

STARSHIPS AND STARBASES

Space travel is an essential element to building a galactic society. Each spacefaring culture across the galaxy have their own unique methods for engineering vehicles capable of carrying them across the stars. And yet, even with such a diverse array of designs and concepts, the fundamental basics remain the same.

Besides offering stats for a variety of ships, this chapter provides you with the ability to build and customize starfighters, starships, and space stations. These are designed to be used alongside the space travel and starship combat rules listed in Chapter 10 of the *Core Manual*.

GRAND SCALE SHIPS

Starships of Huge size or larger operate differently from their smaller counterparts. While standard size vessels can rely on reflexes and aptitude alone, these mammoth machines have complex power and tactical systems integrated into specialized control stations, requiring a higher degree of intuition and aptitude.

Unless specified in its stat block, grand scale ships can't be used in single-person operation mode (see chapter 10 of the *Core Manual*).

GRAND SCALE CREWMEMBER ROLES

Crewmembers on grand scale ships take on similar roles as those on standard scale with some notable differences.

CAPTAIN

On grand scale ships, the captain takes on a more prominent role, being essential to the coordination and management of the ship's various abilities. A captain's tactical experience, commanding presence, and the trust of their crew can determine the difference between survival or space dust. The captain's role gains the following benefits. They replace those listed in the optional role defined in the *Core Manual*.

- The **ship's initiative** is calculated using the Captain's Wisdom modifier instead of the pilot's Dexterity modifier.
- The ship's **maneuver defense** and **maneuver save DC** (after calculated normally) receives an additional bonus equal to the captain's Charisma modifier.
- Whenever a crewmember is required to **make a saving throw** against a maneuver performed by an enemy ship, they gain a bonus to the saving throw equal to the captain's Charisma modifier.
- The captain grants a bonus equal to their Wisdom modifier to all **piloting maneuver checks** and **weapon attack rolls**.

EXISTING ROLES

The other crewmember roles are described in chapter 10 of the *Core Manual*. Each role also has an alternative list of available maneuvers to use in combat (see "Grand Scale Combat")

VARIANT: COMMANDER

Ship's with a large crew and compliment sometimes have a crew commander, also referred to as the ship's Executive Officer (X.O.). They often function as the captain's right hand when managing the various duties and requirements of the crew. This role is optional and can be added to a grand scale ship at the GMs discretion.

A ship commander has the following options.

- The commander's Charisma modifier can be used instead of the captain's when calculating the ship's maneuver defense and maneuver save DC.
- If an enemy ship's maneuver requires a saving throw, the commander can choose to make the saving throw instead of the assigned crewmember.
- If they have not performed any maneuvers during the ship's turn, the commander can use the Help action to assist one crewmember with their maneuver checks.
- If the captain is incapable of performing their role during the ship's turn, the commander can use a bonus action to switch to the role of captain and immediately perform a captain's maneuver. At the end of the ship's turn, the ship's stat bonuses change to reflect the ability modifiers of the new captain.

GRAND SCALE COMBAT

When engaged in ship combat, crewmembers on grand scale ships have access to different maneuvers as compared to the crew of smaller vessels. Aside from their list of available maneuvers, crewmembers follow the same rules as defined in the chapter 10 of the *Core Manual*.

PILOT (HELM) MANEUVERS

The pilot of a grand scale ship has access to the following maneuvers as defined in the *Core Manual*:

Attack Run, Full Thrust, Forced Position, Ram.

They can also perform the following maneuvers.

STRAFING RUN

You sweep your ship alongside another ship to promote a quick, tactical strike. You must move at least 3 units before you perform this maneuver. Choose one ship within 5 units of you that can be seen with your ship's sensors. Make a piloting maneuver check versus the target's maneuver defense. On a success, attack rolls against the target can be made with advantage. On a failed check, your ship has disadvantage its attack rolls made against that target.

The advantage or disadvantage effect lasts until the start of your ship's next turn or until you perform another piloting maneuver.

TACTICAL EVASION

You attempt to place your ship in the best tactical position to avoid enemy fire. Choose a number of enemy ships up to your Wisdom modifier. Each target ship must make a Dexterity saving throw versus your maneuver save DC.

On a failed save, a target has disadvantage on attack rolls made against your ship until the start of your ship's next turn or until you perform another piloting maneuver.

