

THE SPELLJAMMER CAMPAIGN

ERA

Reason. The ship designs and the existence of sophisticated firearms places the Spelljammer setting squarely in the age of reason. Character options and gear from the Reason era are available in this setting.

CAMPAIGN QUALITIES

The following qualities are suggested for the Spelljammer campaign setting. Depending on the type of game the GM wishes to run, others can be easily added (recommended might be qualities that make play more swashbuckling and make magic items more common).

Feat Exchange: When a hero gains a specific bonus feat or a bonus feat from any specific chain, they may instead gain a Chase feat. Chase feats are not part of the base Fantasy Craft game, but are important to the Spelljammer setting, so should be readily available to players.

Miracles: Alignments grant fantastic powers. In the default setting, only powers from the first two steps of an alignment's paths are available in a sphere where that alignment does not have native followers.

Sorcery: Magic is real and can be harnessed and controlled in the form of spells.

SPELLJAMMER CHARACTERS

SPECIES

DRACON

Type: Large quadruped folk with reach 1. Your maximum wounds equal your Constitution x1.5 (rounded down).

Attributes: +2 Strength, -2 Dexterity

Base Speed: 50 ft.

Natural Attack: You gain the Claw I natural attack. If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade +1 per additional benefit granting the same attack.

Improved Stability: You're considered 1 size category larger for carrying capacity, trample attacks and resisting bullrush and trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.

Wrestling Basics: You gain the Wrestling Basics feat.

Restricted Actions: Break Fall, Climb and vertical Jump checks you make are considered unskilled.

GIFF

Type: Large biped folk with reach 1. Your maximum wounds equal your Constitution x1.5 (rounded down).

Attributes: +4 Strength, -2 Intelligence.

Base Speed: 30 ft.

Thick Hide 3: You're considered to be wearing partial armor that provides damage reduction 3. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the thickest single DR value +1 per additional hide benefit.

Natural Attack: You gain the Slam I natural attack (in the form of a head butt). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade +1

per additional benefit granting the same attack.

Enlightened Skill: Your maximum rank in the Tactics skill increases to your career level +5.

Only the highest bonus from a single enlightened ability may apply to each skill.

Restricted Actions: Spellcasting and Tumble checks you make are considered unskilled.

GROMMONS Male/Female

Type: Medium biped folk with reach 2.

Attributes: +3 Strength, +3 Dexterity, -3 Intelligence/-3 Strength, +3 Intelligence, +3 Wisdom.

Base Speed: 40 ft.

Enlightened Skill: Your maximum rank in the Athletics skill increases to your career level +5.

Only the highest bonus from a single enlightened ability may apply to each skill.

Higher Calling: Characters with opposing alignments suffer a -1 penalty with skill checks targeting you or opposed by you.

HADOZEE

Type: Medium biped folk with reach 1.

Attributes: +2 Dexterity, -2 Charisma.

Base Speed: 30 ft.

Gliding: You suffer no damage from falling so long as you aren't paralyzed, unconscious, or dying. Also, when making a running, horizontal leap, the distance you travel is doubled and is no longer limited by your height. You lose these abilities if you wear moderate or heavy armor.

Enlightened Skill: Your maximum rank in the Athletics skill increases to your career level +5.

Only the highest bonus from a single enlightened ability may apply to each skill.

Limited Many-Armed: You have a limited version of the Many-armed feat. You cannot wield more weapons than normal, but once per round you may handle an item as a free action. You also gain a +1 with skill checks made as part of a grapple action per 2 of your limbs that are free (maximum +2). You may wield items in either your hands or your feet.

Darkvision I: You ignore the effects of dim or faint light.

Restricted Actions: You may not wield a shield other than a buckler.

HURWAET

Type: Medium bipedal folk with reach 1.

Attributes: +2 Wisdom, -2 Constitution

Base Speed: 30 ft.

Enlightened Skill: Your maximum rank in the Hagglng skill increases to your career level +5.

Only the highest bonus from a single enlightened ability may apply to each skill.

Jump: You have the NPC quality of Superior Jumper I.

Fog Cloud: You can cast Control Weather I once per scene as if you had the Natural Spell NPC quality. Your caster level is 1 and you are limited to only the create fog effect of this spell.

Thick Hide 3: You're considered to be wearing partial armor that provides damage reduction 3. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the thickest single DR value +1 per additional hide benefit.

RASTIPEDE

Type: Medium hexiped folk with reach 1.

Attributes: +2 Constitution, -2 Dexterity.

Base Speed: 40 ft.

Improved Stability: You're considered 1 size category larger for carrying capacity, trample attacks and resisting bullrush and trip attempts so long as you are standing firmly on the ground and not

climbing, flying or riding.

Natural Attack: You gain the Claw I natural attack. If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade +1 per additional benefit granting the same attack.

Thick Hide 2: You're considered to be wearing partial armor that provides damage reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the thickest single DR value +1 per additional hide benefit.

Enlightened Skill: Your maximum rank in the Hagglng skill increases to your career level +5. Only the highest bonus from a single enlightened ability may apply to each skill.

Sharp Sense of Smell: Your scenting range increments are equal to your Wisdom score x10 ft. You may always act during a surprise round unless the opponent's scent is masked.

Spelljamming Expert: You're considered to have 2 additional Spellcasting feats when determining the Ships Rating on a ship in which you are manning the helm (at least 1 Spellcasting feat is required to use a helm).

Restricted Actions: Jump, Swim and Tumble checks you make are considered unskilled.

XIXCHIL

Type: Medium bipedal beast with reach 1.

Attributes: +2 Dexterity, +2 Constitution, -2 Charisma

Base Speed: 30 ft.

Thick Hide 2: You're considered to be wearing partial armor that provides damage reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the thickest single DR value +1 per additional hide benefit.

Bonus Feat: Bandage

Natural Attack: You gain the Claw I natural attack. If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade +1 per additional benefit granting the same attack.

Secrete Poison: You can create a poison tailored to act against a specific individual. You must have obtained a blood sample from the intended victim (usually from a successful attack with an edged weapon that did at least 1 point of damage after reductions and resistances). You must then spend one full action and make a Medicine check. The poison can be applied to a claw or to a weapon using the normal rules for applying poisons. The DC for the saving throw is $\frac{1}{2}$ the result of the Medicine check. The poison is either of the lethal or the numbing variety (per table 4.12). The poison potency only lasts 10 minutes and you can create up to 3 doses per day. A successful throw by a victim makes them forever immune to your poisons.

Special: Xixchil may take the Many-Armed and Many-Legged feats.

SPECIALTIES

COURIER

Couriers specialize in delivering messages small packages quickly and securely.

Bonus Feat: Mobility Basics

Fast: Your ground speed increases by 10 ft.

Practiced Athletics: If you spend an action die to boost an Athletics check and it still fails, you gain the die back after the action is resolved. Against multiple targets, you only recover the die if you fail against all of them.

Guild Ties: You may purchase Mercantile Renown for 20 reputation per rank.

Linguist: You gain 2 additional languages.

CORSAIR, SPELLJAMMING

Similar to the ones on water, except IN SPACE.

Bonus Feat: Crew Dog

Agile Defense: Your base Defense increases by 1.

Flashy: Your Panache increases by 2.

Terrifying Look: The Will saves DCs of stress damage you inflict increase by 1.

Spelljammer Vehicle Focus: You gain the Ride skill's Spelljammer Vehicles focus.

DIPLOMAT

You are trained as an emissary to win over friends and foes alike with your words.

Bonus Feat: Repartee Basics

Charming: Once per session, you may improve the Disposition of any 1 non-adversary NPC by

5.

Practiced Impress: If you spend an action die to boost an Impress check and it still fails, you gain the die back after the action is resolved. Against multiple targets, you only recover the die if you rail against all of them.

Linguist: You gain 2 additional languages.

Natural Elegance: Your Appearance bonus increases by +1.

ESPATIER

Espatiers are troops carried on ships for use in “beachhead” and boarding actions.

Bonus Feat: Wolf Pack Tactics

Origin Skill: You gain Acrobatics as an origin skill.

Crunch!: Your Strength based damage rolls inflict 1 additional damage.

Smash!: Your Strength based damage rolls against objects inflict 4 additional damage (this does not stack with Crunch!).

Commissioned: You may purchase military Renown for 40 reputation per rank.

GUNNER

You are a professional soldier who specializes in the use of siege artillery.

Bonus Feat: Siege Basics

Siege Proficiency: You gain the Siege proficiency.

Siege Forte: You gain the Siege forte.

Practiced Search: If you spend an action die to boost a Search check and it still fails, you gain the die back after the action is resolved. Against multiple targets, you only recover the die if you rail against all of them.

