

Playtest Statblocks

The following document includes the ship, NPC, and monster statblocks needed for playing the space battle playtest encounters.

Monsters & NPCs

Agent Challenge 4

Medium humanoid 1,100 XP

AC 16 (synthweave)

HP 67 (9d8 + 27; bloodied 33)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0)18 (+4)16 (+3)14 (+2)16 (+3)18 (+4)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +6, Int +4

Skills Deception +6 (+1d6), Insight +5, Persuasion +6, Stealth +6 (+1d4)

Senses passive Perception 13

Languages any four

Evasion. When the agent makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The agent deals an extra 17 (5d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the agent's target is within 5 feet of an ally of the agent while the agent doesn't have disadvantage on the attack.

ACTIONS

Vibroknife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) thunder damage.

Blaster. *Ranged Weapon Attack:* +6 to hit, range 50/150, one target. *Hit:* 9 (2d4 + 4) force damage.

BONUS ACTIONS

Fascinate. A creature that can see the agent within 30 feet makes a DC 14 Wisdom saving throw. On a success, until the start of the agent's next turn, attack rolls against the creature gain an expertise die and the creature has disadvantage on Perception checks.

Viper Retainer (1). One creature within 5 feet must succeed on a DC 14 Constitution saving throw, taking 6 (1d12) poison damage on a failed save.

Bounty Hunter Challenge 5

Medium humanoid 700 XP

AC 17 (composite armor)

HP 60 (8d8 + 24; bloodied 30)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

16 (+3)18 (+4)16 (+3)12 (+1)14 (+2)12 (+1)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +6, Dex +7

Skills Athletics +5, Intimidation +4, Survival +5 (+1d6), Perception +5

Senses passive Perception 15

Languages any three

Bounty Hunter Gear. The bounty hunter's jetpack grants them a flight speed (included in their statistics).

ACTIONS

Multiattack. The bounty hunter makes two attacks.

Combat Chainsaw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 3) slashing damage.

Ion Cannon. *Ranged Weapon Attack:* +7 to hit, range 150/600, one target. *Hit:* 13 (2d8 + 4) fire damage.

Netcaster. *Ranged Weapon Attack:* +7 to hit, range 30/120, one target. A corporeal Large or smaller creature that cannot move through a space one inch or smaller is restrained by a net until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10, 15 hit points, and is immune to bludgeoning, poison, and psychic damage.

Stun Grenade (3). Each creature within 15 feet of a point within 20 feet makes a DC 15 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save or half damage on a success. Also on a failed save, the target is rattled until the end of its next turn. A creature that fails the saving throw by 5 or more is stunned instead of rattled until the end of its next turn.

BONUS ACTIONS

Focus Fire. The bounty hunter chooses one creature they can see within 100 feet. The bounty hunter gains advantage on the next attack made against the creature before the beginning of the bounty hunter's next turn.

Cloak Ray Challenge 3

Large monstrosity 700 XP

AC 14

HP 52 (7d10 + 14; bloodied 26)

Speed spacefaring average

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 14 (+2) 5 (–3) 10 (+0) 5 (–3)

Proficiency +2; **Maneuver DC** 13

Damage Immunities lightning

Senses passive Perception 10

Languages —

Energy Drain. The cloak ray attaches itself to a target starship or other device that is huge or larger in the same zone. While a cloak ray is attached, the target's attacks deal half damage, its shields cannot recharge, it cannot go to FTL, and the ray's bite attack automatically hits the target. A creature operating in the same combat zone (or the target itself if it is a creature or has the mecha property) can use an action to make a DC 12 Strength check, detaching the ray on a success.

While the ray is invisible and attached to a starship or device, a creature can use a bonus action to make a DC 12 Engineering check to pinpoint the creature's location. On a success, the creature ignores the ray's invisibility until the ray detaches from its target.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, melee range, one target. *Hit:* 17 (2d12 + 4) piercing damage and the cloak ray attaches to the target (see Energy Drain). The attachment ends when the ray dies or chooses to end it (no action necessary).

