as:

- Picking a lock (Proficiency in thieves' tools allows you bonuses to this)
- Disabling a trap (Proficiency in thieves' tools allows you bonuses to this)
- Securely tying up a prisoner
- Wriggling free of bonds
- Playing a stringed instrument
- Dancing to a song
- Crafting a small or detailed object

Attack and Damage Rolls

For ranged weapons that don't utilize the Thrown weapon property, as well as for melee weapons that have the Finesse property, such as a dueling blade, you add your Dexterity modifier to your attack and damage rolls.

Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

Initiative

At the beginning of every combat, you roll initiative by making a Dexterity ability check. Initiative determines the order of creatures' turns in combat.

Constitution

Constitution measures health, stamina, and vital force. It is a timeless marker that remains as vitally important in the futuristic setting of S&S as it is in fantasy settings.

Constitution Checks

Constitution checks are uncommon and no skills apply to them because the endurance this ability represents is largely passive rather than active. A Constitution check can model your attempt to push beyond normal limits, however. The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Holding your breath
- Marching or laboring for hours without rest
- Going without sleep
- Surviving without food or water
- Quaffing an entire stein of ale in one go

Concentration Checks

Spells that have the concentration modifier and some other class features and abilities require that a creature maintain concentration on them or lose the effect or spell. When that creature takes damage or is otherwise jostled by a stressful event, they can lose concentration on their spell or ability. In cases such as these, the creature makes a concentration check. This is not actually an ability check, but rather a Constitution saving throw. However, as it is one of the primary uses of a strong Constitution for a wide array of characters it is important to note here under the primary uses of Constitution.

Hit Points

Perhaps the most potent thing that your Constitution modifier contributes to is your hit points. You add your Constitution modifier to each Hit Die you roll for your hit

points. If your Constitution modifier changes, your hit point maximum changes as well as though you'd had that modifier since 1st level.

Intelligence

With the abundance of technology and scientific study, it's no surprise that intellect is a valuable tool. Of all the ability scores, Intelligence has gained the most new skills and uses, but the ways in which it is utilized should still be familiar. Intelligence is a measure of a creature's mental acuity, accuracy of recall, and ability to reason.

Intelligence is the basis for the Arcana, Computers, History, Investigation, Medicine, and Science skills. It's also used with disguise kits, first aid kits, forgery kits, navigator's tools, poisoner's kits, some artisan's tools, thieves' tools and any check involving memory. Additionally, it is one of the three ability scores used for spellcasting and inventions.

Arcana Checks

Magic may be different in the world of S&S, with its connection to dark matter particles and the energy they give off, but the study of the physics of magic is as strong as ever. You can use an Intelligence (Arcana) check in order to recall information about spells, magic items, arcane symbology, magical traditions, the planes of existence, magical constructs, undead creatures, and extraplanar creatures. It can also be used to identify spells as they are cast or spells that have been cast over an object. It cannot be used to understand what an invention does or how the abilities of a scientist or roboticist work, but it can identify the spell effects generated by those inventions.

Arcana is also used for recognizing the planar and magical languages and translating them using similar languages that you know.

Computers Checks

Computers and networks play a huge role in the lives of the different species of the Nacora Galaxy, even those with a primarily magical cultural tradition. The Intelligence (Computers) check can be used to recall information about the software and hardware of computers and how they operate and work. It's also used whenever you are trying to use a computer to do something, such as searching the net, and whenever you use a computer to take the Hack action. There are some spaceship actions that use Intelligence (Computers) checks as well. For more information about the Hack action see Chapter Ten, and for more information about spaceship actions see Chapter Seven.

History Checks

The History skill has been expanded beyond what it could accomplish within the standard 5th edition rules set. The obsolete Religion skill has been folded into History. Therefore, you can use an Intelligence (History) check to recall lore about historical events, legendary people, ancient kingdoms, past disputes and wars, lost civilizations, governmental hierarchies and politics, cultural deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

History is also used for recognizing the basic galactic languages and translating them using similar languages that you know.

Investigation Checks

When you examine an area for clues and attempt to make deductions, you make an Intelligence (Investigation) check. Using this you might deduce the location of a hidden objects or passage, discern from the appearance of a wound and what kind of weapon dealt it, or determine the weakest point in a tunnel that caused it to collapse. Intense research that involves searching through network sites, books, or scrolls for a nugget of information might also require an Intelligence (Investigation) check. This check is also commonly used when searching an area for hidden traps, sensors, and cameras.

Medicine Checks

Mundane healing and the study of medicine have come a long way since the days of alchemy and herbalism. To reflect this shift, medicine checks are Intelligence (Medicine) checks in S&S. An Intelligence (Medicine) check might be used to remember information about medicine, medical conditions, poisons, diseases, or to diagnose a patient or understand how to perform basic care on them.

In addition, an Intelligence (Medicine) check can be used to stabilize a dying creature (DC 10) as an action. You can also use an action to provide emergency care

that involves applying pressure or bandaging a wound, or something similar, with no items required. To do so, you make an Intelligence (Medicine) check with a DC of 15. A successful check means the creature being treated heals 1d6 + your Intelligence modifier. An individual creature can't benefit from this healing more than once a day.

Science Checks

You can use this new skill to make an Intelligence (Science) check in order to recall knowledge about biology, chemistry, mathematics, engineering, physics, terrain, plants, animals (like beasts), the weather, natural cycles, planetary environments, some monstrous and draconic creatures, humanoids, robots, non-computer related technology, and other scientific theories. It is also useful when dealing with the astronomy and physics of space.

Spellcasting and Inventions

Psions use Intelligence as their psychic spellcasting ability, while scientists use Intelligence for their gadgets and inventions. Their Intelligence modifier helps determine the saving throw DCs of their spells and effects.

Optional Rule: Dividing Creature Types for Knowledge Skills

Arcana and Science skill proficiencies can be used to determine information a character might know about a specific creature. The DC of any Intelligence ability check to recall lore about a creature's basic biology and features is equal to 10 + the creature's CR. Some creatures are particularly unknown, legendary, or rare and might have a DC of 15 + their CR or even 20 + their CR. The information a GM might give a character about a creature they are successfully knowledgeable about begins with its name and the descriptive information provided in its monster entry. Beyond that, specific information regarding the creature's weaknesses and strengths should only be doled out if the character exceeds the DC by 5 or more and only in small amounts by every 5 they exceed that DC. This use for Intelligence ability checks is optional.

If this rule is being used, the following skills provide information about the following creature types.

Arcana: aberrations, celestials, constructs (magical only), dragons (starwyrms), elementals, fey, fiends, and undead

Science: beasts, constructs (technological only), dragons (terrestrial), giants, humanoids, monstrosities, oozes, and plants.

Wisdom

Wisdom is the ability score tied to intuition, judgment, and perception. Its aligned skills are Insight, Mechanics, Perception, and Survival. It is also the preeminent saving throw in concern to willpower and strength of mind.
It should be noted that the Medicine skill is now an Intelligence related skill and Animal Handling is no longer used in S&S.

Insight Checks

Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms. It is often contested by Charisma (Deception) checks.

Mechanics Checks

You can use this new technologically-focused skill to make Wisdom (Mechanics) checks. These checks are used to repair, construct, and engineer technological devices. It represents the intuition and experience-based knowledge you have in regards to dealing with machines, which is usually gained after working with them for a great deal of time.

Occasionally, an Intelligence (Mechanics) check might be required if you are recalling rout knowledge about a specific type of engineering, but overall the skill is utilized when actually building and repairing things. Most uses of this check require the user to have some materials and/or tools at their disposal in order to effectively utilize it.

There are specific spaceship actions described in Chapter Seven that use Wisdom (Mechanics) checks.

Perception Checks

Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. You might hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might spot things that are obscured or easy to miss, be they assassins lying in ambush or light exuding from under a closed secret door.

Survival Checks

In S&S, the Wisdom (Survival) check is used for the following: tracks and trails, hunting wild game, navigating hazards, and a sense of direction while on the surface of a planet or planetoid. While it does not help with navigation in space, it is the primary ability check used in the varied natural worlds and on other planes of existence beyond the material.

Other Wisdom Checks

Outside of the primary Wisdom-based skill checks, there are a few other instances where Wisdom ability checks are used. You might use a Wisdom check to discern the wisest course of action or to utilize navigation tools and most artisan's tools.

Spellcasting Ability

Oracles and Roboticists use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of their spells and effects.

Charisma

Charisma represents the force of personality of a creature. It is the compass that directs your ability to interact effectively with other creatures and includes things like confidence and eloquence. In S&S, it governs the Deception, Etiquette, Intimidation, and Persuasion skills. It also provides the ability modifier for most instruments and performances, although the Performance skill itself is no longer used under the S&S ruleset.

Deception Checks

Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations includes trying to fast talk a guard, con a merchant, gamble, pass yourself off as someone else, dull someone's suspicions through false assurances, or maintain a straight face while telling a blatant lie.

It should be noted that outrageous lies might impose disadvantage on you or grant advantage to the person you are lying to. Almost all Charisma (Deception) checks are

contested by Wisdom (Insight) checks.

Etiquette Checks

Etiquette is a new skill introduced in Spaceships and Starwyrms that is used to expand on social knowledge. With the many different cultures and planets a character can be involved with, knowing the proper greetings and culturally relevant proceedings can be a matter of life or death. Using the Charisma (Etiquette) check, you can understand how to interact with a new culture, find the best folks to talk to for news, rumors, and gossip, blend into a crowd, or get a message across in a language that you don't know.

Because Performance is obsolete under the rules of S&S, Charisma (Etiquette) checks can also be used as the Performance skill in many instances, such as pretending to be another person or acting like something you're not.

Intimidation Checks

When you attempt to influence someone through overt threats, hostile actions, or physical violence, the GM might ask you to make a Charisma (Intimidation) or Strength (Intimidation) check depending on how you're utilizing your skill set.

Persuasion Checks

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use Persuasion when acting in good faith, to foster friendships or make cordial requests. Examples of persuading others includes convincing a government clerk to let you see a space station governor, negotiating peace between fighting mercenary bands, or inspiring a crowd of punks.

Animal Handling is now part of Persuasion, except that it is always a Wisdom (Persuasion) check instead of a Charisma (Persuasion) check.

Other Charisma Checks

Most other Charisma checks that existed in standard 5th edition are now covered by the Charisma (Etiquette) check, but it should be noted that the Charisma modifier is used with all instruments, including singing and dancing (though Dexterity is available to use for dancing as well).

Spellcasting Ability

Bards, Paladins and Sorcerers use Charisma as their spellcasting ability, which helps determine the saving throw DCs of their spells and effects.

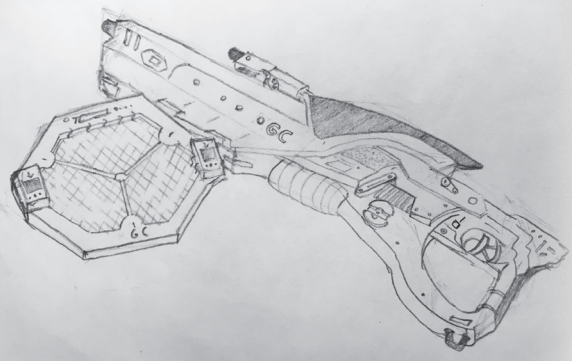
Saving Throws

A saving throw—also referred to as a save—represents an attempt to resist a spell, trap, poison, disease, or similar threat or effect. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage as determined by the GM. Each class gives proficiency in at least two saving throws. As with skill proficiencies, proficiency in a saving throw lets a character add their proficiency bonus to saving throws made using a particular ability score.

The DC for a saving throw is determined by the effect that causes it and what occurs when the save succeeds or fails is determined by the effect as well.



CHAPTER NINE: GALACTIC ADVENTURES

With a field of play as expansive as an entire galaxy, it can be hard to clarify the needs of every ship, every part of the void, and every specific world. In fact, even with the information laid out in this section and those included in the core 5th edition books, it will not be uncommon to find situations that will need a decision made on the GM's end. Regardless, this section is here to help assist both players and game masters to understand certain environments and parts of the world and how they interact with the game and characters.

Galactic Standard Time

When it comes to a community that encompasses multiple planets, systems, and environments, timekeeping can be difficult. As such, most intergalactic organizations and governments have long since adopted the standardized units for time and dating that the Brahvaasch laid out during the centuries that they alone traveled the stars. When the Galactic Coalition rose to power, this dating and timekeeping system became the Galactic Standard Time (GST) or Nacoran Standard Date (NSD).

Within S&S, all features, spells, items, and other abilities that refer to specific amounts of time also refer to GST or NSD, even if they are used on a planet that has a different amount of days in a year or hours in a day. The same holds true for long rests (which are always 8 hours) and short rests (1 hour).

Galactic Standard Unit	Related Unit
Year	15 months (375 days)
Month	5 weeks (25 days)
Week	5 days
Day	24 hours
Hour	60 minutes
Minute	60 seconds (10 combat rounds)

Galactic Standard Measurements

For the sake of ease, the units of measurement used throughout this guide are primarily written in American units. That said, we encourage the use of whichever system of measurement is easiest to parse for the GM and their players.

In addition to the normal units of measurement that you are familiar with, this section also includes the units used by the people of the Nacoran Galaxy. Like most standard systems, these measurements originate from the Brahvaasch culture and were universalized by the Galactic Coalition.

The NSU (Nacoran Standard Units) are based on weights, masses, volumes, and distances as they most commonly arise in the study of magic and space travel. Of them, the Arc is the newest and the first to be adopted across the galaxy, as it encompasses distances most easily parsed via travel through space. Aside from the arc, the Xant is used for length and distance, the Hoft for mass, and the Cylus for volume.

The chart included within this section details a conversion table between American units, Nacoran units, and metric units. This way, determining which units work best for a given group will be easier.

Standard Unit	Nacoran Unit	Metric Unit
1 inch	6 Loxant (Lx)	2.54 Centimeter
1 foot	0.5 Xant (x) [100 Lx]	0.3048 Meters
1 mile	52.9 Arc (a)	1.609 Kilometers
1.89 miles	1 Biarc (ba) [100 a]	3.04 Kilometers
18,904 miles	1 Galarc (ga) [1,000,000]	30,416 Kilometers
1 pound	0.5 Hoft (h)	0.4536 Kilograms
1 ton	10 Bihoft (bh) [100 h]	907.185 Kilograms
1 ounce	7.8125 Locylus (Lc)	29.5735 Milliliters
1 gallon	10 Cylus (c) [100 Lc]	3.785 Liters

Measuring Arcs across Space

The one unit of measurement new to this system that is used mechanically is the arc, which is used to measure distance in the void of space. As seen in themeasurements chart, one arc is approximately 100 feet and one galarc is 18,904 miles. Galarcs are used to measure larger distances in space, while arcs are used for immediate distances. While there are measurements between the two, they are rarely used because of the disparity of distance importance in the theater of open space. For distances between solar systems, light years are used. Despite their use, they are rarely important, since travel between individual solar systems is facilitated by Faster than Light travel utilizing wormholes.

Movement

Running through mysterious laboratories, swimming across a raging river, climbing up a rope against the side of a building—all sorts of movements play a key role in science fiction gaming adventures.

For small scale movement, movement speed and the climbing and swimming calculations included in Chapter Eight suffice to understand how quickly a creature can move through an area.

For longer ranges of movement, the GM can narrate travel and determine the time that has passed while a group of characters drive cross-country or walk through a thick forest. Sometimes it's important to understand how quickly someone can travel from one place to another in order to determine the number of hours, days, or weeks it has been for mechanical or storytelling reasons.

A Creature's Speed

Every character and creature has a speed value which determines the distance in feet that character or creature can walk in 1 round. This number assumes short bursts of energetic movement in the midst of life-threatening situations.

The following rules determine how far a character or creature can move in a minute, an hour, or a day.

Difficult Terrain

Difficult terrain can be inherent to a location for a number of reasons, such as thick foliage, uneven ground, dense fog, or the effect of a spell. When a creature is moving through an area that is considered difficult terrain, they must use 2 feet of their movement for every 1 foot that they move (essentially halving their move speed within that area).

For the Travel Paces described in the Travel Pace table, relatively simple terrains are assumed and the amounts of distance traveled through more difficult terrains should be halved.

Travel Pace	Distance traveled per...			
	Minute	Hour	Day	Effect
Fast	400 ft.	4 miles	30 mi.	-5 penalty to Wisdom (perception) checks
Normal	300 ft.	3 miles	24 mi.	-
Slow	200 ft.	2 miles	18 mi.	Able to use Stealth

Forced March

The Travel Pace table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Vehicles

In the modern world, vehicles make traveling long distances infinitely easier. Each of the vehicles located in Chapter Six of this guide has a miles per hour part of its speed which helps dictate how far a given vehicle can move over the course of hours.

Similarly, vehicles make forced marches much easier and characters are no longer facing exhaustion for continuing to travel beyond the normal 8 hour limit.

The drawback of all this versatility and speed is that traveling in a vehicle is almost always considered a normal travel pace and so moving stealthily in a vehicle is usually not possible unless you slow down to the humanoid slow pace described in the table included here.

Traveling Through Space

Moving through space takes time, even with faster than light drives and the use of wormholes. How quickly each ship can move through space and get you from one place to another varies, but it is generally a good idea to look at it from a view of what sort of space-going adventure you are in.

Most spaceships have three distinct speeds available to them. The first speed is a short distance booster speed most often used in space combat, moving around in orbit, or when flying planetside (only for escape pods and shuttles).

The second level of speed is cruising speed, which is used to travel between and within star systems.

The final speed is the faster than light travel that uses wormholes to move from one solar system to another within the Nacora Galaxy. Wormhole travel usually takes a day to move from one Wormhole to another in the galaxy. Faster than light travel is safest when a ship leaves and enters from one of the heavily regulated gateways that keep the lines clear.

While calculations deem it possible to jettison a ship out into any area of a solar system (even inside deadly gravity wells and asteroid fields), it is never recommended for ships to do so outside of these regulated spaces.

Type of Spaceship Travel	Time Required
Into Orbit or Land	1 to 2 hours
Within Orbit	1 to 8 hours
Open Space Inside System	3 to 9 days
Between Local Star Systems	3 to 7 days
FTL Wormhole	2 to 4 hours

The Environment

By its nature, adventuring involves delving into dangerous places full of mysteries and traveling across the great expanse of space. This section covers some ways in which adventurers interact with the environment and how certain facets of the galaxy should be treated.

Gravity

Spaceships, space stations, and other space facilities generate their own gravity, just like a planet. When a character is in space, however, they must move and act without gravity.

Doing so is as simple as applying force and pushing off something or using propulsion boosters of some kind. While moving through space, if you don't meet any other object, you will keep going at a continuous speed.

To determine your moving speed through space, make an Athletics check. Round your skill check to the nearest multiple of 5 (round down). That number is your continuous move speed until your movement is arrested or you have a chance to reset it by pushing off of something else.

Likewise, when you are hit by a melee attack or spell that deals bludgeoning or thunder damage, your movement immediately stops and you are pushed away from the blast or attack at the end of the turn that you took the damage. You then move with a speed of 10 feet a round until you stop yourself or are otherwise stopped. If you have a suit that has propulsion options or are using magic such as the fly spell, you ignore the imposition of rules on movement under zero gravity conditions.

It's important to note that living in a low to zero gravity environment has numerous health risks and requires lifestyle changes. For more rules about Zero Gravity and its effects in combat, refer to Chapter Ten.

Falling

A fall from a great height is one of the most common hazards facing adventurers and can often happen in a world that has devices that generate gravitational fields. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell. The creature lands prone, unless it avoids taking damage from the fall.

If the character is falling voluntarily, they might be performing a controlled fall. In this case, they may make a Dexterity (Acrobatics) check to halve this damage and land on their feet. The DC for this check is equal to 5 + the number of feet the character is going to fall.

Suffocating

In a fantasy setting, suffocation typically arises in one of two situations: drowning or choking. In the science fiction setting of Spaceships and Starwyrms the chances of suffocation increase dramatically.

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds. If that creature is put into a situation where it has no air by surprise, it can only hold its breath for half that time.

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and can't regain hit points or be stabilized until it can breathe again.

Radiation

In the Nacora Galaxy, radiation is an inevitable facet of life. From radiation storms in the open void of space to the planets that have used radioactive power sources for generations, radioactivity can act as a strong deterrent or story point in adventures.

Scientifically, radiation is tied to dark matter energy, and mechanically it is tied to both radiant and necrotic damage. Many spells can generate damage of one of these types, and those spells represent the decay of living tissue or the overenergization of living tissue due to radiation. Connected with the damage dealt from radiation is radiation sickness, which acts in the game as a magical disease. Immunity to and diseases is required to be immune to radiation sickness.

All vacsuits are equipped to protect people from the constant lower levels of radiation that fill the void of space. Likewise, all spacefaring structures and vehicles are rated against even the highest levels of radiation.

However, sometimes creatures are caught unawares or their protection simply isn't strong enough to ignore the regional radiation in an area. When that happens, it may be necessary to have a creature attempt a Constitution saving throw with a DC dependent on both what protection they have and how strong the radiative environment is. The consequence of failing this saving throw is almost always the special disease called radiation poisoning.

Radiation Poisoning. This is considered a magical disease. Upon contracting it, the affected creature immediately gains 1 level of exhaustion. While a creature has radiation poisoning, it cannot recover from exhaustion on a long rest as normal (even exhaustion sustained from other sources). At the end of every five days (1 week in game terms), the creature must make a DC 15 Constitution saving throw, gaining another level of exhaustion on a failed save or not gaining one on a successful save.

Three successful saving throws in a row ends the disease. *Lesser restoration* cannot restore a creature affected by radiation poisoning, but any spell of 5th level or higher that can cure a disease can remove radiation poisoning. Exhaustion sustained from the disease is not cured with this spell, but once the condition is cured, exhaustion can be removed as normal. While l*esser restoration* does not restore a creature affected by radiation poisoning, it can be used once each day to give the affected creature a chance to make a saving throw against the effect. Failing this save does nothing, but succeeding counts towards the total three successes needed to overcome the radiation poisoning.

With professional medical treatment via a hospital or medical bay, the DC for making these saving throws is reduced by 5 and allows the afflicted creature to make its saving throw once a day instead of every 5 days. The only time failing makes radiation poisoning worse is when the poisoning demands a save, not during extra attempts to make the saving throw.

The Void of Space

Outer space is fraught with natural dangers to the unprepared. The vacuum itself is deadly without a pressurized vacsuit. If a creature is caught in the vacuum of space unprotected there is a three step process to determine its survival.

First, the creature must make a DC 17 Constitution saving throw, imploding and dying immediately if it fails. If it succeeds, the creature has a number of rounds equal to 1 + its Constitution modifier (minimum of 1) to remain alive. When the time is up, the creature dies immediately.

After the first saving throw, the creature must make a second DC 17 Constitution saving throw against the unbearable cold of the void. Failing this save renders the creature unconscious (at 0 hit points, but stable). Succeeding means that the creature's body remains functioning for a number of rounds equal to 1 + its Constitution modifier (minimum of 1). Notice this is the

same length of time for the implosion saving throw above.

Finally, after the previous two saving throws, if the creature is not protected by armor that has a radiation dampener or another similar form of radiation protection, that creature must make a third DC 17 Constitution saving throw, gaining the poisoned condition permanently and taking 5d10 radiant damage plus 5d10 necrotic damage on a failed save or half as much damage and no poisoned condition on a successful save.

It should be noted that should a creature survive, they are also holding their breath (unless they have an ability that allows them not to breathe). This means that they are also using the rules for suffocating as described in this chapter.

Because a creature cannot create sound without an atmosphere, spells that require verbal components do not work in space unless that creature has an air supply. The target of the spell is not required to hear for the spells to work as long as the spell doesn't specifically require them to.

Vision and Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and piloting a vehicle, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light allows most creatures see normally. Even gloomy days provide bright light, as do torches, flashlights, fires, flares and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a flashlight, and surrounding darkness. The soft light of twilight and dawn also count as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit complex or a subterranean vault, or in an area of magical darkness.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision

Many creatures and species across the Nacora Galaxy have darkvision. Additionally, there are both class features and purchasable equipment that grant darkvision to a character. Within the specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness unless otherwise specified, only shades of gray.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creature and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Infrared Vision

Certain creatures and species are born with the ability to see on the infrared spectrum of light. There are also some equipment options that can allow any creature to see on this spectrum.

A creature with infrared vision (IR) can see in grays and shades of red based on the heat of objects and creatures around them while their infrared vision is active. Sources

of heat shine brightly and infrared vision can see through solid walls of varying thickness, based on the material they are constructed with.

Infrared vision removes penalties to seeing creatures and objects with heat signatures regardless of how obscured that creature or object might normally be. However, it does not assist in observing or seeing any environmental details otherwise.

As a GM, it is important to take into consideration the heat of the surrounding area to determine if the IR spectrum would actually help a creature spot its target.

Material	Thickness Required to Prevent IR
Wood	2 feet
Dirt/Stone	1 foot
Common Metal	6 inches
Carbonized Metal	1 inch

Food And Water

Creatures that don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

The average player character requires one pound of food per day and can make food last longer by subsisting on half rations. Doing so counts each half ration day as half a day without food.

These player characters can go without food on average for a number of days equal to 3 + their Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

Water

The typical player character requires one gallon of water per day, or two gallons per day if in hot weather. A character who drinks only half that much must succeed at a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Resting

Even the most stalwart of adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits, and brace themselves for more adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rests

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent this way, the player rolls the die and adds their Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains half their total Hit Dice when they complete a Long Rest as explained below.

Long Rests

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activities—the character must begin the rest again to gain any benefit.

At the end of the long rest, a character regains all lost hit points. The character also regains spent Hit Dice up to half their total number of Hit Dice.

A character can't benefit from more than one long rest in a 24 hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Modified Short Rests

Sometimes certain types of adventures or moments thrust characters into a constant stream of combat or action, or put them under specific time constraints that make the normal hour-long short rests impossible. In such cases, the GM might decide to grant the party a Heroic Short Rest, which operates identically to a normal short rest except that the time is reduced from an hour, be it to a half hour, 15 minutes, or even just 1 minute. The reasons behind this might vary between the magic and technology available or it might just be how the GM and the players at a table decide to use their short rests. Because some classes depend heavily on the short rest system to operate, ignoring it entirely is not recommended, as it will heavily imbalance the power level of different classes with each other.

Quirks of Location

In Spaceships and Starwyrms, the environment plays an even bigger role than normal in determining how adventuring plays out. This is because of a wider variety of places that player characters can be exposed to, and in very short order as well. This section seeks to describe some of the facets to consider when building a campaign across space.

Spaceships and Stations

A major part of life in space is spent aboard various spaceships and space stations. Here, people live in artificial environments, complete with false gravity, synthetic natural lighting, and entire biospheres for generating food products.

Living aboard a vessel in space is different for every species and each place has special contingencies depending on the typical species that inhabits it. The larger the station or vessel, the more likely that it is built to accommodate the needs of every species.

Taking away the various comforts inherent to these locales is often a focal point in an adventure. It is vital to observe what things a station has to create in order to sustain life in the void.

Atmosphere, Orbit, and Space

Spaceships and stations operate differently depending on what type of environment they're in and what they're built for. Very few spaceships and space stations are made to enter a planet's atmosphere except in dire emergencies. Instead, they depend on shuttles and escape pods to land and take off safely.

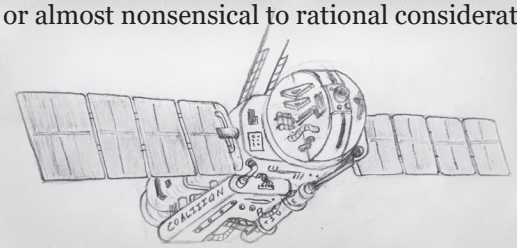
Large vessels made with the vacuum of space in mind can't reverse pressure without putting too much stress on the ship. A spaceship that has plunged through atmosphere is almost always unable to fly again until repaired, and even then, taking off might break it again.

Most spaceships, however, are made to easily enter and exit planetary orbits, either in a fixed location or a moving one.

Planetside Adventuring

While traveling the stars in spaceships and getting into firefights on space stations is a big part of the excitement of S&S, there is plenty of adventure to be had on the varied multitude of fantastical planets that populate the galaxy. Chapter One details a number of important planets across the Nacora Galaxy, but there are hundreds of thousands of planets to discover, each more different than the last.

Some features of planets to consider that might make them different are atmospheric thickness or thinness, the average temperatures and how they change the climate, tidal locking a planet, a planet with multiple stars or moons affecting it, planets that naturally produce radiation or poisonous atmospheres, and planets with shapes that are esoteric or almost nonsensical to rational consideration.



The Combined Galactic Network (CGN)

By the standards of our real world, the internet is an entity that is spread across the planet and can be accessed from anywhere, so long as there is an appropriate uplink. Getting online in Japan is only nominally different than getting online in France. When it comes to multiple planets across multiple solar systems within a galaxy, however, things become more difficult.

Public Networks

Public networks are projected by network nexuses in a particular location. Most planets have a public network that covers all civilized areas of the planet, while given space stations generally have their own personal public network. Public networks are a shared space and have no specific restrictions for use.