Origin Skill: You gain Craft as an origin skill.

MISSIONARY

You are tasked with spreading your beliefs to other spheres.

Requirement: Alignment.

Bonus Feat: Pathfinder Basics (your choice of environment).

Paired Skills: Each time you gain ranks in the Survival skill you gain equal ranks in the Impress skill. This may not increase your Impress skill beyond its maximum rank.

Inquisitive Mind: You gain 2 additional interests.

Attribute Training: The lower of your Constitution or Charisma scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.

Charming: Once per session, you may improve the Disposition of any 1 non-adversary NPC by

5.

SALVAGER

You are adapt at finding value in old wrecks.

Bonus Feat: Pack Rat

One Man's Junk...: You gain a +4 insight bonus to Dismantle and Identify checks.

Paired Skills: Each time you gain ranks in the Crafting skill you gain equal ranks in the Haggle skill. This may not increase your Haggle skill beyond its maximum rank.

Trap Sense: You may roll twice when making Reflex saves prompted by security devices and traps, keeping the result you prefer.

SMUGGLER

You are adept at moving goods without detection by those in authority.

Bonus Feat: Ghost Basics

Trackless Step: The DCs of Tracking checks to follow your trail increase by 10.

Practiced Blend: If you spend an action die to boost a Blend check and it still fails, you gain the die back after the action is resolved. Against multiple targets, you only recover the die if you rail against all of them.

Friends in Low Places: You may purchase Criminal renown for 20 reputation per rank.

Camouflaged: Choose a terrain: aquatic, arctic, caverns/mountains, desert, forest/jungle, indoors/settled, plains, swamp, or wildspace. You gain a +5 gear bonus to Blend checks while in that terrain.

SPACER

You have spent a life sailing in Wildspace and the Phlogiston.

Bonus Feat: Pathfinder Basics (Wildspace)

Paired Skills: Each time you gain ranks in the Ride skill you gain equal ranks in the Acrobatics skill. This may not increase your Acrobatics skill beyond its maximum rank.

Spelljammer Vehicle Focus: You gain the Ride skill's Spelljammer Vehicles focus.

Origin Skill: You gain Ride as an Origin Skill.

Savvy Astrogator: You gain the Astrogation interest for free and a +2 competence bonus to knowledge checks related to astrogation.

CLASSES

Most Fantasy Craft base classes are appropriate for the Spelljammer campaign setting. The exception being the Lancer due to the impracticalities of mounts on board ships. Likewise, most of the expert and master classes are appropriate. The Ace class from the World On Fire source book for Spycraft 2.0 is very well suited for the setting, with a bit of thematic renaming.

INTERESTS

LANGUAGES

The usual Common plus racial languages as found in most old D&D settings is also the default in Spelljammer.

STUDIES

The following are a few of the most common studies in the Spelljammer setting: any specific crystal sphere, any specific race, any specific space-faring organization (religious organization, military group, or trading house), magic items, planetology, space legends, astrogation (space navigation in wild space and phlogiston), and trade goods.

ALIGNMENTS

There are some alignments followed by space-faring cultures which are universal, and so have powers available anywhere the follower goes. Followers of other alignments can only access the powers of the first 2 steps of any of their paths when in a sphere where that alignment is not followed by a native population.

Alignment	Alignment Skills	Paths	Ritual Weapon	Avatar
Temple of Ptah	Crafting, Investigate, Ride, Search	Knowledge, Travel, Magic	Sickle Sword	
The Path and the Way	Athletics, Blend, Haggle, Tactics	Order, Harmony, Spirits	Quarter Staff	
Celestions	Athletics, Ride, Search, Survival	Travel, Light, Life	Throwing Spear	

The racial pantheon should be pretty easy to come up with. I need to brush up on D&D cosmology to handle the planar churches and the polygots.

SKILLS

RIDE

Add Spelljammer Vehicles as an additional focus.

FEATS

CHASE FEATS

This conversion uses the Chase dramatic conflict rules for handling interaction between two or more spelljamming vessels. The chase feats are included in the setting to help with this. Some of the feats have been renamed for thematic purposes (see Spycraft 2.0 pages 191 – 193 for descriptions)

BABY IT

BAIL OUT!

CAPTAIN'S INSTINCTS (Driving Instincts renamed)

CREW DOG

DARE DEVIL

DEATH RIDE

DEFENSIVE MANEUVERS (Defensive Driving renamed)

A NEAR THING (Photo Finish renamed)

GET RADICAL!

JURY-RIG (Duct Tape and Bubblegum renamed; it's a real naval term!)

NEED FOR SPEED

OFFENSIVE MANEUVERS (Offensive Driving renamed)

RAMMING SPEED! (Demolition Derby renamed)

RELENTLESS PURSUIT

SEASONED CAPTAIN (Professional Driver renamed)

SPECIES FEATS

ARMADA TRAINED

You hold rank with the vast Elven Armada.

Prerequisites: Elf

Benefit: Ride is an origin skill for you and you gain the Spelljammer vehicles focus for free.

You gain 1 rank of military renown. The lower of your Dexterity or Charisma rises by 1 (your choice in case of a tie). However, the disposition of any character that doesn't share your race worsens by 10.

ASTEROID BORN

Your clan hails from one of the great dwarven citadels.

Prerequisites: Dwarf, level 1 only

Benefit: Gain Spelljammer vehicles as free a focus for the Ride skill. When taking the Basic Skill Mastery feat, you gain access to a new skill pair: Forge Laborer (Craft and Ride). You gain a +2 bonus to knowledge checks regarding astrogation.

ASTEROID CLAN

The operation of the Citadel's forge provides your clan's wealth as well as its ability to move through space.

Prerequisites: Asteroid Born

Benefit: You can keep up to two magic items that do not count against the number of items you may keep. The magic items must be gained through normal play. You gain a +2 bonus to knowledge checks regarding Planetology.

BODY MANIPULATION

The Xixchil have mastered the art of sculpting and modifying their own bodies as well as those of other species.

Prerequisites: Xixchil, Medicine 6 ranks

Benefit: You can modify your own body or the body of another being, heightening their abilities or granting them new ones. Only creatures with the folk, animal or beast types may be modified in this way. Each modification has a reputation cost associated with it, which is paid for by its recipient. You must make Medicine checks using table 2.9 to determine the time needed to create the modification (minimum of 1 week). In addition to the reputation cost, the recipient takes a -1 appearance penalty for every 5 reputation spent (rounded up). This penalty is permanent, even if the

modification is somehow removed in the future. At the end of each week they undergo the modification process, the recipient suffers wound damage equal to the reputation cost (means to keep the patient alive during some of the more extensive operations may be necessary). Once completed, the modifications are considered to be natural parts of the recipient's body. Each modification can only be applied once to a given creature.

Modification	Effect	Reputation Cost
NPC Quality	+1 specific NPC quality	6
Damage Resistance	Damage Resistance 4 against 1 damage type or source	8
Travel Speed	+3 miles per hour (travel only)	10
Save Bonus	+1 innate bonus with saves of 1 type	8
Vitality	+10 Vitality	12
Wounds	+4 Wounds	10
NPC Quality, Greater	+1 specific NPC quality	15
Damage Resistance, Greater	Damage Resistance 10 against 1 damage type or source	15
Travel Speed, Greater	+7 miles per hour (travel only)	20
Save Bonus, Greater	+3 innate bonus with saves of 1 type	25
Vitality, Greater	+20 Vitality	25
Wounds, Greater	+10 Wounds	25
Feat	+1 Specific Feat	20
Defense Bonus	Innate bonus to Defense	8 per +1
Attribute Bonus	Innate bonus to 1 attribute	10 per +1
Natural Attack	NPC Attack quality	20

Notes:

NPC Qualities that can be selected are: Aquatic I, Chameleon I, Darkvision I, Fast Healing, Natural Attack I and Superior Jumper I

Greater NPC Qualities that can be selected are: Aquatic II, Chameleon II, Blindsight, Darkvision II, and Regeneration 2.

Feats ignore the the prerequisites and any special notes. Available feats are Manipulators, Many-Armed, and Many-Legged,

Attributes that can be modified are Strength, Dexterity and Constitution.

Natural attack is at level II or Level I plus one upgrade.

MANIPULATORS

Xixchil can modify their second set of limbs, giving themselves opposable thumbs.

Prerequisite: Xixchil, Level 1 only

Benefit: Replace the Beast type with Folk.

Special: When you gain this feat at level 1, you may reduce any of your attributes by 2 to gain an additional Species feat with the prerequisite "Level 1 only."

RADIANT SCALE

You are a drake that has adapted wholly to life in wildspace.