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and the ray can immediately move to an adjacent combat zone.

Cloak. The ray turns invisible until it attacks or is reduced to 0 hit points.

Crewmember Challenge 1/8

Medium humanoid 25 XP

AC 12 (synthweave)

HP 9 (2d8; bloodied 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0)10 (+0)10 (+0)10 (+0)10 (+0)10 (+0)

Proficiency +2; **Maneuver DC** 10

Skills Computers +2, Engineering +2

Senses passive Perception 10

Languages any one

ACTIONS

Tactical Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +2 to hit, range 50/150, one target. *Hit:* 5 (2d4) piercing damage.

Hollow Folk Challenge 5

Medium monstrosity 1,800 XP

AC 14

HP 84 (13d8 + 26; bloodied 42)

Speed 30 ft. when attached; fly 40 ft. (hover) when unattached

STR DEX CON INT WIS CHA

14 (+2)18 (+4)14 (+2)10 (+0)14 (+2)18 (+4)

Proficiency +3; **Maneuver DC** 15

Skills Deception +7, Insight +5, Stealth +7

Damage Vulnerabilities slashing (while unattached only)

Damage Resistances bludgeoning

Senses passive Perception 12

Languages Common and 2 more; the languages known by the creature it is attached to

Facade. When the hollow folk attaches to a creature, it takes on that creature's appearance and voice and is indistinguishable from that creature.

Slashing Sensitivity. When the hollow folk takes slashing damage while bloodied and attached to a creature, it detaches from that creature.

ACTIONS

Multiattack. While attached to a creature, the hollow folk makes 3 attacks with either its slam or a weapon.

Slam (while attached only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Weapon (while attached only). The hollow folk uses a weapon carried by the attached target. It is considered proficient with the weapon.

BONUS ACTIONS

Attach (while unattached only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one humanoid creature that has no attached hollow folk. *Hit:* The hollow folk plasters itself to the target, becoming attached and taking on the target's appearance. When the hollow folk is dealt damage while attached, it takes half the damage (rounded down) and the other half is dealt to the grappled target. Any effect that targets the hollow folk also targets the attached creature. The attached creature can be targeted separately.

While the hollow folk is attached, it takes control of the target's body. It uses its own actions, not the target's. It shares the memories and languages of the attached creature but none of the creature's skills or abilities. The hollow folk can detach itself at any time without using an action. The hollow folk detaches when it or the target dies.

While attached, the target is conscious but helpless and doesn't require food or water. It can make a Strength saving throw at the end of each of its turns. After two successes on this saving throw, the target frees itself and detaches the hollow folk. After two failures, the creature no longer makes saving throws to escape. While the hollow folk is attached to the target, the target gains a level of exhaustion every 5 days.

Blood Drain (while attached only). The hollow folk regains 10 hit points, and the attached creature gains a level of exhaustion. This exhaustion can't be removed while the hollow folk is attached to the creature.

Marine Challenge 3

Medium humanoid 700 XP

AC 17 (composite armor)

HP 60 (8d8 + 24; bloodied 30)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

16 (+3)14 (+2)16 (+3)10 (+0)12 (+1)10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +5, Con +5

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 11

Languages any one

Marine Gear. The marine's jetpack and nightvision goggles grant them a flight speed and darkvision (included in their statistics).

ACTIONS

Multiattack. The marine makes two attacks.

Star Glaive. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Phase Rifle. *Ranged Weapon Attack:* +3 to hit, range 120/360, one target. *Hit:* 9 (2d6 + 2) force damage.

Concussion Grenade (3). Each creature within 15 feet of a point within 20 feet makes a DC 11 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save or half damage on a success.