When two things are on the same public network, they can interact with each other. For example, if a rogue with hacking software and a computer is on the same public network as a turret gun, that rogue can attempt a Hack action on that turret. If they're not both on the same network, then the rogue cannot make the attempt.

To log into a public network, one must be within the network's area, otherwise they will be connected via a galactic relay from whatever network they are on.

Private Networks

Private networks are far rarer than public networks. They are special networks that run off of private nexus systems. They don't connect to other networks unless the owner of the private network specifically commands the nexus to do so.

Private networks have increased security and passwords and must be connected to using hacking software or a special password set by the nexus controller. The DC for breaking the password is equal to 8 + the programmer's Intelligence modifier + the programmer's proficiency bonus if they are proficient with the Computers skill.

Most corporations, research organizations, governments, militaries, criminal enterprises, and some individuals use private networks to keep their technology safe from hackers who could otherwise compromise them.

Unlike public networks, there is no way to work in a private network remotely from another network; you must be within the sphere of the nexus of the private network to work within it. That said, from a private network you can operate in public networks remotely. There are some ways that a character can gain a private network for all their personal devices and systems. This works the same way, in that they must set a password for their private network and their network has private network defenses. However, as a personal-sized, small network they cannot remotely hack things in public networks without being in a public network nexus.

The Galactic Network Relays

In order to connect the hundreds of public networks across the galaxy, the galactic governments have constructed and maintained giant relays that are part of the galactic waystations located near regulated wormholes in each populated solar system.

These relays connect all the public networks across the galaxy in such a way that information can be shared freely between them and even people on different planets can contact each other almost effortlessly.

However, due to the sheer distance of the void of space, communication and information between different connected public networks operate on a 1 minute delay between each other.

Network Structures and Mapping

Networks both public and private across the Nacora Galaxy have a few key things in common in regards to their structure. The first is that they are wholly a wireless construct. There are no physical cables involved in the structure of the networks (though there might be some rustic places in the galaxy where that does not hold entirely true).

The second major thing to remember is that the network maps, which describe the nodes and locations of all technology within, are not available wirelessly. In order to locate the map, you must be using the primary computer terminal (server) that supplies the regional public or private network. If you are not specifically on that device,

you cannot access the map of all connected machines, both creature and noncreature, on a network.

Due to this, when using the Hack action or other computer-based skills that target a specific system, it is important that you have a visual (either through a video or physical sight) of the target of the hack or skill and that target must be within 100 feet. Should you download the network map from the primary computer terminal of a network, then you are not limited by sight or distance.

Full Network Immersion

While it is entirely possible to interact with everything on the network through a computer interface using software, it is also possible to use a device called a simulation rig to project your mind into virtual space. This virtual reality experience is called Full Network Immersion and involves uploading yourself to the network itself.

There is a specific part of the CGN that is built to host these uploaded minds, called avatars, that allows them to explore the network freely as though they were in a massive interconnected mall of brick and mortar stores. While immersed, you can interact with websites, use search engines, go shopping, party, and connect with other people socially. You can even play games within the immersion sphere of the CGN. Such massively multiplayer virtual games are popular ways for people from across the galaxy to connect with one another.

Generally, your avatar at default will appear how your brain idealizes or views your body, but settings in the avatar system mean you can look like pretty much anything you want to look like while immersed.

It's not all fun and games though; while you're immersed you're also vulnerable to attack from other avatars. Combat between avatars, as well as avatars and security systems, are described in Chapter Ten as part of the wireless combat rules.

While immersed, you bring your hit point total with you and if you take damage while immersed that damage it dealt directly to those hit points. Due to mental feedback, dropping to 0 hit points while immersed causes you to be ejected from the system and rendered unconscious. Unless an effect says otherwise, you are not considered dying or bleeding out and you can be revived as normal from unconsciousness, or you will wake up after 8 hours in an unconscious state.

In the end, it is most important to remember that while this part of the CGN is a shared space across many public networks, it isn't necessarily connected easily to the part of the CGN that is accessed through normal computer interfacing and it can't be used to hack devices across a public network.

Interacting with Networks

To interact with a network you need two things: computer software and a computer of some kind. If you have both of these pieces of equipment, you can log into any public network with no need for a password. It doesn't even take an action to do so (it is considered interacting with an object to log onto a public network if you're not currently on another network). While on a public network, you have access to all the wonderful things that the network provides, such as search engines, information, media sharing, and social media.

If you're actively connected to a public network, another computer connected to the same network can message you and contact you through appropriate apps. If the other computer has hacking software, they can also use the Hack action on you (which can be used for simple things like messaging someone who doesn't have the appropriate apps, as well as complex things like stealing information from their computer). Most machines in an area operate partially on a public or private network and are accessible as such if you have the appropriate equipment (in most cases this means hacking software).

When you try to log onto a private network, you can either use a Hack action to log on by force or you can spend a bonus action to enter via a password that you know. Once you're successfully on the private network, it acts like a public network for you until you log off of it. That means you are visible and vulnerable to things on that network as well as able to affect other things on that network.

Certain creatures, such as the Proxy, are not actually on a network personally and therefore cannot be interacted with through the network or hacked unless they specifically attach themselves to said network.

Some forms of cyberware, armor modifications, and

personal handheld technology have the option to be on an active network. If that is the case, it is considered to be on a public network that is localized to only you and your things (unless you purposefully connect them to the public network or private network that you're within the nexus sphere of at a given time). You can have those objects turned off, in which case any benefit they may give for being active on a network are negated, but they cannot be interacted with by hacking software.

If you take the private network feat or have another class feature (or organization connection that your GM determines) that gives you a private network, you and anything on your person, such as your cyberware or your weapons, armor, and equipment, are all only connected to that private network. You set the security level and password of your own private network.

Interacting with Technology

In a setting full of technology, we would be remiss not to delve into what it means to interact with it constantly. Along with an influx of modernization comes a lifestyle unlike anything that even the most high-magic cities of typical fantasy 5th edition might enable. This section strives to discuss the sorts of things that characters and creatures growing up in this expanding galactic set of worlds would know about the ever-evolving technology around them.

Basic Technology

In Spaceships and Starwyrms, every character (unless its player chooses otherwise) knows how to interact with basic technology. Basic tech refers to normal computer functions like typing and searching, interacting with hubs and screens, communication devices, most doors, elevators, and a whole slew of everyday technology that facilitates normal life in the galaxy.

For a character to use any of these in a normal way, no skill check or niche knowledge is required. It is only when you hone in on the inner workings or weird and specific methods of using this technology that Computers and Mechanics skill checks come into play. For example, running a basic search engine to look for information online requires no check other than the normal Investigation check made when asking around for information in a city.

However, if you were to need to dip into restricted data repositories or hack into a hub of information your search would require an (Intelligence) Computers skill check as well. If you wanted to turn on an engine and make a vehicle go, that generally wouldn't require more than a very easy Investigation check to determine where the ignition and thrust controls are, but if you had to take apart or put together that engine, you would be in the realm of a (Wisdom) Mechanics skill check.

Overall, a great deal of technology falls into "basic technology", but just how much does or doesn't depends wholly on the world that the GM wishes to present to their players. In typical Nacora Galaxy setting play, what's included here covers the majority of what is considered basic technology.

Mechanical Security

One aspect of technology that changes the game in challenging ways is how technology is used to secure a building or place. While in standard 5th edition, a group might be dependent on very specific abjuration and divination spells or patrolling guards to keep a location secure, but in S&S the group can depend on cameras and sensors that can be put in place with their own complex set of alarms.

In the world of Spaceships and Starwyrms, magic such as invisibility and illusions works as normal against visual sensors, but motion sensors can detect invisible creatures. There are some spells that have been invented by the creative souls of the galaxy that work specifically to foil technology and there are technological developments made to subvert magical trickery. It's a constant arms race.

Despite the existence of these spells (which are located in Chapter Eleven of this guide) the best way to avoid and manipulate technological security measures is with the Hack action, explained in Chapter Ten. Because security systems have to be on a network to transfer information continuously, you can also access them by getting on that network. Most devices have a DC associated with hacking them based around your location and how advanced the technology you're working against is. These are factors that are up to your GM, but they tend to follow the chart in this

section for ease.

If for whatever reason a piece of security, like a camera, isn't on a network, that means it records onto a tape that is usually reviewed later, which means the camera can be fooled, ignored, or destroyed without worry. Failing to hack a machine that is part of a combined security system will almost always alert the security system to some degree, marking either the beginning of an alarm or even electronic attack against the hacker in question. More details on this can be found in Chapter Ten under the Hack action.

Difficulty	DC	Examples of Systems/Technologies
Very Easy	5	Cheap store bought cameras and sensors
Easy	10	Average store bought cameras and sensors
Medium	15	Expensive store bought cameras and sensors, basic security turrets, policeware street cameras and sensors, average metal detectors, basic security barriers
Hard	20	Basic security drones, average security turrets and barriers, average government facility cameras and sensors, custom built cameras and sensors
Very Hard	25	Advanced security drones, expensive security turrets and barriers, high level government facility cameras and sensors, expensive custom built pieces
Impossible	30	Unique and custom built devices, top secret government and criminal facilities

Technological Controls and Doors

Like cameras and other security devices, player characters will often interact with control panels and doors that act as barriers to entry to various places. In most cases, characters might have to figure out a passcode through investigation and deduction, or the door in question might not be locked and simply require one to move in front of the motion sensor or press a button. It is rare for doors to operate in a manual fashion except in certain planetside regions of the galaxy.

When it comes to forcing doors open by brute strength or deftness of hand using the special hack device included with the thieves' tools handset, the rules mirror standard 5th edition to a point. The GM determines the difficulty of a door to both force open and to open using thieves' tools and sets a DC for both types of actions. What happens next is up to the player and the dice.

Across Nacora, with all the different cultures that have pitched in to create the vast expansive community that creates and trades technology, there are as many different types of doors in both construction and style as there are types of people in the world. Each should be approached in a different way, but mechanically operate the same at a base game level.

Technology and Magic

How technology and magic work together is a point of contention for many different creative people. In the end, it is up to the GM who is crafting the world to determine whether or not magic and technology interact in disastrous ways or if they are a match made in the heavens. For the purposes of the Nacora Galaxy, magic and technology can be blended to great effect, though the process of this fusion is typically complex and dangerous.

This common directive choice exists within Nacora to allow both technological and magical types to each have a place on a team of adventurers and allow them their own niches to focus on. As with anything, feel free to customize this flavorful factor to your desires to craft a world that works best for you and your players.

Machine Stat Blocks

A major factor of science fiction combat and security comes from automated defenses. In the modern world, traps in a classical sense may be less common, but built-in security that attacks and identifies intruders is far more common. This section seeks to lay out a few specific machines that can be used across multiple situations, but is by no means a comprehensive list.

Alarm System

Tiny object

AC: 12

HP: 10

Damage Immunities: Poison, Psychic

Each piece of an alarm system is built to broadcast its own alarm signal back to a central processing location. Sometimes the alarm also emits sound and light. Each node of an alarm system can be hacked or overridden separately. The only way to turn off the entire system is to use the actual alarm panel core.

Camera

Tiny object

AC: 12

HP: 10

Damage Immunities: Poison, Psychic

Each camera is built to broadcast its own signal back to a central processing location (or record within itself). Each camera can be hacked or overridden separately. The only way to turn off a system of cameras is to use the control panel core. It should be noted that some cameras are connected to alarm systems while other are not.

Active Perception. The camera sees everything that passes in front of it. To stealth past or avoid a camera's sight without magic or hacking, a Dexterity (Stealth) check is required with a DC ranging from 15 to 30 depending on the rotation, movement, or other qualities of the camera.

EMP Device

Small object

AC: 13

HP: 20

Damage Immunities: Poison, Psychic

EMP devices are usually traps set up in dead zones of a location to catch intruders off guard and shut down their systems. Sometimes they are also used as emergency switches in locations with dangerous technology.

Pulse. The EMP lets loose a wave of energy that affects everything within 60 feet of it. This radius goes through walls and barriers as long as those walls don't have a lead core. All technological devices that aren't being wielded or held that depend on electrical power cease working for 1 hour. Devices that are being wielded or held can roll a DC 15 Intelligence saving throw using their wielder's Intelligence, ceasing to work for 1 hour on a failed save or only ceasing to work for 1 minute on a successful one. Inventions and robots powered by Dark Matter Batteries are unaffected.

Energy Detector

Tiny object

AC: 12

HP: 10

Damage Immunities: Poison, Psychic

This detector is used to sense energy weapons and active magical spells that pass within 10 feet of it. It automatically registers any of either that pass by.

Laser Grid Sensor

Large object

AC: 13

HP: 50

Damage Immunities: Poison, Psychic

Laser grids are a type of motion sensor that is often used to cover an entire hallway for motion detection. The lasers can be either ultraviolet or infrared, and creatures with the appropriate vision to see those types of light can see the lasers. To bypass the lasers by avoiding them requires a DC 30 Dexterity (Acrobatics) check if you cannot see or sense the lasers, DC 20 if you are being directed on how to avoid them, or DC 15 if you can see them.

Metal Detector

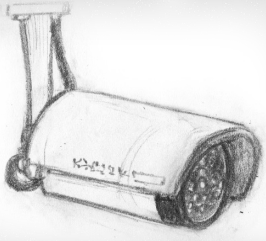
Tiny object

AC: 12

HP: 10

Damage Immunities: Poison, Psychic

This detector is used to sense metal objects that pass within 10 feet of it. It automatically registers any metal that passes by it.



Motion Sensor

Tiny object

AC: 12

HP: 10

Damage Immunities: Poison, Psychic

This basic motion sensor has a radius area of 10 feet around it with which it can sense vibrational disturbances in the air. It automatically succeeds at sensing these motion based vibrations.

Security Cannon

Medium object

AC: 18

HP: 50

Damage Immunities: Poison, Psychic

A large cannon that fires plasma bolts at targets it deems to be intruders or hostiles. It can be overridden or hacked, but the DC varies on the make and model of the cannon.

Plasma Cannon. Ranged Weapon Attack, +9 to hit, range 400 ft./1600 ft., one target, Hit: 48 (8d10) plasma damage.

Security Turret, Hanging

Tiny object

AC: 16

HP: 30

Damage Immunities: Poison, Psychic

A swiveling turret that is small enough to hang from the ceiling or a wall. It fires plasma at targets it deems to be intruders or hostiles. It can be overridden or hacked, but the DC varies on the make and model of the turret. It fires one plasma shot each round.

Plasma Shot. Ranged Weapon Attack, +7 to hit, range 100 ft./400 ft., one target, Hit: 12 (2d10) plasma damage.

Security Turret, Hefty

Small object

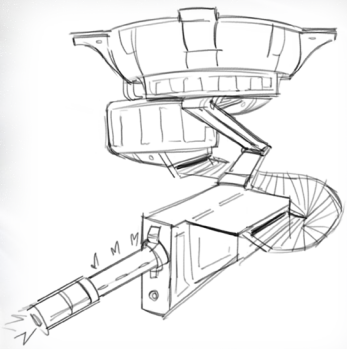
AC: 17

HP: 50

Damage Immunities: Poison, Psychic

A swiveling turret mounted on the ground that fires plasma at targets it deems to be intruders or hostiles. It can be overridden or hacked, but the DC varies on the make and model of the turret. It fires two plasma shots each round.

Plasma Shot. Ranged Weapon Attack, +8 to hit, range 200 ft./800 ft., one target, Hit: 18 (3d10) plasma damage.



Security Turret, Mini

Tiny object

AC: 15

HP: 10

Damage Immunities: Poison, Psychic

A cheap swiveling turret small enough to be placed anywhere and commonly purchased by companies and private owners. It fires plasma at targets it deems to be intruders or hostiles. It can be overridden or hacked, but the DC varies on the make and model of the turret. It fires one plasma shot each round.

Plasma Shot. Ranged Weapon Attack, +6 to hit, range 50 ft./200 ft., one target, Hit: 6 (1d10) plasma damage.

Shock Panel

Large object

AC: 15

HP: 50

Damage Immunities: Lightning, Plasma, Poison, Psychic

These panels are built into walls, floors, ceilings, or doors and emit an electric shock when touched if not disabled first. Individual panels can be hacked or overridden, or a control panel can shut them off.

Electric Shock. Creatures that touch a panel must succeed a DC 15 Constitution saving throw, taking 25 (5d8) lightning damage on a failed save or half as much on a successful one.

CHAPTER TEN: COMBAT

This section contains the expansion and reexamination of the rules of combat introduced in standard 5th edition play. Since Spaceships and Starwyrms has a renewed focus on technology and equipment, certain previous rules, such as those for cover, needed to be expanded, while other rules such as those for hacking, needed to be explored for clarity.

Combat Step by Step

The average combat encounter is a clash between two sides and includes gunfire, spellcasting, and hasty dodges. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world.

During a round, each participant in battle takes a turn. The order of turns is determined at the beginning of the combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round as long as all sides involved are still active.

Surprise

Whenever a situation arises where combat begins, the GM must determine if any of the participants involved would be surprised. If one side or specific characters were being stealthy and initiate the combat, they might successfully surprise their foes.

If no creature or object initiates the combat stealthily, then all creatures in the combat automatically notice each other and regular combat is initiated.

Any creature that doesn't notice the combat initiator and is surprised can't move or take actions on their first turn of combat, but they can take a reaction until that round ends. A member of a group can be surprised even if the other members of that same group are not.

Initiative

When combat begins, after determining if any creature is surprised, each creature in the combat makes a Dexterity check to determine their place in the initiative order. The GM may choose to make a check for groups of identical creatures or roll them separately.

The GM then ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each turn. The order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled forces, and the players decide the order among their tied characters. When a player and monster tie, a reroll is usually used to determine which acts first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section and the "New Combat Actions" section, but most classes give additional options, while the "Movement and Position" section dictates rules for movement. The Potential Actions table included here lists all of these in one place for easy viewing.

You can forgo moving, taking an action, or doing anything at all on your turn.

Potential Actions
Attack
Cast a Spell
Dash
Disengage
Dodge
Hack
Help
Hide
Ready
Search
Suppressing Fire
Take Cover
Use an Invention
Use an Object

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise do not have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open an unlocked door during your move as you stride toward a foe, or you could draw your weapon as part of the same attack you use to attack.

If you want to interact with a second object you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or type commands into a panel to open a hangar bay.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or you finish moving.

Sometimes you will be splitting your movement between two different types of move speeds. For example, a sorcerer might cast *fly* on themselves, gaining a 60 ft. fly speed in addition to their 30 ft. walking speed. They can then walk and fly in the same turn, but for every 10 ft. they fly they lose 5 ft. of their walking speed because that's the ratio of difference between the two.

Breaking Up Your Move

You can break up your movement over the span of your turn such that you use some of your speed before your action and some after. For example, you could move 10 feet, attack, and then move 20 feet.

Difficult Terrain

Like overland travel, any area that contains difficult terrain imposes restrictions on movement. To move through difficult terrain costs 2 feet of movement for every 1 foot that you move.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or they throw themselves down. In the game, they are prone, a condition described in Appendix A alongside other conditions.

You can **drop prone** without using any move speed, but **standing up** takes movement equal to half your total move speed.

If you **crawl** while prone, you only move 1 foot for every 2 feet of speed you expend to move.

Moving Around Other Creatures

You can move through any non-hostile creature's space, though that space is considered difficult terrain for you.

In contrast, you can only move through a hostile creature's space if that creature is at least two sizes larger or smaller than you are.

You can't end your turn sharing a space with another creature and anytime you leave a hostile creature's reach during your move, you provoke an opportunity attack from that creature.

Flying Movement and Free Falling

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic such as the *fly* spell.

For the purposes of gameplay, a falling creature plummets at approximately 400 feet in a round (6 seconds). If restricted as described above this drop happens immediately, otherwise it occurs on the falling creature's turn. This distance might factor into the life or death of a situation in which characters are free falling for one reason or another.

Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories, but spaceships have their own size category spread.

The space a creature takes up is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. It also reflects the space needed for a creature to fight effectively.

A creature can squeeze through a space that is large enough for a creature one size smaller than them. While doing so it expends 2 feet for every 1 foot it moves and has disadvantage on attack rolls and Dexterity saving throws it makes. Attack rolls made against the creature squeezing this way are made with advantage.

Size	Space
Tiny	2 1/2 by 2 1/2 ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

Actions in Combat

When you take an action on your turn, you can take one of the following actions presented here or one gained from another feature. You can also take actions as described and agreed upon by your GM as these cover a wide array, but not every possibility that can be accomplished in combat. After this section which describes the actions in combat for standard 5th edition, a second wave of new actions unique to the Spaceships and Starwyrms system will be laid out.

Attack

The most common action to take in combat is the Attack action, whether you are firing a gun, throwing a punch, or swinging a stun baton.

With this action, you make one melee or ranged attack (See "Making an Attack" for more details). Certain features such as the Extra Attack feature allow you to make more than one attack with this action.

Cast a Spell

Spellcasters such as bards and oracles and some monsters have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, reaction, bonus action, minutes, or even hours to cast a spell. This isn't always an action, but it most commonly is and therefore it is included here.

Dash

When you take the Dash action, you gain extra movement for the current turn. This increase equals your move speed, after applying any modifiers. Therefore if you had a spell cast on you that increased your move speed from 30 feet to 40 feet, you could move 80 feet on a turn that you used the Dash action.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the remainder of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (see Appendix A for conditions) or if your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you help with as long as it makes the check before your next turn.

Alternatively, you can aid a friendly creature in attacking another creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits as described in the "Making an Attack" section.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger or you choose to move up to your speed in response to it.

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can only take one reaction per round.

When you ready a spell, you cast it as normal, but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action and holding the spell's magic requires concentration. If that concentration ends or your trigger doesn't occur, you lose that spell slot. Inventions work identically to spells this way.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

New Combat actions

The following actions are brand new additions used for Spaceships and Starwyrms.

Hack

When you take the Hack action, you use your computer with hacking software to affect another technological device or creature on the same network as you. More details about hacking are included in the "Network Hacking" section of this chapter.

Suppressing Fire

When you take the Suppressing Fire action on your turn you create a 30 ft. cone that emanates from yourself. The first time a creature moves into the area, emerges from cover, or makes an attack roll (whether or not it has the covered condition), that creature must succeed at a Dexterity saving throw against a DC equal to 8 + the total attack bonus of the creature taking this action. Creatures that fail this saving throw take damage from your weapon as though you had dealt them a critical hit, while creatures that succeed at this save take no damage. When you initially take this action, all objects and sources of cover within the

cone take damage as if you had attacked them. Creatures only have to make this save once in a round.

Using this action requires a ranged weapon with a first increment range of at least 30 that deals ballistic or plasma damage. It uses up half of your maximum ammo or charges.

Take Cover

The Take Cover action is a bonus action you can take on your turn. To use it, you need something that can provide reasonable cover for you to take cover behind. When you take cover, you gain the covered condition as described in Appendix A. You can move while you have the covered condition, but if you end your movement not behind an object that provides cover, you lose that condition. Likewise, if your cover is destroyed while you are taking cover behind it, you immediately lose the covered condition.

At the beginning of your turn, if you have the covered condition, you must choose to either maintain or leave cover. Maintaining cover does not cost any action, but if you choose to leave cover you cannot use the Take Cover action again during that turn. For more about the Take Cover action, see the "Utilizing Cover" section of this chapter.

Use an Invention

Inventors such as scientists and some monsters have access to inventions and can use them to great effect in combat. Each invention has a casting time, which specifies whether the user must use an action, reaction, bonus action, minutes, or even hours to use the invention. Therefore, this isn't always an action, but it most commonly is and therefore it is included here.

Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. **Choose your target.** Pick a target within your attack's range: a creature, object, or location.
2. **Determine modifiers.** The GM checks if the target has the covered condition and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects alongside or instead of damage.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equal or exceeds the target's Armor Class (AC), the attack is successful. Otherwise the attack misses.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers are an ability modifier and that character's proficiency bonus.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons with the Finesse, Rampant, or Thrown property break this rule.

Some spells require an attack roll. The ability modifier used for spell attacks depends on the spellcasting ability of the spellcaster. The same is true for classes that use inventions.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling a 1 or a 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and veteran to miss. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Targets and Attackers

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're

guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you can only attack creatures within a specified range as determined by the spell, invention, or weapon you are using to make the attack.

Ranged weapons often have two markers for their attack range. The second marker determines the maximum distance you can make an attack with the weapon. If you attack a creature at a distance between the two values you make your attack rolls with disadvantage. If you're attacking a creature within the first value of the range, then you make your attacks as normal.

Ranged Attacks in Close Combat

Making ranged attacks is more difficult with a foe near you. When you make a ranged attack roll with a weapon, spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Melee attacks are made against creatures within **reach** of the attacker. Most creatures have a 5-foot **reach** and can only attack targets within 5 feet of them. Certain creatures (typically those larger than medium) have a greater reach than 5 feet and can make attacks against creatures further away.

If you choose to make a melee attack without using a weapon, spell, invention or other object, you can use an **unarmed strike** like a punch or kick. Unarmed strikes deal bludgeoning damage equal to 1 + your Strength modifier and you're always proficient with your own unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the attack, you use your reaction and make a single melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the Thrown property, you can throw the weapon instead of making a melee attack with it.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, the attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which to use). If you succeed, you subject the target to the grappled condition (see Appendix A). The condition specifies the things that end it, and you can release the target whenever you like with no action required.

Escaping a grapple. A grappled creature can use its

action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move you can drag or carry the grappled creature with you, but your speed is halved unless the creature is two or more sizes smaller than you.

Other Combat Maneuvers

Other than grappling another creature, there are a few other maneuvers you can utilize in place of your attacks when you take the Attack action on your turn. Each of these works just like grappling. You make a Strength (Athletics) check contested by your target's Strength (Athletics) or Dexterity (Acrobatics) check and if you succeed, you can affect that other creature in one of the following ways.

- You can trip a creature that is no more than one size larger than you, knocking it prone.
- You can shove a creature that is no more than one size larger than you 5 feet away from you.
- You can disarm a creature that is no more than one size larger than you, making it drop one item that it is carrying such that it lands at their feet.

Network Hacking

The Hack action is an action you can take on your turn as long as you have a computer with hacking software at your fingertips. Using this action, you can affect any creature or noncreature machine connected to the same network as you are (note that neither the Proxy, nor cyberware, use networks and they cannot be hacked).

Subtypes of Hack Actions

When you take the Hack action, you are actually choosing one of eight subtypes of hack actions: Bypass, Data Feed, Disable, Eject, Freeze, Loop, Move, or Override. You must choose one of these when you take the Hack action (some class features give you access to additional subtypes of Hack actions).

Overt and Covert Hacking

The eight Hack actions are further divided into two categories: Overt and Covert. When you perform an Overt Hack action (Eject, Freeze, Move, or Override), other creatures and any security system on the same network automatically know which machine the Hack action was used against and that someone performed the Hack action on it. When you perform a Covert Hack action (Bypass, Data Feed, Disable, or Loop), you attempt an Intelligence (Stealth) check against either the security system DC or contested by a creature actively monitoring the network you're attempting the Hack action on (the creature would use an Intelligence (Perception) check to detect you). If you're successful, then no system or creature knows you're on the network or using the Hack action.

Public and Private Networks

There are two types of networks in S&S: public and private. To log on to a public network requires you to interact with an object (your computer). No further action need be taken to access the public network.

Accessing a private network that is password protected (all private networks have at least basic security systems found in the computers section of Chapter Six) requires that you use the Bypass Hack Action. Until you use the Bypass Hack Action to log onto a private network, you cannot further affect anything on that network using the different types of Hack actions.

Primary Computer Terminals

Due to the way networks are constructed, just logging on to one does not give you access to a map of the network and its individual nodes. This is true across all instances except when physically logging onto the primary computer terminal of a private network.

This computer terminal maintains the servers that keep the network running and you can download a network map of that specific private network from the primary computer terminal.

Public networks are too expansive to have network maps that can be acquired through the use of primary computer terminals.

Making the Hack Action

In order to use one of the Hack actions, you must be on the same network as your target, be within 100 feet of your target, and have visual contact to your target. If you have a network map (obtainable as described above), then you only need to be on the same network as your target.

The Hack action requires that you use one free hand to input the code into your computer. Any roll you make as part of the Hack action while within 5 feet of a hostile creature is made at disadvantage. Using the Hack action renders creatures affected by the *invisibility* spell visible as if they had attacked or cast a spell.

If you target a creature machine with one of the Hack actions, you make an opposed Intelligence (Computers) check against that creature's Intelligence (Computers) check or Intelligence saving throw (whichever is better).

If you target a noncreature machine with one of the Hack actions, you make your Intelligence (Computers) check against the DC of the machine's security system (you can use the security software in the computers section of Chapter Six or the chart included in this entry to determine the DC).

If the noncreature machine is defended by another creature (such as a personal computer held by another creature or a spaceship), you make an opposed Intelligence (Computers) check against that creature's Intelligence (Computers) check or Intelligence saving throw (whichever is better).

With the exception of Freeze and Override, you can keep making new Hack actions even while your previous ones are still working.