TECHNICIAN (OPERATIONS) MANEUVERS

Technicians on a grand scale ship have access to the following maneuvers as defined in the *Core Manual*:

Power Boost, Improved Sensors, Pinpoint Targeting, Sensor Jamming

They can also perform the following maneuvers.

EMERGENCY PATCH

You perform damage control on systems damaged during combat. Make a Wisdom (Mechanics) check. If the check is successful, your ship recovers hull points and structural integrity. In addition, you end any system failure effects. The DC for the check and the amount of hull recovered is defined on the following table.

This maneuver can be performed three times, after which the ship must complete a patch or full repair before it can be used again.

Ship Size	DC	HP Restored	SI Restored
Huge	15	2d10 + Wis modifier	2
Massive	16	4d10 + Wis modifier	4
Colossal	17	8d10 + Wis modifier	8

SHIELD RECALIBRATION

This maneuver can be only be performed once per ship's turn. You divert power from non-essential systems to increase power to the ship's shields. A successful Intelligence (Astrophysics) check to give your ship temporary hull points. The DC for the check and the hull points gained are defined on the following table. The temporary hull points last until the start of your ship's next turn.

Ship Size	DC	HP Restored
Huge	15	2d6 + Int modifier
Massive	16	3d6 + Int modifier
Colossal	17	5d6 + Int modifier

GUNNER (TACTICAL) MANEUVERS

Gunners on a grand scale ship have access to all of their maneuvers as defined in the *Core Manual*. They also gain the following maneuvers.

FOCUSED FIRE

You attack a specific area of an enemy ship with intention of weakening its defenses against other attacks. Make a ranged weapon attack against a target within weapon range. On a hit, you inflict half the weapon's damage and the target must make a Wisdom saving throw versus your maneuver save DC. On a failed save, attack rolls

from your ship against that target result in a critical hit on a 19 or 20. This effect lasts until the start of your ship's next turn.

LINKED ATTACK

You make a weapon attack with a linked weapon, then use your bonus action to attack the same target with another linked weapon assigned to your station. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

USE SPECIAL WEAPON

You activate one of the ship's special weapons. When you use this maneuver, it can't be used again until the start of the ship's next turn.

USING THE CAPTAIN

Starship captains make split-second decisions that affect the flow of combat for each crewmember. Because of this, their actions are performed differently from other crew roles.

COMMAND DICE

As captain, you influence the actions of your crew by making decisive, tactical commands. Once, during your ship's turn, you can spend an action to gain a number of command dice, their amount and type determined by your ship size and character level as shown on the following table.

Ship Size	Die Type	Character Level	# of Dice
Huge	d6s	1st to 10th	1
Massive	d8s	11th to 15th	2
Colossal	d10s	16th and higher	3

You expend command dice to perform commands. You can expend only one command die per command performed. Any unspent command dice are lost at the start of your ship's next turn, upon which you can use an action to gain a new set of command dice.

Command dice can only be used while performing the captain's role at your station (such as a ship's bridge, command deck, or control room). You cannot use command dice if you leave your station. If you have additional actions available during your ship's turn, they can only be used to take the Disengage, Dodge, or Use an Object action. You can use bonus actions and reactions as normal.

CAPTAIN'S COMMANDS

These commands can be performed at any time during the combat round, provided you have the command dice to expend.

Countermaneuver. When an enemy ship performs a maneuver against your ship, you can add the result of your command die to your ship's maneuver defense against that maneuver. If the maneuver check fails by 5 or more, the enemy ship is disoriented until the end of its next turn.

Directed Action. When a crewmember performs a maneuver, you provide a bonus equal to the number rolled on your command die to one of the following.

- a piloting maneuver check
- a crewmember's skill check
- a weapon attack roll

You must expend and roll the command die before the crewmember performs their maneuver.

Rattle the Adversary. When an enemy ship makes a saving throw versus one of your ship's maneuvers, you can add the result of your command die to the maneuver save DC for that ship. If the save fails by 5 or more, the ship is rattled until the end of its next turn.

Reactive Defense. When your ship is hit with a weapon attack, you can add the result of your command die to the ship's AC for the incoming attack. If the attack still hits and is a critical hit, it becomes a normal hit.