Smuggler Challenge 4

Medium humanoid 2,300 XP

AC 15 (canvas armor)

HP 65 (10d8 + 20; bloodied 32)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3)18 (+4)16 (+3)14 (+2)12 (+1)16 (+3)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +6, Int +4

Skills Culture +4, Deception +5, Stealth +6

Senses passive Perception 11

Languages any two

Evasion. When the smuggler makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The smuggler deals an extra 17 (5d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the smuggler's target is within 5 feet of an ally of the smuggler while the smuggler doesn't have disadvantage on the attack.

On the Move. The smuggler adds an expertise die to initiative rolls and ability checks made to pilot vehicles.

ACTIONS

Combat Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Blaster. *Ranged Weapon Attack:* +6 to hit, range 50/150, one target. *Hit:* 9 (2d4 + 4) force damage.

BONUS ACTIONS

Reflex Action (1/Encounter). The smuggler takes an extra action.

Ships

Alvarez Bomber

Challenge 3

Spacefaring Gargantuan starfighter

700 XP

AC 19 (natural armor)

HP 200 (16d20 + 32; bloodied 100)

Speed spacefaring slow

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 12 (+1) 14 (+2) 11 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +4, Con +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 10

Languages Common

Escape. When the ship is reduced to 0 hit points its cockpit ejects and AI-controlled homing thrusters attempt to return the cockpit to the last place the ship was docked. This flying cockpit has AC 14, 30 hit points, and a **fast** spacefaring speed.

Weapons Bay (12 Torpedoes). The ship carries 12 torpedoes in its weapons bay. After a torpedo salvo attack is made and it spends its ammunition, it automatically reloads if there is appropriate ammunition in the weapons bay.

ACTIONS

Multiattack. The ship begins charging its superweapon and attacks four times with its torpedo salvo.

Superweapon (Light). *Ranged Weapon Attack:* +4 to hit, long range, one target. *Hit:* 107 (10d20 + 2) radiant damage. This weapon takes considerable time to charge before firing. When the target is selected and the attack is made, create a fast countdown pool using 3d6. At the start of each new round, roll these dice and remove any with a result of 4–6. When there are no more dice remaining in the countdown pool make the attack roll, assuming the original target is still within range. While this countdown is active, the superweapon cannot be used for another attack.

Torpedo Salvo (Single). *Ranged Weapon Attack:* +4 to hit, average range, one target. *Hit:* 29 (5d10 + 2) force damage. Making this attack spends a single torpedo. This attack uses physical ammunition that may be shot down or blocked.

Anti-Starfighter Guns (Light). The pilot activates or deactivates the anti-starfighter guns. While activated, any enemy starfighter or creature that enters the same combat zone for the first time on its turn or that starts its turn operating there makes a DC 12 Dexterity saving throw or takes 10 (3d6) piercing damage.

Huntsman Patrol Ship

Challenge 3

Spacefaring Gargantuan starfighter

700 XP

AC 15 (natural armor)

HP 138 (12d20 + 12; bloodied 69)

Speed spacefaring average

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2)12 (+1)12 (+1)10 (+0)10 (+0)10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 10

Languages Common

Advanced Sensors. The ship's sensors can perceive invisible ships in the same sector and its attacks against them suffer no penalties due to invisibility.

Carrier (4). The ship can carry an additional 4 passengers.

Co-Pilot. The ship has a co-pilot that can take over if the primary pilot is killed or incapacitated.

Weapons Bay (6 Torpedoes). The ship carries 6 torpedoes in its weapons bay. After a torpedo salvo attack is made and it spends its ammunition, it automatically reloads if there is appropriate ammunition in the weapons bay.

ACTIONS

Multiattack. The patrol ship attacks twice: once with its torpedo salvo and once with its turret.

Torpedo Salvo (Dual). *Ranged Weapon Attack:* +4 to hit, average range, one target. *Hit:* 57 (10d10 + 2) force damage. Making this attack spends 2 torpedoes. This attack uses physical ammunition that may be shot down or blocked.