Covert Hack Actions

The following actions are Covert Hack actions. This means that when you use them, you make an Intelligence (Stealth) check against either the security system DC or opposed against a creature actively monitoring the network you're attempting the Hack action on (the creature would use an Intelligence (Perception) check to detect you). If you're successful, then no system or creature knows you're on the network or using the Hack action. You must do this each time you use one of these actions.

Difficulty	DC	Example Security Systems
Very Easy	5	Cheap store bought cameras and sensors
Easy	10	Average store bought cameras and sensors
Medium	15	Expensive store bought cameras and sensors, basic security turrets, policeware street cameras and sensors, average metal detectors, basic security barriers
Hard	20	Average security turrets and barriers, average government facility cameras and sensors, custom built cameras and sensors
Very Hard	25	Expensive security turrets and barriers, high level government facility cameras and sensors, expensive custom built pieces
Impossible	30	Unique and custom built devices, top secret government and criminal facilities

Bypass. The Bypass Hack action is required to get on a private network that you don't have the password for. It is always the first action you take when attempting to do anything on a private network. To do it, you make a Intelligence (Computers) check against the security system DC. If you succeed, you are connected. If you fail, the network automatically alerts the owner of the private network that someone attempted to bypass their network. Every time you fail a roll using a Hack action on a private network, you must make a DC 15 Intelligence saving throw or be booted from the network. If you attempt to reconnect to a network you have been booted from before 24 hours have passed, the DC to connect increases by 5.

Data Feed. You can use the Data Feed Hack action to affect data stored on a noncreature machine. If you succeed at your hacking check, you can affect one discrete file or collection of data on the machine. You can copy the data, delete it, move it, or alter it.

Disable. You can use the Disable Hack action on one discrete weapon or system on a creature or noncreature

machine. Make your Intelligence (Computers) check as normal. If you're successful, that weapon or system stops working indefinitely (this acts like a disarm attempt). At the end of each of its turns, the target can make a free Intelligence (Computers) check or Intelligence saving throw with a DC equal to 8 + your Intelligence bonus + your proficiency bonus to reactivate the disabled system or weapon.

Loop. You can use the Loop Hack action only on very simple noncreature machines such as cameras, sensors, lights, etcetera. If your opposed Intelligence (Computers) check is successful, choose a single stream of continuous feed or directive (such as turn on and off, or show that same recording on a loop). The simple machine will execute that loop for up to 10 minutes.

Overt Hack Actions

When you perform an Overt Hack action (Eject, Freeze, Move, or Override), other creatures and any security system on the same network automatically knows which machine the Hack action was used against and that someone performed the Hack action on it.

Eject. The Eject Hack action only works on a hacker that has used the Bypass Hack action to enter a private network. You make an opposed Intelligence (Computers) check against your target. If you're successful, you boot them from the network and learn their physical location within it.

Freeze. You can take the Freeze Hack action against a creature or noncreature machine. If you succeed on your hacking roll, your target gains the grappled condition. Maintaining this condition on the affected creature or noncreature machine requires that you concentrate on it (as concentrating on an invention or spell and using the same rules). The affected creature or noncreature machine can use an action (or its automated action if it is a noncreature machine) to break free of the effect by making an Intelligence (Computers) check or Intelligence saving throw opposed by your Intelligence (Computers) check.

Move. You can take the Move Hack action against a creature or noncreature machine. If you succeed on your hacking roll, your target is forced to move up to half its move speed in a direction of your choosing. It must be capable of moving in order for you to order it this way.

Override. Using the Override Hack action requires that you concentrate on it (as concentrating on an invention or spell and using the same rules). You give a noncreature machine a command directive in the form of a short phrase no longer than 10 words.

The machine will follow the command directive to the best of its ability as long as you concentrate on the Override. If you stop concentrating on the Override or you lose concentration by failing a concentration check, the Override immediately ends and the machine resumes its original directive.

At the end of your turn each round (or each minute outside of combat), you must make a new Intelligence (Computers) check to maintain your directive. This free check uses the same DC and constraints as the Hack action.

Another creature can attempt to end your Override early if they are on the same network as you and the machine. This is an action they take and is resolved through an opposed Intelligence (Computers) check.

Utilizing Cover

In a world full of firearms, diving for cover has never been more important. Using a wall, some crates, or even a natural rock formation or tree to make your enemy's job harder is an important part of firefight tactics. The rules here are meant to replace those used by standard 5th edition and expound on how cover works in a way that makes it easy to understand what bonuses and penalties you might have from it.

Taking Cover

Take Cover is a bonus action you can use on your turn, but only if you are in proximity to something that can reasonably provide cover. When you use the Take Cover bonus action, you gain the **covered condition** (described here in "Cover Bonuses" and again in Appendix A) until the beginning of your next turn.

If you start your turn with the covered condition, you can choose to maintain cover without using an action, but if you don't maintain the covered condition, you can't use your bonus action to reenter cover on that turn.

Cover Bonuses

When you are behind cover and have used the Take Cover bonus action (or some other feature that allows you to gain the covered condition), you gain the **covered condition**. This is broken down into two stages.

Half cover involves any type of cover that reasonably covers half your person with minimal effort to protect yourself with it. If you qualify for this stage, you gain a +2 bonus to AC and Dexterity Saving Throws.

The second stage of the covered condition is **¾ cover**, which requires that you use a form of cover that could reasonably cover ¾ of your person with minimal effort. This secondary stage of cover upgrades the AC and Dexterity saving bonuses to a +5.

Cover only works if the cover is between you and the person making ranged attacks or casting spells at you. If that person is to the side of your cover, this lowers your cover value by one stage. If that person is not hindered directionally by your cover at all, you have no cover against them.

Total Cover

If at any time you and another creature are completely eclipsed by something such that there is an impenetrable barrier between you and that creature, you both have total cover (usually also resulting in them being unable to see you, but there are some cases where see-through barriers convey total cover, most commonly with the Area Energy Barriers available for purchase in Chapter Six).

Creatures with total cover cannot be targeted or attacked unless the total cover is transparent. In that case, the creature can be targeted, but any ranged attack or area spell will hit the cover instead of the covered creature.

You do not need to use the "Take Cover" action to obtain total cover as long as you can reasonably move behind something that would convey it to you.

Oftentimes, one form of total cover comes from dropping prone behind something. Doing so requires no action or bonus action on your part and can effectively block you off from attack by granting you this total cover state.

Maintained Cover Penalties

When you begin your turn in cover, you may opt to stay in cover or leave cover. If you leave, you cannot use the Take Cover bonus action on that turn. If you choose to stay in cover, you keep the bonuses of cover until your next turn, but suffer a penalty to your attack bonus equal to -2 if you're in half cover and -5 if you're in ¾ cover. You cannot take actions that require a target if you're in full cover and cannot see them.

If you choose to maintain cover, you can still move across the battlefield as long as you end your movement behind cover. The associated penalty is still imposed upon you even if you were to maintain cover, move, shoot your weapon while moving, and then stop behind another piece of cover.

Type	Hit Points	Immunities	Vulnerabilities
Glass	1 hp/15 cm thick*	Lightning, Necrotic, Radiant	Ballistic, Bludgeoning, Thunder
Metal (Carbonized)	100 hp/15 cm thick*	Cold, Fire, Lightning, Necrotic, Plasma, Radiant	Acid
Metal (Hard)	50 hp/15 cm thick*	Cold, Fire, Lightning, Necrotic, Plasma, Radiant	Acid
Metal (Soft)	10 hp/15 cm thick*	Lightning, Necrotic, Radiant	Plasma, Fire, Thunder
Plastic	5 hp/15 cm thick*	Lightning, Necrotic, Radiant	Cold, Fire, Plasma
Plexiglass	30 hp/15 cm thick*	Lightning, Necrotic, Plasma, Radiant	Thunder
Stone	20 hp/15 cm thick*	Cold, Fire, Lightning, Necrotic, Radiant	Thunder
Wood	5 hp/15 cm thick*	None	Fire, Necrotic
*15 centimeters (cm) equals approximately 6 inches			

Destroying Cover

Most things that can provide cover are destructible and should have an assigned hit point value.

Some materials are more or less affected by the type of damage being dealt to them. Cover can also be specifically targeted and always has an AC of 10. A destroyed object cannot provide the covered condition, but if damage would exceed the hit points of the cover, the excess damage does not bleed over to the creature behind the cover. The chart in this section includes a wide array of different types of cover and their hit point totals and damage vulnerabilities. These are more suggestion than hard fact, as circumstances can change as per the desire of the GM.

A good way to look at things is to consider their size for simplicity. The destruction of cover is something that should be taken on a case by case basis. It should be noted that most spaceships are constructed with carbonized metal.

Damage and Healing

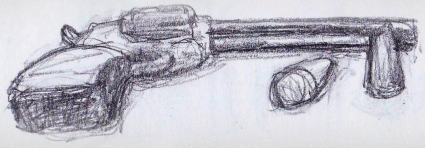
Injury and the risk of death are constant companions of those who explore science fiction fantasy gaming worlds. An exploding grenade, a well-aimed shot, or a burst of lightning from a powerful spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's abilities until the creature drops to 0 hit points.



Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon** you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance and energy barriers, rely on the types.

In Spaceships and Starwyrms there are two new damage types exclusive to the futuristic weaponry included in Chapter Six and to the Spaceships in Chapter Seven.

It should be understood that any monster that is immune or resistant to the full suite of bludgeoning, piercing, and slashing damage (usually the nonmagical kind) also has that resistance or immunity to both ballistic damage and plasma damage.

The following will help a GM assign a damage type to a new effect.

- **Acid.** The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.
- **Ballistic.** Ballistic damage is dealt by ballistic ranged

weapons almost exclusively.

- **Bludgeoning.** Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.
- **Cold.** The infernal chill radiating from an ice devil's spear and the frigid blast of the *cone of cold* spell.
- **Fire.** Red dragons breathe fire, flamethrowers, and many spells conjure flames to deal fire damage.
- **Force.** Force is pure magical energy focused into a damaging form. Most effects dealing force damage are spells.
- **Lightning.** A *lightning bolt* spell and stun batons deal lightning damage.
- **Necrotic.** Certain undead creatures, some types of radiation damage, and spells such as *chill touch* wither matter and sometimes even the soul.
- **Piercing.** Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.
- **Plasma.** Plasma damage is dealt by ranged weapons like plasma rifles, melee weapons like plasma swords, and most spaceship weapons.
- **Poison.** Venomous stings and toxic gas canisters deal poison damage.
- **Psychic.** Mental abilities such as a psionic blast deal psychic damage.
- **Radiant.** Radiant damage is dealt by an oracle's *sacred flame* cantrip, an angel's smiting weapon, or certain forms of radiation damage. It sears the flesh and sometimes the soul with potently charged energy.
- **Slashing.** Swords, axes, and monsters' claws deal slashing damage.
- **Thunder.** A concussive burst of sound, such as the effect of the *thunderwave* spell, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical or technological methods can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost.

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

Dropping to 0 Hit Points

When you drop to 0 hit points you either die outright or fall unconscious, as explained in the following sections.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, an oracle with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but has 12 damage remaining. Because the remaining damage equals her hit point maximum, the oracle dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both reset to zero when you regain any hit points or become stable.

If you roll a 1 on your d20 during one of these saves, it counts as 2 failures. If you roll a 20 on your d20, you regain 1 hit point.

If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Intelligence (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Monsters and Death

Most GMs have monsters die the instant they drop to 0 hit points, rather than having them make death saving throws.

Mighty villains and special nonplayer characters are common exceptions and might follow the death saving rules for players.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points

Some spells and abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first and any leftover damage carries over to your normal hit points.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or gain the new ones.

Temporary hit points on a creature with 0 hit points do not help that creature become stable or regain consciousness.

You lose all temporary hit points on your person after you complete a long rest.

Barrier Points

Personal energy barriers and spaceship barriers grant a number of barrier points which act like hit points. Barrier points are a separate pool of points from temporary hit points and regular hit points that only take ballistic and plasma damage.

If you have barrier points granted by an item or ability and you take ballistic or plasma damage, that damage is dealt to your barrier points before it is dealt to either your temporary hit points or regular hit points. If you are resistant to ballistic or plasma damage for any reason, your barrier is also considered resistant to that damage.

The source of your barrier points dictates how those barrier points can be restored once drained.

Having barrier points remaining but being at 0 hit points doesn't stop you from being unconscious, making death saving throws, or dying.

Mounted Combat

A gang member charging into battle on the back of a hover bike, a sorcerer casting spells from the back of a jet ski, or a rogue hanging from a racing aircraft all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount. Likewise, many vehicles are constructed to act identically like mounts. Mounts use the following rules.

Mounting and Dismounting

Once during your move, you can mount a creature or vehicle that is within 5 feet of you, or dismount one. Doing so costs an amount of movement equal to half your total speed. So if your speed is 30 and you don't still have at least 15 feet to move, you can't mount a creature or vehicle.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount as it falls and land on your feet. Otherwise, you're dismounted and fall prone in a space within 5 feet of it.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, always act independently.

You can control a mount only if it's been trained to accept a rider or is a vehicle. Vehicles must be controlled and cannot operate independently unless they have an AI that can take over piloting for you.

The initiative of a mount is the same as yours once you've mounted it. It has three actions available while acting as a mount: Dash, Disengage, and Dodge. Some vehicles also have an Attack action to use their weapons, but using it also uses your action.

An independent mount retains its initiative order and the mount can act however it desires.

Underwater Combat

When adventurers pursue foes into the water or get caught swimming, they might find themselves underwater and in combat. While fighting underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed has disadvantage on the attack roll unless the weapon deals piercing damage.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon deals plasma damage, is a net, or is a thrown weapon that deals piercing damage. Though not in common use anymore, crossbows also work underwater, as do harpoon guns.

Creatures and objects that are fully immersed in water have resistance to fire damage.

Zero Gravity Combat

One of the new types of specialized combat in Spaceships and Starwyrms is zero gravity combat. The rules for gravity in Chapter Nine describe how to move around and interact on a larger scale with gravity, but these rules are here specifically to expound on how combat operates.

These rules apply any time a character is in zero gravity without the capability of flight through either technological or magical means (forms of natural flight do not operate in a vacuum).

If a creature is in a gravity field that shuts off, that creature has at least one round still touching the ground they were standing on before they are considered free floating.

Moving

Moving in zero gravity boils down to hard points and soft points. A **hard point** is an object or creature that cannot be moved by pushing off of it with all the force you can muster, while a **soft point** is an object or creature small enough that you pushing off of or running into it also moves that object or creature.

When you start your turn, if you're already moving, you continue moving in the same direction that you were already, until you've moved your entire movement speed

or until you run into a hard point. If you aren't already moving, you can start moving by pushing off of a hard or soft point. You then move up to your move speed or until you reach another hard point.

If you are moving and you run into a soft point, that soft point moves with you but you both move at half your normal speed.

During the course of your turn you might run into multiple hard or soft points and push off of them, directing your movement that way.

Attacking

When you make a **ranged attack** in zero gravity with a weapon that requires a strength score to wield (such as ones with the Heavy or Bulky property), you are pushed back 5 feet in a direction opposite of where you made your attack.

When you make a **melee attack** that uses your Strength ability modifier, you must make a DC 10 Dexterity saving throw. If you fail, then that attack and each attack roll you make until your next turn is made with disadvantage.

Full Immersion Network Combat

Sometimes when you take on a job, or even when you're just relaxing at home, you might enter the Combined Galactic Networks (CGN) using an immersive simulation rig that projects your mind into the network as an avatar of yourself. While inside, you interact with the netsites, search engines, and even other people as though they were brick and mortar stores or real life people. The online world is a world unto itself, and just like any place in the galaxy, conflict can arise there.

Whether you are fighting other avatars or security programs, fully immersed combat works almost identically to normal combat in the real world. You roll initiative and the action economy remains the same. The difference comes in a few of the following ways.

To have weapons on the network, you must purchase them as though they were physical weapons in real life. Once you have them, they are stored on your personal avatar. This means that if you have no weapons your only choice is to do battle unarmed.

Spellcasting does not transfer to online avatars, which means that if you're a spellcaster in the physical world, you are more vulnerable here than out there. Inventions and gadgets transfer directly. Lastly, while you are fully immersed, your Strength, Dexterity, and Constitution scores are replaced by your Wisdom, Intelligence, and Charisma respectively. Otherwise, the remainder of your class features works the same within the cyberspace as without.

Environment in Combat

Spaceships and Starwyrms changes some of the basic 5th edition combat rules, but nowhere is this more prominent than in interactions with the environment. As a GM, it is vital to consider every place where an encounter may occur and create a dynamic landscape. You may not use every new mechanic in every combat, but here are some things to keep in mind.

- *Provide cover. Tight hallways, overturned tables, rocks, debris, and a variety of other things can be used as cover. Cover use adds a new strategic element to the game.*
- *Remember technology is almost everywhere. Where there's tech, there's the opportunity to hack or use the computers skill. Characters geared toward this skillset can be crucial in combat even if they aren't attacking.*
- *Energy barriers put value on different damage types. Most of the game's weapons deal ballistic or plasma damage, which is exactly why energy barriers were invented. Bludgeoning, piercing, and slashing damage can make or break a fight wherein foes all have energy barriers.*
- *Gravity is artificial. On spaceships and space stations, gravity is generated by a machine. That means zero gravity combat is always a single Hack action or button press away.*

CHAPTER ELEVEN: SPELLS AND INVENTIONS

Magic is a huge part of the 5th edition experience and that continues into Spaceships and Starwyrms. In addition to spellcasting, there are also inventions, which are utilized primarily by the scientist class, but also by the roboticist.

This section includes the spell lists for each of the classes included in this guide (and the invention list for the scientist). It also includes the rules for spellcasting and using inventions and shows off a few brand new spells.

What are Spells and Inventions?

A spell is a discrete magical effect, a single shaping of the dark matter energies that suffuse the universe into a specific, limited expression. In casting a spell, a character carefully releases the energy from dark matter particles within or around their person and pulls that energy into a particular pattern to create the desired effect.

Spells can be versatile tools, weapons, or protective wards. They can deal damage and undo it, impose or remove conditions, drain life energy, and everything in between.

Uncounted thousands of spells have been created over the course of history, and many of them are lost to time. Civilization, even advanced as it has become, sometimes loses its grasp on knowledge that has passed through the ages.

For more information on the science behind how magic and spellcasting works, see Chapter One in which the minutiae are discussed in further detail.

An invention, in the terms of Spaceships and Starwyrms, is a special technological device built to utilize direct magical dark matter energy, not unlike a spell.

While spellcasters draw energy from dark matter particles into patterns to enforce specific magical effects, an invention is constructed to always generate that pattern. Essentially, it takes the humanoid component out of the equation. The scientist inserts the Dark Matter Battery and turns on the invention they have created to make the pattern and cast forth a spell. Therefore, inventions lie somewhere between spellcasting and technology.

Spell Level

Every spell and invention has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the earth-shaking *wish* at 9th. Cantrips, Gadgets, and Knacks—simple, but powerful spells and inventions that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. A character must be at least 17th level to cast a 9th level spell.

Known and Prepared Spells and Inventions

Before a spellcaster can use a spell or invention, they must have the spell or invention firmly fixed in mind, or must have access to it via a magic item. Members of a few classes, including bards and sorcerers, have a limited list of spells they know that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as psions and scientists, undergo a process of preparing spells or inventions for use. This process varies for different classes, as detailed in their descriptions.

In every case, the number of spells a caster can have fixed in mind at any given time depends on their character level.

Spell Slots

Regardless of how many spells a caster knows or prepares, they can only cast a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a single spell is physically and mentally taxing, and higher level spells are even more so. Thus, each spellcasting class's description (except the scientist) includes a table that shows how many spell slots of each spell level a character can use at each character level.

When a character casts a spell, they expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st level slot, larger for a spell of higher level.

Finishing a long rest restores any expended spell slots. The scientist class not only uses inventions, but uses a different method for keeping track of spell slots. Instead of slots, they use battery charges, but the essence of the mechanic remains the same otherwise.

Some characters and monsters have special abilities that allow them to cast spells without using spell slots.

Casting a Spell at Higher Levels

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For example, the 1st level spell magic missile, cast with a 2nd level spell slot, is cast as a 2nd level spell for all intents and purposes.

Some spells, such as the aforementioned *magic missile*, have more powerful effects when cast at a higher level, as detailed in their spell description.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting. This restriction applies to the use of inventions as well.

Cantrips, Gadgets, and Knacks

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect.

Psychic knacks are nonmagical versions of cantrips that are accessed through psionic powers in select individuals. They work just like cantrips except that things that normally interact with magic do not interact with them. A cantrip's or knack's spell level is 0.

Gadgets are inventions that act like cantrips, requiring no battery charge or preparation. However, they are not actually considered to be magic, despite being included in the use of inventions and cannot be interacted with by spells such as *detect magic*, *dispel magic*, or *counterspell*.

Rituals

Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of the spell takes 10 minutes longer to cast than normal, but doesn't expend a spell slot. Since it doesn't expend the slot, it can't be cast at a higher level.

To cast a spell as a ritual the spellcaster must have a feature that grants the ability to do so. Inventions with the ritual tag can never be used as a ritual.

Casting a Spell

When a character casts any spell, the same basic rules are followed regardless of their class or the spell's effects.

Each spell description begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of the spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, but some spells only require a bonus action, reaction, or much more time.

Bonus Action

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reaction

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Long Casting Times

Certain spells (including spells cast as rituals) require more time to cast: minutes, or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature, and for spells like *fireball* the target is a point of space where the ball erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self.

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, help set the magic in motion. Thus, a character who is gagged or in an area of silence can't cast spells with verbal components.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of hand signs. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (found in Chapter Six) in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell (remember that 1 gold piece is equal to 2 credits).

If a spell states that a material component is consumed by the spell, the caster must provide the component for each casting of that spell.

The spellcaster must have a free hand to access the material pouch or hold their spellcasting focus, but it can be the same hand that performs the somatic components of the spell.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Instantaneous

Many spells are instantaneous. The spell harms, heals, creatures, or alters a creature or object in away that can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking doesn't interfere with concentration. The following factors can break concentration.

- **Casting another spell or using another action or feature that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. Some special abilities and forms of the Hack action require that you concentrate on them and act identically to holding or casting a spell that requires concentration.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, you make a separate saving throw for every source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you or extreme turbulence, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, typically goes unnoticed unless the spell says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the points of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Areas of Effect

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once. A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location which from the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length. The point of origin is not included in its effect unless you decide otherwise.

Cube

You select a cube's point of origin, which lies anywhere on the face of the cube. The cube's size is expressed as the length of each side. The point of origin is not included in its effect unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of the circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is always included in its area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width. The point of origin is not included in its effect unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outwards from the point. The sphere's size is expressed as a radius in feet extending from that point. Its point of origin is always included in its area of effect.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two oracles cast *bane* on the same target, that creature gains the spell's negative effect only once.

Differences with Inventions

Inventions operate almost identically to normal spellcasting. They use the same rules for casting time, range, targeting, saving throws, combining effects, durations, and attack rolls.

Components operate differently for inventions, however. Instead of verbal (V), somatic (S), or material (M) components, inventions utilize activation (A), input (I), and materials (M).

Activations are the verbal command word that activates the function of your invention. Any spell that requires a verbal (V) component to cast requires an activation (A) component to use the parallel invention. The same restrictions on verbal components apply to activation components.

Input (I) is a series of typed or otherwise entered commands that dictate to your invention how to operate. In order to use input (I) components, you must have a hand free (this hand can be holding the invention itself). This mirrors somatic (S) components in spellcasting and is subject to the same restrictions.

Material (M) is the same type of component as normal spellcasting, except that the material (M) components are used when the invention is created. Inventions that expend a material do so upon using the invention and must be reloaded later.

Schools of Magic

Magic, as it is understood in the modern Nacora Galaxy, is separated into eight schools based on the effects and required casting tools for each spell. They are as follows:

- **Abjuration.** This is the magic of protection, both from other magics as well as other dangers.
- **Conjuration.** This is the magic of creation and summoning as well as dimensional travel.
- **Divination.** This is the magic of foresight, understanding, and detection.
- **Enchantment.** This is the magic of emotion and altering the mindscape of other living sentient creatures.
- **Evocation.** This is pure magical force made real as instantaneous effects or as elemental forces.
- **Illusion.** This is the magic of veils, illusion, and fooling the minds of those around.
- **Necromancy.** This is the magic of pure living energy and necrotic radiation as well as undeath.
- **Transmutation.** This magic centers around the transformation of one thing into another as well as enhancing what is already there.

New Rules for Spellcasting

While much of 5th edition spellcasting remains intact for Spaceships and Starwyrms, the changes, especially the addition of technology to the game, necessitate a few alterations to the tried and true spells of standard 5th edition play.

It also requires a secondary look at an entire school of magic: illusion. Illusion is the art of veiling and confusing the mind, so where does it fall in a world full of cameras and other mindless observation devices?

Illusions and Technology

Technology and magic have coexisted in the galaxy for centuries and, as such, most magic spells have adapted to encompass technology. More than any other, illusions have had to adapt in startling ways to work better against artificial visual abilities such as infrared vision. It can be assumed that all illusion spells register an appropriate heat signature, as well as other sensible signatures such as electrical pulses, depending on the illusion.

Likewise, *invisibility* and similar spells mask the heat signature and other detectable signatures of creatures. Illusions work on cameras, though examining an illusion through a camera or video feed grants the investigator advantage on their Intelligence (Investigation) check.

Changes to Specific Spells

The following spells are changed from their original versions to the following. The primary reasons for this are for reasons of balance within the average game of S&S.

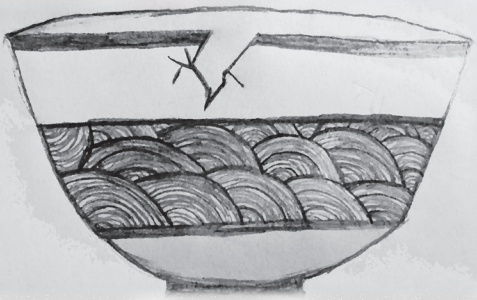
Mending

Transmutation cantrip

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

The spell can repair magic items or constructs, but can't restore magic to those objects or constructs. This spell cannot repair technology that has moving parts or electronic components internally, though it can repair external damage or a single cut wire.



Invisibility

2nd level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks, uses the Hack action, or casts a spell. This spell affects cameras and recordings and also hides your temperature signature.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Teleport

7th level conjuration

Casting Time: 1 action
Range: 10 feet
Components: V
Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range or a single object you can see within range to a destination you select. If you target an object it must be able to fit entirely inside a 10-foot cube and it can't be held or carried by an unwilling creature. The destination you choose must be known to you and it must be on the same plane of existence and planetary body as you or orbiting that planetary body. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls a d100 and consults the table included below. Before that roll, the GM determines if the place you're teleporting to is moving (being in orbit doesn't count). If the location is moving, the GM first rolls a 25% failure chance. If the spell fails this way you do not teleport and you lose the spell slot. This increases to a 75% failure chance if the destination is moving at faster than light speed (FTL).

At higher levels: When you cast this spell using an 8th level spell slot, your destination can be anywhere within the same star system as you. When you cast this spell using a 9th level spell slot, your destination can be anywhere

within the same galactic sector as you (see Chapter One for the Nacoran galactic sectors).

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent Circle	-	-	-	01-100
Associated Object	-	-	-	01-100
Very Familiar	01-05	06-13	14-24	25-100
Seen Casually	01-33	34-43	44-53	54-100
Viewed Once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False Destination	01-50	51-100	-	-

USING INVENTIONS FOR OTHER CLASSES

Under the base rules for S&S, only the scientist and roboticist can gain access to inventions. However, the idea behind inventions, that technology can be so advanced that it mimics magic, is something that can easily be integrated into your game. One need not use the actual invention mechanics to say that their bard casts spells with a technological bent.

Likewise, a popular choice for inventions is the rogue archetypes that gain spellcasting. Instead of the wizard list, you could give them the scientist list and have them use gadgets and inventions.

Spell and Invention Lists

Spells marked with an * are described after the spell lists in this chapter. While other supplemental books beyond the core mechanics of 5th edition are not included in these lists, feel free to add spells from other supplemental books to the spell lists of these classes as they make sense within the specific classes.