Prerequisites: Drake, Level 1 only.

Benefit: Your winged flight speed increases to 60 ft. but your ground speed drops to 10 ft. You may also move at Spelljamming speeds in wildspace following the normal rules for doing so. You are immune to the effects of fouled air, but not deadly air. You gain the Lumbering quality. You lose your claw attack and the area of your breath weapon changes to a 60 ft. ray which does force damage.

SCRO

Smarter than their planet-bound cousins, the Scro make their home among the stars.

Prerequisites: Orc, level 1 only

Benefit: You gain proficiency and forte in siege weapons. Your Intelligence score immediately rises by 2.

SCRO COMMANDER

You are trained to lead by inspiring fear.

Prerequisite: Orc, Scro, 4 ranks in ride and the Spelljammer vehicles focus.

Benefit: Each time you gain 1 or more ranks in the Intimidate skill, you also gain an equal number of ranks in the Ride skill. This may not increase your Ride skill beyond its maximum rank. The lower of your Intelligence or Charisma rises by 1 (your choice in case of a tie).

SUNWARD CLUTCH

Being incubated close to a fire body greatly enhances a Saurian's mental prowess.

Prerequisites: Saurian, level 1 only

Benefit: You gain 2 additional interests. When taking the Basic Skill Mastery feat, you have access to a new skill pair: Cunning Intellect (Investigate and Tactics). You have a +2 to Acrobatics checks in no gravity.

SUNWARD CREST

Leaders of spelljamming Saurians have an obligation to ensure that each generation is born with the advantages of heightened intelligence.

Prerequisites: Sunward Clutch

Benefit: Your Intelligence immediately rises by 2. You gain a +2 morale bonus to Defense and all saves when at least 2 adjacent characters share your species.

STYLE FEATS

HERO OF THE MARKETPLACE

You are known to drive a hard bargain.

Prerequisite: Mercantile Renown 1+

Benefit: Your Legend increases by 2. Also, the Reputation cost of Mercantile favors you purchase drops by an amount equal to your Mercantile Renown (minimum 1)

HERO OF THE STREETS

Your name is spoken with respect by those on the other side of the law.

Prerequisite: Criminal Renown 1+

Benefit: Your Legend increases by 2. Also, the Reputation cost of Criminal favors you

purchase drops by an amount equal to your Criminal Renown (minimum 1).

PATRONAGE

The following organizations in the Spelljammer setting can provide patronage per the feat found on page 25 of The Adventurer's Companion:

- The Elven Imperial Fleet: Harassment or Reconnaissance favor.
- The Company of the Chalice: Blessing or Feat Training favor.
- The Pragmatic Order of Thought: Safe Passage or Safe Haven favor.
- The Tenth Pit: Combat Training or Reconnaissance favor.
- The Trading Company: Combat Training or Hirelings favor.
- The Smith's Coster: Delivery or Loan favor.
- Gaspar Reclamations: Language Training or Spellcasting favor.
- The Sindath Line: Safe Passage or Support favor.
- Chainmen: Commit Crime or Detention favor.
- The Seekers: Skill Training or Support favor.
- The Xenos: Commit Crime or Harassment favor.
- The Shapers: Spellcasting or Support favor.

TERRAIN FEATS

NEW PATHFINDER BASICS TERRAIN:

- Wildspace: You can ignore the effects of fouled and deadly air for a number of minutes equal to your Constitution score (this time is doubled by Pathfinder Supremacy).

SPELLS

CHILL FIRE

Level: 3 Energy

Casting Time: 1 half action

Distance: Close

Area: 40' Sphere

Duration: 10 minutes per casting level

Effect: Functions only in the phlogiston, suppressing its flammable nature for the duration of the spell. A fireball will still center on the caster, but will only do normal damage.

CLOSE PORTAL

Level: 8 Conversion

Casting Time: 1 minute

Distance: Remote

Duration: Instant

Effect: Causes a portal in a crystal shell to collapse. If a ship is attempting to pass through when this occurs, roll 1d10 on the following table:

Roll	Effect
1 -2	The portal closes before the ship reaches the shell. It must either turn or crash.
2 -5	The ship closes just before the ship reaches the

	shell. It must unavoidably crash.
6 - 9	The portal closes on the ship, cutting it in two.
10	The portal closes after the ship passes through.

CREATE AIR

Level: 1 Creation (Air)

Casting Time: 1 half action

Distance: Close

Duration: Instant

Effect: Generates a bubble of fresh, breathable air around a person. This air will drive out the stale air and restore it to a fresh state. For every two casting levels, air for an additional person can be created. If the spell is used within a gravity field, inside otherwise hostile surroundings (such as inside a cloudkill cloud or deadly air), it will allow the recipient a single clean breath before the created air disperses.

CREATE ATMOSPHERE

Level: 8 Creation (Air)

Casting Time: 1 hour

Distance: Local

Duration: 1 month per casting level

Effect: Creates a self-renewing atmosphere around an object of up to 1 cubic mile in volume per casting level. The spell automatically ends if the atmosphere comes in contact with an outside atmosphere. When the spell ends, the air will still be fresh, but will begin to become stale as normal.

CREATE MINOR HELM

Level: 6 Artifice

Casting Time: 1 minute per casting level

Distance: Close

Duration: 1 week per casting level

Effect: Turns a normal seat or chair into a minor spelljamming helm. The maximum tonnage the helm can power is the casting level times two in tonnage.

CREATE MAJOR HELM

Level: 7 Artifice

Casting Time: 1 minute per casting level

Distance: Close

Duration: 1 day per casting level

Effect: Turns a normal seat or chair into a major spelljamming helm. The maximum tonnage the helm can power is the casting level times three in tonnage.

CREATE PORTAL

Level: 5 Conversion

Casting Time: 1 half action

Distance: Local

Area: 100' radius

Duration: 2 hours

Effect: Causes a portion of a crystal shell to become temporarily insubstantial, allowing a ship

to pass into or out of the phlogiston. This effect may be dispelled or dismissed. If this occurs while a ship is passing through, roll a d10 and check the following table:

Roll	Effect
1 - 5	Portal closes before the ship reaches the shell. Ship must turn or crash.
6	Portal closes on ship cutting it in half.
7 - 10	Portal closes after ship passes through.

DEBRIS BARRIER

Level: 5 Compass

Casting Time: 1 full action

Distance: Remote

Duration: Concentration

Effect: Must be cast in a location where the maneuvering room grade is any other than open.

By manipulating nearby space debris, the maneuvering room grade for one opposing ship becomes a grade worse.

ENHANCE MANEUVERABILITY

Level: 5 Artifice

Casting Time: 1 half action

Distance: Close

Duration: 1 round per casting level

Effect: This spell may target a ship of no larger than 10 tons per casting level. The Turning of the ship increases or decreases by 1 for the duration of the spell.

ENHANCE RATING

Level: 3 Compass

Casting Time: 1 half action

Distance: Close

Duration: 1 round per casting level

Saving Throw: Will negates (possibly harmless)

Effect: May only be cast upon an individual using a minor or major helm, raising or lowering the SR of the ship by 1 for the duration of the spell. A helmsman may only receive the effects from one casting of this spell at a time and the caster may not use it on themselves.

LOCATE PORTAL

Level: 2 Divination

Casting Time: 1 minute

Distance: Special

Area: Special

Duration: 1 round

Effect: The caster will know the distance and/or travel time of the nearest portal through a crystal shell into or out of the phlogiston within 20 days of their current location. Must be cast within 300 ft. of the crystal shell.

TRADE AND GEAR

GOODS

Name	Effect	SZ/Hand	Const	Comp	Weight	Era	Cost
Lifeboat, Large	Holds 20 people, occupies 10 tons	H/-	Hard 4	12M	200 lbs	Reason	10,000s
Lifeboat, Medium	Holds 5 people, occupies 2.5 tons	L/-	Hard 3	12M	50 lbs	Reason	5,000s
Lifeboat, Small	Holds 2 people, occupies 1 ton	L/-	Hard 3	12M	30 lbs	Reason	1,000s
Portable Shrine	Allows path levels above 2 to be used in alien spheres.	M/2H	Hard 2	NA	20 lbs	Reason	500s
Portal Device	Opens a portal in a Crystal Sphere	L/2H	Brittle 3	NA	50 lbs	Reason	10,000s per ship's ton
Portal Locator	Finds portals in Crystal Spheres	M/2H	Brittle 2	NA	30 lbs	Reason	5,000s
Planetary Locator	Finds large objects within a Crystal Sphere	M/2H	Brittle 2	NA	30 lbs	Reason	2,000s
Spelljamming Sextant	+2 gear bonus for knowledge checks regarding astrogation	F/1H	Brittle 1	12M	1 lb	Reason	50s
Star Chart	+2 to knowledge checks regarding the area covered	T/2H	Brittle 1	10W	½ lb	Reason	40s

SIEGE WEAPONS

Name	Damage	Threat	Range	Qualities	SZ/Hand	Const	Comp	Weight	Era	Cost
Jettison	2d6 Lethal	20	100 ft x 6	Load 10, Stationary, Spread, Special	L/-	Hard 3	12W	500 lbs	Reason	200s

Jettison: Can be used to attack directly at a target, or it can be used by a ship acting as the prey in a chase to increase the grade of maneuvering room for the predator by one for the next round. The attacker must beat the predator's current maneuver check with their attack roll for this to succeed.