Return Fire. When an enemy ship misses your ship with a weapon attack, you direct one of your gunners to use one of your ship's standard weapons to make a single weapon attack roll against the target. The attack roll gains a bonus equal to the number you roll on your command die. The gunner does not add their ability modifier to the damage from this attack. The attack can be made with a weapon that has already been used to make an attack this turn.

Steel Resolve. When an effect from a maneuver or condition forces a crewmember to make a saving throw, you can add the result of your command die to their die roll. You can use the command die before or after the saving throw, but before any effects are applied.

COMBAT WITH SMALLER SHIPS

Consider the following adjustments for grand scale ships when in combat with standard scale ships.

- You have resistance to all damage from standard scale weapons.
- When a standard scale ship scores a critical hit, you do not need to make a system shock check.
- You have disadvantage on attack rolls and piloting maneuver checks made against standard scale ships.
- When one of your attacks or maneuvers prompts a standard scale ship to make a saving throw, they make their save with advantage.

VARIANT: STICKING WITH THE CORE

The rules and maneuvers for grand scale ships are here to provide contrast between the methodical tactics of gigantic battlecruisers and the erratic pace of smaller starfighters. If you prefer to not deal with the additional options, you may opt instead to simply keep using the roles and maneuvers provided in the *Core Manual* to run grand scale ship encounters. If you choose to do this, it's recommended you still calculate the stat bonuses provided by the captain role and you use the adjustments defined in "Combat with Smaller Ships".

USING SHIP STAT BLOCKS

The ship templates in the *Core Manual* are intended to provide samples to easily drop into your campaign. To expand on these and bring them in line with the rules presented in this chapter, the formats for player and NPC ship stats are presented similarly to those for creatures (as defined in the *Threats Database*).

PLAYER SHIP STATS

Consider the following adjustments when referencing the stats of a player-operated ship.

Base Stats. These represent the base statistics for the hull and components before modifiers are applied.

Modifiers. Combined with ability modifiers of the crewmembers to calculate ship's stats. The defense modifier (see "Calculating Ship Stats")

Damage Threshold. Representing hardened or thick armor plating. If a ship takes an amount of damage that is not equal to or greater than its damage threshold, the ship is considered to have immunity to that damage and the damage does not reduce the ship's hull points. Otherwise, the ship takes damage as normal. For example, if an attack deals 8 piercing damage to a ship with a damage threshold of 10, the ship takes no damage. However, if the attack deals 12 piercing damage, the ship takes 12 piercing damage as normal.

Resistances and Immunities. These function in the same manner as defined in the *Threats Database*. All starships are immune to necrotic, poison and psychic damage. Starship conditions are detailed in the appendices.

Action Stations. This replaces the Crew Max entry in the *Core Manual*. It lists the number of each available station on the ship. At least one pilot is required to operate any ship.

Crew Capacity. This is similar to the Crew Max (Min) entry in the *Core Manual* templates. It is the maximum crew/passenger compliment. The number in parentheses is the maximum emergency crew or passenger capacity (for Medium-sized creatures).

Cargo Capacity. Specifies how much cargo the ship can carry. This number includes ships docked inside of it.

Sensor Range. Measured in units. The first number is short range and the second number is extended range. A ship can't identify or attack against a target outside of its short range sensors (see "Using Sensors").

Special Features. Any species or design features that don't require an action to perform is listed in the section following the data and modifiers.

WEAPON SYSTEMS

Each ship armament is listed in this section. Unless otherwise noted on its stat block, a ship's weapon **can be used only once** during a ship's turn unless special circumstances apply (such as a captain's Return Fire command). A gunner can use **only one weapon** on each of their ship's turns unless they are linked (see the Linked property). The following traits are also listed for each weapon entry.

Quantity. If there are multiples of the same weapon on a ship, the total number of that type is listed in parenthesis after the weapon's name. Each one counts as a single weapon.

Range. The first number is short range and the second number is long range (for rules on attacking with ranged weapons, see chapter 9 of the *Core Manual*).

Damage. Per damage dice listed. A (+ Mod) after the damage dice means the gunner adds their ability score modifier (usually Dexterity) to the damage roll.

Properties. Some weapons have additional special properties. These are defined in the stat block and described in detail in the "Building a Starship" section later in this chapter.

CALCULATING SHIP STATS

Some stat calculations are expanded from those presented in the *Core Manual*. When calculating the stats for a player ship using the stat blocks in this book, consider the following methods.