Bard Spells

Cantrips (0 Level)
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
True Strike
Vicious Mockery

1st Level
Animal Friendship
Bane
Charm Person
Comprehend Languages
Cure Wounds
Detect Magic
Disguise Self
Faerie Fire
Feather Fall
Healing Word
Heroism
Hideous Laughter
Identify
Illusory Script
Longstrider
Silent Image
Sleep
Speak with Animals
Thunderwave
Unseen Servant

2nd Level
Animal Messenger
Blindness/Deafness
Calm Emotions
Detect Thoughts
Enhance Ability
Enthrall
Heat Metal
Hold Person
Invisibility
Knock
Lesser Restoration
Locate Animals or Plants
Locate Object
Magic Mouth
See Invisibility
Shatter
Silence
Suggestion
Zone of Truth

3rd Level
Aura of Charming*
Bestow Curse
Clairvoyance
Dispel Magic
Empathic Bond*
Fear
Glyph of Warding
Hypnotic Pattern
Instill Revulsion*
Major Image

Nondetection
Plant Growth
Sending
Speak with Dead
Speak with Plants
Stinking Cloud
Tiny Hut
Tongues

4th Level
Compulsion
Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Polymorph

5th Level
Animate Objects
Awaken
Dominate Person
Dream
Geas
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Planar Binding
Raise Dead
Scrying
Seeming
Teleportation Circle

6th Level
Eyebite
Find the Path
Guards and Wards
Irresistible Dance
Mass Suggestion
Programmed Illusion
True Seeing

7th Level
Arcane Sword
Etherealness
Forcecage
Magnificent Mansion
Mirage Arcane
Project Image
Regenerate
Resurrection
Symbol
Teleport

8th Level
Dominate Monster
Feeblemind
Glibness
Mind Blank
Power Word Stun

9th Level
Foresight
Power Word Kill
True Polymorph

Oracle Spells

Cantrips (0 Level)
Acid Splash
Chill Touch
Guidance
Light
Mending
Message
Produce Flame
Ray of Frost
Resistance
Sacred Flame
Shocking Grasp
Thaumaturgy
True Strike

1st level
Bane
Charm Person
Color Spray
Command
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Faerie Fire
False Life
Find Familiar
Fog Cloud
Guiding Bolt
Healing Word
Heroism
Hex
Inflict Wounds
Longstrider
Protection from Evil and Good
Sculpt Corpse*
Shield
Terrorize*
Thunderwave
Unseen Servant

2nd level
Alter Self
Arcanist's Magic Aura
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Darkness
Detect Thoughts
Enhance Ability
Flame Blade
Heat Metal
Hold Person
Lesser Restoration
Levitate
Locate Animals and Plants
Locate Object
Misty Step
Moonbeam
See Invisibility
Shatter
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd level
Animate Dead
Beacon of Hope
Bestow Curse
Blink
Clairvoyance
Daylight
Dispel Magic
Fear
Fly
Magic Circle
Mass Healing Word
Nondetection
Protection from Energy
Remove Curse
Revivify
Sending
Slow
Spirit Guardians
Tongues
Vampiric Touch

4th level
Arcane Eye
Banishment
Black Tentacles
Blight
Confusion
Control Water
Death Ward
Divination
Locate Creature
Stone Shape
Virulent Necrosis*

5th level
Dispel Evil and Good
Dominate Person
Dream
Flame Strike
Geas
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Suffocation*

6th level
Arcane Gate
Circle of Death
Create Undead
Eyebite
Find the Path
Forbiddance
Harm
Heal
Planar Ally
Sunbeam
True Seeing

7th level
Etherealness
Finger of Death
Forcecage
Independence from Atmosphere*
Plane Shift
Prismatic Spray
Regenerate
Resurrection
Reverse Gravity

8th level
Antimagic Field
Control Weather
Dominate Monster
Feeblemind
Mind Blank
Telepathy

9th level
Astral Projection
Foresight
Gate
Interplanetary Teleportation*
Mass Heal
True Resurrection

Paladin Spells

1st Level
Bless
Command
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Divine Favor
Heroism
Protection from Evil and Good
Purify Food and Drink
Shield of Faith

2nd Level
Aid
Branding Smite
Find Steed
Lesser Restoration
Locate Object
Magic Weapon
Protection from Poison
Zone of Truth

3rd Level
Create Food and Water
Daylight
Dispel Magic
Magic Circle
Remove Curse
Revivify

4th Level
Banishment
Death Ward
Locate Creature

5th Level
Dispel Evil and Good
Geas
Raise Dead

Psion Spells

Psychic Knacks (0 Level)
Blade Ward
Chill Touch
Dancing Lights
Fire Bolt
Friends
Guidance
Mage Hand
Message
Minor Illusion
Prestidigitation
Produce Flame
Ray of Frost
Shocking Grasp
Vicious Mockery

1st level
Abjuration
Alarm
Mage Armor
Sanctuary
Shield
Conjuration
Floating Disk
Fog Cloud
Grease
Unseen Servant
Divination
Comprehend Languages
Detect Magic
Hunter's Mark
Identify
Enchantment
Charm Person
Command
Dissonant Whispers
Hex
Evocation
Burning Hands
Healing Word
Magic Missile
Thunderwave
Illusion
Color Spray
Disguise Self
Illusory Script
Silent Image
Necromancy
False Life
Inflict Wounds
Sculpt Corpse*
Terrorize*
Transmutation
Create or Destroy Water
Expeditious Retreat
Feather Fall
Jump

2nd level
Abjuration
Arcane Lock
Lesser Restoration
Pass without Trace
Conjuration
Cloud of Daggers
Flaming Sphere
Misty Step
Divination
Detect Thoughts
Locate Animals or Plants
Locate Object
Enchantment
Calm Emotions
Crown of Madness
Suggestion

Evocation
Darkness
Flame Blade
Shatter
Illusion
Invisibility
Magic Mouth
Mirror Image
Necromancy
Blindness/Deafness
Gentle Repose
Ray of Enfeeblement
Transmutation
Heat Metal
Knock
Levitate

3rd level
Abjuration
Dispel Magic
Magic Circle
Nondetection
Conjuration
Call Lightning
Sleet Storm
Stinking Cloud
Divination
Clairvoyance
Distant Communication*
Tongues
Enchantment
Aura of Charming*
Empathic Bond*
Instill Revulsion*
Evocation
Blinding Smite
Fireball
Mass Healing Word
Illusion
Fear
Hypnotic Pattern
Major Image
Necromancy
Bestow Curse
Feign Death
Revivify
Transmutation
Blink
Fly
Haste

4th level
Abjuration
Banishment
Freedom of Movement
Conjuration
Dimension Door
Faithful Hound
Divination
Arcane Eye
Locate Creature
Enchantment
Charm Monster
Confusion
Evocation
Resilient Sphere
Staggering Smite
Illusion
Greater Invisibility
Phantasmal Killer
Necromancy
Blight
Virulent Necrosis*
Transmutation
Control Water
Stone Shape

5th level
Abjuration
Banishing Smite
Greater Restoration
Conjuration
Conjure Elemental
Teleportation Circle
Divination
Contact Other Plane
Telepathic Bond

Enchantment
Dominate Person
Modify Memory
Evocation
Arcane Hand
Wall of Force
Illusion
Dream
Mislead
Necromancy
Contagion
Suffocation*
Transmutation
Animate Objects
Telekinesis

Scientist Inventions

Gadgets (0 Level)
Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Maintenance*
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Produce Flame
Ray of Frost
Shocking Grasp
Spare the Dying
True Strike

1st Level
Burning Hands
Color Spray
Comprehend Languages
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self
Expeditious Retreat
Faerie Fire
Feather Fall
Fog Cloud
Grease
Heroism
Hideous Laughter
Inflict Wounds
Jump
Longstrider
Mage Armor
Magic Missile
Ray of Sickness
Terrorize*
Thunderwave

2nd Level
Acid Arrow
Blindness/Deafness
Calm Emotions
Cloud of Daggers
Continual Flame
Darkness
Flame Blade
Flaming Sphere
Gust of Wind
Heat Metal
Hold Person
Invisibility
Knock
Levitate
Magic Mouth
Misty Step
Pyrotechnics
Ray of Enfeeblement
Scorching Ray
Shatter
Spider Climb
Spike Growth
Web
Zone of Truth

3rd Level
Blink
Charging Pulse*
Daylight
Dispel Magic
Fear
Feign Death
Fly
Glyph of Warding
Haste
Lightning Bolt
Nondetection
Sleet Storm
Slow
Stinking Cloud
Tongues
Water Breathing
Wind Wall

4th Level
Arcane Eye
Confusion
Dimension Door
Fabricate
Fire Shield
Freedom of Movement
Ice Storm
Resilient Sphere
Wall of Fire

5th Level
Antilife Shell
Arcane Hand
Cone of Cold
Creation
Hold Monster
Mass Cure Wounds
Telepathic Bond
Teleportation Circle

6th Level
Blade Barrier
Chain Lightning
Circle of Death
Disintegrate
Freezing Sphere
Globe of Invulnerability
Harm
Heal
Irresistible Dance
Programmed Illusion
Sunbeam
True Seeing
Wall of Ice

7th Level
Arcane Sword
Delayed Blast Fireball
Etherealness
Firestorm
Forcecage
Mirage Arcane
Plane Shift
Project Image
Regenerate
Reverse Gravity
Teleport

8th Level
Antimagic Field
Clone
Control Weather
Demiplane
Earthquake
Feeblemind
Incendiary Cloud
Mind Blank
Sunburst

9th Level
Gate
Mass Heal
Meteor Swarm
Time Stop
Weird

Sorcerer Spells

Cantrips (0 Level)
Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1st Level
Burning Hands
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Jump
Mage Armor
Magic Missile
Sculpt Corpse
Shield
Silent Image
Sleep
Thunderwave

2nd Level
Alter Self
Blindness/Deafness
Blur
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Hold Person
Invisibility
Knock
Levitate
Mirror Image
Misty Step
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

3rd Level
Blink
Clairvoyance
Counterspell
Daylight
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Haste
Hypnotic Pattern
Lightning Bolt
Major Image
Protection from Energy
Sleet Storm
Slow
Stinking Cloud
Tongues
Water Breathing
Water Walk

4th Level
Banishment
Blight
Confusion

Dimension Door
Dominate Beast
Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Virulent Necrosis*
Wall of Fire

5th Level
Animate Objects
Cloudkill
Cone of Cold
Creation
Dominate Person
Hold Monster
Insect Plague
Seeming
Suffocation*
Telekinesis
Teleportation Circle
Wall of Stone

6th Level
Chain Lightning
Circle of Death
Disintegrate
Eyebite
Globe of Invulnerability
Mass Suggestion
Move Earth
Sunbeam
True Seeing

7th Level
Delayed Blast Fireball
Etherealness
Finger of Death
Fire Storm
Independence from Atmosphere*
Plane Shift
Prismatic Spray
Reverse Gravity
Teleport

8th Level
Dominate Monster
Earthquake
Incendiary Cloud
Power Word Stun
Sunburst

9th Level
Gate
Galaxy Walk*
Meteor Swarm
Power Word Kill
Time Stop
Wish

New Spell Descriptions

The following spells are new creations made for S&S.

Aura of Charming

3rd level enchantment

Casting Time: 1 action
Range: self
Components: V, S
Duration: 1 hour, concentration

As long as this aura is active, you can use a bonus action to cast *charm person* on a creature within 30 feet of you. The charming continues as long as this spell is active and as long as that creature remains within the radius of the aura. Once a creature succeeds on the saving throw, it can't be affected by this spell again for 24 hours.

Charging Pulse

3rd level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: instantaneous

Choose up to 10 weapons, personal energy barriers, area energy barriers, or other devices that have rechargeable batteries that you can see within range. Each of those device's batteries are immediately recharged to full charge and usage. This does not recharge Dark Matter Batteries or Dark Matter Cores.

Distant Communication

3rd level divination (ritual)

Casting Time: 1 minute
Range: Same Plane as Caster
Components: V
Duration: 1 minute, concentration

You create a temporary telepathic bond to another creature that you know well on the same plane as you. That creature doesn't need to know you, but if they receive this bond and they do know you, they know it is you sending the message. For the duration of this spell, you and this creature can speak across the bond regardless of distance between you.

You need to share a language to understand each other and each creature involved needs to have an Intelligence

score of 5 or higher for the spell to work fully. If the creature you've created the bond with desires to break this connection, they can take an action to do so by making an Intelligence saving throw at any time during the duration of the spell.

Empathic Bond

3rd level enchantment

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour, concentration

When you cast this spell, you gain the ability to connect to other creatures' minds. While it's active you can choose any creature within 60 feet of you and link your mind to theirs as a bonus action. You automatically know the general emotions that creature is feeling as long as you're linked to that creature. While you're linked to a creature, you can use a bonus action to exert an emotional influence over that creature by making it feel an emotion of your choice.

The creature can attempt a Charisma saving throw to negate this effect, but if they fail they feel that emotion and believe that it is coming from within them. If the creature is charmed or frightened, you can use this emotional alteration to end that condition. Otherwise this might make a hostile creature calm, a calm creature hostile, a friendly creature unfriendly toward something, invoke anger, and many other effects.

Galaxy Walk

9th level conjuration

Casting Time: 10 minutes
Range: 500 feet
Components: V, S, M (a diamond worth 1000 credits or more which the spell expends)
Duration: Instantaneous

Choose any number of objects and willing creatures within 500 feet of yourself. You and all those creatures and objects are immediately transported to any location that you are aware of within the galaxy. The creatures and objects appear in an unoccupied space as close as possible to your imagined space. Any objects transported this way must be able to fit within a 500' cube.

Your familiarity with the destination determines whether you arrive there successfully. The GM rolls a d100 and consults the table included below. Before that roll, the GM determines if the place you're teleporting to is moving (being in orbit doesn't count). If the location is moving, the GM first rolls a 25% failure chance. If the spell fails this way you do not teleport and you lose the spell slot. This increases to a 75% failure chance if the destination is moving at faster than light speed (FTL).

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent Circle	-	-	-	01-100
Associated Object	-	-	-	01-100
Very Familiar	01-05	06-13	14-24	25-100
Seen Casually	01-33	34-43	44-53	54-100
Viewed Once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False Destination	01-50	51-100	-	-

Independence From Atmosphere

7th level transmutation

Casting Time: 1 action or 1 reaction
Range: Touch
Components: S
Duration: 8 hours

You can cast this spell as a reaction on yourself or as an action by touching another creature. The affected creature ignores all environmental factors such as pressure changes, temperature changes, and the type of atmosphere. The creature no longer needs to breathe and is immune to environmental damage based on radiation, pressure, and temperature. This allows a creature to exist in the void of space without a vacsuit among other harsh environments.

At Higher Levels: If you cast this spell using an 8th level slot, you may affect up to three creatures at once. If you cast this spell using a 9th level spell slot, you may affect up to five creatures at once.

Instill Revulsion

3rd level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 10 minutes, concentration

Choose two creatures within range. You instill intense hatred and hostility into the mind of one of the creatures against the other. This does not necessarily mean the hostile creature will attack the other, but the hostile creature is disinclined to assist and will act as though they hate that creature for all intents and purposes.

The creature you instill this emotion into makes a Charisma saving throw against this effect. If it succeeds, this spell has no effect. If the creature does fail and is affected this way, when the spell's duration ends the creature immediately knows they have been mentally affected to hate the other creature.

At Higher Levels: When you cast this spell using a 4th level spell slot, its duration is 1 hour instead of 10 minutes. If you use a 5th level spell slot, its duration is 8 hours instead of 1 and does not require you to maintain concentration. If you use a spell slot of 6th level or higher it lasts 24 hours and does not require you to maintain concentration. If you cast this spell using a 9th level spell slot, it is a permanent curse.

Maintenance

Transmutation cantrip

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two generic batteries)
Duration: Instantaneous or Concentration up to 1 minute

This spell repairs a complex broken object that you touch that can be contained in a 1' cube. It can be something as complex as a communicator or calculator or as simple as a child's toy model train. Once the repair is complete there is no indication that it was ever incomplete.

Conversely, this spell can provide power to a single device that requires electricity to work for up to 1 minute. During that time the object is considered powered. An individual piece of technology cannot benefit from this power more than once in a 24 hour span of time.

This spell cannot repair magic items or magic constructs and repairing a computer motherboard or other information storage device doesn't restore the data that was on that device. Otherwise, the restored object will work as it once did as long as it has the proper power source.

Sculpt Corpse

1st level necromancy (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a 10 gram bag of dried flesh)
Duration: 24 hours

You touch a humanoid corpse and alter its shape as though it were affected by an *alter self* spell. When the duration of this spell ends, the corpse returns to its original shape. If a spell such as *revivify*, *raise dead*, *reincarnate*, *resurrection*, or *true resurrection* would bring the corpse back to life, this spell immediately ends. *Animate dead* and other similar spells do not end this spell. This spell can be used on undead humanoid creatures.

At Higher Levels: If you cast this spell using a spell slot of 5th level or higher the effect is permanent, even through spells such as *revivify*, *raise dead*, *reincarnate*, and *resurrection*, but not *true resurrection*. *Greater restoration* will end this alteration if a creature is brought back to life while its effect is permanent.

Suffocation

5th level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute, concentration

You reach out and force a creature in range to make a Constitution saving throw. A successful saving throw negates the effects of this spell. If it fails, it begins to suffocate. The creature has a number of rounds equal to its Constitution modifier (minimum 1), before it immediately drops to 0 hit points and begins dying. At the end of each of its turns, it can attempt a new Constitution saving throw against this effect. If it succeeds, the spell ends. This attempt happens before the affected creature drops to 0 hit points and begins dying if it happens in the same round that the creature would be affected this way. Creatures that

are suffocating cannot cast spells with verbal components and cannot speak verbally aloud.

Creatures that don't need to breathe normally, but still require atmosphere in some way (such as one that breathes through the skin like the Saguarin or one that requires oxygen to keep burning such as an Eezonite) are still affected by this spell. If a creature requires no atmosphere to live (such as a robot) they are unaffected.

At Higher Levels: For each spell slot above 5th, you can choose to affect another creature when you cast this spell, affecting up to five creatures if a 9th level spell slot is utilized.

Terrorize

1st level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute, concentration

You cause horrendous pain and visions to one creature within range. That creature must succeed on a Constitution saving throw. On a failed save, the creature becomes frightened of you for the duration of the spell. The affected creature can attempt this saving throw again at the end of each of its turns. A successful saving throw ends this spell.

Virulent Necrosis

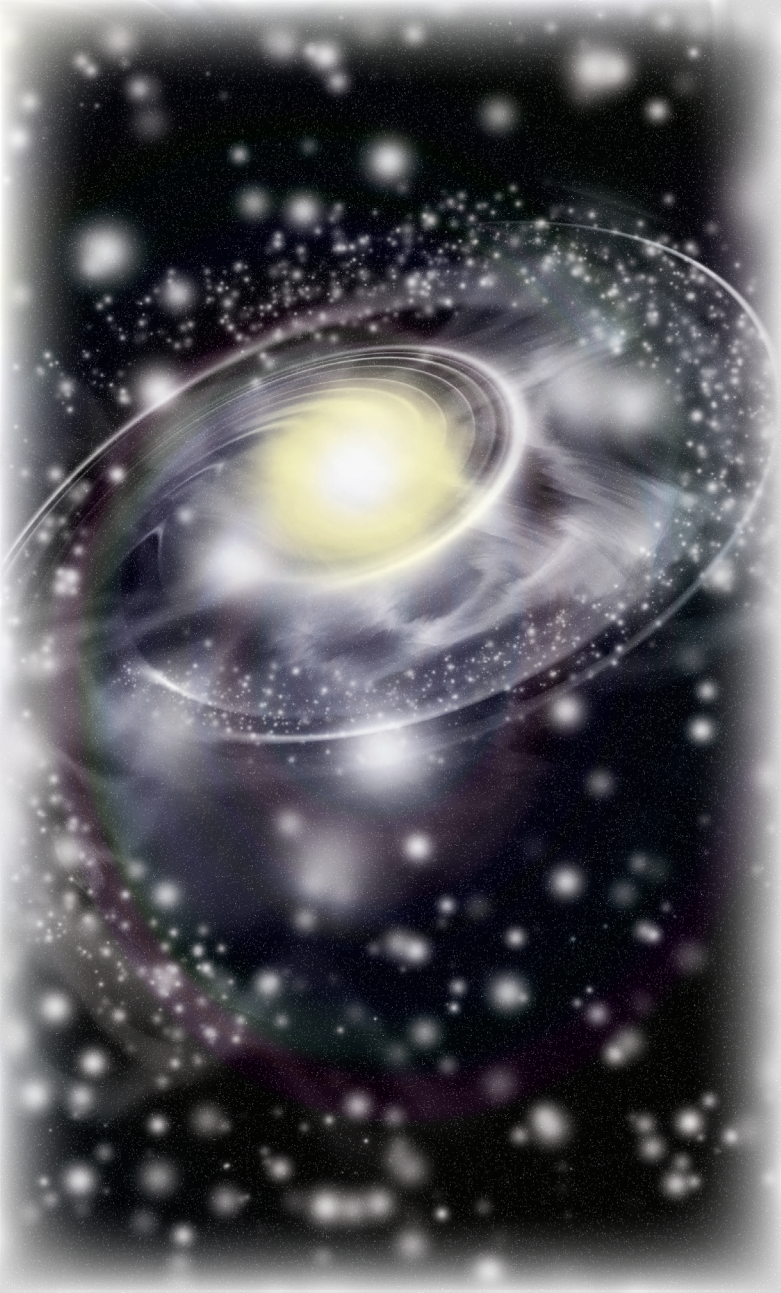
4th level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute, concentration

You inflict a deadly curse on one creature you can see within the range of this spell. That creature takes 2d8 necrotic damage. At the beginning of each of its turns for the duration of the spell it must make a Constitution saving throw. If it fails, it takes 4d8 necrotic damage or half as much on a successful saving throw.

When the afflicted creature dies while this spell is active, the curse explodes outward. Each creature within 10 feet of the dying creature's body must make a Constitution saving throw. Each creature that fails this saving throw takes 4d8 necrotic damage and you can choose one of those creatures to which you move the full effects of the spell, maintaining the concentration of the spell. The creatures that fail the save that you didn't choose suffer no further effects. Creatures that make this initial saving throw take no damage and cannot be chosen for the transfer of this spell. You can choose to move the curse to no creature if you wish to drop the spell's concentration instead.

At Higher Levels: For each spell slot level above 4th, all iterations of damage dealt by this spell deal an additional 1d8 necrotic damage.



CHAPTER TWELVE: MONSTERS

Beyond the menagerie of creatures that can be found in 5th edition, the sci-fi world of Spaceships and Starwyrms brings forward a number of new monsters, foes, and curiosities. This section describes the new monsters, both technological and biological, as well as new sets of sample NPCs with combat statistics for use by game masters.

The creatures included here are by no means the only ones that might be found throughout the galaxy, and the robotic defense units included are but a fraction of the varying types that spacefaring PCs might come across. That said, they work best as base templates that can be expanded upon. Remember that in addition to the new monsters and machines included in this book, all the creatures in standard 5th edition work perfectly well in a setting of mixed sci-fi and fantasy, or even one of only science fiction. Minor adjustments to flavor can make even the most traditionally fantasy monsters come to life in space.

Monster Stat Blocks, Old and New

The following collection of creatures are highlights of the new and mysterious fauna that wander the galaxy, some of which can be encountered in the void of space. As a general rule in regards to creatures that already exist in 5th edition, if the creature has resistance or immunity to radiant or force damage, it has resistance or immunity to plasma damage. If the creature has resistance or immunity to bludgeoning and piercing damage it has resistance or immunity to ballistic damage (if the nonmagical clarification is there, that also carries over to nonmagical ballistic damage).

Creatures with New Abilities

Some creatures included in this chapter have new or modified abilities. These abilities are laid out in some detail here. The two abilities are Independence from Atmosphere and Radiation Effects.

Independence from Atmosphere.

Creatures with this ability ignore all environmental factors such as pressure changes, temperature changes, and atmospheric makeup. The creature doesn't need to breathe and is immune to environmental damage and other effects based on radiation, pressure, and temperature.

Radiation Effects

Some new monsters included in this chapter can inflict radiation poisoning. While the disease is explained fully in Chapter Nine, the disease's effect is repeated here for ease of viewing.

Radiation Poisoning. This is considered a magical disease. Upon contracting it, the affected creature immediately gains 1 level of exhaustion. While a creature has radiation poisoning, it cannot recover from exhaustion on a long rest as normal (even exhaustion sustained from other sources). At the end of every five days (1 week in game terms), the creature must make a DC 15 Constitution saving throw, gaining another level of exhaustion on a failed save or not gaining one on a successful save.

Three successful saving throws in a row ends the disease. Lesser restoration cannot restore a creature affected by radiation poisoning, but any spell of 5th level or higher that can cure a disease can remove radiation poisoning. Exhaustion sustained from the disease is not cured with this spell, but once the condition is cured, exhaustion can be removed as normal. While lesser restoration does not restore a creature affected by radiation poisoning, it can be used once each day to give the affected creature a chance to make a saving throw against the effect. Failing this save does nothing, but succeeding counts towards the total three successes needed to overcome the radiation poisoning.

With professional medical treatment via a hospital or medical bay, the DC for making these saving throws is reduced by 5 and allows the afflicted creature to make its saving throw once a day instead of every 5 days. The only time failing makes radiation poisoning worse is when the poisoning demands a save, not during extra attempts to make the saving throw.

Abomination, Extraplanar

In the depths of the void, ancient untouched planes of existence bleed into the swirling energies of primordial dark matter to create monsters untouched by the vacuum of space. These extraplanar creatures are known to the galaxy as abominations, as they can mutate their body's matter at will on the molecular level. While they can mimic and become facsimiles of humanoids, they rarely do so with enough perfection to go unnoticed for what they truly are.

At their core, abominations do not understand humanoids and their lives. They view creatures that exist under order of any kind, especially self-imposed order, to be broken. Their very existence is that of primordial chaos and change, and they are driven by a desire to break down the universe and return it to the chaotic state it began in long ago.

Abominations have no society. Though they often work together, they do so as individuals without plans. The occult scholars of Nacora categorize abominations by their innate power and danger. Each of these categories represents aspects that are unique to certain kinds of abominations, even if all of them have such incredibly mutable shapes.

Common Shapes. While abominations don't have true forms, they tend to take similar shapes that align with the types that the scholars have classified them over the years. Regardless of shape, they have commonality in that all their forms draw from the basic terrors that fill the minds of most humanoids.

Dualir

The smallest and weakest of the abominations are classified as dualir. They take many shapes, mostly as gnarled humanoids with multiple wings and limbs that range in height from six inches to two feet. They're best known for their bone-like carapace skin and their hands and feet, which are always double-sided with multiple palms and too many fingers.

Although they are tiny agents of chaos, they are surprisingly useful to those who purvey the arcane and often find themselves bound in service to powerful spellcasters as familiars. For spellcasters who can gain access to an advanced familiar, such as an imp or sprite, they can instead choose a dualir.

Knarun

Knarun are the second largest type of abomination, but by sheer power they typically rank middle of the road. Like all of their kind, they take many shapes, but their common feature is their serpentine bodies. They will usually assume a reptilian, draconic, or humanoid head at the end of their snake bodies and will grow limbs as they need them for tasks.

Knarun tend to work alone, moreso than most of their brethren, and are most often found in the void of space at points where people congregate. Space stations, asteroid mines, and orbital research facilities must always be on alert for interference from these abominations.

Sileta

The most powerful of the abominations prefer to take humanoid shapes that allow them to intermingle and interact with the mortals of the universe. They can move through crowded streets as many different people and set up bases of their operations in civilized areas that are just beginning to devolve into chaos. They seek to enhance and spread that chaos.

Their unique strength is that they can draw any other abomination beneath their thumb, should they desire their strength for something. All recorded instances of this, however, are marked by a disgust in its own actions on the faces of the sileta.

The sileta is recognizable only by two additional faces that it always has in various places on its body. These extra faces are identical to the first and can be found anywhere on the creature, often hidden by clothes on the back or chest.

Urepti

The urepti are often classed as the second most powerful of the abominations, but it is rare to encounter one in actual space. These creatures are driven to find bodies of water on various planets and set up their homes there. Regardless of their shape, they always have numerous tentacles and can alter their size to extreme lengths. They typically resemble warped octopi. Their recorded base size, however, puts them at the largest of the abominations.

Scholars claim that the presence of an urepti is noticeable in a planet's ocean or lakes when the weather

around that region begins to act in strange ways. Unseasonal hurricanes and tropical storms often crop up in regions that the urepti lives in. The creatures are also well known for creating whirlpools that drown or bludgeon those who draw too close to them.

Like all abominations, they seek to undermine life, but unlike the others they take a less direct approach. They poison food supplies, sour weather and lifestyles, and generally make the places they inhabit unlivable.

Yiquix

The yiquix are the most commonly seen abominations across the galaxy. They act as the servants and foot soldiers of all the greater abominations when they want a particular job of chaos completed. It is not uncommon to find multiple yiquix in the same place trying to work together, despite their chaotic temperaments. Fortunately, aside from the dualir, the yiquix are classified as one of the weakest of the abominations.

While they take many forms, they tend to remain in insectoid shapes and always have a hard carapace of glowing green regardless of their shape. The giant spider and giant scorpion are favorite forms of theirs, as they have a natural necrotic poison that curses those who have it in their system too long.

Dualir, Abomination

Tiny aberration, chaotic neutral

Hit Points: 9 (1d8+1)
Armor Class: 15 (natural armor)
Speed: 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	13 (+1)	11 (+0)	13 (+1)

Skills: Deception +3, Persuasion +3, Stealth +5
Damage Resistances: cold, bludgeoning, piercing, plasma, slashing, and ballistic from nonmagical weapons
Damage Immunities: necrotic, poison, psychic, radiant
Condition Immunities: petrification, poisoned
Senses: darkvision 120 ft., lifesense 30 ft., passive Perception 10
Languages: Primordial, Common
Challenge: 1 (200 XP)

Misfortune of Chaos. At the end of each of its turns, choose a creature at random that is within 30 feet of the dualir (including the dualir itself as a potential choice). That creature has disadvantage on the first ability check, attack roll, or saving throw it makes before the end of the dualir's next turn.