RENOWN

To reflect the structure of Spelljammer society, the setting has two additional tracks: Criminal (reputation and influence in the criminal underworld) and Mercantile (worth accorded by those in financial and trade circles). Both may spend reputation to buy favors with the renown requirement of “Any.” Criminal renown can also buy the Safe Haven favor as well as the unique favor of Commit Crime. Mercantile renown grants a discount on Delivery and Safe Passage favors as well as 1200 silver per 1 reputation spent on the Loan favor (Reputation value remains unchanged).

TITLES

Rank	Criminal Title	Mercantile Title
1	Ne'er-do-well	Peddler
2	Hoodlum	Dealer
3	Crook	Chapman
4	Insider	Trader
5	Mobster	Negotiator
6	Enforcer	Agent

7	Made Man	Costerman
8	Malefactor	Factor
9	Boss	Moneyer
10	Kingpin	Tycoon

FAVORS

Favor	Renown Requirement	Minimum Downtime	Reputation Cost
Commit Crime – Have a crime committed			
Minor Crime	Criminal 4	-	15
Major Crime	Criminal 8	D	25
Delivery – Safe transport of 1 message or small item.			
Same planet	Any 1	-	5/3
Same crystal sphere	Any 3	-	10/7
Different Crystal Sphere	Any 5	D	20/15
Safe Passage – Party and its animals or cargo are transported to a a destination.			
Same planet	Any 1	-	5/3
Same crystal sphere	Any 3	D	10/7
Different crystal sphere	Any 5	W	20/15

FAVOR DESCRIPTIONS

Commit Crime: The character uses their influence to have one crime committed. If they have items stolen for them, they may still have to pay the monetary or reputation cost for those items. While paying to have someone else commit a crime makes it difficult to trace back to the characters, this does not completely protect them from implication.

Delivery/Safe Passage: These remain the same as in the FC rulebook, but with updated distances to reflect the setting. The cost after the slash in the reputation cost column is the price for using Mercantile Renown to purchase.

HOLDINGS

A spelljamming vessel is a holding with a reputation cost equal to twice its tonnage.

PRIZES

Helms are prizes with a reputation cost as listed below:

Helm	Reputation Cost
Minor Helm	10
Major Helm	20
Series Helm	7 per linked helm
Pool Helm	30, mind

	flayers only
Orbus	15, beholders only
Forge	30, dwarves only
Crown of Stars	25
Furnace	10
Lifejammer	8

Notes for changes to helms from the original Spelljammer rules:

A minor helm provides 1 SR for every 2 Spellcasting feats the helmsman possesses. While manning a helm, the helmsman only has half their normal Spell Points available in a given scene and takes a -5 penalty to spellcasting checks if the ship is moving, but can cast spells as if they were standing on any open spot on the deck of the ship. The helmsman can operate the helm for 12 hours without a problem. Each hour after 12, the SR is reduced by 1 (to a minimum of 1). After 24 hours, the helmsman will lose consciousness. The maximum size of a ship that a minor helm can move is 50 tons.

A major helm works as above, but provides 1 SR per Spellcasting feat possessed by the helmsman and it can move ships up to 100 tons.

A series helm is built for a specific species that possesses innate psychic or magical abilities (generally, they must possess either the Natural Spell or other supernatural quality or have a supernatural attack) and provides 1 SR per linked helm to ships of up to 50 tons (and no smaller than 5 tons). If the occupant of a series helm is killed, the ship loses power (SR 0) for one minute and the other helm occupants must make a Will save (DC 20) or be stunned.

A crown of stars acts as a minor helm except the helmsman is free to move around. They do not suffer the -5 penalty to spellcasting checks, but can only cast spells with themselves as the originating point as normal.

Furnaces provide an SR of 2 that lasts 1 week per 5 RP cost of the magic item placed inside.

Lifejammers provide 1 SR for every 10 XP of the NPC placed inside (minimum 1). The victim must make a damage save vs. DC 10 every day, which increases by +1 cumulatively each additional day.

Gnomish and other non-magic helms can be purchased for 10,000 sp. They provide SR 2 and require 1 ton of cargo space. Whether they work or not depends on if gnomes are being played for comic relief or straight. If the former, use the failure rules listed on pg. 37 of the Concordance of Arcane Space.

There were two problems with helms in the original Spelljammer rules. First, they are extremely valuable, often more so than the ship they were mounted on. They were also easily taken and transported, so they became the primary target for quick wealth. The prize/reputation system should cover this problem quite nicely.

The second problem is they basically screwed whoever was stuck having to use it. Basically, the party's wizard or cleric was reduced to playing outboard motor. Allowing spellcasting while acting as a helmsman should take care of that issue.

Using Spellcasting feats as the determining factor for powering a helm opens the position up to non-mages. The feats Blessed and The Gift will gain a bit more utility.

SPELLJAMMING

SHIP STATISTICS

Size: A ship's size is based on a footprint as determined by its keel and beam lengths. The original tonnage-based sizing has been retained as well for various other stats.

Unfortunately, this really emphasizes the issues with both the original listed tonnages of the ships and the problems with the D20 size system. The sizes listed for ships in the Spelljammer books (especially the original boxed set) did not really reflect the deck plans (the Nautloid is something like five stories tall, but is listed as smaller than ships with a similar footprint). The problem with the D20 sizes is using a 2D footprint to represent a 3D object (that five story tall Nautloid again) and that they were designed to represent monsters and don't work with vehicles well (you'll see most ships end up being the same size, which is dull). Don't know what to do about it other than revamp everything, which I'm not sure I'm up to.

Occupancy: The number of crew and passengers are the same as listed in the original Spelljammer statistics.

Acceleration/Turning: Acceleration is equal to the ship's Ships Rating (SR) as determined by the helm and helmsman. Turning is based on the ship's listed Maneuver Rating as per the table below.

Maneuver Rating	Turning
A	10
B	8
C	6
D	4
E	2
F	0

MPH: The tactical speed of a ship is equal to its SR x 17 MPH. The spelljamming speed is one hundred million miles per day.

D/S: Defense is standard for objects (10 + size modifier) plus a bonus equal to 10 – the Armor Rating as listed in the original Spelljammer material.

The damage save is based on the size of the ship and the material it was made from. The number of failed saves before being destroyed is based on size. As with all other vehicles, ships are subject to additional damage rules.

Material	Damage Save Modifier
Thin Wood	+5
Thick Wood	+7
Ceramic	+4
Metal	+13
Bone	+8
Stone	+13
Crystal	+4

Size	Damage Save Modifier	Damage Save Modifier, Spycraft	Number of Saves
Large	+8	+6	3
Huge	+10	+7	4
Gargantuan	+12	+8	6
Colossal	+15	+10	8
Enormous	+20	+12	10
Vast	+25	+15	12

The resulting damage save bonuses seem to be extremely high and the messing around I've done with the math indicate that most of the siege weapons are useless. For my own games, I plan on using the size bonuses from the Spycraft rules. I have presented both in the table above.

Complexity: Equals damage save bonus/2 and a build time in months until I figure out something better.

Cargo: Listed in shipping tons, per the original Spelljammer stats.

Qualities: The qualities that may apply to spelljamming vessels are as follows:

Camouflaged (CMF)
 Capital Scale (CAP)
 Comfortable (COM)
 Crew (CRW)
 Dependable (DEP)
 Firmpoints (FMP)
 Flammable (FLM)
 Forgiving (FOR)
 Hardpoints (HDP)
 Heavy Armor (HAR)
 Hot (HOT)
 Living Quarters (LVQ)
 Luxury (LUX)
 Muscle Powered (MUS)
 Open (OPN)
 Passenger Trap (PTP)
 Poor Visibility (PVI)
 Rugged (RGD)
 Stabilized (STB)
 Uncomfortable (UNC)
 Unforgiving (UNF)
 Unreliable (UNR)
 Vertical Takeoff and Landing (VTL)
 Weapons (WPN)
 Wind-Powered (WND)

The following are new qualities for Spelljamming vessels:

Blunt Ram (BRM): When its captain succeeds at the Ram strategy and chooses the Impact advantage, their ship receives a +10 bonus to its damage save against the collision damage.