Armor Class. A ship's armor class is calculated as follows:

$$\text{Armor Class} = \text{base AC} + \text{maneuverability bonus} + \text{Pilot's dexterity modifier (up to maximum)}$$

The ship gains a bonus to AC equal to the pilot's Dexterity modifier up to a maximum determined by the ship's size, as defined on the following table.

Ship Size	Maximum Dexterity Bonus
Large and smaller	No maximum
Huge	+3
Massive	+2
Colossal	+0

Hull Points. Calculated by multiplying the technician's Intelligence modifier and the ship's defense modifier, then adding the total to the ship's base hull points.

$$\text{Hull Points} = \text{base hull points} + [\text{defense modifier} \times \text{Technician's Intelligence modifier}]$$

If a ship has no defense modifier listed, it's equal to the number of hull dice a ship has. For example, if a ship's base hull points is 91 (14d12), and has no listed defense modifier, its defense modifier is 14.

A ship that is disabled due to being reduced to 0 hit points is also defenseless (see "Starship Conditions").

Structural Integrity. SI is calculated using the following formula.

$$\text{Total SI (Standard scale)} = \text{base SI} + \text{technician's Wisdom modifier}$$

Other Stats. Remaining stats are calculated in the same manner as defined in the *Core Manual*.

USING SENSORS

Your ship's sensors function in a similar manner to a creature's senses. Your ship can "see" in all forms of lighting. Ships can't innately see invisible objects, nor can see anything outside of their sensor range. Your ship's

passive Perception is equal to that of the technician's (for multiple technicians, use the character whose Wisdom modifier is used to calculate the ship's SI).

Objects in your ship's short range can be identified by type, size, and full description. Objects in your sensor's extended range can only detect the size of an object. Any further detail is at the GM's discretion and may require a skill check such as Astrophysics or Insight.

Long Range Sensors. These sensors are used to perform wide long-range sweeps in a designated area of space. Use of them requires an action and they can't be used passively. They can identify the existence of space anomalies or other vessels, but without much detail as to their nature. Long range sensors are commonly used alongside Astrophysics or Investigation skill checks.

The average range of long-range sensors is approximately 3 astronomical units (roughly 300 million miles). The availability and use of long range sensors, as well as the information gained from long range scans, are at the discretion of the GM.

NPC SHIP STATS

Consider the following adjustments when referencing the stats of an NPC-operated ship. Stats not detailed here function in the same manner as defined in the *Core Manual* and *Threats Database*.

Ability Scores. These ability scores represent those of the ship's primary operators or the average of those in same crewmember role. The role is abbreviated before the dash (P for Pilot, G for Gunner, and T for Technician) followed by the corresponding ability score. NPC initiative rolls uses the pilot's Dexterity modifier, regardless of size.

Piloting. Replaces the Piloting Bonus in the *Core Manual* templates, the modifier is added when rolling piloting maneuver checks. Listed next to it is the ship's maneuver save DC.

Saving Throws. These saving throw bonuses apply for any crewmember when a combat maneuver prompts them to make a saving throw.

Crew. This is the number of creatures in specified crewmember roles. Single-person ships can use a bonus action to perform a gunner or technician maneuver.

Sensors. This notes the range of the ship's short range sensors and any special sensory features, followed by the technician's passive Perception.

Actions and Reactions. Maneuvers and weapon systems are detailed together in these sections.

FOR HITS OR HULL?

Suggestions for converting between hull points and hit points are provided in chapter 10 of the *Core Manual*. Creature and ship stat blocks both use the "hp" abbreviation for hit points and hull points. If your campaign utilizes creatures and ships interchangeably, consider using "hp" for hit points and "HP" for hull points. Another suggestion would be to change the hull point abbreviation to "hip" for greater contrast.

SAMPLE PLAYER SHIPS

The following are generic stat blocks for character-operated grand scale ships.

STARCRUISER/CARRIER

Huge starship (40,000 tons)

Base Armor Class 12
Base Hull Points 97 (15d12)
Base Structural Integrity 15
Speed 6

Maneuverability +1
Defense Modifier 15
Damage Threshold 5

Action Stations Captain 1, Gunner 4, Pilot 1, Technician 2
Crew Capacity 80 (150)
Cargo Capacity 5,000 tons
Sensor Range 15/100

Insulated Circuits. When your ship loses SI, roll a d20. On a result of 10 or less, your ship does not suffer the effects of a system failure. On a result of 11 or more, your ship rolls for system failure as normal.