Magic Resistance. The dualir has advantage on saving throws made against magic.

Shifting Matter. The dualir is immune to any spell or effect that would change its physical shape.

Independence from Atmosphere. The dualir does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Multiattack. The dualir makes two melee attacks with its sharp appendages.

Claws. *Melee Weapon Attack;* +5 to hit, reach 5 ft., one target. Hit: 5 (1d3 +3) slashing damage and 4 (1d6) necrotic damage.

Shapeshift. As a bonus action, the dualir can assume a different physical form. It can assume the shape of any small or smaller vaguely humanoid looking creature, except that its hands and/or feet are always double sided.

Unravel. If the dualir hits with both claw attacks in the same turn, it can use its bonus action to pull at the seams of the matter of its target. The creature or object must make a Constitution saving throw against a DC of 11. If the creature or object fails, it takes 3d6 force damage as its molecules come apart. A successful saving throw negates this effect.

Knarun, Abomination

Large aberration, chaotic neutral

Hit Points: 144 (13d12+48)
Armor Class: 18 (natural armor)
Speed: 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	17 (+3)	10 (+0)	18 (+4)

Saving Throws: Str +9, Dex +6, Con +8, Cha +8
Skills: Acrobatics +6, Athletics +9, Deception +8, Persuasion +8, Stealth +6
Damage Resistances: bludgeoning, piercing, plasma, slashing, and ballistic from nonmagical weapons
Damage Immunities: cold, necrotic, poison, psychic, radiant
Condition Immunities: paralyzed, petrification, poisoned
Senses: darkvision 120 ft., lifesense 60 ft., passive Perception 10
Languages: Primordial, Common
Challenge: 9 (5,000 XP)

Aura of Paranoia. The knarun can exude an aura that affects the minds of creatures within 120 feet of it. These creatures do not need to be able to see or hear the knarun. Affected creatures must make a Charisma saving throw (DC 16). On a failed save, the creature becomes hostile to all other creatures around it for as long as the knarun remains within 120 feet. This doesn't necessarily make that creature attack the creatures it is hostile toward, but otherwise they treat those creatures as hostile toward them. A successful saving throw prevents this effect and renders the creature that saved immune to it for 24 hours. At the end of each of an affected creature's turns, it can attempt this saving throw again to throw off the effects of the aura.

Magic Resistance. The knarun has advantage on saving throws made against magic.

Shifting Matter. The knarun is immune to any spell or effect that would change its physical shape.

Independence from Atmosphere. The knarun does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Innate Spellcasting. The knarun's spellcasting ability is Charisma (spell save DC 16). The knarun can innately cast the following spells, requiring no material components:

At will: *bane, detect magic, dispel magic, freedom of movement*

1/day: *confusion, true seeing, etherealness*

Actions

Multiattack. The knarun makes two melee attacks, one with its bite and one with its tail or two with its bite.

Bite. *Melee Weapon Attack;* +9 to hit, reach 10 ft., one target. Hit: 11 (1d10 +5) piercing damage and 10 (2d8) necrotic damage.

Tail. *Melee Weapon Attack;* +9 to hit, reach 10 ft., one target. Hit: 13 (2d6 +5) bludgeoning damage and must make a DC 16 Strength saving throw or be grappled and restrained by the tail. On the beginning of the knarun's turn, any creature that is restrained by the tail takes 13 (2d6 +5) bludgeoning damage and must make a DC 16 Constitution saving throw, taking 20 (4d8) radiant damage and being stunned until the knarun's next turn on a failed save, or half as much damage and no stun on a successful one. While a creature is restrained by the tail, it cannot be used to make additional attacks.

Shapeshift. As a bonus action, the knarun can assume a different physical form. It can assume the shape of any large or smaller vaguely serpentine creature with a draconic or humanoid head. It can also turn into mist or solid as an action on is turn.

Antimatter Breath (Recharge 6). The knarun exhales matter-disrupting energy in a 30 foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 25 (5d8) radiant damage and 25 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Sileta, Abomination

Medium aberration, chaotic neutral

Hit Points: 256 (22d10+120)
Armor Class: 19
Speed: 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	28 (+9)	21 (+5)	23 (+6)	17 (+3)	25 (+7)

Saving Throws: Str +10, Dex +15, Con +11, Int +12, Wis +9, Cha +13
Skills: Acrobatics +15, Athletics +10, Deception +13, Insight +9, Perception +9 (advantage), Persuasion +13, Stealth +15
Damage Resistances: bludgeoning, piercing, plasma, slashing, and ballistic from nonmagical weapons
Damage Immunities: cold, necrotic, poison, psychic, radiant
Condition Immunities: paralyzed, petrification, poisoned
Senses: darkvision 240 ft., lifesense 60 ft., passive Perception 24
Languages: Primordial, Common
Challenge: 21 (22,000 XP)

Constant Vigilance. The sileta has advantage on Wisdom (Perception) skill checks and always acts in surprise rounds.

Magic Resistance. The sileta has advantage on saving throws made against magic.

Shifting Matter. The sileta is immune to any spell or effect that would change its physical shape.

Independence from Atmosphere. The sileta does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Innate Spellcasting. The sileta's spellcasting ability is Charisma (spell save DC 21). The sileta can innately cast the following spells, requiring no material components:
At will: *detect magic, dispel magic, etherealness, freedom of movement, invisibility, true seeing, virulent necrosis**
1/day: *dream, feeblemind, mislead, prismatic spray, prismatic wall, project image, teleport*

Actions

Multiattack. The sileta makes three melee attacks with its unarmed strikes.

Unarmed Strike. *Melee Weapon Attack;* +15 to hit, reach 5 ft., one target. Hit: 15 (1d10 +9) bludgeoning damage and roll one of the following effects at random:

1. **Temporal Touch.** The creature struck must make a DC 21 Constitution saving throw, taking 20 (4d6) force damage and aging or deaging by 1d20 years. A successful saving throw halves this damage and negates the age altering effect. The aging or deaging depends on the saving throw roll of the affected creature. If the affected creature's failed saving throw totaled an even number, the affected creature ages. If the total was odd the creature deages instead.
2. **Contagious Touch.** The creature struck must make a DC 21 Constitution saving throw, taking 20 (4d6) poison damage and fall under the effect of the *contagion* spell. A successful saving throw halves this damage and negates the contagion effect.
3. **Pain Touch.** The creature struck must make a DC 21 Constitution saving throw, taking 20 (4d6) necrotic damage and be stunned until the end its next turn. A successful saving throw halves this damage and negates the stun effect.
4. **Befuddling Touch.** The creature struck must make a DC 21 Wisdom saving throw, taking 20 (4d6) psychic damage and fall under the effect of the *confusion* spell until the end of its next turn. A successful saving throw halves this damage and negates the confusion effect.
5. **Unraveling Touch.** The creature struck must make a DC 21 Charisma saving throw, taking 40

(8d6) radiant damage. A successful saving throw halves this damage.

6. **Insanity Touch.** The creature struck must make a DC 21 Intelligence saving throw, taking 20 (4d6) psychic damage and gains a random major insanity. A successful saving throw halves this damage and negates the insanity effect.

Shapeshift. As a bonus action, the sileta can assume a different physical form. It can assume the shape of any medium or small humanoid except that it has two additional faces that appear in random locations on its body. It can also turn into a mist or a solid as an action on its turn.

Aura of Confusion (Recharge 4-6). As a bonus action, the sileta can create an aura around itself to a range of 60 feet in every direction. All creatures that aren't the sileta within the aura must make a DC 21 Wisdom saving throw. On a failed save, an affected creature acts as though they are under the effects of the *confusion* spell for 1 minute. If a creature's saving throw is successful they fully resist this effect. At the end of each of its turns, the affected creature can attempt the saving throw again.

Legendary Actions

Shapeshift. The sileta uses its shapeshift power.

Activate Aura of Confusion. The sileta uses its aura of confusion if it is available.

Cast a Spell (2 Actions). The sileta can cast a spell that can be cast with a single action.

A Sileta's Lair

The sileta sets up its lair in communities and cities undergoing change and chaos. Generally, you can tell that a sileta is influencing an area by the manic attitude of the people and primal urges being acted out in public and accepted as normal happenstance.

Lair Actions

On initiative count 20 (losing initiative ties), the sileta takes a lair action to cause one of the following effects; the sileta can't use the same effect two rounds in a row:

- Each creature in a 10 foot radius sphere must succeed at a DC 16 Wisdom saving throw or use its reaction to make a single attack on a creature chosen at random using whatever weapon they have on hand. They make an unarmed attack if they have no weapon.
- The gravity in a radius sphere of 50 feet changes direction. The sileta chooses the new direction. Creatures immediately fall that direction unless they succeed a DC 16 Dexterity saving throw to hold on to something or can otherwise fly or stabilize themselves.
- A wave of reality warping magic washes over a 50 foot radius sphere. The ground, walls, and ceiling become rough terrain and each creature touching it must make a DC 16 Strength saving throw or be grappled and restrained until the end of their next turn.

Regional Effects

The region containing the sileta's lair is warped by it, creating one or more of the following effects in the region in and around the lair:

- Humanoid creatures within a 5 mile radius of the lair have their inhibitions are lowered. They will be more prone to any intense emotion and the associated consequences of such. Often these flashes of emotion and lowered inhibitions are accompanied by a loss of memory of the actions involved.
- Inanimate objects within a 5 mile radius of the lair randomly manifest humanoid facial shapes for a few seconds at a time.
- The lair has a magical aura that calls other abominations to it and the area within 5 miles of the lair becomes more comfortable for the abominations, encouraging them to remain in the region.

If the sileta is destroyed or otherwise banished, these effects fade over the course of 1d6 days.

Urepti, Abomination

Huge aberration, chaotic neutral

Hit Points: 239 (18d12+108)
Armor Class: 18 (natural armor)
Speed: 30 ft., fly 60 ft. (hover), swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	22 (+6)	19 (+4)	17 (+3)	22 (+6)

Saving Throws: Str +13, Con +12, Wis +9, Cha +12
Skills: Athletics +13, Deception +12, Insight +9, Intimidation +12, Perception +9
Damage Resistances: bludgeoning, piercing, plasma, slashing, and ballistic from nonmagical weapons
Damage Immunities: cold, necrotic, poison, psychic, radiant
Condition Immunities: paralyzed, petrification, poisoned
Senses: darkvision 240 ft., lifesense 60 ft., passive Perception 19
Languages: Primordial, Common
Challenge: 16 (15,000 XP)

Chaotic Touch. At the beginning of its turn, a creature touching the urepti (either by being grappled or a similar situation) must make a DC 20 concentration check for any spell they are currently concentrating on. In addition, the creature has disadvantage on the first ability check or attack roll they make on their turn.
Magic Resistance. The urepti has advantage on saving throws made against magic.
Grappler. The urepti can be grappling up to eight creatures at once.
Shifting Matter. The urepti is immune to any spell or effect that would change its physical shape.
Independence from Atmosphere. The urepti does not need to breathe. Details on this ability can be found at the beginning of this chapter.
Innate Spellcasting. The urepti's spellcasting ability is Charisma (spell save DC 20). The urepti can innately cast the following spells, requiring no material components:
At will: *control weather, detect magic, dispel magic, etherealness, freedom of movement*
1/day: *chain lightning, storm of vengeance, true seeing, tsunami*

Actions

Multiattack. The urepti makes eight melee attacks with its tentacles.
Tentacle. *Melee Weapon Attack;* +13 to hit, reach 25 ft., one target. Hit: 12 (1d8 +7) bludgeoning damage and 10 (2d8) necrotic damage. If the target is large or smaller, it must make a DC 20 Dexterity saving throw or be grappled (escape DC 20). Until this grapple ends, the target is restrained. The urepti can automatically hit the target with that tentacle, but can't use that tentacle to attack other targets.
Shapeshift. As a bonus action, the urepti can assume a different physical form. It can assume the shape of any beast and can be of any size huge or smaller regardless of what size that beast would normally be, except that it has eight tentacles growing from random locations on its body. It can also turn into mist or solid as an action on is turn.
Whirlpool (Recharge 5-6). The urepti can use an action to create a massive whirlpool or tornado in the area within a radius of 60 feet centered on itself. Creatures within range must make a DC 20 Strength saving throw. On a failed save creatures within range take 15d8 bludgeoning damage from the wind or water and are picked up by the whirlpool or tornado. Creatures picked up this way are considered restrained. At the beginning of their turn, instead of moving normally, they move 60 feet in the direction of the current and take 4d8 bludgeoning damage. As an action, they can attempt to break free by attempting the saving throw again. Creatures that are successful at the first saving throw take half damage and aren't pulled into the whirlpool or tornado.

Yiquix, Abomination

Medium aberration, chaotic neutral

Hit Points: 72 (8d10+24)
Armor Class: 16 (natural armor)
Speed: 40 ft., climb 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	15 (+2)	11 (+0)	16 (+3)

Saving Throws: Dex +7, Con +6, Cha +6
Skills: Acrobatics +7, Deception +6, Persuasion +6, Stealth +7
Damage Resistances: cold, bludgeoning, piercing, plasma, slashing, and ballistic from nonmagical weapons
Damage Immunities: necrotic, poison, psychic, radiant
Condition Immunities: petrification, poisoned
Senses: darkvision 120 ft., lifesense 30 ft., passive Perception 10
Languages: Primordial, Common
Challenge: 5 (1,800 XP)

Dampen Immune Systems. Creatures that aren't aberrations within 120 feet of the yiquix that are immune to disease, poison damage, or the poisoned condition lose that immunity. Creatures resistant to poison damage lose that resistance.

Magic Resistance. The yiquix has advantage on saving throws made against magic.

Shifting Matter. The yiquix is immune to any spell or effect that would change its physical shape.

Independence from Atmosphere. The yiquix does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Multiattack. The yiquix makes three melee attacks, one with its bite and two with its sharp appendages.

Bite/Sting. *Melee Weapon Attack;* +7 to hit, reach 5 ft., one target. Hit: 10 (1d10+4) piercing damage and 8 (2d6) poison damage and the target must make a DC 14 Constitution saving throw or become poisoned for 1 minute. At the beginning of a creature's turn, if it has the poisoned condition from this, it must make a DC 14 Wisdom saving throw or be affected by the bestow curse spell for as long as it is poisoned. The creature can repeat the Constitution saving throw at the end of each of its turns to end this effect.

Claws. *Melee Weapon Attack;* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) slashing damage and 4 (1d6) necrotic damage.

Shapeshift. As a bonus action, the yiquix can assume a different physical form. It can assume the shape of any insect except that it's always medium sized and always has a glowing green carapace. It can also turn into mist or solid as an action on its turn.



Cyber Zombie

The cybertechnology that found its start in Kygor has spread throughout the galaxy, and with it, the horrible truths of what cyberware can make of people if used in excess. Thanks to the Proxy and the Wireborn, the people of Nacora know that purely technological life forms and even enhanced biological life forms can be sane and view the galaxy through an intelligent lens. This is not true for the creatures collectively referred to as cyber zombies.

More Machine the Mortal. A cyber zombie is created when a normal humanoid with biological functions has replaced so much of their body with machinery that their biological mind goes into shock and spiral toward death. Exactly how much cyberware is required for a given person to enter this state varies, but the key factor that keeps this shock and death spiral from killing the humanoid and instead makes them a monster is how much of the cyberware is able to support their required bodily function and brain activity.

Mindless Instinct. Regardless of what popular culture may postulate, becoming a cyber zombie starts with the death of the person. They are dead bodies animated by the cybertechnology integrated into their bodies. Though the energy that animates them is not necrotic, they retain features of both undead creatures and constructs such as the ancient flesh golems that magical societies perpetuated long ago. Because the creature is acting from electrical pulses of their own cyber systems, if left unchecked, they turn to aggressive instinct. They will attack any living or technological creatures or objects near them with the sole purpose of destruction and satiating hunger. Though the body is brain dead, and often actually dead, it still requires fuel to break down for its biological parts.

Deadly Servants. Due to their pseudo undead and technologically connected nature, cyber zombies are often used by less scrupulous magic users and scientists throughout the galaxy. With the right set of electronic cues or magical necrotic control over the biologically dead parts, the cyber zombie can make an effective and deadly servant that is endlessly obedient.

Cyber Zombie

Medium construct undead, chaotic evil

Hit Points: 57 (6d8+24)
Armor Class: 15 (dermal plating)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	5 (-3)	7 (-2)

Saving Throws: Int +4
Skills: Athletics +6, Acrobatics +6, Stealth +6
Vulnerable to thunder damage
Damage Resistances: necrotic, poison
Damage Immunities: psychic
Condition Immunities: charmed, poisoned
Senses: darkvision 60 ft., passive Perception 9
Languages: Understands the languages it knew in life
Challenge: 2 (450 XP)

Self-Reconstruction. The cyber zombie can recover from being reduced to 0 or less hit points in a matter of hours as its cyber technology self-repairs. If it spends an hour at 0 hit points, it immediately regains 1 hit point. The cyber zombie also regains 1 hit point every round that it is above 0 hit points. If it's body is destroyed fully or the cyberware is taken out of the remnant biological parts, it will not regain hit points in this manner.

Technological Body. The cyber zombie will always automatically connect to a public network if it is available. If not, it creates its own public network. Each body part of the cyber zombie is suffused with enough technology that it can be affected by the Hack action. The cyber zombie can be affected by any ability that affects robot constructs.

Actions

Multiattack. The cyber zombie makes two melee and/or ranged attacks with the cyber weaponry in its body.

Cyber Plasma Spur. *Melee Weapon Attack*; +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 +4) plasma damage.

Cyber Plasma Rifle. *Ranged Weapon Attack;* +6 to hit, reach 120 ft., one target. Hit: 12 (2d6 +4) plasma damage.

Deka

The tale of the deka is one of sorrow. The deer-like species is native to Moiccaro, the home of the Saguarin people, which is a harsh desert world. They're quadruped, herbivorous animals with small minds and surprisingly even temperaments. Reaching twenty feet high and almost forty feet long from head to tail, they lumber across the sands, eating everything in their path. They store water and dark matter energy in their bodies, subsisting off of it while they seek out more food.

In another world, under another species' lead, they might've been fully domesticated like cows. Moiccaro was not another world. The Saguarin species are a race of plant humanoids, themselves filled with water and dark matter energy. More than anything else on their planet they were ideal food for the deka. Normally these plodding, slow-minded creatures would be easily outwitted by a sentient species like the Saguarin, but the cards were against them.

Magical Resiliency. The Saguarin culture is one of magic. They had little use for the development of technology in a classical sense. They also required surprisingly little to survive despite the harshness of their world. However, when it came to the roaming herds of deka, this lifestyle made their problems all the worse. Due to the stores of magic and water in their systems, the deka were almost immune to the magic that Saguarins used to defend themselves from other threats. For them, the deka were horrifyingly persistent predators, often chasing Saguarin until they collapsed from exhaustion.

Rapid Evolution through Breeding. To make matters worse for the Saguarin, the deka bred quickly and often. Whatever they had been in their early evolution, the creatures quickly evolved more and more resistances. Engineered diseases, special magics, and now even technological ballistic and plasma weapons all have trouble injuring the creatures.

Hunted for Valuables. Due to all of their intriguing features, the parts of a deka are actually quite useful in both technological and occult circles. Their blood can be used to power magical devices and their hides make for incredibly light and cheaply made armors. Their meat can also hydrate a person for days, and their knobbed teeth and hooves can be fashioned into arcane instruments and enchanted items. It was for these resources that they were eventually brought to other worlds' breeding centers. It is not impossible to find variant species of the deka on other worlds where they have broken free of illegal smuggling operations and invaded the local fauna and flora.

Deka

Huge beast, unaligned

Hit Points: 345 (20d12+200)
Armor Class: 20 (natural armor)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	5 (-3)	30 (+10)	1 (-5)	10 (+0)	10 (+0)

Saving Throws: Str +13, Con +15
Damage Resistances: damage from magic and magic-like abilities, bludgeoning, slashing, piercing, ballistic, plasma
Condition Immunities: The deka never gains levels of exhaustion.
Senses: passive Perception 10
Languages: none
Challenge: 13 (10,000 XP)

Microbrain Persistence. If the deka has chosen to pursue something as food, its brain can shift to a different state where most of it is at rest. In this state, the deka does not sleep, eat, or consume water. It only moves at its normal speed, chasing whatever source of food it is after until it catches that food. It can remain in this state for up to a year.

Magic Resistance. The deka has advantage on saving throws made against magic and magic-like abilities.

Marked Essence. When the deka sees something it wants to eat, it magically absorbs a fraction of that creature or plant's natural essence. As long as that essence is in the mind of the deka it can always know where that creature is. The *nondetection* spell can prevent this effect.

Actions

Multiattack. The deka makes two melee attacks with its hooves.

Hoof. *Melee Weapon Attack*; +13 to hit, reach 10 ft., one target. Hit: 32 (3d10 +8) bludgeoning damage.

Elemental

While classical elementals such as those of air, earth, fire, and water exist across the universe, there are many more primal and elemental forces that move throughout the galaxy and even through the void of space itself. This guide presents four new elementals, each of which is tied to an elemental from the original grouping of planes. Acid elementals are extensions of the plane of water, electricity elementals are from the plane of air, metal elementals come from the plane of earth, and radiation elementals are born in the plane of fire.

Despite their planar nature, due to the multiverse crosshairs of open material space, these elementals, more than some of the others, are known to appear in strange and otherworldly places, including open space, where they can latch onto ships. Because they are not living creatures, they don't typically register on ship sensors until they're already attached, where they can burrow inside a ship and wreck havoc within.

Acid Elemental

Large elemental, neutral

Hit Points: 102 (12d10 + 36)
Armor Class: 14 (natural armor)
Speed: 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances: bludgeoning, piercing, slashing, and ballistic from nonmagical weapons
Damage Immunities: acid, poison
Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: Aquan
Challenge: 5 (1,800 XP)

Stellar Essence. The elemental does not register as anything more than some low level dark matter energy on spaceship sensory systems.

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Acidic Body. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. In addition, the first time the elemental enters a hostile creature's space that creature takes 5 (1d10) acid damage and its nonmagical items become drenched in acid. Until someone takes an action to clear the acid with water, the creature's nonmagical items and the creature take 5 (1d10) acid damage at the start of each of its turns. If the elemental is dealt damage from a source of water, this ability ceases for function for 1 round for every gallon of water it is hit with.

Independence from Atmosphere. The elemental does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack*; +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 +4) acid damage and its nonmagical items become drenched in acid. Until someone takes an action to clear the acid with water, the creature's nonmagical items and the creature take 5 (1d10) acid damage at the start of each of its turns. If the elemental is dealt damage from a source of water, this ability ceases for function for 1 round for every gallon of water it is hit with.

Electricity Elemental

Large elemental, neutral

Hit Points: 90 (12d10 + 24)
Armor Class: 15
Speed: 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances: thunder, bludgeoning, piercing, slashing, and ballistic from nonmagical weapons
Damage Immunities: lightning, poison
Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: Auran
Challenge: 5 (1,800 XP)

Stellar Essence. The elemental does not register as anything more than some low level dark matter energy on spaceship sensory systems.
Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
Lightning Body. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can bestow energy to electrically-powered objects by touching them, allowing them to function.
Independence from Atmosphere. The elemental does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Multiattack. The elemental makes two touch attacks.
Touch. *Melee Weapon Attack;* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 +5) lightning damage and it can't take reactions until the elemental's next turn. The elemental has advantage on attacks it makes against creatures wearing metal based armor.
Lightning Bolt (Recharge 4-6). The elemental can unleash a blast of lightning 5 feet wide and 120 feet in length. Creatures caught in the blast must make a DC 16 Dexterity saving throw, taking 32 (8d6) lightning damage on a failed save or half as much on a successful one. Creatures wearing metal based armor have disadvantage on this saving throw.

Electricity Mephit

Small elemental, chaotic evil

Hit Points: 22 (4d6 + 4)
Armor Class: 11
Speed: 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	13 (+1)	9 (-1)	11 (+0)	13 (+1)

Damage Immunities: lightning, poison
Senses: darkvision 120 ft., passive Perception 10
Languages: Primordial
Challenge: 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of electricity. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 5 (1d8) lightning damage on a failed save or half as much on a successful one.
Independence from Atmosphere. The mephit not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Claws. *Melee Weapon Attack*; +3 to hit, one target. Hit: 3 (1d4 +1) slashing damage and 2 (1d4) electricity damage.
Lightning Breath (Recharge 6). The mephit exhales a 15-foot cone of lightning. Each creature in that area must make a DC 11 Dexterity saving throw; taking 5 (1d8) lightning damage on a failed save, or half as much on a successful one.

Metal Elemental

Large elemental, neutral

Hit Points: 126 (12d10 + 60)
Armor Class: 17 (natural armor)
Speed: 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities: thunder
Damage Resistances: plasma, bludgeoning, piercing, slashing, and ballistic from nonmagical weapons
Damage Immunities: poison
Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: Terran
Challenge: 5 (1,800 XP)

Stellar Essence. The elemental does not register as anything more than some low level dark matter energy on spaceship sensory systems.

Siege Monster. The elemental deals double damage to objects and structures.

Independence from Atmosphere. The elemental does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Multiattack. The elemental makes two slash attacks.

Slash. *Melee Weapon Attack;* +8 to hit, reach 5 ft., one target. Hit: 13 (2d10 +5) slashing damage.

Meld with Metal. The elemental can meld into any metal wall or large object as an action. While melded it appears to be a part of that space, though the wall can be determined as irregular with a DC 20 Investigation check. It can emerge as a bonus action. If the area it is melded to is struck, the creature takes no damage until the object is destroyed, but must make a concentration check as if maintaining a spell based on the damage of the attack (DC 10 minimum).

Debris Mephit

Small elemental, chaotic evil

Hit Points: 27 (5d6 + 5)
Armor Class: 11
Speed: 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	13 (+1)	9 (-1)	11 (+0)	13 (+1)

Damage Immunities: poison
Senses: darkvision 120 ft., passive Perception 10
Languages: Primordial
Challenge: 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of debris. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 5 (1d8) bludgeoning damage on a failed save or half as much on a successful one.

Independence from Atmosphere. The mephit does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Claws. *Melee Weapon Attack*; +3 to hit, reach 5 ft., one target. Hit: 6 (1d8+1) slashing damage.

Debris Breath (Recharge 6). The mephit exhales a 15-foot cone of debris. Each creature in that area must make a DC 11 Dexterity saving throw; taking 5 (1d8) bludgeoning damage on a failed save, or half as much on a successful one.

Radiation Elemental

Large elemental, neutral

Hit Points: 102 (12d10 + 36)
Armor Class: 15
Speed: 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances: plasma, bludgeoning, piercing, slashing, and ballistic from nonmagical weapons
Damage Immunities: poison, radiant
Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: Ignan
Challenge: 6 (2,400 XP)

Stellar Essence. The elemental does not register as anything more than some low level dark matter energy on spaceship sensory systems.

Coronal Body. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Aura of Sickness. Each creature within 30 feet of the elemental at the beginning of its turn must make a DC 15 Constitution saving throw, taking 8 (2d6) radiant damage and gaining the poisoned condition for 1 round on a failed save, or ignoring all effects on a successful one.

Independence from Atmosphere. The elemental does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack;* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 +5) radiant damage and must make a DC 15 Constitution saving throw, taking 8 (2d6) radiant damage and gaining the poisoned condition for 1 round on a failed save, or ignoring all effects on a successful one.

Deathly Light (Recharge 4-6). The elemental can emit a wave of radiation in a radius of 15 feet in every direction around it. Creatures in the radius must make a DC 15 Constitution saving throw, taking 16 (4d6) radiant damage and becoming diseased with radiation poisoning. A successful save halves this damage and prevents the disease.

Radiation Poisoning. This disease is described in detail in Chapter Nine and can be found at the beginning of this chapter.

Radiation Mephit

Small elemental, chaotic evil

Hit Points: 27 (5d6 + 5)
Armor Class: 11
Speed: 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	13 (+1)	9 (-1)	11 (+0)	13 (+1)

Damage Immunities: necrotic, poison, radiant
Senses: darkvision 120 ft., passive Perception 10
Languages: Primordial
Challenge: 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of radiation. Each creature within 5 feet of it must make a DC 11 Constitution saving throw, taking 5 (1d8) radiation damage and is poisoned for 1 minute on a failed save or half as much on a successful one.

Independence from Atmosphere. The mephit does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Actions

Claws. *Melee Weapon Attack*; +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) slashing damage and 2 (1d4) radiant damage.

Radiation Breath (Recharge 6). The mephit exhales a 15-foot cone of radiation. Each creature in that area must make a DC 11 Constitution saving throw; taking 5 (1d8) radiant damage and gaining the poisoned condition on a failed save, or half as much on a successful one.