Grappling Ram (GRM): Both ships involved in the Ram strategy receive a +10 to the damage save against the collision damage and they automatically become locked together. Each round both ships make a maneuver check with the winner deciding to continue the lock or separate.

Piercing Ram (PRM): When its captain succeeds at the Ram strategy and chooses the Impact advantage, their ship receives a +10 bonus to the damage save against the collision damage and the opposing ship receives +8 more damage. Immediately after resolving the damage, the captain who initiated the ram must make a Maneuver check vs. DC 15 or be locked together with the enemy vessel. They will remain locked until either captain can successfully make the check.

Landing, Land (LAL): A ship not designed to land on solid ground that does so must immediately make a damage save against 10 + its size modifier.

Landing, Water (LAW): A ship not designed to land on water will sink in a number of minutes equal to 30 – its size modifier. Ships made of metal, stone, ceramic or crystal halve this time.

The Crew and Capital Scale qualities change as follows: Maneuvering these ships uses the Ride skill of the designated captain; the skill is modified by their Charisma attribute instead of Dexterity.

There are two different possible methods for steering spelljamming vessels, and support for both can be found in the original materials (sometimes they even contradict themselves within the same book). One is to have the crew responsible for maneuvering the ship and the other is to have the helmsman controlling the ship (treating them essentially as a spaceship pilot). I decided to go with the first because it spreads the roles around a bit and I like the image better.

Cost: As per the Spelljammer stats. Ships are counted as prizes and therefore require players to spend Reputation to keep. A monetary cost is listed for the sake of completeness sake. Ships of 5 tons or less should be purchasable with silver.

LIST OF SHIPS

Name: Angelship

Size: E (26 x 27)

Occ: 8/33

A/T: Per SR/6

MPH: Per SR

D/S: 1/+27 (+19)*

Comp: 14M

Cargo: 21 tons

Qualities: BRM, CRW, FLM, FMP (x3), LAL, LVQ, UNC, VTL

Cost: 33,000s/66r

Notes:

Name: Armada

Size: V (60 x 6)

Occ: 40/100

A/T: Per SR/4

MPH: Per SR

D/S: 1/+29 (+19)*

Comp: 15Y

Cargo: 50 tons
Qualities: CAP, COM, FMP (x17), LVQ, STB, VTL
Cost: 400,000s/200r
Notes:

Name: Barge of Ptah
Size: E (29 x 12)
Occ: 24/60
A/T: Per SR/0
MPH: Per SR
D/S: 1/+25 (+17)*
Comp: 13M
Cargo: 30 tons
Qualities: COM, CRW, FMP (x12), FLM, LAW, LVQ, PRM, VTL
Cost: 60,000s/120r
Notes:

Name: Blade, Goblin
Size: H (4 x 4)
Occ: 1/2
A/T: Per SR/10
MPH: Per SR
D/S: 12/+23 (+20)*
Comp: 12/M
Cargo: ½ ton
Qualities: FMP (x1), LAL, PRM, UNC, VTL
Cost: 6,000s/4r
Notes:

Name: Bloatfly
Size: E (35 x 11)
Occ: 6/40
A/T: Per SR/2
MPH: Per SR
D/S: 1/+33 (+25*)
Comp: 17M
Cargo: 6 tons
Qualities: CRW, FMP (x36), LVQ, UNC, VTL
Cost: 144,000s/80r
Notes: Additional 18 tons of cargo space can be added by removing the egg tubes.

Name: Citadel, Dwarven
Size: V (50 x 50 +)
Occ: 100/300+
A/T: Per SR/2
MPH: Per SR
D/S: 1/+42 (+32)*
Comp: 21Y
Cargo: 150+ tons

Qualities: CAP, COM, FMP (x9 – 27), LVQ, RGD

Cost: 100,000s – 600,000s/600r - 1400r

Notes: Can be up to 700 tons. SR is 1 per 100 dwarves working the forge.

Name: Cuttle Command

Size: E (24 x Variable)

Occ: 30/100

A/T: Per SR/2

MPH: Per SR

D/S: 1/+27 (+19)*

Comp: 14M

Cargo: 50 tons

Qualities: CAP, FLM, FMP (x7), LAL, LVQ, VTL

Cost: 100,000s/200r

Notes: Size is based on vertical height.

Name: Damsel fly

Size: C (20 x 4)

Occ: 2/10

A/T: Per SR/4

MPH: Per SR

D/S: 8/+28 (+23)*

Comp: 14M

Cargo: 5 tons

Qualities: FMP (x1), HAR, LAL, LVQ, PVI, VTC

Cost: 30,000s/20r

Notes:

Name: Death Spider

Size: E (35 x 10)

Occ: 30/100

A/T: Per SR/2

MPH: Per SR

D/S: 1/+24 (+16*)

Comp: 12M

Cargo: 50 tons

Qualities: CAP, FMP (x 6), GRP, LAL, UNC, VTL

Cost: 500,000s/200r

Notes:

Name: Dragonfly

Size: C (20 x 4)

Occ: 2/10

A/T: Per SR/6

MPH: Per SR

D/S: 6/+22 (+17)*

Comp: 11M

Cargo: 5 tons

Qualities: FLM, FMP (x1), LAL, LVQ, VTL

Cost: 5,000s/20r

Notes:

Name: Dragonship

Size: E (30 x 4)

Occ: 20/45

A/T: Per SR/4

MPH: Per SR

D/S: 1/+27 (+19)*

Comp: 14M

Cargo: 22 tons

Qualities: CRW, FLM, FMP (x 2), LAW, LVQ, LUX, VTL

Cost: 45,000s/90r

Notes:

Name: Eel Ship

Size: C (21 x 3)

Occ: 4/20

A/T: Per SR/6

MPH: Per SR

D/S: 6/+20 (+15)*

Comp: 10M

Cargo: 10 tons

Qualities: CRW, FLM, FMP (x 20), LAW, LVQ, UNC, VTL

Cost: 10,000s/40r

Notes:

Name: Flitter

Size: H (4 x 1)

Occ: 1

A/T: Per SR/8

MPH: Per SR

D/S: 10/+14 (+11)*

Comp: 7M

Cargo: NA

Qualities: LAL, LAW, OPN (¼ cover), STB, UNC, VTL

Cost: 4,000s/2r

Notes:

Name: Hammership

Size: E (50 x 5)

Occ: 24/60

A/T: Per SR/4

MPH: Per SR

D/S: 1/+27 (+19)*

Comp: 14M

Cargo: 30 tons

Qualities: BRM, CRW, DEP, FLM, FMP (x 3), LAW, LVQ, VTL

Cost: 60,000s/120r

Notes:

Name: Leafship
Size: E (50 x 8)
Occ: 20/70
A/T: Per SR/4
MPH: Per SR
D/S: 1/+24 (+16)*
Comp: 12M
Cargo: 35 tons
Qualities: CRW, FMP (x 5), LAW, LVQ, UNF, VTL2
Cost: 280,000s/140r
Notes: SR for a Crystal Throne is 4.

Name: Mammoth, Ogre
Size: E (27 x 9)
Occ: 27/90
A/T: Per SR/2
MPH: Per SR
D/S: 1/+37 (+29)*
Comp: 19M
Cargo: 45 tons
Qualities: BRM, CRW, FLM, FMP (x 9), LAL, LVQ, RGD, VTL
Cost: 90,000s/180r
Notes:

Name: Man-o-War, Elven
Size: C (40 x 4)
Occ: 10/60
A/T: Per SR/6
MPH: Per SR
D/S: 5/+19 (+14)*
Comp: 10M
Cargo: 30 tons
Qualities: COM, CRW, FMP (x4), LVQ STB, VTL
Cost: 240,000s/120r
Notes:

Name: Mindspider
Size: C (8 x 13)
Occ: 3/40
A/T: Per SR/6
MPH: Per SR
D/S: 8/+28 (+23)*
Comp: 14M
Cargo: 20 tons
Qualities: CRW, FMP, (x3), GRM, LVQ, PRM, PTP, UNC, VTL
Cost: 120,000s/80r
Notes:

Name: Mosquito
Size: G (10 x 3)
Occ: 1/5
A/T: Per SR/6
MPH: Per SR
D/S: 11/+17 (+13)*
Comp: 8M
Cargo: 3 tons
Qualities: FLM, LAL, LAW, OPN, VTL
Cost: 3,000s/10r
Notes:

Name: Nautloid
Size: E (36 x 6)
Occ: 10/35
A/T: Per SR/4
MPH: Per SR
D/S: 1/+27 (+19)*
Comp: 14M
Cargo: 17 tons
Qualities: CRW, FLM, FMP (x 5), HAR (2), LAW, LVQ, PRM, PVI, VTL
Cost: 35,000d/70r
Notes:

Name: Octopus
Size: E (40 x 10)
Occ: 12/70
A/T: Per SR/4
MPH: Per SR
D/S: 1/+27 (+19)*
Comp: 14M
Cargo: 35 tons
Qualities: CRW, FLM, FMP (x4), LAL, LVQ, VTL
Cost: 70,000s/140r
Notes: Size includes tentacles.

