

SHIP COMBAT

Each character on a starship chooses one of the following roles when they roll initiative. Each role lets a character to take special actions to control the ship.

CAPTAIN

As the captain, you **roll initiative** for the entire ship. The entire party acts on that turn in the initiative order, and you can choose in which order the crew members take their turns.

Brace for Impact. Each time your ship takes damage before the beginning of your next turn, you can roll 1d6 and subtract the number rolled from the mega damage your ship takes, to a minimum of 1.

Fire at Will. One gunner of your choice can then use its reaction to make one attack with a ship weapon.

Full Speed Ahead. The pilot can then use its reaction to move the ship half its movement within the cone of movement.

DOGFIGHTER

You can move your fighter's entire speed on its turn and use your action to fire its weapons. Movement and weapon attacks follow the same rules as the Pilot's **Move** action and the Gunner's **Open Fire** action, except that moving your fighter doesn't require an action. You can also take the Pilot's Dogfighting action.

Targeted Attack. While you are within 1,000 feet of another ship, you can to attempt to disable one of that ship's systems with a well-placed hit. Make an attack targeting the ship with disadvantage. On a hit, you deal damage directly to a system of your choice, a weapon of your choice, or the ship's impulse engines. If the attack is blocked by a shield, the damage is subtracted from the target ship's shield points before it damages any system. Systems, weapons, and engines have 10 mega hit points each. Damage to systems is also deducted from the target ship's hit points.

If a system or weapon drops to 0 hit points, it is disabled. If the engines drop to 0 hit points, the ship is crippled and can only move at half speed.

ENGINEER

As the engineer, you can use your bonus action to change the direction the ship's **shield** faces. At the beginning of the initiative order, the shield regains half its maximum shield points, rounded up.

Directing Power. You can deactivate the shield and direct its power to the impulse engines or into one of the ship's weapons. If you invest the power in the engines, the ship's movement speed increases by half until the beginning of your next turn. If you invest the power in one of the ship's weapons, a gunner can make one additional attack using that weapon when they take the Open Fire action.

Alternatively, you can draw power from the ship's weapons and invest it in the ship's shields. When you do so, until the beginning of your next turn, the ship's shields cover two of its consecutive sides, instead of only one, and it regains all of its shield points at the beginning of the initiative order, instead of only half. In exchange, each gunner makes one weapon attack fewer than normal when they take the Open Fire action.

Overcharge. If you are a spellcaster, you can use your action to expend a spell slot with a level greater than or equal to the Dark Matter engine's class to overcharge the engine. The shield recharges completely, and until the beginning of your next turn, power is invested in the ship's engines (increasing the ship's movement speed by half) and every gun (allowing each gunner to make one additional attack using that weapon when they take the Open Fire action on their turn). Once you use this ability, you can't use it again for 1 minute.

System Repair. You can use your action to repair a ship system or weapon that has 0 hit points and is deactivated. When you do so, make a DC 15 Intelligence (Technology) check. On a success, the system or weapon regains 1 mega hit point and reactivates at the beginning of your next turn.

Void Jump. You can begin the charging process for a void jump. Once a Dark Matter engine has begun to charge, it will jump in 1 minute. No intervention can stop or slow this process; once it is begun, nothing short of destroying the ship can interrupt the jump. The pilot is responsible for guiding the ship on the jump itself and rolls on the Jump Navigation table when the jump begins.

PILOT

Each ship's movement is limited to a **cone of movement**, which extends in the direction your ship is facing and is as wide as the ship's Maneuverability score, measured in degrees.

Move. You move the ship up to its speed within the ship's cone of movement. Once you have finished moving, you can rotate the direction your ship is facing by up to its maneuverability score.

Evasive Maneuvers. Instead of moving, you add your Dexterity modifier to the ship's AC and have advantage on Dexterity saving throws you make on behalf of the ship until the beginning of your next turn.

Dogfighting. If your ship is Corvette-sized or smaller and a ship of the same size classification is behind you within 1,000 feet, you can use your action to perform a complex maneuver. Make a Dexterity (Piloting) check, contested by the other ship. On a success, following several tight turns, you switch places with that ship. The direction both ships face remains the same.