Robot

Across the galaxy, many powerful people, organizations, and governments have sought after ways to use technology to improve warfare and security. Rarely is this so defined as where robots are concerned. While there are a number of harmless robots in society that perform various jobs across space stations and on planets, the robots included here are generally referred to as security bots or war machines. There are as many different robots as there are reasons to create them, and though the robots included here are by no means representative of every kind in the galaxy, they cover the broad spectrum of purposes that security and soldier robots might serve.

Destroyer

These huge war machines are vaguely humanoid in shape, but they lack a head and have four arm-like and four leg-like appendages. They trample around on the battlefield, managing a small coterie of warrior robots with their private network. Instead of hands, the destroyer typically has two flaming plasma swords and two grenade launchers. In its wide chest is a store of missiles that it can fire at its targets.

Destroyer, Robot

Huge construct, unaligned

Hit Points: 185 (15d12 +75) [40 barrier points]
Armor Class: 18 (natural armor)
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	21 (+5)	20 (+5)	19 (+4)	10 (+0)	10 (+0)

Saving Throws: Str +13, Con +10, Int +9
Skills: Athletics +13
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 120 ft., passive Perception 10
Languages: Understands any languages programmed into it
Challenge: 13 (10,000 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Private Network. The robot generates its own private network. Other robots can connect to this network and receive orders through it via the robot that generates the network. The DC to bypass into this network is 25. The robot can be affected by the Hack action targeting its legs, grenade launcher (both are separate targets), blades (both are separate targets), and missile launcher.

Active Barrier. The robot has 40 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Siege Monster. The robot deals double damage to objects and structures.

Actions

Multiattack. The robot makes two grenade launcher attacks or four blazing blade attacks.

Grenade Launcher. *Ranged Weapon Attack;* +10 to hit, range 100 ft., one target. Hit: 17 (3d6+5) bludgeoning damage and 12 (3d6) fire damage. Each creature within 5 feet of the target must make a DC 18 Dexterity saving throw, taking 24 (6d6) fire damage on a failed save or half as much on a successful one.

Blazing Blade. *Melee Weapon Attack;* +13 to hit, reach 15 ft., one target. Hit: 22 (2d12+8) plasma damage.

Missile Launcher (Recharge 5-6). As an action, the robot fires a ballistic missile at a target within 1000 feet of it. The target and every object and creature within 50 feet of the targeted spot must make a DC 18 Dexterity saving throw, taking 24 (6d6) bludgeoning damage and 24 (6d6) fire damage or half as much on a successful save.

Warrior

Warrior robots are the true militarized versions of the sentinel robots. They are large, towering at 10 feet in height, and are known to storm across battlefields like lumbering giants. Of all the robots and designs, the warrior robots are built most like something that magic also makes possible. They appear in many ways to be a golem of multifaceted metal and numerous gunneries.

Warrior, Robot

Large construct, unaligned

Hit Points: 147 (13d10 +65) [30 barrier points]
Armor Class: 18 (natural armor)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	21 (+5)	18 (+4)	10 (+0)	10 (+0)

Saving Throws: Str +11, Con +9, Int +8
Skills: Athletics +11
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 60 ft. passive Perception 10
Languages: Understands any languages programmed into it
Challenge: 9 (5,000 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Network Connected. In order to operate, the robot must be connected to a public or private network. For the purposes of the Hack action, this robot has engines, a plasma blade, and a shield disruptor that can be affected.

Active Barrier. The robot has 30 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Actions

Multiattack. The robot makes two plasma blade attacks.

Plasma Blade. *Melee Weapon Attack;* +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 +7) plasma damage.

Plasma Blaster. The robot chooses up to six creatures within a 120 ft. cone that aren't hidden by full cover. Each of those creatures makes a DC 17 Dexterity saving throw, taking 24 (6d6) plasma damage on a failed save or half as much on a successful one.

Shield Disruptor (Recharge 5-6). As a bonus action, the robot generates a wave of electromagnetic energy that washes over a radius of 30 feet around itself. Creatures and objects within my succeed at a DC 17 Intelligence saving throw, losing all resistance and immunity to plasma damage on a failed save or preventing the effect on a successful one.

Drone

Typically used for security of private firms and the homes of the rich, drones are medium sized oval-shaped robots that float around via hover technology. They act as silent watchers and bodyguards when things get nasty. They are particularly good at maneuvering in difficult areas and tight quarters indoors. They wield a plasma spear appendage and can fire plasma blasts from their forward sensory panels. Their centerpiece can also open up to deliver a high charge plasma cannon blast.

Watcher

The watchers are almost purely for security use. They are small spherical constructs 1 to 2 feet in diameter that have the capability to fire their plasma attacks in any direction. They come with large focal sensory systems that allow them to record the visual and audio of their environments and set off alarm systems when they find intruders.

Drone, Robot

Medium construct, unaligned

Hit Points: 48 (6d8 +12) [10 barrier points]
Armor Class: 13
Speed: 0 ft., Fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	17 (+3)	10 (+0)	10 (+0)

Saving Throws: Int +4
Skills: Perception +2
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 120 ft., passive Perception 12
Languages: Understands any languages programmed into it
Challenge: 3 (700 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Network Connected. In order to operate, the robot must be connected to a public or private network. For the purposes of the Hack action, this robot has engines, a plasma spear, a plasma cannon, and a plasma gun that can be affected.

Active Barrier. The robot has 10 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Flyby. The robot doesn't provoke attacks of opportunity when it flies out of an enemy's reach and doesn't suffer from disadvantage for making ranged attacks while in melee.

Actions

Multiattack. The robot makes two plasma spear or two plasma shot attacks.

Plasma Spear. *Melee Weapon Attack;* +5 to hit, reach 10 ft., one target. Hit: 8 (1d8 +3) plasma damage.

Plasma Shot. *Ranged Weapon Attack;* +5 to hit, range 80 ft., one target. Hit: 8 (1d8 +3) plasma damage.

Plasma Cannon (Recharge 6). *Ranged Weapon Attack;* +5 to hit, range 120 ft., two targets. Hit: 15 (3d6 +3) plasma damage.

Watcher, Robot

Small construct, unaligned

Hit Points: 21 (3d8 +3)
Armor Class: 12
Speed: 0 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	20 (+5)	20 (+5)	10 (+0)

Saving Throws: Int +7
Skills: Perception +7
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 120 ft., x-ray vision 40 ft., passive Perception 17
Languages: Understands any languages programmed into it
Challenge: 1 (200 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Network Connected. In order to operate, the robot must be connected to a public or private network. For the purposes of the Hack action, this robot has engines, video feed, alarm system, a plasma spear, and a plasma gun that can be affected.

Constant Video Feed. The robot is always recording every sound and sight that it obtains as it patrols. These records get backed up on the network and also in its internal files.

Undesirables Database. The robot has a feature that allows it to store a large number of facial and vocal details for determining undesirables on a premises.

Actions

Plasma Spear. *Melee Weapon Attack*; +4 to hit, reach 10 ft., one target. Hit: 7 (1d8 +2) plasma damage.

Plasma Shot. *Ranged Weapon Attack*; +4 to hit, reach 80 ft., one target. Hit: 7 (1d8 +2) plasma damage.

Alarm. As a bonus action, the robot can set off any alarms that share a network with it as well as making a loud and visibly potent alarm sequence that can be heard from hundreds of feet away.

Whirler

While the destroyer and its ilk rule the ground, a whirler can sweep in from above. These flying robots look like huge metal eagles with helicopter rotors instead of wings. They fly and hover over the battlefield, firing down on their foes while managing numerous drones and other ground troops within their private network.

Whirler, Robot

Large construct, unaligned

Hit Points: 148 (17d8 +12) [30 barrier points]
Armor Class: 17
Speed: 0 ft., Fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	25 (+7)	21 (+5)	22 (+6)	16 (+3)	10 (+0)

Saving Throws: Str +7, Dex +11, Int +10
Skills: Acrobatics +11, Investigation +10, Perception +7
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 120 ft., passive Perception 17
Languages: Understands any languages programmed into it
Challenge: 11 (7,200 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Private Network. The robot generates its own private network. Other robots can connect to this network and receive orders through it via the robot that generates the network. The DC to bypass into this network is 20. The robot can be affected by the Hack action targeting its engines, plasma rifles (each of the four are separate targets), and its whirlwind generator.

Active Barrier. The robot has 30 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Flyby. The robot doesn't provoke attacks of opportunity when it flies out of an enemy's reach and doesn't suffer from disadvantage for making ranged attacks while in melee.

Actions

Multiattack. The robot makes four plasma rifle attacks.

Plasma Rifle. *Ranged Weapon Attack;* +11 to hit, reach 250 ft., one target. Hit: 19 (3d6 +7) plasma damage.

Generate Whirlwind (Recharge 5-6). The robot leans itself so that its engine turbines can create a huge vortex of wind in a column with a radius of 15 feet and a length of 100 feet. Creatures struck by the column must make a DC 17 Strength saving throw, taking 48 (8d10) bludgeoning damage, being knocked prone, and being pushed to the edge of the column on a failed save or taking half as much and being unmoved on a successful one.

Annihilator

Annihilators are the largest and deadliest of all the war machines. They range in size from 20 to 50 feet in length and have flight capacity. Even when not airborne, their multiple limbs allow them to travel long distances and climb terrain that would be impossible for normal wheelbound tanks. Each annihilator has numerous major plasma weapons on it, including the infamous eradicator style launchers that can blow up opposing tanks and heavy mech suits. It has both the private network generation to control other robots, as well as the internal storage space to transport its own networked troops. Annihilators are best described as enormous robotic scorpions with flight boosters. The curling tail that emits the eradicator blasts are a standard for these massive monstrosities of war and death.

Annihilator, Robot

Gargantuan construct, unaligned

Hit Points: 252 (19d12 +114) [50 barrier HP]
Armor Class: 20 (natural armor)
Speed: 100 ft., Fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	22 (+6)	19 (+4)	10 (+0)	10 (+0)

Saving Throws: Str +12, Dex +12, Con +12, Int +10, Wis +6
Skills: Athletics +12, Acrobatics +12, Computers +10, Investigation +10, Perception +6
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 120 ft., passive Perception 10
Languages: Understands any languages programmed into it
Challenge: 15 (13,000 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Private Network. The robot generates its own private network. Other robots can connect to this network and receive orders through it via the robot that generates the network. The DC to bypass into this network is 25. The robot can be affected by the Hack action targeting its engines, plasma blasters (each of the four are separate targets), invasive network blaster, eradicator, and pulse blast.

Active Barrier. The robot has 50 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Siege Monster. The robot deals double damage to objects and structures.

Flyby. The robot doesn't provoke attacks of opportunity when it flies out of an enemy's reach and doesn't suffer from disadvantage for making ranged attacks while in melee.

Shielded Body. As long as its active barrier is active, the robot is immune to the effects of EMPs, can't be hacked, and is immune to cold, fire, lightning, and thunder damage.

Actions

Multiattack. The robot makes four plasma blaster attacks.

Plasma Blaster. *Ranged Weapon Attack*; +12 to hit, range 200 ft., one target. Hit: 18 (2d10+6) plasma damage.

Invasive Network Blast. The robot can release a blast over its network as a bonus action. All creatures and objects the robot is hostile towards that are connected to its network must make a DC 18 Intelligence saving throw, taking 4d6 psychic damage on a failed save or half as much on a successful one. Objects and machinery that is connected that fails this save becomes disabled for 1 minute.

Pulse Blast (Recharge 4-6). The robot can create a blast of electricity around itself as an action. Creatures within 30 feet of the robot must make a DC 18 Constitution saving throw, taking 60 (10d10) lightning damage on a failed save or half as much on a successful save.

Eradicator (Recharge 6). As an action, the robot fires a plasma missile at a target within 2000 feet of it. The target and every object and creature within 100 feet of the targeted spot must make a DC 18 Dexterity saving throw, taking 84 (12d12) plasma damage or half as much on a successful save.

Legendary Actions

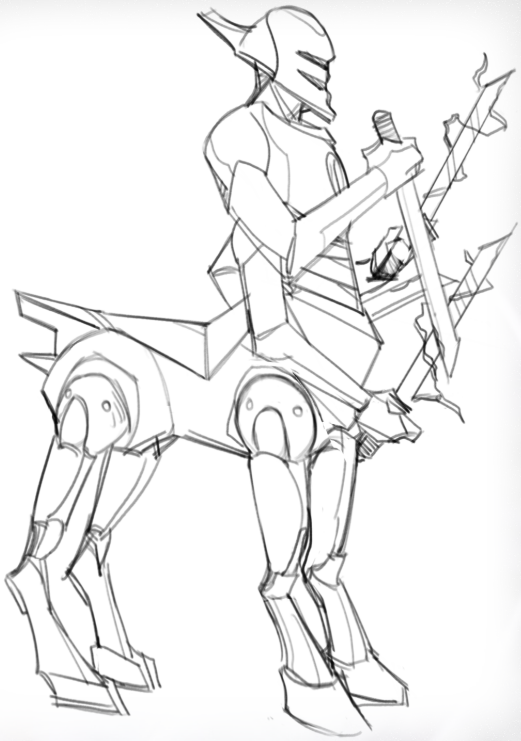
Move. The robot can move its full move speed.

Plasma Blaster Attack. The robot makes a single Plasma Blaster attack.

Recharge Barrier (2 Actions). The robot's active barrier regains 25 hit points.

Hunter

The hunter is a smaller version of the four-legged, four-armed destroyer, and is typically the size of a Human. They are deadly fast and almost always programmed to hunt down prey. Military and police forces often use them to track down enemies and criminals, both in and out of cities, where their skills shine. Unlike the destroyers, hunters have humanoid hands and store plasma sniper rifles within their chests that they can use to take down their prey from afar, as well as high intensity vibrating blades that slide out of their palms.



Hunter, Robot

Medium construct, unaligned

Hit Points: 99 (12d8 +36) [20 barrier points]
Armor Class: 16
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	17 (+3)	19 (+4)	17 (+3)	10 (+0)

Saving Throws: Dex +9, Int +7
Skills: Investigation +7, Perception +6, Survival +6
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 120 ft., x-ray vision 40 ft., passive Perception 21
Languages: Understands any languages programmed into it
Challenge: 7 (2,900 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Private Network. The robot generates its own private network. Other robots can connect to this network and receive orders through it via the robot that generates the network. The DC to bypass into this network is 25. The robot can be affected by the Hack action targeting its legs, vibroblades (each of the four are separate targets), and plasma sniper.

Active Barrier. The robot has 20 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Constant Surveillance. The robot has advantage on perception, investigation, and survival checks.

Actions

Multiattack. The robot makes four vibroblade attacks.

Vibroblade. *Melee Weapon Attack*; +9 to hit, reach 5 ft., one target. Hit: 10 (1d6 +6) piercing damage and 4 (1d6) thunder damage.

Plasma Sniper. *Ranged Weapon Attack*; +9 to hit, reach 1000 ft., one target. Hit: 38 (8d6 +6) plasma damage. The plasma sniper fires at disadvantage at a target within 100 ft and cannot be used to attack a target within 50 ft.

Needle

This curious security and war machine is typically less than foot in length and is often built in the shape of a flying insect. It has a tail that can fire plasma shots as well as two plasma spear stingers from its other appendages. In war, they are typically found in swarms that slip into enemy vehicles and assault them by surprise. In security firms they are often kept inactive until a trap is sprung or they are called by a watcher.

Needle, Robot

Tiny construct, unaligned

Hit Points: 15 (2d8 +2)
Armor Class: 12
Speed: 0 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	15 (+2)	10 (+0)	10 (+0)

Saving Throws: Int +4
Skills: Perception +2
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 60 ft. passive Perception 12
Languages: Understands any languages programmed into it
Challenge: 1/4 (50 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Network Connected. In order to operate, the robot must be connected to a public or private network. For the purposes of the Hack action, this robot has engines, a plasma spear, and a plasma gun that can be affected.

Actions

Plasma Spear. *Melee Weapon Attack*; +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 +2) plasma damage.

Plasma Shot. *Ranged Weapon Attack;* +4 to hit, reach 60 ft., one target. Hit: 6 (1d6 +2) plasma damage.

Sentinel

The sentinel is the stock troop robot of both militaries and security firms. They are humanoid, medium robots that sometimes bear too much resemblance to the Proxy with their metallic frames. Unlike the Proxy, however, sentinels are not sentient. They are straightforward war machines that require the guidance of more advanced systems.

Sentinel, Robot

Medium construct, unaligned

Hit Points: 76 (8d10 +24) [20 barrier points]
Armor Class: 15 (natural armor)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	15 (+2)	15 (+2)	10 (+0)

Saving Throws: Int +5
Skills: Perception +5
Vulnerable to thunder damage
Damage Resistances: necrotic, radiant
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: infrared vision 60 ft. passive Perception 15
Languages: Understands any languages programmed into it
Challenge: 5 (1,800 XP)

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Network Connected. In order to operate, the robot almost always must be connected to a public or private network. For the purposes of the Hack action, this robot has engines, a plasma spear, and a plasma gun that can be affected.

Active Barrier. The robot has 20 barrier points that absorb only ballistic and plasma damage. If depleted, this barrier will restore itself after 1 minute.

Actions

Multiattack. The robot makes three plasma spear or three plasma shot attacks.

Plasma Spear. *Melee Weapon Attack*; +7 to hit, reach 10 ft., one target. Hit: 10 (1d10 +4) plasma damage.

Plasma Shot. *Ranged Weapon Attack*; +7 to hit, reach 120 ft., one target. Hit: 14 (2d8 +4) plasma damage.

Starwyrms

Starwyrms are a mysterious group of creatures that are well-studied but also unpredictable and impossible to truly know. Though there are many individually classified types of starwyrms, scholars are aware that each distinct type is just a different stage of the life of the starwyrm itself. The adult starwyrm appears as a serpentine and whale-like leviathan with draconic features in the head and scaled body. They have four or more limbs, each with clawed feet, and propel themselves through the void using dark matter energy that spews from shimmering blue energy vents.

The Birth of a Starwyrm. At birth, a starwyrm looks more worm than wyrm, writhing about in a nest of mucus and silk created by their progenitor on one of the many planets that the Brahvaasch people call home. They spend roughly five to ten years as a worm that looks like a massive caterpillar. They are cared for by the Brahvaasch people who watch the nesting sites, or oftentimes grow up wild. They are not what most would call sentient during this time, acting more like scaled caterpillars than anything else.

The Brahvaasch. After their time as a larva, the starwyrm will cocoon up for a few years and emerge as a youthful Brahvaasch. It is at this point that they learn the ways of the world as any child might. The Brahvaasch are a slow-growing people who are often ponderous of the galaxy and are well versed in magic. They were one of the first space faring species in the Nacora and settled numerous empty worlds during that time. They live anywhere between five hundred and a thousand years before returning to a homeworld or safe place where they can once again build a cocoon of mucus, scales, dirt, and silk.

The Starling Stage. After a gestation of centuries that does not always result in the birth of a starwyrm (either through disease, outside forces, or simple natural selection), the starwyrm youth emerges from the cocoon. With only a few days of rest, the starwyrm will then take to the skies and into space itself. Unlike other creatures, the starwyrm, after it has achieved this state, requires no sustenance of any kind except pure magical dark matter energy. As a youthful starwyrm, it will travel and consume a great deal of energy. Most conflicts between starwyrms and other denizens in space are with starlings. Starling starwyrms are brightly colored and give off their own aura of light, not unlike stars themselves. They can be any shade of blue, white, yellow, orange, or red. They are serpentine with four lanky limbs ending in deadly claws. It has long been postulated that the claws and teeth, not used for eating, are remnants of previous life stages and self defense.

The Nebula Stage. No one is entirely sure how much time passes before a starling advances to the next stage of its life, but most scholars agree that a starwyrm has reached full adulthood by the nebula stage. During this time, starwyrms grow darker, becoming speckled and patterned like nebulas that can be viewed in space. Scientists theorize that the new patterns are built slowly by the sheer amount of dark matter energy that they consume during their time as a starling. It is also known that during this time they procreate and return to their home planets to generate young, though this is a rare enough occasion that is has only been recorded on video a single time. Also during this stage, they grow more territorial and usually find a piece of the galaxy to call their own, nesting in asteroids and other large space debris.

The Galaxy Stage. The final and largest stage of the starwyrm life cycle sees them as the absolutely gargantuan, slow moving creatures of legend that drift through space devouring wasted dark matter energy. They are often calmer and less territorial (but still enough to be dangerous) than their more youthful forms, and their patterns are so mellow that they blend in with the night sky itself. It is while studying this late stage of life that scientists made the discovery that starwyrms not only devour wasted dark matter that can't be used for magic, but that they recycle and release energy back into the galaxy that can then be used once again by other forms of life. This discovery led a wave of law reform to declare the late stage starwyrms in their galactic state to be government protected across the galaxy.

Memories of the Past. While starwyrms spend centuries of their lifespan as a Brahvaasch, there is still no proof that the personality, personhood, or mind of the Brahvaasch remains entirely the same throughout the lifetime of the starwyrm. It is known that the starwyrms remember their previous lives and are sentient, if ferally dangerous and arrogant, creatures but from those few

memories that people have gathered from starwyrms across the years, it seems the creatures generally consider themselves a new life form when they are born as a starling.

Drawn to Magic. Although starwyrms seem to eat the energy that makes magic possible, they rarely eat creations of magic that are whole and undamaged. In fact, they often have a strange fascination with such artifacts and will take them back to their lair, where it is not uncommon to find a hoard of magical trinkets and other oddities, as well as minerals and gems that hold magical energy particularly well.

Relationship to Planetside Dragons. Across the Nacora Galaxy, on various planets home to sentient life and some that are not, there are creatures ubiquitously called dragons. These terran dragons are reminiscent of the massive appearance and power of the starwyrms, but lack certain features starwyrms have that make them truly unique. Many have postulated that evolutionary paths have run parallel to each other on various worlds, only to split in new and interesting ways. Perhaps the dragons and starwyrms share some mysterious ancestry, but to scholars today there is little proof that they are connected despite their similarities.

Relationship to Lesser Star Dragons. While the starwyrms don't have a deep connection to their brethren on the various planets, they do share a greater deal of biology with Star Drakes and Star Serpents. These lesser dragons are capable of space flight and living in the void. They tend to be attracted to starwyrms and often serve them. These lesser dragons are more vicious and territorial toward other non-dragon species.

Conflict with Other Species. While starwyrms do not have the innately evil tendencies that chromatic dragons from the lands of various planets and the star drakes are known for, they are fiercely territorial, constantly on the search for sources of energy, and arrogant about their existence in comparison to that of mortal creatures. Because of their unpredictable, crafty nature, starwyrms are often classified as incredibly dangerous foes, even when they are friendly. In the end, despite these stereotypes, starwyrms should be treated as any other sentient species in the galaxy and allowed to bear out the full alignment spectrum from lawful good to chaotic evil.

Starwyrm Larva

Medium dragon, unaligned

Hit Points: 75 (10d8 + 30)
Armor Class: 17 (natural armor)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	17 (+3)	3 (-4)	10 (+0)	8 (-1)

Damage Immunities: acid, radiant
Condition Immunities: blinded, deafened
Senses: blindsight 10 ft., passive Perception 5
Languages: none
Challenge: 3 (700 XP)

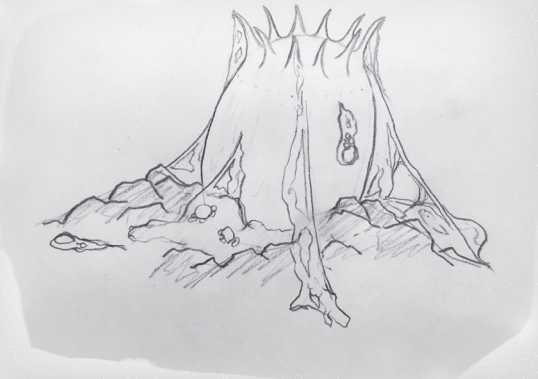
Blind. The larva is both blind and deaf and senses through vibrations. Creatures within range of its blindsight do not have advantage on stealth checks or attacks rolls against it.

Magic Eater. When the larva successfully makes a saving throw against a spell, it gains temporary hit points equal to 3 times that spell's level.

Actions

Bite. *Melee Weapon Attack*; +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 +3) bludgeoning damage and 5 (1d8) acid damage.

Regurgitate (Recharge 5-6). The larva can spew forth its stomach contents and a pile of acid in a cone 15 feet long from its mouth as a defensive mechanism. Any creature caught in the cone must make a DC 13 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.



Starling Starwyrm

Large dragon, chaotic neutral

Hit Points: 191 (17d10 +85)
Armor Class: 18 (natural armor)
Speed: 40 ft., fly 160 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	21 (+5)	15 (+2)	11 (+0)	18 (+4)

Saving Throws: Str +10, Dex +8, Con +9, Int +6, Wis +4, Cha +8
Skills: Acrobatics +8, Perception +8, Stealth +8
Damage Resistances: cold, lightning
Damage Immunities: acid, radiant
Senses: darkvision 120 ft., blindsense 30 ft, passive Perception 18
Languages: Common, Draconic
Challenge: 11 (7,200 XP)

Independence from Atmosphere. The starwyrm does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Magic Eater. When the starwyrm successfully makes a saving throw against a spell, it gains temporary hit points equal to 3 times that spell's level.

Magic Resistance. The starwyrm has advantage on saving throws against magic.

Space Titan. The starwyrm acts as a creature of equal size to spaceships for the purposes of determining how it takes and deals damage to and from spaceships. It also deals double damage to spaceships, objects, and other vehicles with its bludgeoning, piercing, and slashing attacks.

Innate Spellcasting. The starwyrm's spellcasting ability is Charisma (spell save DC 16). The starwyrm can cast the following spells, requiring no material components:
At will: *dancing lights, detect magic, thaumaturgy*
1/day: *darkness, dispel magic, faerie fire, moonbeam*

Actions

Multiattack. The starwyrm makes three melee attacks, one with its bite and two with its claws. Instead it can make two hydrogen ball attacks by breathing tiny motes of explosive gas fused with radiation.

Bite. *Melee Weapon Attack*; +10 to hit, reach 10 ft., one target. Hit: 18 (2d10+6) piercing damage and 8 (2d6) acid damage.

Claw. *Melee Weapon Attack*; +10 to hit, reach 5 ft., one target. Hit: 14 (2d6+6) slashing damage.

Hydrogen Ball. *Ranged Attack*; +8 to hit, reach 120 ft., one target. Hit: 25 (5d8) fire damage.

Radiation Breath (Recharge 5-6). The starwyrm exhales focused radiation in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 64 (16d6) radiant damage and contracts the radiation poisoning disease. A successful saving throw halves this damage and prevents the contraction of the disease.

Radiation Poisoning. This disease is discussed in detail in Chapter Nine of this guide and can be found at the beginning of this chapter.

Nebula Starwyrm

Huge dragon, chaotic neutral

Hit Points: 278 (20d12 +133)
Armor Class: 20 (natural armor)
Speed: 50 ft., Fly 160 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	23 (+6)	25 (+7)	19 (+4)	13 (+1)	20 (+5)

Saving Throws: Str +14, Dex +12, Con +13, Int +10, Wis +7, Cha +11
Skills: Athletics +14, Acrobatics +12, Perception +13
Damage Resistances: Cold; Lightning
Damage Immunities: Acid; Radiant
Senses: Darkvision 240 ft., Blindsight 60 ft., Passive Perception 23
Languages: Common, Draconic
Challenge: 18 (20,000 XP)

Independence from Atmosphere. The starwyrm does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Magic Eater. When the starwyrm successfully makes a saving throw against a spell, it gains temporary hit points equal to 3 times that spell's level.

Magic Resistance. The starwyrm has advantage on saving throws against magic.

Legendary Resistance (3/Day). If the starwyrm fails a saving throw, it can choose to succeed instead.

Sickening Presence. Being close to a starwyrm of this age means being around significant levels of poisonous radiation. At the beginning of the starwyrm's turn, the creature can pulse its aura of radiation. Creatures within 60 feet of the starwyrm must make a DC 19 Constitution saving throw or be poisoned for 1 minute. A successful save prevents this effect and renders the creature saving immune to this ability for 24 hours. Once poisoned this way, a creature can attempt a new saving throw at the end of each of its turns. Radiation dampening equipment grants you advantage on this saving throw, but does not make you immune to it.

Space Titan. The starwyrm acts as a creature of equal size to spaceships for the purposes of determining how it takes and deals damage to and from spaceships. It also deals double damage to spaceships, objects, and other vehicles with its bludgeoning, piercing, and slashing attacks.

Innate Spellcasting. The starwyrm's spellcasting ability is Charisma (spell save DC 19). The starwyrm can cast the following spells, requiring no material components:

At will: *dancing lights, detect magic, thaumaturgy*
3/day: *absorb elements, darkness, dispel magic, faerie fire, moonbeam, shield*
1/day: *flame strike, greater invisibility, hallucinatory terrain, virulent necrosis**

Actions

Multiattack. The starwyrm can use its sickening presence and then makes three melee attacks, one with its bite and two with its claws. Instead it can make two hydrogen ball attacks by breathing tiny motes of explosive gas fused with radiation.