WEAPON SYSTEMS

Linked Weapons. The ship's phalanx autocannons can be used to perform a Linked Attack maneuver.

Phalanx Autocannon (4). *Range:* 12/20. *Damage:* 2d6 (+ Mod) piercing damage.

Heavy Missile Launcher. *Ammunition:* 15 missiles. *Range:* 20. *Damage:* 2d8 piercing damage + 1d8 fire damage.

SPECIAL WEAPONS

Concentrated Burst (Recharge 2 Turns). Your ship fires a spray of bullets in a 8-unit cone. Each creature or ship (pilot) within that area must succeed on a Dexterity saving throw versus your maneuver save DC, taking 8d8 piercing damage on a failed save, or half as much on a successful one.

CAPITAL SHIP/BATTLE CRUISER

Massive starship (500,000 tons)

Base Armor Class 15
Base Hull Points 189 (18d20)
Base Structural Integrity 18
Speed 5

Maneuverability +1
Defense Modifier 18
Damage Threshold 10
Damage Resistances acid, fire, lightning
Condition Immunities rattled

Action Stations Captain 1, Gunner 4, Pilot 1, Technician 2, Optional 1 (Co-pilot or Commander)
Crew Capacity 1,100 (5,000)
Cargo Capacity 20,000 tons
Sensor Range 18/200

System Safeguard. The ship's technician has advantage on saving throws made to avoid the effects of the Target Systems maneuver.

Anti-craft Turrets. A gunner can expend an action to activate or deactivate these weapon batteries designed to repel smaller ships. While activated, any ship of Medium size or smaller that ends its turn within 5 units of your ship must make a Dexterity saving throw versus your maneuver save DC, taking 2d8 radiant damage on a failed save, or half as much on a successful one.

WEAPON SYSTEMS

Linked Weapons. The ship's hyper-particle cannons can be used to perform a Linked Attack maneuver.

Hyper-particle Cannon (4). *Range:* 15/30. *Damage:* 3d8 (+ Mod) radiant damage.

Proton Torpedo Launcher (2). *Ammunition:* 15 torpedoes (each). *Range:* 16/35. *Damage:* 3d10 force damage.

SPECIAL WEAPONS

Mass Energy Cannon (Recharge 3 Turns). Your ship fires a beam of energy in a 12-unit line that is 2 units wide. Each creature or ship (pilot) within that area must succeed on a Dexterity saving throw versus your maneuver save DC, taking 10d10 radiant damage on a failed save, or half as much on a successful one. In addition, a ship that fails its save loses 2 SI.

MULTIPLE SHIP SCALES ON A GRID

Depending on their size, grand scale ships can take up a great deal of space when using a grid. This is especially true when you also have standard scale ships in the same encounter. When using grand scale ships on a grid, you can use the optional grid dimensions on the following table to better handle a large number of ships.

If both grand and standard scale ships are on the grid, **reduce the speed** of grand scale ships by half. Also, reduce the **weapon ranges** of all ships by half.

Size Category	Max Space	Speed
Medium or smaller	½ by ½	Full
Large	1 by 1	Full
Huge	2 by 2	Half
Massive	4 by 4	Half
Colossal	8 by 8	Half

SAMPLE NPC SHIPS

NPC and enemy-operated ships have their own stat blocks the function similar to creature stats (see "NPC Ship Stats"). The following are stats for some generic ships as well as some common galactic threats.

GENERIC SHIPS

These templates are NPC versions of the sample player ships.

STARCRUISER

Huge starship (150,000 tons)

Armor Class 16
Maneuver Defense 18
Hull Points 142 (15d12 + 45)
Structural Integrity 17
Speed 6

P-DEX	P-WIS	T-INT	T-WIS	G-DEX	G-WIS
17 (+3)	14 (+2)	16 (+3)	15 (+2)	17 (+3)	13 (+1)

Piloting +9, DC 17
Saving Throws Dex +10, Int +6, Wis +8
Skills Astrophysics +7, Mechanics +6
Damage Threshold 5
Action Stations Captain 1, Gunner 2, Pilot 1, Technician 2
Sensor Range 15/100, passive Perception 12

Insulated Circuits (3/Day). When the ship loses SI, its technician can spend a reaction to avoid rolling for a system failure.