Hard Turn. You move your ship 500 feet in any direction and rotate to face any way you choose.

Ram. You can ram your ship directly into a target by moving up to your speed within your cone of movement and entering a ship or mega creature's space. Your ship and the target each take 2d10 mega bludgeoning damage. Larger ships deal and take more damage in a ram: Transport ships deal 3d10, Corvettes and Frigates deal 4d10.

GUNNER

If a weapon has the **Facing** property, it can only be fired in a 90-degree cone in the direction in which it was mounted. You add your proficiency bonus and Dexterity modifier to an attack roll you make with a ship's weapon, but you don't add any ability modifier to the weapon's damage rolls.

Open Fire. You can take the Attack action on your turn to attack with one of the ship's weapons. You can make multiple attacks if you have a feature, such as Extra Attack, that gives you extra attacks. If you score a critical hit on a ship, you randomly disable one of the target ship's systems.

Readied Attack. You can use your action to ready an attack with a ship's weapon, just as you would ready an attack with a normal weapon.

SIZE CLASSIFICATION

Classification	Dimensions		
Fighter	100 ft. (less than 1×1 sq.)	Frigate	1,500×1,500 ft. (3×3 sq.)
Personal	250×250 ft. (less than 1×1 sq.)	Light Cruiser	2,000 × 2,000 ft. (4×4 sq.)
Transport	500×500 ft. (1×1 sq.)	Heavy Cruiser	2,500 × 2,500 ft. (5×5 sq.)
Corvette	1,000×1,000 ft. (2×2 sq.)	Capital	4,000 × 4,000 ft. (8×8 sq.)
		Titan	1 mile or longer in any dimension

ATTACK

You make a melee or ranged weapon attack.

CAST A SPELL

You cast a cantrip or a spell of 1st level or higher. See the spell's casting time.

DASH

You gain extra movement equal to your movement speed (plus any modifiers) for the current turn.

DISENGAGE

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

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 or if your speed drops to 0.

HELP

You help one creature with a task, giving that creature advantage on the next ability check it makes for that task. Or you distract one creature within 5 feet of you, and the next attack roll that an ally of yours makes against that creature has advantage.

Whichever option you choose, the advantage goes away once used or when your next turn starts.

HIDE

You make a Dexterity (Stealth) check in an attempt to become hidden—unseen and unheard.

READY

You wait for a particular circumstance before you act, which lets you act using your reaction before the start of your next turn. You must decide in advance (a) what perceivable circumstance will trigger your reaction and (b) the action you will take in response to that trigger.

If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

SEARCH

You make a Wisdom (Perception) check or an Intelligence (Investigation) check to find something.

USE A MAGIC ITEM

You use a magic item which requires an action for its use.

USE AN OBJECT

You use an object, other than a magic item, that requires your action for its use.

USE A SPECIAL ABILITY

You use a class feature or other special ability that requires your action for its use.

ACTIONS IN COMBAT

CONDITIONS

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.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

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 (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when 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 any tracks it leaves.

- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the 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 object 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 is incapacitated (see the 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 disease, 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 is incapacitated (see the 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 is incapacitated (see the 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 is within 5 feet of the creature.

EXHAUSTION

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

TYPICAL SAVE DCs

Difficulty	DC	Scores	Skill Level
Very Easy	5	1	Abysmal
Easy	10	5	Poor
Moderate	15	10	Average
Hard	20	15	Exceptional
Very Hard	25	20	Peak
Nearly Impossible	30	25	Superhuman
		30	Godlike

SKILLS

Acrobatics (Dexterity)	Nature (Intelligence)
Animal Handling (Wisdom)	Perception (Wisdom)
Arcana (Intelligence)	Performance (Charisma)
Athletics (Strength)	Persuasion (Charisma)
Data (Intelligence)	Piloting (Dexterity)
Deception (Charisma)	Religion (Intelligence)
History (Intelligence)	Sleight of Hand (Dexterity)
Insight (Wisdom)	Stealth (Dexterity)
Intimidation (Charisma)	Survival (Wisdom)
Investigation (Intelligence)	Technology (Intelligence)
Medicine (Wisdom)	