Bite. *Melee Weapon Attack;* +14 to hit, reach 10 ft., one target. Hit: 20 (2d10+8) piercing damage and 12 (3d6) acid damage.

Claw. *Melee Weapon Attack;* +14 to hit, reach 5 ft., one target. Hit: 16 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack;* +14 to hit, reach 15 ft., one target. Hit: 18 (2d8+8) slashing damage.

Hydrogen Ball. *Ranged Attack;* +12 to hit, reach 120 ft., one target. Hit: 35 (7d8) fire damage.

Radiation Breath (Recharge 5-6). The starwyrm exhales focused radiation in a 60-foot cone. Each creature in that area must make a DC 21 Constitution

saving throw, taking 72 (18d6) radiant damage and contracts the radiation poisoning disease. A successful saving throw halves this damage and prevents the contraction of the disease. A creature that fails this save and already has a level of exhaustion from the disease gains another level of exhaustion instead.

Radiation Poisoning. This disease is discussed in detail in Chapter Nine of this guide and can be found at the beginning of this chapter.

Legendary Actions

Detect. The starwyrm makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Cast a Spell or Hydrogen Attack (2 Actions). The starwyrm can cast a spell that can be cast with a single action or makes a hydrogen ball attack.

A Starwyrm's Lair

Space travel is often dangerous and there are a thousandfold reasons that a particular area might be treacherous. One such reason is the aura of a starwyrm having made its home in a particular area of space. The open space around where the starwyrm sleeps and nests is fraught with energies that disrupt communications and other sensory devices on spaceships. Passing through the area directly around a lair can mean flying blind.

At the center of this radius of energies and disruptive radiation is usually a massive asteroid or other piece of space debris that the starwyrm houses itself in. These hollow asteroids and pieces of rock or metal (oftentimes a long abandoned space station or spaceship might find itself home to a starwyrm) drift through an area of space at an unusually rigid trajectory that the starwyrm controls.

Lair Actions

On initiative count 20 (losing initiative ties), the starwyrm takes a lair action to cause one of the following effects; the starwyrm can't use the same effect two rounds in a row:

- Piercing radiation concentrates around a point that the starwyrm can see within 120 feet of it in a radius of 10 feet. Creatures caught inside the radiation must make a DC 16 Constitution saving throw; taking 6d6 radiant damage gaining the poisoned condition until the end of their next turn on a failed save or half as much damage and no poisoned condition on a successful one.
- The solid parts of the lair that the starwyrm is in shift at its will, moving it up to 1000 feet through space. Each creature inside the lair other than the starwyrm must make a DC 16 Dexterity saving throw or suffer 3d6 bludgeoning damage as they are jostled around inside. A successful saving throw negates this damage. If the creatures are currently affected by gravity they also fall prone on a failed save. If the creature is on the outside of the primary lair, the saving throw is instead to hold on and not be flung off into space.
- Magical power charges through the air. Until initiative count 20 on the next round, all saving throws against magic are made with disadvantage as the power supercharges all casting within the lair.

Regional Effects

The region containing the starwyrm's lair is warped by the starwyrm's magic, which creates one or more of the following effects:

- Communication and sensory equipment stop working within 500 miles of the starwyrm's lair.
- Physical objects within 100 miles of the lair pulse with magic, even though the magic isn't doing anything.
- Other magical creatures, or facsimiles of them, spring up around the lair and move to regions inside and outside of it.

If the starwyrm dies, these effects fade over the course of 1d100 days.

DRAGONS IN SPACE

The dragons normally included in 5th edition have special places within the Spaceships and Starwyrms narrative. They are creatures bound to planetary life (insomuch as any sentient creature is), but they are also shapeshifters and might take a humanoid form to reach the stars and exert influence there.

Beyond these classical dragons, there are space versions of each of the standard 5th edition dragons, as well as the sea serpent. These are known as star drakes and star serpents, but other than having the Independence from Atmosphere ability of the starwyrm included here, they are mechanically identical to those creatures found in the standard 5th edition rulesets.

Galaxy Starwyrm

Gargantuan dragon, chaotic neutral

Hit Points: 639 (30d20+300)
Armor Class: 23 (natural armor)
Speed: 50 ft., Fly 160 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	30 (+10)	19 (+4)	15 (+2)	23 (+6)

Saving Throws: Str +18, Dex +12, Con +18, Int +12, Wis +10, Cha +14
Skills: Athletics +18, Perception +18
Damage Resistances: cold, lightning
Damage Immunities: acid, radiant
Senses: darkvision 360 ft., blindsight 120 ft., passive Perception 28
Languages: Common, Draconic
Challenge: 25 (75,000 XP)

Independence from Atmosphere. The starwyrm does not need to breathe. Details on this ability can be found at the beginning of this chapter.

Magic Eater. When the starwyrm successfully makes a saving throw against a spell, it gains temporary hit points equal to 3 times that spell's level.

Magic Resistance. The starwyrm has advantage on saving throws against magic.

Legendary Resistance (3/Day). If the starwyrm fails a saving throw, it can choose to succeed instead.

Sickening Presence. Being close to a starwyrm of this age means being around significant levels of poisonous radiation. At the beginning of the starwyrm's turn, the creature can pulse its aura of radiation. Creatures within 60 feet of the starwyrm must make a DC 19 Constitution saving throw or be poisoned for 1 minute. A successful save prevents this effect and renders the creature saving immune to this ability for 24 hours. Once poisoned this way, a creature can attempt a new saving throw at the end of each of its turns. Radiation dampening equipment grants you advantage on this saving throw, but does not make you immune to it.

Space Titan. The starwyrm acts as a creature of equal size to spaceships for the purposes of determining how it takes and deals damage to and from spaceships. It also deals double damage to spaceships, objects, and other vehicles with its bludgeoning, piercing, and slashing attacks.

Innate Spellcasting. The starwyrm's spellcasting ability is Charisma (spell save DC 22). The starwyrm can cast the following spells, requiring no material components:

At will: *dancing lights, detect magic, thaumaturgy*
3/day: *absorb elements, darkness, dispel magic, faerie fire, flame strike, greater invisibility, hallucinatory terrain, moonbeam, shield, virulent necrosis**
1/day: *disintegrate, etherealness, sunbeam*

Actions

Multiattack. The starwyrm can use its sickening presence and then makes three melee attacks, one with its bite and two with its claws. Instead it can make two hydrogen ball attacks by breathing tiny motes of explosive gas fused with radiation.

Bite. *Melee Weapon Attack*; +18 to hit, reach 15 ft., one target. Hit: 22 (2d10+10) piercing damage and 20 (5d6) acid damage.

Claw. *Melee Weapon Attack*; +18 to hit, reach 5 ft., one target. Hit: 18 (2d6+10) slashing damage.

Tail. *Melee Weapon Attack*; +18 to hit, reach 15 ft., one target. Hit: 20 (2d8+10) slashing damage.

Hydrogen Ball. *Ranged Attack*; +12 to hit, reach 120 ft., one target. Hit: 50 (10d8) fire damage.

Radiation Breath (Recharge 5-6). The starwyrm exhales focused radiation in a 90-foot cone. Each creature in that area must make a DC 26 Constitution saving throw, taking 104 (26d6) radiant damage and contracts the radiation poisoning disease. A successful saving throw halves this damage and prevents the contraction of the disease. A creature that fails this save and already has a level of exhaustion from the disease gains another level of exhaustion instead.

Radiation Poisoning. This disease is discussed in detail in Chapter Nine of this guide and can be found at the beginning of this chapter.

Legendary Actions

Detect. The starwyrm makes a Wisdom (Perception) check.

Tail Attack. The starwyrm makes a tail attack.

Cast a Spell or Hydrogen Attack (2 Actions). The starwyrm can cast a spell that can be cast with a single action or make a hydrogen ball attack.



The Veerux

Hailing from a galaxy beyond the Nacora, the Veerux are a society of Humans that took to space millennia ago, long before even the Brahvaasch entered the cosmic scene. They moved across multiple galaxies as a massive empire with a cult-like devotion to their religion, emperor, society, and species. It is their belief that Humans are the only true sentient race with souls and that all others exist for the use of Humans. They have wiped out worlds of species that will never be known to the galaxy because they are extinct, their populations killed and their worlds filled with seeded Human populations that the Veerux could harvest later to increase their ever-growing population.

Soldiers Tempered by Religious Law. The Veerux are a militant society guided by lawful religious fervor. The people of the Nacora Galaxy have learned bits and pieces of Veerux culture over centuries of fighting them. It is a rigid existence, but one that is rewarding for those willing to follow the word of law and death.

The Chant of Xaldin. The worship of Xaldin, the Voice of Truth, is the primary religion of the Veerux. It guides their society, their warfare, and quite literally every aspect of their lives. The text of this mysterious song forms the core of their society and drives them to commit heinous acts. Those who lead other Veerux in a religious sense and keep the knowledge of the chant are known as Chanters.

Devouring Flesh and Blood. The Veerux are feared in no small part due to their appetite for flesh. If the acting general doesn't believe captured enemies to be worthwhile to another cause or negotiation, the captured people are butchered and eaten by the Veerux troops. Enemies become food rations. The art of butchering other sentient races is a sacred one practiced by those given the title by the Church of Xaldin, the Butchers.

Constant Incursion. To those in the Nacora Galaxy, the Veerux are a constant military threat, always prodding and moving in on their territory. Though no one in this galaxy knows where the Veerux reside, many say that they are better off not knowing, for the Veerux are terrifying enough without knowing exactly how many worlds of sentient-species-eating Humans there actually are.

Commander, Veerux

Medium humanoid, lawful evil

Hit Points: 116 (16d8 +33) [25 barrier points]
Armor Class: 18 or 22 (with shield)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	16 (+3)	14 (+2)	14 (+2)

Saving Throws: Str +5, Con +7
Skills: Athletics +5, Acrobatics +9, Insight +6, Intimidation +6, Investigation +7, Perception +6
Senses: Passive Perception 16
Languages: Common, Veeruxian
Challenge: 9 (5,000 XP)

Equipment. Beam Rifle, Plasma Sword, Battletech Suit, Barrier Energy Shield, Personal Energy Barrier Mark IV.

Marksmanship. The commander gets a +2 bonus to attack rolls with ranged weapons. This bonus is already calculated in the attack roll bonuses below.

Warding Cry. When a creature under the commander's direction is hit by an attack, the commander can use a reaction to halve that attack's damage.

Mantle of Alliance. Once per turn, when the commander deals damage they deal 1d6 extra damage plus an additional 1d6 for each allied creature under their direction within 10 feet of the commander.

Actions

Multiattack. The commander makes two attacks with their beam rifle or plasma sword.

Plasma Sword. *Melee Weapon Attack;* +9 to hit, reach 5 ft., one target. Hit: 11 (1d10 +5) plasma damage.

Beam Rifle. *Ranged Weapon Attack;* +11 to hit, range 60 ft./180 ft., one target. Hit: 13 (2d6 +5) plasma damage.

Guided Strike (3/Day). When the commander uses their multiattack, they can forgo one of their attacks to direct a willing friendly creature to make a weapon attack or cast one cantrip that requires only one attack roll as a reaction, adding a d12 to the attack or cantrip's damage roll.

Butcher, Veerux

Medium humanoid, lawful evil

Hit Points: 108 (13d10 +26) [15 barrier points]
Armor Class: 18
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws: Str +9, Dex +4, Con +6, Int +5, Wis +8, Cha +11
Skills: Arcana +4, Athletics +8, Deception +7, Insight +4, Intimidation +7
Condition Immunities: charmed, disease, frightened, poisoned
Senses: passive Perception 11
Languages: Common, Veeruxian
Challenge: 8 (2,900 XP)

Equipment. Greatsword, Battletech Suit, Personal Energy Barrier Mk II.

Divine Smite. When the butcher hits a creature with a melee attack, they can expend a spell slot to deal 2d8 additional necrotic damage with a 1st level spell plus 1d8 for each level slot higher than 1st. This damage increases by 1d8 if the target is a humanoid that is not a Human.

Aura of Hate. Whenever a creature within 10 feet of the butcher takes damage, the creature takes 4 necrotic damage.

Spellcasting. The butcher is a 13th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The butcher has the following paladin spells prepared.
1st level (4 slots): *command, compelled duel, shield of faith, searing smite*
2nd level (3 slots): *branding smite, zone of truth*
3rd level (3 slots): *blinding smite, dispel magic*
4th level (1 slot): *staggering smite*

Actions

Multiattack. The butcher makes two attacks with their greatsword.

Greatsword. *Melee Weapon Attack;* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6+5) slashing damage and 5 (1d8) necrotic damage.

Channel Divinity (Recharges upon completing a short or long rest). The butcher can create a wave of maddening power as an action. Creatures within 60 feet of the butcher must make a DC 15 Wisdom saving throw. Creatures that fail this save become cursed, gaining vulnerability to damage and having disadvantage on saving throws for 1 minute. A successful save prevents this effect.

Acolyte, Veerux

Medium humanoid, lawful evil

Hit Points: 21 (3d8 + 3)
Armor Class: 14
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	11 (+1)	13 (+1)	8 (-1)

Skills: Acrobatics +4, Perception +3
Senses: passive Perception 13
Languages: Veeruxian
Challenge: 1/2 (50 XP)

Equipment. Plasma Pistol, Shortsword, Plexisteel Vacsuit, Personal Energy Barrier Mark I.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 +2) slashing damage.

Plasma Pistol. *Ranged Weapon Attack:* +4 to hit, range 60 ft./180 ft., one target. Hit: 7 (1d8 +2) plasma damage.

Chanter, Veerux

Medium humanoid, lawful evil

Hit Points: 117 (19d8 +19) [20 barrier points]
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	16 (+3)	22 (+6)	18 (+4)

Saving Throws: Wis +11, Cha +9
Skills: Arcana +8, Etiquette +9, History +8, Insight +11, Perception +11, Persuasion +9
Senses: passive Perception 21
Languages: Common, Veeruxian
Challenge: 13 (10,000 XP)

Equipment. Plasma Blaster, Carbon Fiber Vacsuit, Energy Buckler, Personal Energy Barrier Mk III.

Chant of Predation. When the chanter deals damage to a creature with less than full hit points, they deal additional damage equal to their Wisdom modifier.

Chant of Sacrifice. When the chanter makes an attack or damage roll while at less than full hit points, they add 1d10 to those rolls.

Chant of Exsanguination. When the chanter deals damage, they gain 10 temporary hit points as long as they don't already have temporary hit points.

Spellcasting. The chanter is a 19th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The chanter knows the following oracle spells.

Cantrips (At Will): *chill touch, guidance, produce flame, ray of frost, shocking grasp, thaumaturgy*
1st level (4 slots): *bane, cure wounds, guiding bolt, shield*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (3 slots): *slow, spirit guardians*
4th level (3 slots): *blight, divination*
5th level (3 slots): *dominate person, raise dead, scrying*
6th level (2 slots): *true seeing*
7th level (1 slots): *finger of death*
8th level (1 slots): *telepathy*
9th level (1 slots): *mass heal*

Actions

Plasma Pistol. *Ranged Weapon Attack;* +5 to hit, range 60 ft/180 ft., one target. Hit: 5 (1d8) plasma damage.

Soldier, Veerux

Medium humanoid, lawful evil

Hit Points: 44 (5d10 +10) [10 barrier points]
Armor Class: 16
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws: Str +5, Con +4
Skills: Athletics +5, Acrobatics +5, Intimidation +2, Perception +3
Senses: passive Perception 13
Languages: Veeruxian
Challenge: 2 (450 XP)

Equipment. Plasma Rifle, Longsword, Carbon Fiber Breastplate, Personal Energy Barrier Mark I.

Marksmanship. The soldier gets a +2 bonus to attack rolls with ranged weapons. This bonus is already calculated in the attack roll bonuses below.

Actions

Multiattack. The soldier makes two melee and/or ranged attacks with their plasma rifle or longsword.

Longsword. *Melee Weapon Attack;* +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 +3) slashing damage.

Plasma Rifle. *Ranged Weapon Attack;* +5 to hit, range 150 ft./600 ft., one target. Hit: 11 (2d6 +3) plasma damage.

Second Wind (1/Day). The soldier can use a bonus action to regain 1d10+5 hit points.

Infiltrator, Veerux

Medium humanoid, lawful evil

Hit Points: 63 (10d8 +20) [15 barrier points]
Armor Class: 18
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws: Dex +7, Int +6
Skills: Athletics +4, Acrobatics +11, Computers +10, Deception +7, Insight +4, Stealth +11, Thieves' Tools +6, Disguise Kit +6
Senses: passive Perception 11
Languages: Binary, Common, Veeruxian
Challenge: 5 (1,800 XP)

Equipment. Plasma Blaster, Plasma Sword, Nervewire Cyberware, Shield Bracers Mk II, Personal Energy Barrier Mark II.

Sneak Attack. Once per turn, the infiltrator deals an extra 20 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the infiltrator doesn't have disadvantage on the attack roll.

Actions

Cunning Action. On each of its turns, the infiltrator can use a bonus action to take the Dash, Disengage, Hide, or Hack.

Plasma Sword. *Melee Weapon Attack;* +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 +4) plasma damage.

Plasma Blaster. *Ranged Weapon Attack;* +7 to hit, range 60 ft./180 ft., one target. Hit: 10 (1d10 +4) plasma damage.

Hack. *Special Attack Action;* Computers check vs. Computers check or Intelligence saving throw (see Chapter Ten).

Elite, Veerux

Medium humanoid, lawful evil

Hit Points: 103 (11d10 +33) [15 barrier points]
Armor Class: 19 (predictive fighting)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws: Str +4, Dex +6, Con +6
Skills: Athletics +4, Acrobatics +8, Insight +6, Intimidation +4, Investigation +4, Perception +10
Senses: passive Perception 20
Languages: Veeruxian
Challenge: 6 (3,600 XP)

Equipment. Plasma Rifle, Longsword, Carbon Fiber Breastplate, Personal Energy Barrier Mark I.

Two-Weapon Fighting. The elite adds their ability modifier to damage on off-hand attacks.

Deft Dodging. If the elite does not have the covered condition, their armor class is considered 2 higher against ranged attacks.

Actions

Multiattack. The elite makes three melee attacks with their plasma sword or two ranged attacks with their beam pistol. The elite can make a fourth melee attack with its bonus action.

Plasma Sword. *Melee Weapon Attack*; +8 to hit, reach 5 ft., one target. Hit: 11 (1d10 +5) plasma damage.

Plasma Blaster. *Ranged Weapon Attack*; +8 to hit, range 60 ft./180 ft., one target. Hit: 11 (1d10 +5) plasma damage.






Psychic Warrior, Veerux

Medium humanoid, lawful evil

Hit Points: 74 (10d10 +10) [15 barrier points]
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	18 (+4)	14 (+2)	12 (+1)

Saving Throws: Con +4, Int +8
Skills: Arcana +7, Athletics +3, Etiquette +4, Insight +5, Perception +5
Senses: Passive Perception 15
Languages: Common, Veeruxian
Challenge: 5 (1,800 XP)

Equipment. Plasma Shotgun, Plexisteel Vacsuit, Energy Buckler, Personal Energy Barrier Mk II.

Psychic Knacks. The psychic can cast the following knacks at will: *mage hand*, *message*, *vicious mockery*.

Spellcasting. The psychic is a 10th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The psychic has the following psion spells prepared.

1st level (4 slots): *charm person, dissonant whispers, healing word, terrorize**

2nd level (3 slots): *blindness/deafness, crown of madness, suggestion*

3rd level (2 slots): *fireball, fly*

Actions

Multiattack. The psychic makes two ranged attacks with their plasma blaster.

Plasma Shotgun. *Ranged Weapon Attack*; +8 to hit, range 10 ft/40 ft., one target. Hit: 16 (2d6 +1d8 +3) plasma damage.

Focus Pool. The psychic has 10 focus points to spend on the following focus powers.

Absorb Life. When the psychic deals damage, they may spend 1 focus point as a reaction to heal themself 14 points.

Moment of Rage. The psychic chooses a creature within 60 feet of it and spends 1 focus point as a bonus action to have that creature make a single attack on a creature it is able to attack. It chooses its target randomly.

Science Officer, Veerux

Medium humanoid, lawful evil

Hit Points: 33 (5d8 +5) [10 barrier points]
Armor Class: 15 (mage armor)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	12 (+1)

Saving Throws: Int +6, Wis +4
Skills: Computers +6, History +6, Insight +4, Investigation +6, Medicine +9, Perception +4, Science +6, First Aid Kit +9, Profession's Tools (Chemistry) +9, Scanning Tools +9
Senses: passive Perception 14
Languages: Binary, Common, Draconic, Veeruxian
Challenge: 3 (700 XP)

Equipment. Plasma Blaster, Shield Bracer Mk II, Personal Energy Barrier Mk I.

Inventions. The scientist is a 5th level inventor. Their invention ability it Intelligence (Spell save DC 14, +6 to hit with inventions). The scientist has 9 battery charges and 3 of which can be used before requiring a recharge (at least 1 minute of time). All inventions used mimic that named spell as though cast with a 3rd level slot. The scientist also has the following four gadgets prepared:

Gadgets: *mending, message, poison spray, shocking grasp*

Inventions: *burning hands, cure wounds, darkness, lesser restoration, mage armor**, magic missile, ray of enfeeblement, shatter, slow, terrorize*, vampiric touch, zone of truth*

**Because they will precast mage armor, it does not count against their 3 inventions, though it does count against their daily battery charges.

Actions

Custom Plasma Blaster. *Ranged Weapon Attack*; +6 to hit, range 60 ft./180 ft., one target. Hit: 10 (1d10 +4) plasma damage plus 8 (2d6) necrotic damage.

Sample NPC Stat Blocks

The following section includes a number of basic examples of NPCs that might be encountered or fought against in the span of an adventure in the galaxy of Spaceships and Starwyrms.

Bodyguard

Any species, any alignment

Hit Points: 74 (9d10 +18)
Armor Class: 16 (with shield)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws: Str +4, Con +4
Skills: Athletics +4, Acrobatics +5, Intimidation +2, Perception +3
Damage Resistances: ballistic
Senses: passive Perception 13
Languages: Galactic
Challenge: 3 (700 XP)

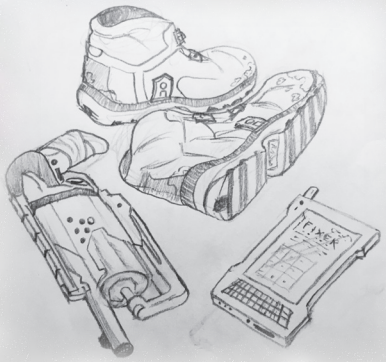
Equipment. Plasma Pistol, Longsword, Energy Buckler, Titanium Mesh

Actions

Multiattack. The bodyguard makes two melee and/or ranged attacks with their plasma pistol or longsword.
Longsword. *Melee Weapon Attack;* +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 +2) slashing damage.
Plasma Pistol. *Ranged Weapon Attack;* +5 to hit, range 60 ft./180 ft., one target. Hit: 8 (1d8 +3) plasma damage.

Reactions

Protection. As a reaction, the bodyguard can impose disadvantage on an attack roll made against a creature adjacent to them.



Citizen

Any species, any alignment

Hit Points: 5 (1d8)
Armor Class: 10
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses: passive Perception 10
Languages: Galactic
Challenge: 0 (10 XP)

Actions

Improvised Weapon. *Melee Weapon Attack;* +2 to hit, reach 5 ft., one target. Hit: 4 (1d6) bludgeoning damage.

Con Artist

Any species, any non-lawful alignment

Hit Points: 13 (2d8)
Armor Class: 14
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	13 (+1)	13 (+1)	16 (+3)

Saving Throws: Dex +4, Int +3
Skills: Deception +7, Etiquette +5, Insight +3, Intimidation +5, Persuasion +5, Sleight of Hand +6
Senses: passive Perception 11
Languages: Galactic
Challenge: 1/8 (25 XP)

Equipment. Pistol, Dagger, Rawhide Coat, Thieves' Tools, Disguise Kit

Actions

Dagger. *Melee Weapon Attack;* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 +2) piercing damage.
Pistol. *Ranged Weapon Attack;* +4 to hit, range 60 ft./180 ft., one target. Hit: 7 (1d8 +2) ballistic damage.

Diplomat

Any species, any alignment

Hit Points: 28 (5d8) [20 barrier points]
Armor Class: 13
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	14 (+2)	15 (+2)	18 (+4)

Saving Throws: Int +4, Wis +4
Skills: Deception +6, Etiquette +8, History +4, Insight +3, Investigation +4, Perception +4, Persuasion +8
Senses: passive Perception 14
Languages: Galactic
Challenge: 1/2 (100 XP)

Equipment. Plasma Pistol, Shield Bracer, Personal Energy Barrier Mark III

Inspire (4/Day). As a bonus action, the diplomat can inspire another creature, granting them a d8 that they can roll and add to any ability check, attack roll, or saving throw they make in the next 10 minutes.

Actions

Plasma Pistol. *Ranged Weapon Attack;* +5 to hit, range 60 ft./180 ft., one target. Hit: 8 (1d8 +3) plasma damage.

Diviner

Any species, any alignment

Hit Points: 53 (10d8 +10)
Armor Class: 12
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	15 (+2)

Saving Throws: Con +4, Wis +8, Cha +5
Skills: Arcana +5, History +5, Insight +8, Perception +8, Persuasion +5, Sleight of Hand +5
Senses: passive Perception 18
Languages: Celestial, Galactic, Draconic, Infernal
Challenge: 5 (1,800 XP)

Preternatural Foresight (3/Day). The diviner can cast the divination spell with no required components as long as it is to answer a question asked by another creature.

Spellcasting. The diviner is a 10th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The diviner knows the following oracle spells.

Cantrips (At Will): *guidance, produce flame, mending, thaumaturgy*
1st level (4 slots): *bane, cure wounds, guiding bolt*
2nd level (3 slots): *calm emotions, levitate, see invisibility*
3rd level (3 slots): *clairvoyance, tongues*
4th level (3 slots): *banishment, death ward*
5th level (2 slots): *dream, scrying*

Actions

Pistol. *Ranged Weapon Attack;* +5 to hit, range 60 ft/180 ft., one target. Hit: 5 (1d8) ballistic damage.

Fanatic

Any species, any non-good alignment

Hit Points: 32 (5d8 +5)
Armor Class: 14
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	11 (+0)	15 (+2)

Skills: Acrobatics +4, Deception +4, Intimidation +4, Persuasion +4
Senses: passive Perception 10
Languages: Galactic
Challenge: 1 (200 XP)

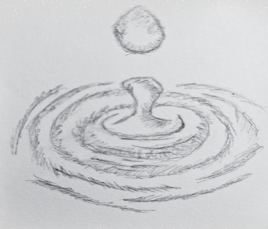
Equipment. Plasma Pistol, Dagger, Rawhide Coat

Actions

Multiattack. The fanatic makes two melee and/or ranged attacks.

Dagger. *Melee Weapon Attack*; +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 +2) piercing damage.

Plasma Pistol. *Ranged Weapon Attack*; +4 to hit, range 60 ft./180 ft., one target. Hit: 7 (1d8 +2) plasma damage.



Frontier Pilot

Any species, any alignment

Hit Points: 38 (6d8 +5)
Armor Class: 16
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	13 (+1)	11 (+0)	15 (+2)

Skills: Acrobatics +6, Piloting +8, Intimidation +4, Mechanics +3, Perception +3, Survival +3
Senses: passive Perception 13
Languages: Galactic
Challenge: 2 (450 XP)

Equipment. Plasma Pistol, Plexisteel Flightsuit, Personal Energy Barrier Mark I

Actions

Multiattack. The pilot makes two ranged attacks.
Plasma Pistol. *Ranged Weapon Attack*; +6 to hit, range 60 ft/180 ft., one target. Hit: 9 (1d8 +4) plasma damage.

Gang Leader

Any species, any alignment

Hit Points: 60 (7d10 +14)
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	13 (+1)

Skills: Athletics +5, Intimidation +3, Persuasion +3, Stealth +5
Senses: passive Perception 10
Languages: Galactic
Challenge: 3 (700 XP)

Equipment. Plasma Rifle, Rawhide Coat, Personal Energy Barrier Mark I, Greatsword
Dirty Tactics. When the gang leader attacks a creature that took damage from another creature since the gang leader's last turn, the gang leader's attacks deal an extra 1d6 damage.

Actions

Multiattack. The gang leader makes two melee and/or ranged attacks.
Greatsword. *Melee Weapon Attack*; + 5 to hit, reach 5 ft., one target. Hit: 11 (2d6 +3) slashing damage.
Plasma Rifle. *Ranged Weapon Attack*; +5 to hit, range 60 ft/180 ft., one target. Hit: 11 (2d6 +3) plasma damage.

Reactions

Shore Up. When a creature than can see or hear the gang leader would take damage from an attack, the gang leader can use their reaction to allow that creature to their reaction to take the dash action without incurring attacks of opportunity.