ACTIONS

Multiattack. The starcruiser attacks twice with its buster cannons.
Buster Cannons. *Ranged Weapon Attack:* +9 to hit, range 10/12, one target. *Hit:* 21 (4d8 + 3) piercing damage.
Proton Torpedoes. *Ranged Weapon Attack:* +10 to hit, range 16/35, one target. *Hit:* 16 (3d10) force damage.
Concentrated Burst (Recharge 5-6). The starcruiser fires a spray of bullets in a 8-unit cone. Each creature or ship in the area must succeed on a DC 18 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much on a successful one.

BATTLE CRUISER

Massive starship (500,000 tons)

Armor Class 17
Maneuver Defense 18
Hull Points 243 (18d20 + 54)
Structural Integrity 18
Speed 5

P-DEX	P-WIS	T-INT	T-WIS	G-DEX	G-WIS
17 (+3)	15 (+2)	18 (+4)	16 (+3)	17 (+3)	15 (+2)

Piloting +10, DC 18
Saving Throws Dex +10, Int +7, Wis +9
Skills Astrophysics +8, Mechanics +7
Damage Threshold 10
Damage Resistances acid, fire, lightning
Action Stations Captain 1, Co-pilot 1, Gunner 4, Pilot 1, Technician 2
Sensor Range 18/200, passive Perception 13

Anti-craft Turrets. A gunner can expend an action to activate or deactivate these weapon batteries designed to repel smaller ships. While activated, any ship of Medium size or smaller that ends its turn within 5 units of your ship must make a Dexterity saving throw versus your maneuver save DC, taking 2d8 radiant damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. The battle cruiser makes four attacks: two with its hyper-particle cannons and two with its proton torpedoes.
Hyper-particle Cannon. *Ranged Weapon Attack:* +10 to hit, range 15/30, one target. *Hit:* 16 (3d8 + 3) radiant damage.
Proton Torpedoes. *Ranged Weapon Attack:* +10 to hit, range 16/35, one target. *Hit:* 16 (3d10) force damage.
Mass Energy Cannon (Recharge 6). The battle cruiser fires a beam of energy in a 12-unit line that is 2 units wide. Each creature or ship in the area must succeed on a DC 18 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much on a successful one. In addition, a ship that fails its save loses 2 SI.

ALUPHAX SHIPS

The primary function of all aluphax starships is the eradication of any perceived enemy. Their hulls are comprised of thick layers of hardened metallic alloys, making their ships heavier than most.

ALUPHAX MARAUDER

Medium starship (65,000 lbs)

Armor Class 14

Maneuver Defense 12

Hull Points 19 (3d8 + 6)

Structural Integrity 5

Speed 6

P-DEX	P-WIS	T-INT	T-WIS	G-DEX	G-WIS
15 (+2)	14 (+2)	12 (+1)	14 (+2)	15 (+2)	14 (+2)

Piloting +4, DC 12

Saving Throws Dex +4, Int +1, Wis +4

Skills Mechanics +4, Perception +4

Damage Resistances acid, fire

Action Stations Pilot 1 (single)

Sensor Range 12, passive Perception 14

Relentless. The marauder has advantage on piloting checks made when performing the Dog Fight maneuver.

ACTIONS

Heavy Autocannon. *Ranged Weapon Attack:* +4 to hit, range 8/16, one target. *Hit:* 6 (1d8 + 2) piercing damage.

Plasma Launcher. *Ranged Weapon Attack:* +4 to hit, range 12/20, one target. *Hit:* 5 (1d10) fire damage.

ALUPHAX VANQUISHER

Massive starship (650,000 tons)

Armor Class 18

Maneuver Defense 17

Hull Points 265 (19d20 + 66)

Structural Integrity 22

Speed 6

P-DEX	P-WIS	T-INT	T-WIS	G-DEX	G-WIS
18 (+4)	15 (+2)	16 (+3)	17 (+3)	16 (+3)	14 (+2)

Piloting +11, DC 19

Saving Throws Dex +11, Int +5, Wis +10

Skills Astrophysics +7, Mechanics +7, Perception +7

Damage Threshold 10

Damage Resistances acid, fire

Condition Immunities rattled, stunned

Action Stations Captain 1, Co-pilot 1, Gunner 2, Pilot 1, Technician 2

Sensor Range 18/180, passive Perception 17

Hardened Hull. The vanquisher adds 3 to its defense rating (included in its hull points).