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st–4th	5 (1d10)	11 (2d10)	22 (4d10)
5th–10th	11 (2d10)	22 (4d10)	55 (10d10)
11th–16th	22 (4d10)	55 (10d10)	99 (18d10)
17th–20th	55 (10d10)	99 (18d10)	132 (24d10)

COVER

Cover	Effect
Half-cover	+2 to AC and Dexterity saving throws
Three-quarters cover	+5 to AC and Dexterity saving throws
Total cover	Can't be targeted directly by attacks or spells

DARKNESS AND OBSCURITY

Obscurity	Effect
Lightly Obscured	Creatures have disadvantage on Wisdom (Perception) checks which rely on sight.
Heavily Obscured	Vision is blocked; creatures are effectively blinded.
	Dim light, patchy fog, moderate foliage
	Darkness, opaque fog, dense foliage

EXTREME TEMPERATURE

If you are exposed to extreme heat or cold while unprotected, you take 1d6 cold or fire damage at the beginning of your turn. If you are still exposed at the beginning of your next turn, you take 2d6 damage, and 3d6 damage at the beginning of the turn following that, and so on, up to a maximum of 10d6.

FALLING

A fall from a great height is one of the most common hazards facing a spacer. At the end of a fall, you take 1d6 bludgeoning damage for every 10 feet you fell, to a maximum of 20d6. You land prone, unless you avoid taking damage from the fall.

SUFFOCATING

You can hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum of 30 seconds).

When you run out of breath or are choking, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). At the start of your next turn, you drop to 0 hit points and are dying, and you can't regain hit points or be stabilized until you can breathe again.

VACUUM

Upon entering a vacuum without a breathing apparatus, you can survive a number of rounds equal to 1 + your Constitution modifier (minimum 2 rounds). At the start of your next turn, you drop to 0 hit points and are dying.

Even if you have a breathing apparatus, you might still be subject to Extreme Temperature if you don't have other protective equipment.

Casting a spell with a verbal component is impossible in a vacuum.

EXTREME GRAVITY

	Weight	Movement Speed	Other Rules
Zero Gravity	Nullified	None, unless climbing	Once a creature or object is set into motion, it can't stop moving until it collides with an obstacle.
Light Gravity	Halved	Normal	You take half damage from falling.
Heavy Gravity	Doubled	Costs 1 extra foot	If you are prone and wish to stand up, you must succeed a DC 12 Strength check.
Extreme Gravity	Quadrupled	Costs 1 extra foot	You take bludgeoning damage at the beginning of your turn: 1d4 if Small, 1d6 if Medium, 1d8 if Large, 1d10 if Huge, 1d12 if Gargantuan.

BLIND JUMP

d100 Jump

- 01–20 **The Black.** Your ship emerges from its jump in deep space. You are no closer to your destination.
- 21–50 **Off Target.** Your void jump sends you wide of your intended target. At the GM's discretion, there is a 10% chance that you encounter an undiscovered planet, derelict spacecraft, spatial anomaly, or other significant location. You are up to 50% closer to your destination than you began.
- 51–80 **Near Target.** You are close enough to your target to reach it with 10 minutes of sublight travel.
- 81–00 **Perfect Jump.** Your ship emerges from the void jump precisely where you intend to, often near a spaceport or in orbit around a planet.

BLASTERS

Blasters are ammunition-less ranged weapons which use two damage dice instead of one, but don't add your ability score modifier to damage.

MEGA DAMAGE

Ships use mega hit points and mega damage, each worth one hundred normal points. Ship weapons can't target non-mega creatures.

MEGA SPELLS

Mega spells deal mega damage. A mega spell fails if any part of its effect would intersect with an area of gravity or artificial gravity.

HACKING

Hacking requires the use of an interface rig and an Intelligence (Data) check. In general, a hacking attempt requires 1 minute of work using the technology, though the GM can decide that certain tasks might take only an action. On a successful check to hack a device, you can perform operations on the system as if you had full access. On a failed check, roll a d6. On a 6, the device locks down and no further attempts can be made to hack it. More secure devices might lock on a roll of 5 or 6, or on a roll of 4 to 6, as determined by the GM.

DARK MATTER