Ganger

Any species, any alignment

Hit Points: 16 (2d10)
Armor Class: 12
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	9 (-1)	13 (+1)	10 (+0)

Senses: passive Perception 11
Languages: Galactic
Challenge: 1/4 (50 XP)

Equipment. Plasma Pistol, Leather Jacket, Shortsword
Dirty Tactics. When the ganger attacks a creature that took damage from another creature since the ganger's last turn, the ganger's attacks deal an extra 1d6 damage.

Actions

Shortsword. *Melee Weapon Attack*; + 3 to hit, reach 5 ft., one target. Hit: 5 (1d6 +1) slashing damage.
Plasma Pistol. *Ranged Weapon Attack*; +3 to hit, range 60 ft/180 ft., one target. Hit: 6 (1d8 +1) plasma damage.



Gun for Hire

Any species, any alignment

Hit Points: 56 (13d10 +10)
Armor Class: 16
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	14 (+2)	15 (+2)	9 (-1)

Skills: Athletics +5, Acrobatics +7, Investigation +5, Mechanics +5, Piloting +7, Perception +5, Stealth +7
Senses: passive Perception 10
Languages: Galactic
Challenge: 5 (1,800 XP)

Equipment. Beam Rifle (scope, infrared scope), Carbon Fiber Vacsuit, Personal Energy Barrier Mark II, Dueling Blade

Tracker. The gun-for-hire has advantage on checks to track a mark or investigate a crime scene.

Actions

Multiattack. The gun-for-hire makes three melee and/or ranged attacks.

Dueling Blade. *Melee Weapon Attack*; + 7 to hit, reach 5 ft., one target. Hit: 9 (1d8 +4) piercing damage.

Beam Rifle. *Ranged Weapon Attack*; +7 to hit, range 600 ft., one target. Hit: 14 (2d8 +4) plasma damage.

Reactions

Duck and Cover. The gun-for-hire adds 3 to its AC against one ranged attack that would hit it. To do so, the gun-for-hire must see the attacker.

Hacker

Any species, any alignment

Hit Points: 31 (5d8 +5) [10 barrier points]
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	16 (+3)	11 (+0)	13 (+1)

Skills: Acrobatics +5, Computers +7, Deception +3, Investigation +5, Mechanics +2, Stealth +7
Senses: passive Perception 10
Languages: Galactic
Challenge: 2 (450 XP)

Equipment. Mark I Handheld Computer, Plasma Rifle, Plexisteel Flightsuit, Personal Energy Barrier Mark I, Plasma Sword

Hacking Specialist. The hacker can take the Hack action as a bonus action.

Sneak Attack. Once a turn, the hacker can deal an extra 3d6 damage with an attack they make against a creature within 5 feet of a hostile creature or against a creature if their attack has advantage.

Actions

Plasma Sword. *Melee Weapon Attack;* + 5 to hit, reach 5 ft., one target. Hit: 11 (2d6 +3) plasma damage.

Plasma Rifle. *Ranged Weapon Attack;* +5 to hit, range 60 ft/180 ft., one target. Hit: 11 (2d6 +3) plasma damage.

Hack Action. The hacker can use the Hack action utilizing their computer as described in the hacking rules in Chapter Ten.



Marine

Any species, any alignment

Hit Points: 59 (7d10 +14) [15 barrier points]
Armor Class: 16
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Skills: Athletics +5, Acrobatics +7, Perception +4, Piloting +7
Senses: passive Perception 14
Languages: Galactic
Challenge: 4 (1,100 XP)

Equipment. Light Machine Gun, Beam Rifle, Carbon Fiber Breastplate, Clickseal Helmet, Personal Energy Barrier Mark II

Actions

Multiattack. The marine makes two ranged attacks with their light machine gun or beam rifle (they only use the beam rifle when battling in a spaceship or space station.
Light Machine Gun. *Ranged Weapon Attack*; +7 to hit, range 60 ft./180 ft.., one target. Hit: 11 (2d6 +3) ballistic damage.
Beam Rifle. *Ranged Weapon Attack;* +7 to hit, range 150 ft./600 ft., one target. Hit: 15 (3d6 +3) plasma damage.
Doubleshot. While wielding the light machine gun, the marine can make a third attack with their bonus action. This attack only deals (8) 2d6 ballistic damage.

Mastermind

Any species, lawful evil

Hit Points: 84 (18d6 +18) [20 barrier points]
Armor Class: 16 (Mage Armor)
Speed: 30 ft.

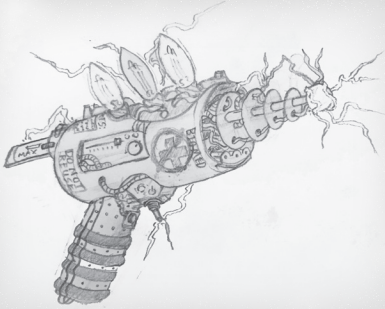
STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	20 (+5)	18 (+4)	16 (+3)

Saving Throws: Int +10, Wis +8
Skills: Arcana +10, Computers +10, Deception +8, Intimidation +8, Mechanics +8, Perception +8, Science +10
Senses: passive Perception 18 (23 for sight or hearing), Cyber Eyes (Infrared 60', flare compensation, advantage on sight based investigation and perception), Cyber Ears (Dampeners, advantage on sound based investigation and perception)
Languages: Galactic
Challenge: 13 (10,000 XP)

Equipment. Mark II Cyber Computer, Personal Energy Barrier Mark III, Cyber Eyes, Cyber Ears, Cyber Smuggler's Compartment, Cyber Arm (with compartment: has computer)
Gadgets (as a level 18 inventor): *dancing lights, fire bolt, poison spray, shocking grasp, spare the dying*
Inventions. The mastermind is an 18th level inventor. The DC for their inventions is 18 and their invention attack bonus is +10.
5th level slots (5/Day): a*ntilife shell, cone of cold, confusion, cure wounds, dimension door, fear, fireball, fly, hold person, invisibility, mage armor, nondetection, telepathic bond*
6th level (1/Day): *programmed illusion*
7th level (1/Day): *teleport*
8th level (1/Day): *control weather*
9th level (1/Day): *weird*

Actions

Death Ray. *Ranged Weapon Attack*; +10 to hit, range 60 ft./180 ft., one target. Hit: 10 (1d10 +5) plasma damage and 24 (7d6) necrotic damage.
Hack Action. The mastermind can use the Hack action utilizing their computer as described in the hacking rules in Chapter Ten.
Fabricate Cover (4 times per Long Rest). The mastermind can use their action to create up to five 5' by 5' walls out of the same material as the ground they're standing on as long as the edges of each of these 5' by 5' walls are touching each other. These walls can be used as cover as normal.



Mech Pilot

Any species, any alignment

Hit Points: 38 (10d6) [10 barrier points]
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	13 (+1)	17 (+3)	10 (+0)

Skills: Computers +5, Mechanics +7
Senses: passive Perception 11
Languages: Galactic
Challenge: 6 (2,300 XP)

Equipment. Plasma Pistol, Plexisteel Flightsuit, Personal Energy Barrier Mark I

Robot Mech Companion. The mech pilot can get in or out of their robot as an action, jumping into full control and having total control over their mech.

Actions

Plasma Pistol. *Ranged Weapon Attack*; +8 to hit, range 60 ft./180 ft., one target. Hit: 8 (1d8 +3) plasma damage.

Miner

Any species, any alignment

Hit Points: 12 (1d10 +2)
Armor Class: 12
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	9 (-1)

Senses: passive Perception 10
Languages: Galactic
Challenge: 1/8 (25 XP)

Actions

Pistol. *Ranged Weapon Attack*; +4 to hit, range 60 ft./180 ft., one target. Hit: 7 (1d8 +2) ballistic damage

Robot for Mech Pilot

Any species, any alignment

Hit Points: 78 (10d8 +20)
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	-	10 (+0)	10 (+0)

Skills: Computers +5, Mechanics +7
Senses: passive Perception 11
Languages: Galactic
Challenge: 6 (2,300 XP)

Actions

Multiattack. When full piloting the robot, the pilot can make two heavy machine gun attacks and one pincer attack.
Pincer. *Melee Weapon Attack*; +6 to hit, reach 10 ft., one target, Hit: 7 (1d8) bludgeoning damage. The robot makes a free grapple attempt on a creature hit by the pincer.
Heavy Machine Gun. *Ranged Weapon Attack;* +8 to hit, range 150 ft./450 ft., one target, Hit: 16 (3d6 +4) ballistic damage.



Operative

Any species, any alignment

Hit Points: 48 (8d8 +8) [10 barrier points]
Armor Class: 16
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	14 (+2)	11 (+0)	17 (+3)

Skills: Acrobatics +5, Computers +4, Deception +5, Persuasion +5, Piloting +5, Sleight of Hand +5, Stealth +5
Senses: passive Perception 10
Languages: Galactic
Challenge: 3 (700 XP)

Equipment. Plasma Pistol, Personal Energy Barrier Mark I, Nervewire

Spellcasting. The operative is an 8th level spellcaster. The DC for their spells is 13 and their spell attack bonus is +5.

Cantrips: *friends, mage hand, minor illusion, vicious mockery*

1st level (4 slots): *charm person, disguise self, dissonant whispers, hideous laughter*

2nd level (3 slots): *detect thoughts, enhance ability, hold person, invisibility*

3rd level (3 slots): *clairvoyance, nondetection*

4th level (2 slots): *confusion, dimension door*

Actions

Plasma Pistol. *Ranged Weapon Attack*; +5 to hit, range 60 ft./180 ft., one target. Hit: 8 (1d8 +3) plasma damage



Paragon

Any species, any good alignment

Hit Points: 132 (15d10 +45) [25 barrier points]
Armor Class: 18
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	12 (+1)	15 (+2)	17 (+3)

Saves: Str +8, Dex +3, Con +6, Int +4, Wis +10, Cha +11
Skills: Athletics +10, History +6, Perception +6, Persuasion +8
Senses: passive Perception 16
Languages: Galactic
Challenge: 9 (5000 XP)

Equipment. Maul, Battle Suit, Personal Energy Barrier Mark V, Plasma Rifle

Spellcasting. The paragon is a 15th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The paragon has the following paladin spells prepared.

1st level (4 slots): *bless, cure wounds, searing smite, shield of faith*

2nd level (3 slots): *branding smite, lesser restoration*

3rd level (3 slots): *dispel magic*

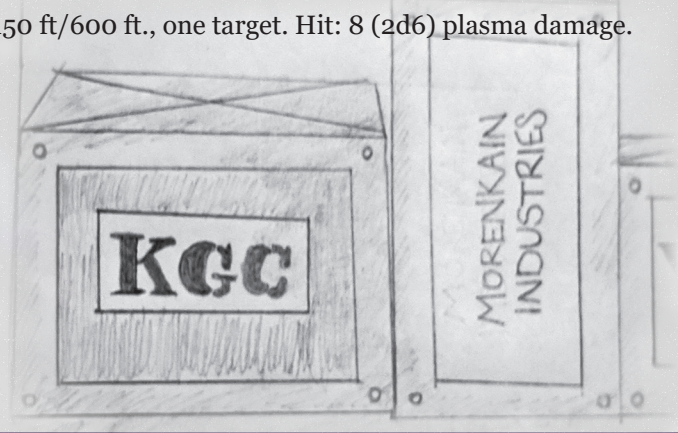
4th level (2 slots): *banishment, staggering smite*

Actions

Multiattack. The paragon makes two melee and/or ranged attacks with their weaponry.

Maul. *Melee Weapon Attack;* + 10 to hit, reach 5 ft., one target. Hit: 13 (2d6 +5) bludgeoning damage and 5 (1d8) radiant damage.

Plasma Rifle. *Ranged Weapon Attack*; +5 to hit, range 150 ft/600 ft., one target. Hit: 8 (2d6) plasma damage.



Private Security Officer

Any species, any alignment

Hit Points: 50 (7d10 +7) [15 barrier points]
Armor Class: 17
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	13 (+1)	15 (+2)	11 (+0)

Skills: Athletics +4, Intimidation +2, Investigation +3, Perception +4
Senses: passive Perception 19
Languages: Galactic
Challenge: 3 (700 XP)

Equipment. Security Suit, Personal Energy Barrier Mark II, Plasma Pistol, Stun Baton
Uncanny Perception. The security officer has a +5 bonus on passive perception checks and advantage on investigation checks.

Actions

Multiattack. The security officer makes two melee and/or ranged attacks with their weaponry.
Stun Baton. *Melee Weapon Attack*; + 4 to hit, reach 5 ft., one target. Hit: 6 (1d6 +2) lightning damage.
Plasma Pistol. *Ranged Weapon Attack*; +5 to hit, range 60 ft/180 ft., one target. Hit: 8 (1d8 +3) plasma damage.

Programmer

Any species, any alignment

Hit Points: 62 (10d6 +20) [10 barrier points]
Armor Class: 16 (Mage Armor)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	19 (+4)	15 (+2)	12 (+1)

Saves: Int +7, Wis +5
Skills: Computers +10, History +7, Investigation +7, Mechanics +7, Science +7
Senses: passive Perception 10
Languages: Galactic, Olaran, Binary
Challenge: 5 (1,800 XP)

Equipment. Shield Bracers, Personal Energy Barrier Mark I, Handheld Computer Mark II, Plasma Pistol
Spellcasting. The programmer is a 10th-level inventor. Their invention using ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The programmer has the following inventions and gadgets prepared.
Gadgets: *firebolt, message, minor illusion, poison spray*
5th level slots (4/ Short Rest): *arcane eye, cone of cold, heat metal, hold person, mage armor, magic missile, resilient sphere, stinking cloud, teleportation circle*

Actions

Plasma Pistol. *Ranged Weapon Attack;* +6 to hit, range 60 ft/180 ft., one target. Hit: 8 (1d8 +3) plasma damage.
Hack Action. The programmer can use the hack action utilizing their computer as described in the hacking rules in Chapter Ten.

Researcher

Any species, any alignment

Hit Points: 10 (2d6)
Armor Class: 11
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	14 (+2)	11 (+0)	12 (+1)

Skills: Computers +4, History +4, Science +4
Senses: passive Perception 10
Languages: Galactic, two planar languages
Challenge: 1/8 (25 XP)

Equipment. Armored lab coat
Spellcasting. The researcher is a 2nd-level inventor. Their invention using ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The researcher has the following inventions and gadgets prepared.
Gadgets: *mending, message, shocking grasp*
1st level slots (2/Short Rest): *comprehend languages, detect magic, fog cloud, magic missile*

Actions

Club. *Melee Weapon Attack*; +2 to hit, reach 5 ft., one target. Hit: 4 (1d6) bludgeoning damage.

Smuggler

Any species, any alignment

Hit Points: 28 (5d8) [10 barrier points]
Armor Class: 14
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	13 (+1)	11 (+0)	12 (+1)

Skills: Acrobatics +4, Deception +3, Piloting +6, Sleight of Hand +6, Stealth +4
Senses: passive Perception 10
Languages: Galactic
Challenge: 1 (200 XP)

Equipment. Plasma Pistol, Plexisteel Vacsuit, Shock Gauntlet, Personal Energy Barrier Mark I

Sneak Attack. Once a turn, the smuggler can deal an extra 7 (2d6) damage with an attack they make against a creature within 5 feet of a hostile creature or against a creature if their attack has advantage.

Actions

Cunning Action. The smuggler can use their bonus action to take the dash, disengage, or hide action.

Shock Gauntlet. *Melee Weapon Attack*; + 4 to hit, reach 5 ft., one target. Hit: 6 (1d6 +2) lightning damage.

Plasma Pistol. *Ranged Weapon Attack*; +4 to hit, range 60 ft/180 ft., one target. Hit: 7 (1d8 +2) plasma damage.

Security Hireling

Any species, any alignment

Hit Points: 27 (4d8 +4)
Armor Class: 15
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Damage Resistances: ballistic
Skills: Acrobatics +4, Athletics +3, Perception +4
Senses: passive Perception 14
Languages: Galactic
Challenge: 1/2 (50 XP)

Equipment. Plasma Pistol, Stun Baton, Titanium Mesh

Actions

Stun Baton. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 +1) lightning damage.

Plasma Pistol. *Ranged Weapon Attack:* +4 to hit, range 60 ft./180 ft., one target. Hit: 7 (1d8 +2) plasma damage.

Transmortalist

Any species, any good alignment

Hit Points: 21 (3d8 +3)
Armor Class: 14 (Nervewire)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Senses: passive Perception 11
Languages: Galactic
Challenge: 1/2 (100 XP)

Equipment. Bone Lacing, Cyber Eyes, Cyber Ears, Cyber Arm, Nervewire

Ki Burst (2/Day). The transmortalist enhances their attack, dealing 2d4 +2 on a successful strike instead of their normal damage. They can use this ability after they know they successfully hit.

Actions

Multiattack. The transmortalist makes two melee attacks with their unarmed strike or a single attack otherwise.

Unarmed Strike. *Melee Weapon Attack*; + 4 to hit, reach 5 ft., one target. Hit: 5 (1d4 +2) bludgeoning damage.



APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, class feature, monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible or covered, can be advantageous.

A condition lasts until it is either countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Covered

- A covered creature exists in two stages: half and three-fourths. Which stage a creature is in depends on what type they declared as they gained this condition and where they are being attacked from or attacking.
- Under the half covered condition, a creature gains a +2 bonus to their AC against ranged attack rolls and Dexterity saving throws. They also receive a -2 penalty to ranged attack rolls they make.
- Under the three-fourths covered condition a creature gains a +5 bonus to their AC against ranged attack rolls and Dexterity saving throws. They also receive a -5 penalty to ranged attack rolls they make.
- If a creature is entirely blocked out by a piece of cover, even if they have the covered condition, they are considered to be in full cover and can neither make attacks nor be attacked.
- A creature with the covered condition must end their movement behind appropriate cover. Ending their movement behind full cover or no cover ends the covered condition.
- A creature with the covered condition chooses at the beginning of their turn if they wish to maintain the condition. If they do not, they cannot regain the covered condition until their next turn.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Some special abilities and environmental hazards, such as starvation and radiation, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided the creature has also ingested some food and drink.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated.
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when the a creature is hurled away by the *thunderwave* spell.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature has the incapacitated condition and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical objects it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature has the incapacitated condition, can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and diseases, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature has the incapacitated condition, can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature has the incapacitated condition, can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker with within 5 feet of the creature.

APPENDIX B: 5E MONSTERS IN SPACE

This appendix endeavors to assist gamemasters in constructing adventures in the Nacora Galaxy by showing a list of monsters included in standard 5e that could both exist and thrive in the void of space or otherwise unlivable conditions. This will help populate adventures with a variety of foes.

The list below is separated by the Challenge Rating (CR) of the creatures. Keep in mind that the creature as it is may make a perfectly suitable space creature, but sometimes adjusting certain abilities or wordings help can make it more at home in its space environments.

As stated in Chapter Ten and Chapter Twelve, creatures that resist damage from nonmagical bludgeoning, piercing, and slashing damage often resist ballistic or plasma damage from nonmagical sources. Likewise, creature that resist radiant damage might also resist plasma damage.

CR 0
Homunculus (neutral construct)
CR 1/4
Blink Dog (lawful good fey)
Dretch (chaotic evil fiend)
Flying Sword/Blaster (unaligned construct)
Skeleton (lawful evil undead)
Zombie (neutral evil undead)
CR 1/2
Darkmantle (unaligned monstrosity)
Gray Ooze (unaligned ooze)
Rust Monster (unaligned monstrosity)
Shadow (chaotic evil undead)
CR 1
Animated Armor (unaligned construct)
Ghoul (chaotic evil undead)
Imp (lawful evil fiend)
Quasit (chaotic evil fiend)
Specter (chaotic evil undead)
CR 2
Azer (lawful neutral elemental)
Ettercap (neutral evil monstrosity)
Gargoyle (chaotic evil elemental)
Gelatinous Cube (unaligned ooze)
Ghast (chaotic evil undead)
Gibbering Mouther (neutral aberration)
Grick (unaligned monstrosity)
Mimic (neutral monstrosity)
Ochre Jelly (unaligned ooze)
Will-o'-Wisp (chaotic evil undead)
CR 3
Basilisk (unaligned monstrosity)
Bearded Devil (lawful evil fiend)
Nightmare (neutral evil fiend)
Phase Spider (unaligned monstrosity)
Wight (neutral evil undead)
CR 4
Black Pudding (unaligned ooze)
Couatl (lawful good celestial)
Ghost (undead)
CR 5
Barbed Devil (lawful evil fiend)
Earth Elemental (neutral elemental)
Night Hag (neutral evil fiend)
Otyugh (neutral aberration)
Roper (neutral evil monstrosity)
Wraith (neutral evil undead)
Xorn (neutral elemental)
CR 6
Chimera (chaotic evil monstrosity)
Invisible Stalker (neutral elemental)
CR 7
Oni (lawful evil giant)
Shield Guardian (unaligned construct)
CR 8
Chain Devil (lawful evil fiend)
Cloaker (chaotic neutral aberration)
Spirit Naga (chaotic evil monstrosity)
CR 9
Bone Devil (lawful evil fiend)
Clay Golem (unaligned construct)
Glabrezu (chaotic evil fiend)
CR 10
Aboleth (lawful evil aberration)
Deva (lawful good celestial)
Guardian Naga (lawful good monstrosity)
Stone Golem (unaligned construct)
CR 11
Horned Devil (lawful evil fiend)
Remorhaz (unaligned monstrosity)
CR 15
Purple Worm (unaligned monstrosity)
CR 16
Iron Golem (unaligned construct)
Planetar (lawful good celestial)
CR 19
Balor (chaotic evil fiend)
CR 20
Pit Fiend (lawful evil fiend)
CR 21
Lich (lawful evil undead)
Solar (lawful good celestial)

APPENDIX C: RECOMMENDED MEDIA

We hope that you have found all the tools you need to run the science fiction adventure of your dreams in this supplement. Spaceships and Starwyrms has been a labor of love, and we are so excited to share it with you. We look forward to releasing more content and adventure modules in the coming months and years. We wanted to leave you with some science fiction media that has inspired us over the years and whose influence you can probably see in this supplement.

Go explore the stars, friend.

~ Ben and Audrey

Books

- The Aeronaut's Windlass by Jim Butcher
- Binti by Nnedi Okorafor
- The Color of Distance by Amy Thomson
- Deathstalker Series by Simon R. Green
- The Dispossessed by Ursula K. Le Guin
- Do Androids Dream of Electric Sheep by Philip K. Dick
- Dune by Frank Herbert
- The Ender Saga by Orson Scott Card
- Heartstrikers Series by Rachel Aaron
- The Hitchhiker's Guide to the Galaxy by Douglas Adams
- The Illuminae Files by Amie Kaufman
- Infomocracy by Malka Older
- John Carter of Mars by Edgar Rice Burroughs
- The Long Way to a Small Angry Planet by Becky Chambers
- The Lunar Chronicles by Marissa Meyer
- The Mars Trilogy by Kim Stanley Robinson
- The Martian by Andy Weir
- Nimona by Noelle Stevenson
- The Quantum Thief by Hannu Rajaniemi
- Ready Player One by Ernest Cline
- Redshirts by John Scalzi
- Ringworld by Larry Niven
- Saga by Brian K. Vaughan
- Snow Crash by Neal Stephenson
- Stranger in a Strange Land by Robert A. Heinlein

Movies/Television

- 2001: A Space Odyssey
- Akira
- Aliens
- Altered Carbon
- Arrival
- Attack the Block
- Banner/Crest of the Stars
- Battlestar Galactica
- Black Mirror
- Blade Runner
- Cowboy Bebop
- Demolition Man
- Dollhouse
- Event Horizon
- The Fifth Element
- Firefly/Serenity
- Galaxy Quest
- Ghost in the Shell
- Guardians of the Galaxy
- Gundam Wing
- Lost in Space
- The Matrix Trilogy
- Minority Report
- Moon
- Pacific Rim
- Pandorum
- Robotech
- Star Trek
- Star Wars
- Thor: Ragnorak
- Treasure Planet
- Trigun
- Tron Legacy
- Valerian and the City of a Thousand Planets
- Voltron

Podcasts

- EOS 10
- Girl in Space
- Wolf 369
- Startripper!

Music

- 2112 by Rush
- The ArchAndroid by Janelle Monae
- Dirty Computer by Janelle Monae
- Discovery by Daft Punk
- OK Computer by Radiohead
- The Rise and Fall of Ziggy Stardust and the Spiders from Mars by David Bowie
- The Songs of Distant Earth by Mike Oldfield
- Yoshimi Battles the Pink Robots by the Flaming Lips

Other Media

- Deus Ex
- FTL
- Halo
- Mass Effect
- Metroid
- Overwatch
- Portal
- Ratchet and Clank
- Starcraft
- Star Ocean
- Xenosaga

SPACESHIPS AND STARWYRMS

CHARACTER NAME

CLASS / LEVEL | ARCHETYPE | BACKGROUND | PLAYER

SPECIES | FACTION | ALIGNMENT | EXPERIENCE

INSPIRATION

PROFICIENCY BONUS

STRENGTH
- ◇ ___ SAVING THROWS
- ○ ___ ATHLETICS

DEXTERITY
- ◇ ___ SAVING THROWS
- ○ ___ ACROBATICS
- ○ ___ PILOTING
- ○ ___ STEALTH

CONSTITUTION
- ◇ ___ SAVING THROWS

INTELLIGENCE
- ◇ ___ SAVING THROWS
- ○ ___ ARCANA
- ○ ___ COMPUTERS
- ○ ___ HISTORY
- ○ ___ INVESTIGATION
- ○ ___ MEDICINE
- ○ ___ SCIENCE

WISDOM
- ◇ ___ SAVING THROWS
- ○ ___ INSIGHT
- ○ ___ MECHANICS
- ○ ___ PERCEPTION
- ○ ___ SURVIVAL

CHARISMA
- ◇ ___ SAVING THROWS
- ○ ___ DECEPTION
- ○ ___ ETIQUETTE
- ○ ___ INTIMIDATION
- ○ ___ PERSUASION

PASSIVE PERCEPTION

CC

• TOOLS • LANGUAGES •
• OTHER PROFICIENCIES •

AC | INITIATIVE | SPEED

HIT POINT MAXIMUM ___

CURRENT HIT POINTS

MAX ___ TEMP HP | MAX ___ BARRIER HP | MAX ___ CLASS RESOURCE

TOTAL ___ HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

WEAPON NAME	ATK BONUS	DAMAGE / TYPE	RANGE	AMMUNITION

FEATURES & TRAITS

SPACESHIPS AND STARWYRMS

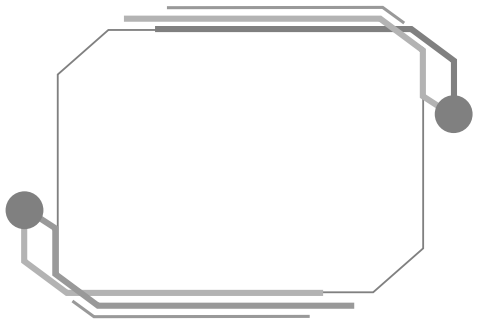
CHARACTER NAME

AGE | EYES | SKIN | HAIR

HEIGHT | WEIGHT | OTHER FEATURES

TECH • COMPUTERS • CYBERWARE

ADDITIONAL FEATURES & TRAITS



EQUIPMENT & MAGIC ITEMS

FACTIONS & ALLIES

CHARACTER BACKSTORY

SPACESHIPS AND STARWYRMS

SPELLCASTING CLASS

ABILITY MOD

ATK BONUS

SAVE DC

0 CANTRIPS / GADGETS / KNACKS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

2

3

4

5

6

7

8

9

SPACESHIPS AND STARWYRMS

SPACESHIP NAME

CHASSIS | SIZE | ORIGIN

WEAPON SLOTS | DEVELOPMENT SLOTS | REQUIRED CREW

AC

BODY

SPEED

HIT POINT MAXIMUM _____

CURRENT HIT POINTS

BARRIER MAXIMUM _____

CURRENT BARRIER POINTS

HANDLING

TURN

CHARGE

WEAPONS SYSTEMS

CLOSE RANGE 0-7 ARC | MEDIUM RANGE 0-15 ARC | LONG RANGE 0-30 ARC*

NAME	ATK BONUS	DAMAGE	RANGE	COST

*WEAPONS WITH LONG RANGE IMPOSE DISADVANTAGE ON ATTACK ROLLS MADE AGAINST TARGETS WITHIN 7 ARCS OF THEM.

NOTES

SPACESHIP APPEARANCE

DEVELOPMENTS

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Errata: S&S Core Sourcebook

This document updates parts of the Spaceships and Starwyrms Core Sourcebook. All of the updates here will be present in the Version 1.1 publishing that will release at the end of December.

When updates are added to this document they are accompanied by their version number and a bracketed **[New]** marking.

THE ELEMENTAL SPHERE

[New, V1.1] ***Typo*** **(pg 54)**. Should be "planes" not "plsnrd"

SORCERER

[New, V1.1] ***Aura of Unease*** **(pg 167).** After the second sentence in the ability the following sentence is added: "Creatures you choose within 30 feet of you must attempt a Wisdom saving throw against your spellcasting DC."

For information or notification of issues found within the Core Sourcebook please contact spaceshipsandstarwyrms@gmail.com.

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