Viscious Assault. The vanquisher deals an extra die of damage when it hits with its weapons (included in the attack).

ACTIONS

Multiattack. The vanquisher attacks twice with its plasma cannons or twice with its disruptor beams.

Plasma Cannon. *Ranged Weapon Attack:* +10 to hit, range 15/30, one target. *Hit:* 42 (7d10 + 4) fire damage.

Disruptor Beam. *Ranged Weapon Attack:* +10 to hit, range 16/35, one target. *Hit:* 35 (7d8 + 4) force damage.

Dreadfire Wave (Recharge 6). The vanquisher launches a wave of electromagnetic radiation in a 10-unit cone. Each creature or ship in the area must succeed on a DC 18 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much on a successful one. In addition, a ship that fails its save loses 2 SI.

LORENDI SHIPS

The early ships of the Lorendi Imperium were adapted from those used by the Nesieve military. These were perfected into instruments of death designed to pacify those who would disrupt or violate the Imperium's galactic edicts.

LORENDI ELITE VIPER

Small starship (22,000 lbs)

Armor Class 15

Maneuver Defense 12

Hull Points 16 (3d6 + 6)

Structural Integrity 5

Speed 7

P-DEX	P-WIS	T-INT	T-WIS	G-DEX	G-WIS
18 (+4)	14 (+2)	15 (+2)	14 (+2)	18 (+4)	14 (+2)

Piloting +6, DC 14

Saving Throws Dex +6, Int +2, Wis +2

Skills Astrophysics +4, Mechanics +4

Action Stations Pilot 1 (single)

Sensor Range 12

Technician Drone. The viper's technical drone provides it with technician bonuses (included in the ship's stats).

ACTIONS

Autocannon. *Ranged Weapon Attack:* +6 to hit, range 6/12, one target. *Hit:* 7 (1d6 + 4) piercing damage.

EOS CLASS DREADNOUGHT

Massive starship (550,000 tons)

Armor Class 17

Maneuver Defense 18

Hull Points 261 (18d20 + 72)

Structural Integrity 21

Speed 6

P-DEX	P-WIS	T-INT	T-WIS	G-DEX	G-WIS
17 (+3)	16 (+3)	18 (+4)	17 (+3)	17 (+3)	15 (+2)

Piloting +10, DC 18

Saving Throws Dex +10, Int +11, Wis +6

Skills Astrophysics +8, Computers +8, Mechanics +7

Damage Threshold 10

Damage Resistances cold

Condition Immunities rattled

Action Stations Captain 1, Co-pilot 1, Gunner 4, Pilot 1, Technician 2

Sensor Range 75/500, passive Perception 13

System Safeguard. The ship has advantage on saving throws made to avoid the effects of the Target Systems maneuver.

Anti-craft Turrets. Each enemy ship of Medium size or smaller that ends its turn within 5 units of the dreadnought must make a DC 18 Dexterity saving throw, taking 12 (3d8) radiant damage on a failed save, or half as much on a successful one.

ACTIONS

Multiaattack. The dreadnought attacks four times with its hyper-particle cannons or twice with its ion battery.

Hyper-particle Cannons. *Ranged Weapon Attack:* +10 to hit, range 15/30, one target. *Hit:* 16 (3d8 + 3) radiant damage.

Ion Battery. *Ranged Weapon Attack:* +10 to hit, range 16/30, one target. *Hit:* 22 (4d10) lightning damage and the target must succeed on a DC 18 Wisdom saving throw or be disoriented until the end of the dreadnought's next turn. A ship that succeeds on their saving throw by 5 or more becomes immune to this weapon's effects for 8 hours.

Singularity Charges (Recharge 6). The dreadnought launches a projectile that detonates into a singularity at a point it can detect within 20 units. Each creature or ship in a 5-unit sphere from that point must succeed on a DC 18 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much on a successful one. In addition, a ship that fails its save loses 2 SI.

BUILDING A STARSHIP

Even with a large array of standard options, some players may wish to either build their ship from scratch or have the ability to upgrade and customize it. You may also wish to create something truly unique to use in your campaign.