Name: Scorpion
Size: C (15 x 4)
Occ: 6/60
A/T: Per SR/6
MPH: Per SR
D/S: 8/+28 (+23)*
Comp: 14M
Cargo: 12 tons
Qualities: CRW, FMP (x5), GRM, LAL, LVQ, UNC, UNF, VTL
Cost: 180,000s/120r
Notes: Ram claws are treated as a Grappling Ram.

Name: Shrikeship
Size: C (20 x 4)
Occ: 14/30
A/T: Per SR/8
MPH: Per SR
D/S: 7/+22 (+17*)
Comp: 11M
Cargo: 15 tons
Qualities: CRW, FLM, FMP (x4), LAL, LVQ, PRM, VTL
Cost: 30,000s/60r
Notes:

Name: Sidwheeler, Gnome
Size: C 24 x 5
Occ: 20/30
A/T: Per SR/2
MPH: Per SR
D/S: 5/+22 (+17*)
Comp: 11M
Cargo: 15 tons
Qualities: CRW, LAL, LAW, LVQ, PTP, UNF, VTL
Cost: 90,000s/60r
Notes: 50% chance of either water or land landing capability. Non-magical helm provides SR 2.

Name: Smalljammer
Size: G (13 x 8)
Occ: 1/20
A/T: Per SR/8
MPH: Per SR
D/S: 10/+15 (+11)*
Comp: NA
Cargo: 10 tons
Qualities: COM, DEP, LAL, LAW, LVQ, STB, VTL
Cost: 30,000s/40r
Notes: Can create illusions to disguise itself.

Name: Squidship
Size: E (50 x 5)
Occ: 12/45
A/T: Per SR/4
MPH: Per SR
D/S: 1/+27 (+19)*
Comp: 14M
Cargo: 23 tons
Qualities: CRW, FLM, FOR, FMP (x3), LAW, LVQ, PRM, VTL
Cost: 45,000s/90r
Notes:

Name: Swanship

Size: C (20 x 8)
Occ: 12/32
A/T: Per SR/6
MPH: Per SR
D/S: 5/+20 (+15)*
Comp: 10M
Cargo: 16 tons
Qualities: COM,
CRW, FLM, FMP (x3), LAL, LAW, LVQ, STB, VTL
Cost: 16,000s/64r
Notes:

Name: Thorn Ship
Size: G (10 x 2)
Occ: 1/6
A/T: Per SR/8
MPH: Per SR
D/S: 9/+16 (+12)*
Comp: 8M
Cargo: 2 tons
Qualities: FMP (x2), LAW, LAL, OPN, VTL
Cost: 12,000s/12r
Notes: Crystal Throne provides an SR of 3.

Name: Tradesman
Size: C (24 x 5)
Occ: 10/25
A/T: Per SR/4
MPH: Per SR
D/S: 7/+22 (+17)*
Comp: 11M
Cargo: 13 tons
Qualities: CRW, FLM, FMP (x2), FOR, LVQ, VTL
Cost: 25,000s/50r
Notes:

Name: Turtle
Size: C (19 x 14)
Occ: 12/40
A/T: Per SR/4
MPH: Per SR
D/S: 9/+28 (+23)*
Comp: 14M
Cargo: 20 tons
Qualities: BRM, CRW, FMP (x4), HAR(2), LAL, LAW, LVQ, VTL
Cost: 120,000s/80r
Notes:

Name: Tyrant Ship

Size: C (20 x 20)
Occ: 15/23
A/T: Per SR/6
MPH: Per SR
D/S: 12/+28 (+23)*
Comp: 14M
Cargo: 11 tons
Qualities: CRW, LVQ, UNF, VTL
Cost: 46,000s/46r
Notes: SR is 1 per orbus used.

Name: Wasp
Size: G (16 x 4)
Occ: 8/18
A/T: Per SR/4
MPH: Per SR
D/S: 6/+19 (+15)*
Comp: 10M
Cargo: 9 tons
Qualities: CRW, FMP (x1), LAL, LVQ, LVQ
Cost: 18,000s/36r
Notes: When the central well is filled with water, the ship is considered to have the FSS quality.

Name: Whaleship
Size: E (50 x 8)
Occ: 20/90
A/T: Per SR/2
MPH: Per SR
D/S: 1/+39 (+31)*
Comp: 20M
Cargo: 45 tons
Qualities: BRM, CAP, FLM, FMP (x1), LAW, LUX, LVQ, RGD, VTL
Cost: 90,000s/180r
Notes:

Name: Welk
Size: G (24 x 5)
Occ: 20/30
A/T: Per SR/4
MPH: Per SR
D/S: 10/+16 (+12)*
Comp: 8M
Cargo: 15 tons
Qualities: APP, CRW, COM, FMP (x2), LAL, LAW, LVQ, PRM, VTL
Cost: 120,000s/60r
Notes:

Name: Wreckboat
Size: H (6 x 3)

Occ: 1/4
A/T: Per SR/10
MPH: Per SR
D/S: 12/+17 (+14)*
Comp: 8M
Cargo: 2 tons
Qualities: LM, FOR, FMP (x1), LAL, LAW, UNC, VTL
Cost: 4,000s/8r
Notes:

*These are the damage saves if using the Spycraft values.

Blank Stat Block

Name:
Size:
Occ:
A/T: Per SR/
MPH: Per SR
D/S:
Comp:
Cargo:
Qualities:
Cost:
Notes:

UPGRADES

As per Spycraft 2.0, except as otherwise noted. Costs listed in Reputation except where otherwise noted.

Additional Weapon: Adds Firmpoint (1). Can be added a number of times equal to every open 10' x 10' area of deck space. Cost: 10 each, plus the cost of the weapon itself.

Advanced Stability: Cost: 1 per ship ton.

Camouflaged Paint Scheme: Cost: 1 per ship ton.

Custom Appearance: Cost: 1 per ship ton

Fine Tuning: Cost: 2 per ship ton.

Gutting: Add 25% more cargo space, but also add the Unreliable quality. Cost: 2 per ton.

Increased Thickness: Increase the thickness of the hull material. Adds the Rugged quality, but cargo space is reduced by 20%. Cost: 5 per ton of ship.

Luxury Fittings: Cost: 2 per ship ton.

Netting: Adds the Advanced Passenger Protection (3) quality. This quality is lost after the first Occupant hit by a siege weapon. Cost: 3s per ton.

Plating: Adds the Heavy Armor (1) quality but lowers the Turning by 1. Cost: 2 per ton of ship.

Stripping: Increase turning by 1 but adds the Unreliable quality. Cost: 2 per ton.

Stronger Materials: Swaps the construction material to a different substance and gains the new modifier to damage saves (and possibly other changes, such as a wooden shipped re-constructed in metal will lose the Flammable quality). Cost: 3 per ton of ship.

Thinning: Swap thick wood construction for thin wood to provide 20% more cargo space, but with the reduction to damage saves. Cost: 1 per ton.

Topping Out: Extra rigging for increased maneuverability. Increase Turning by 1, but also increase crew requirement by 50%. Cost: 2 per ton of ship.

Weather Proofing: Cost 1 per ship ton.

CREW QUALITY

A ship is assumed to have enough crew members to meet the minimum crew requirements to operate the ship as well as man all of its weapons. The default crew quality is Average. Lost crew members are replaced after spending a week at a space port (captains with poor reputations could find this time increased). In cases where a crew needs to be pressed into service outside a space port, then the crew quality drops to Green until they are replaced or receive training (one month of travel is required to bring them up to Average status). Reputation may be spent to acquire a Trained or Crack crew. In addition to the Reputation cost, training requirements must be met for a Crack crew. They must travel together at least three months including at least one trip into the phlogiston as well as have fought one battle together. A crew will maintain its Crack status as long as fewer than half its members are replaced at any one time. If it loses more than half its members, then it will merely have the Trained status until the training requirements are met again. Individual crew members will be of random species, with the majority sharing the same species as the captain.

Ships crews will fight to defend their ship as best they can, but they will only serve on board their vessel unless extreme circumstances force them to do otherwise (such as a crash landing). If a captain that wishes to have followers for adventures, they will need to acquire them separately.

In addition to having better stats (see the Rogues Gallery section for crew member stats), crew quality affects the ships performance by providing a bonus (or a penalty in case of a Green crew) to the Captain's Ride checks as shown in the table below.

Crew Quality	Reputation Cost	Ride Check Bonus
Green	NA	-4
Average	NA	-
Trained	10	+2
Crack	20	+4

SHIP COMBAT

Ship combat is resolved using the chase dramatic conflict rules. The distance per lead point is 150'.

As wildspace lacks a definitive up or down, Smash is not used there. Smash can be gained by ships fighting inside a planet's atmosphere or other places where gravity is present.

To recreate shearing attacks, use the Clip strategy and choose the Impact advantage making a called shot to the opposing vehicle's controls (with the requisite -6 to the maneuver check for making a called shot).

SPELLJAMMER SHIP DAMAGE CHART

Per page 289 of Spycraft 2.0, ships will take damage to a specific area on a critical hit. Attackers can also make called shots by taking a -6 penalty to the attack (the ship must still fail a damage save for the attack to be successful).

Helm hits force the helmsman to make a Fort save vs DC equal to the damage of the attack minus the ship's damage save. If they fail, they take a grade of Shaken.

Roll	Area
1	Cargo
2	Cargo
3	Cargo
4	Cargo
5	Cont.
6	Cont.
7	Cont.
8	Cont.
9	Helm
10	Helm
11	Helm
12	Occ.
13	Occ.
14	Occ.
15	Occ.
16	Occ.
17	W/G
18	W/G
19	W/G
20	W/G

So what do the other players do while the captain makes the maneuver checks?

Act as lieutenants – By taking command of smaller groups of crew members, in carrying out the captains orders, they can make cooperative checks to help with the maneuver checks.

Man weapons – Either by themselves or leading a group of gunners. The siege weapon feats from Adventurer Companion are very valuable for this role.

Render aid – Someone skilled in Medicine can assist injured crew members.

Support roles: Casting spells or using abilities that aid other crew members could be crucial to winning the encounter.

Damage control – Someone with the necessary Crafting focuses should be able to help repair damage and anyone can assist with fighting fires.

Unfortunately, the repair rules are rather vague. Does the repair remove all the missed damage saves or just one? Not sure how one would do repairs on the fly outside of downtime either.

OTHER GENERAL SHIP RULES

Use the Air Quality rules from The Concordance of Arcane Space, pages 11 – 13. Characters in a fouled atmosphere have the Sickened condition.

NPCs

MONSTERS

Arcane (Large Folk Walker — 87 XP): Str 10, Dex 10, Con 10, Int 18, Wis 14, Cha 16; SZ L (2×2, Reach 2); Spd 30 ft. ground; Init IV; Atk III; Def VI; Resilience V; Health V; Comp VIII; Skills: Crafting V, Haggle VII, Investigate V; Qualities: *class ability* (Burglar: evasion I, Burglar: uncanny dodge I), *feat* (Scroll Casting), *natural spell* (Dimension Door 6, Invisibility 3), *treacherous*.

Treasure: 1C, 2G, 2M

Beholder (Medium Beast Horror Walker/Flyer — 129 XP): Str 10, Dex 13, Con 14, Int 15, Wis 13, Cha 10; SZ M (1×1, Reach 1); Spd 0 ft. ground, 20 ft. flight; Init III; Atk II; Def VII; Resilience VIII; Health VI; Comp V; Skills: Notice VIII, Search VIII; Qualities: *always ready*, *darkvision* II, *improved sense* (sight), *natural spell* (Anti-Magic Field (30' cone) 6, Cause Wounds III 3, Charm Monster I 3 (treat as Charm Person I without the type limitation), Command I 1, Disintegrate 6, Finger of Death 7, Scare II 2, Sleep II 3, Slow 3, Telekinesis II 5).

Attacks/Weapons: Bite II, Stone to Flesh (petrifying II: ray 20ft. Range, should only be usable once per scene)

Treasure: 1L, 2T

Beholder, Orbus (Medium Beast Horror Flyer — 27 XP): Str 10, Dex 10, Con 14, Int 1, Wis 8, Cha 6; SZ M (1×1, Reach 1); Spd 20 ft. flight; Init I; Atk I; Def I; Resilience III; Health III; Comp I; Qualities: *natural spell* (Anti-Magic Field I (30 ft. cone) 6).

Attacks/Weapons: Bite I

Beholder, Hive Mother (Large Beast Horror Flyer/Burrower — 123 XP): Str 12, Dex 10, Con 16, Int 18, Wis 17, Cha 13; SZ L (2×2, Reach 1); Spd 0 ft. flight, 20 ft. burrow; Init II; Atk III; Def VI; Resilience VIII; Health VIII; Comp VI; Skills: Notice V, Ride VI, Search V, Tactics VI; Qualities: *always ready*, *class ability* (Captain: battle planning I), *darkvision* II, *hive mind*, *natural spell* (Anti-Magic Field 1 (60 ft cone) 6), *tough* I, *treacherous*, *veteran* II.

Attacks/Weapons: Bite III

Treasure: 1L, 1M, 1T

Dragon, Radiant (Gargantuan Beast Flyer/Walker — 237 XP): Str 20, Dex 10, Con 18, Int 16, Wis 14, Cha 12; SZ G (4×8, Reach 3); Spd 60 ft. flight, 10 ft. ground; Init III; Atk VI; Def IV; Resilience VII; Health VII; Comp V; Skills: Acrobatics VIII, Intimidate VII, Notice VII, Resolve VIII, Spellcasting VI, Survival VII; Spells: Conjure Elemental II, Create Air, Cure Wounds IV, Hold Person, Illusionary Image I, Telekinesis I; Qualities: *damage reduction* 6, *darkvision* II, *dramatic entrance*, *fearless* I, *improved sense* (sight), *interests* (astrogation, languages x3, planetology), *lumbering*,

monstrous defense II, never outnumbered, sterner stuff, tough III, treacherous.

Attacks/Weapons: Bite IV (reach 1), Slam III × 2 (reach 2), Glowing Pulses (damage IV: ray 500ft. range; damage type: force), Tail slap II (trip)

Treasure: 2C, 1L, 3M

Hamster, Giant Space (Large Animal Walker/Burrower — 46 XP): Str 16, Dex 12, Con 14, Int 2, Wis 10, Cha 16; SZ L (2×1, Reach 1); Spd 20 ft. ground, 10 ft. burrow; Init II; Atk II; Def III; Resilience VII; Health IV; Comp III; Qualities: *contagion immunity, darkvision I, improved carrying capacity, improved sense (smell), meek.*

Attacks/Weapons: Bite I

Kendori (Colossal Animal Flyer — 165 XP): Str 30, Dex 10, Con 22, Int 3, Wis 14, Cha 8; SZ C (12×4, Reach 1); Spd 40 ft. flight (wildspace only); Init I; Atk IV; Def III; Resilience VI; Health X; Comp IV; Qualities: *improved carrying capacity, interests (Astrogation), lumbering, tough IV.*

Attacks/Weapons: Tail slap IV (reach 4), Light Beam (damage III: beam 600ft. range)

Treasure: 4T

Krajen, Immature (Tiny Animal Flyer — 11 XP): Str 2, Dex 10, Con 10, Int 1, Wis 10, Cha 10; SZ T (1×1, Reach 1); Spd 10 ft. flight (wildspace only); Init I; Atk I; Def II; Resilience III; Health I; Comp I; Qualities: *mook, swarm.*

Attacks/Weapons: Tentacle slap I, Hull Damage (rotting I)

Krajen, Adult (Gargantuan Beast Flyer — 142 XP): Str 24, Dex 10, Con 18, Int 6, Wis 14, Cha 4; SZ G (8×3, Reach 3); Spd 40 ft. flight (wildspace only); Init IV; Atk VII; Def V; Resilience VII; Health VIII; Comp III; Skills: Athletics V; Qualities: *blindsight, grappler, never outnumbered, tough II.*

Attacks/Weapons: Tentacle slap III (grab; reach 3), Tentacle slap I × 3 (reach 3), Squeeze IV (reach 6), Paralysis Venom (paralyzing II: linked to attack Tentacle Slap I)

Neogi (Small Beast Walker — 69 XP): Str 8, Dex 16, Con 12, Int 13, Wis 12, Cha 8; SZ S (1×1, Reach 1); Spd 20 ft. ground; Init III; Atk II; Def IV; Resilience IV; Health III; Comp V; Skills: Intimidate V, Tactics V; Qualities: *class ability (Burglar: evasion I, Courtier: master plan I, Courtier: master plan II), menacing threat, treacherous.*