STEP-BY-STEP STARSHIP DESIGN

The following steps are provided to help you easily design a starship that you can use in any spacefaring adventure or scenario. These can be used in conjunction with the **starship sheet** located after the appendices. The sheet combines all of your information and references rules presented in this book and the *Core Manual*.

1. CONCEPTUAL DESIGN

Your first step should be deciding what kind of ship you're looking to build. Is it a super-fast starfighter, a sleek starliner, a mining vessel, a technology-rich exploration vessel, or a hulking battleship?

Once you have a basic concept in mind, you can decide what the ship's primary purpose is within the setting. What are its origins? What sort of crew commands it and what is *their* purpose? You should also consider what materials have gone into building the ship, as well as who (or what) designed it.

2. CHOOSE A SIZE CATEGORY

Once you have a concept in mind, you should choose a size category for your ship. Your size category determines the overall space your ship takes, how much it can carry, and the types of weapons and defenses it can use.

You should also consider how many crewmembers you have for each role and then choose a size with a corresponding crew capacity. For details on size categories, refer to Ship Sizes in chapter 10 of the *Core Manual*.

Hull Die. Similar to creatures, a ship's size determines the die used to calculate its hull points. On an enemy stat block, an average expression is used to calculate its base hull points.

Weight and Cargo. The weights listed on the table below are the average weights and cargo capacity by size category. Ships of the Silrayne Arc use metal and polymer compound hulls which can vary from 75% to 150% of their average weight. If your campaign different standard weights or materials, you can change any of these at your discretion. Cargo capacity can be improved as an additional option (see "Optional Extras").

Size Category	Hull Die	Cargo Capacity	Average Weight
Solitary	d4	1,500 lbs	10,000 lbs
Small	d6	4,000 lbs	25,000 lbs
Medium	d8	7,500 lbs	50,000 lbs
Large	d10	30,000 lbs	200,000 lbs
Huge	d12	22,000 tons	150,000 tons
Massive	d20	75,000 tons	500,000 tons
Colossal	d100	225,000 tons	1,500,000 tons

3. CHOOSE A HULL

Your choice of hull should match your ship concept. Heavier hulls have more base hull points but the lack of mobility lowers its base armor class unless upgraded to a more expensive option. Similar choices are made when selecting the ship's remaining components.

Structural Integrity. A hull's base stats also determines its structural integrity. A ship's starting SI is equal to its number of hull dice with the exception of colossal ships, whose SI is equal to twice its number of hull dice.

Hardpoints. Each starship hull comes with a number of hardpoints to which weapon systems are mounted.

4. SELECT PRIMARY COMPONENTS

Components such as your engine, defenses, and weapon systems are organized by size category, then in alphabetical order for each component type. In addition to a monetary cost, each component reduces your hull's total hardpoints or volume capacity.

Propulsion Systems. Your propulsion system determines both your intercept speed and your ability to maneuver efficiently. More advanced engines come with an integrated stardrive, but at a significant cost.

Weapon Systems. When choosing your weapon systems, consider the number of gunner (tactical) stations your ship has. Do you have enough crew to manage all of your weapons? Would you rather have a variety of different weapons, or similar ones you can link to increase their effectiveness?

5. ADD OPTIONAL EXTRAS

Several additional options are available to round out your ship, such as additional cargo space, defense systems, or improved computer systems. These options provide significant advantages against other similar vessels.

6. FINALIZE YOUR SHIP

Once you've selected your ship's base stats and accessories, make sure these are recorded onto your ship's sheet. If you already crew assignments, you can record those character modifiers and calculate the final stats for your ship.

Once you're done, select a name for your ship and review your ship sheet one last time to make sure your numbers are correct. Resolve any final touches you may wish to add to your ship's background and appearance. Once you're satisfied, it's off into the stars!

THIS IS A FREE PREVIEW DOCUMENT

This document is a free preview of expanded starship rules for the *Master Technician's Guide*. These are a partial release of rules that have not yet been fully edited. The complete rules and tables for starship design and construction are available only to preorder customers until the full release of the *Master Technician's Guide*.

These rules may be used in your Esper Genesis game but are not yet available for use in *Crucible Corps* organized play events.

STARFIGHTER DESIGNS



STARSHIP DESIGNS



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