Attacks/Weapons: Bite I, Slowing Poison (slowing II: linked to attack Tied to Bite I)

Treasure: 1G, 1L

Neogi, Great Old Master (Huge Beast Walker — 50 XP): Str 14, Dex 8, Con 16, Int 6, Wis 6, Cha 4; SZ H (4×4, Reach 2); Spd 0 ft. ground; Init II; Atk IV; Def II; Resilience IV; Health VI; Comp I; Qualities: *tough II.*

Attacks/Weapons: Bite II (grab), Swallow II

Scavver, Gray (Medium Animal Flyer — 21 XP): Str 10, Dex 12, Con 10, Int 1, Wis 13, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. flight (wildspace only); Init II; Atk I; Def III; Resilience II; Health I; Comp II; Skills: Athletics IV; Qualities: *darkvision I, meek.*

Attacks/Weapons: Bite I

Scavver, Brown (Large Animal Flyer — 47 XP): Str 12, Dex 12, Con 10, Int 1, Wis 14, Cha 10; SZ L (2×1, Reach 1); Spd 30 ft. flight (wildspace only); Init II; Atk II; Def III; Resilience III; Health II; Comp II; Skills: Athletics IV; Qualities: *darkvision I.*

Attacks/Weapons: Bite II (grab), Swallow I (venomous: Necrotic), Poisonous Cloud (damage

II: cone 10ft range)

Scavver, Night (Large Animal Flyer — 58 XP): Str 14, Dex 12, Con 12, Int 1, Wis 14, Cha 10; SZ L (3×1, Reach 1); Spd 40 ft. flight (wildspace only); Init III; Atk IV; Def III; Resilience IV; Health IV; Comp III; Skills: Athletics IV, Sneak V; Qualities: *chameleon* (wildspace II), *darkvision* I.
Attacks/Weapons: Bite II (grab), Swallow II
Treasure: 1A

Scavver, Void (Huge Animal Flyer — 77 XP): Str 16, Dex 12, Con 14, Int 1, Wis 14, Cha 10; SZ H (4×2, Reach 1); Spd 40 ft. flight (wildspace only); Init III; Atk V; Def IV; Resilience V; Health V; Comp III; Skills: Athletics IV, Sneak V; Qualities: *chameleon* (wildspace I), *darkvision* I, *grappler*, *rend*.
Attacks/Weapons: Bite III (grab), Swallow II (venomous: Necrotic)
Treasure: 2A

Umber Hulk (Large Beast Walker/Burrower — 104 XP): Str 18, Dex 10, Con 16, Int 10, Wis 12, Cha 10; SZ L (2×2, Reach 2); Spd 20 ft. ground, 20 ft. burrow; Init V; Atk VII; Def VI; Resilience VI; Health VI; Comp V; Qualities: *damage reduction* 4, *darkvision* II, *feat* (Iron Will), *lumbering*, *tough* I.
Attacks/Weapons: Bite II, Claw III × 2 (keen 4), Confusing Gaze (baffling III: gaze)
Treasure: 2T

ROGUES GALLERY

Crew Member, Green (Medium Folk Walker — 14 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init II; Atk II; Def III; Resilience II; Health III; Comp II;
Attacks/Weapons: Dagger (dmg 1d6 lethal; threat 19 - 20; qualities: bleed, hurl)

Crew Member, Average (Medium Folk Walker — 37 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init II; Atk III; Def IV; Resilience III; Health III; Comp IV; Skills: Acrobatics IV, Notice III, Ride III, Search IV; Qualities: *feat* (Elusive, Lightning Reflexes).
Attacks/Weapons: Dagger x 2 (dmg 1d6 lethal; threat 19 - 20; qualities: bleed, hurl), Cutlass (dmg 1d10 lethal; threat 19 - 20; qualities: cavalry, finesse)

Crew Member, Trained (Medium Folk Walker — 51 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init III; Atk IV; Def IV; Resilience IV; Health IV; Comp V; Skills: Acrobatics V, Notice IV, Ride V, Search VI; Qualities: *bright* I, *feat* (Elusive, Lightning Reflexes, Siege Basics).
Attacks/Weapons: Dagger x 2 (dmg 1d6 lethal; threat 19 - 20; qualities: bleed, hurl), Cutlass (dmg 1d10 lethal; threat 19 - 20; qualities: cavalry, finesse), Pistol, Pocket (dmg 3d4 lethal; threat 18 - 20; range 10 ft. x 3; qualities: load 7, unreliable)

Crew Member, Crack (Medium Folk Walker — 62 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init III; Atk IV; Def V; Resilience IV; Health V; Comp VI; Skills: Acrobatics VI, Notice V, Ride VII, Search VII; Qualities: *bright* II, *fearless* I, *feat* (Elusive, Lightning Reflexes, Siege Basics).
Attacks/Weapons: Dagger x 2 (dmg 1d6 lethal; threat 19 - 20; qualities: bleed, hurl), Cutlass

(dmg 1d10 lethal; threat 19 - 20; qualities: cavalry, finesse), Pistol, Pocket (dmg 3d4 lethal; threat 18 - 20; range 10 ft. x 3; qualities: load 7, unreliable)

Crew Member, Typical NPC Vessel (Medium Folk Walker — 33 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init III; Atk III; Def IV; Resilience III; Health I; Comp V; Skills: Acrobatics IV, Notice IV, Ride V, Search V; Qualities: *mook*.

Attacks/Weapons: Dagger x 2 (dmg 1d6 lethal; threat 19 - 20; qualities: bleed, hurl), Cutlass (dmg 1d10 lethal; threat 19 - 20; qualities: cavalry, finesse)

Space Pirate (Medium Folk Walker — 53 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init IV; Atk V; Def V; Resilience III; Health IV; Comp IV; Skills: Acrobatics IV, Intimidate III, Ride V, Search IV, Tactics IV; Qualities: *class ability* (Burglar: evasion I, Scout: sneak attack 1d6), *feat* (Ferocity Basics), *menacing threat*.

Attacks/Weapons: Cutlass (dmg 1d10 lethal; threat 19 - 20; qualities: cavalry, finesse), Dagger x 4 (damage 1d6 lethal; threat 19 - 20; qualities: bleed, hurled)

Gear: Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd -; Disguise +0)

Treasure: 1L

Spelljamming Captain (Medium Folk Walker — 58 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk IV; Def V; Resilience IV; Health IV; Comp V; Skills: Acrobatics III, Impress III, Ride VI, Search V; Qualities: *class ability* (Captain: battle planning I, Captain: take command), *fearless I*, *feat* (Coordinated Attack, Coordinated Move, Crew Dog, Need for Speed).

Attacks/Weapons: Cutlass (dag 1d10 lethal; threat 19 - 20; qualities: cavalry, finesse), Pistol, Dueling x 3 (dmg 3d4 lethal; threat 18 - 20; range 30 ft x 3; Load 7, unreliable)

Gear: Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd -; Disguise +0)

Treasure: 1C, 1L, 1M

ROGUE TEMPLATES

DRACON (+12 XP)

Benefit: The NPC becomes large (1x2, reach 1) and their ground speed increases by 20 ft. They also gain the Damage Reduction 2, Improved Stability and Improved Carrying Capacity qualities. They gain Claw I natural attack (dmg 1d8, threat 20).

GIFF (+9 XP)

Benefit: The NPC becomes large (2x2, reach 1) and their Strength increases by 2. They also gain the Tough 1 quality and Slam I natural attack (dmg 1d8, threat 20).

GROMMONS (+4 XP)

Benefit: The NPC's reach increases to 2 and their Dexterity (males) or their Wisdom (females) increases by +2. Their ground speed increases by 10 ft.

HADOZEE (+7 XP)

Benefit: The NPC's Dexterity increases by 2 and they gain the ability to glide (assume its worth 2 xp). They also have Darkvision I and Grappler qualities.

HURWAET (+8 XP)

Benefit: The NPC gains the Damage Reduction 2, Natural Spell (Control Weather I, limited to

fog effects) and Superior Jumper I qualities.

RASTIPEDE (+11 XP)

Benefit: The NPC's ground speed increases by 10 ft. They gain the Always ready, Damage Reduction 1, Improved sense (smell), and Improved stability qualities. They also gain Claw I natural attack (dmg 1d6, threat 20).

XIXCHIL (+12 XP)

Benefit: The NPC becomes a medium Beast Walker. They gain the Damage Reduction 2 and Feat (Bandage) qualities. They gain a Claw I natural attack (dmg 1d6, threat 20) with the venomous quality (lethal or numbing).