Turret (Medium). *Ranged Weapon Attack:* +4 to hit, long range, one target. *Hit:* 65 (6d20 + 2) piercing damage.

Arc Net. The pilot activates or deactivates their arc net. While activated, any enemy starfighter or creature that enters the same combat zone for the first time on its turn or that starts its turn operating there makes a DC 12 Dexterity saving throw. On a failed save, the exertion point cost of starfighter maneuvers it attempts are increased by 1 until the end of its next turn.

Justicar Ambusher Challenge 3

Spacefaring Gargantuan starfighter 700 XP

AC 14 (natural armor)

HP 105 (10d20; bloodied 52)

Speed spacefaring average

STR DEX CON INT WIS CHA

10 (+0)14 (+2)10 (+0)10 (+0)12 (+1)10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 13

Languages Common

Passive Cloaking. If the ship takes no actions and doesn't move on its turn, it can choose to cloak. While cloaked, the ship is invisible and its speed is reduced to **slow**. The ship becomes visible if it takes any actions other than charging up its superweapon or if it chooses to uncloak (no action required).

ACTIONS

Weapons Battery (Medium). *Ranged Weapon Attack:* +4 to hit, average range, one target. *Hit:* 37 (10d6 + 2) piercing damage.

Superweapon (Light). *Ranged Weapon Attack:* +4 to hit, long range, one target. *Hit:* 107 (10d20 + 2) radiant damage. This weapon takes considerable time to charge before firing. When the target is selected and the attack is made, create a fast countdown pool using 3d6. At the start of each new round, roll these dice and remove any with a result of 4–6. When there are no more dice remaining in the countdown pool make the attack roll, assuming the original target is still within range. While this countdown is active, the superweapon cannot be used for another attack.

Orca Warship Challenge 6

Spacefaring Titanic capital ship 2,300 XP

AC 14 (natural armor)

HP 650 (15d20 + 210; bloodied 325) + 75 temporary hit points

Speed spacefaring average, FTL 12

STR	DEX	CON	INT	WIS	CHA
38 (+14)	13 (+1)	38 (+14)	14 (+2)	10 (+0)	10 (+0)

Proficiency +3; **Maneuver DC** 13

Saving Throws Str +17, Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 10

Languages Common

Decks. The ship has a bridge, engine, hangar, medical bay, operations deck, and weapons deck.

Defensible Decks. Opportunity attacks made against boarders breaching this ship's decks are made at advantage.

Escape Pods. The ship has 2 escape pods connected to its bridge. Each escape pod can hold up to 8 passengers with enough oxygen to support them for 48 hours. An escape pod has AC 16, 50 hit points, and can't be piloted. It moves autonomously at an **average** spacefaring speed to land on the nearest solid planet where it automatically deploys a distress beacon.

Reliable. The first time the ship suffers a critical malfunction, roll twice and choose the result. This property can't be used again until all critical malfunctions have been repaired.

Shields (Recharge 4–6). The ship has active shielding that provides it with 75 temporary hit points. When any of these temporary hit points are lost, roll a d6 at the beginning of each round of combat to recharge shields to full.

Warship. Attacks made by this ship gain an expertise die.

Weapons Bay (20 Torpedoes). The ship carries 20 torpedoes in its weapons bay. After a torpedo salvo attack is made and it spends its ammunition, it automatically reloads if there is appropriate ammunition in the weapons bay.

ACTIONS

Multiattack. The ship attacks three times: once with its turret, once with its torpedo salvo, and once with its tractor beam.

Torpedo Salvo (Mass). *Ranged Weapon Attack:* +5 to hit, average range, one target. *Hit:* 128 (12d20 + 2) force damage. Making this attack spends 5 torpedoes (from a reserve of 20). This attack uses physical ammunition that may be shot down or blocked.

Tractor Beam. *Ranged Weapon Attack:* +5 to hit, close range, one target no greater than 125 feet in length. *Hit:* The target makes a DC 13 Strength saving throw or becomes restrained.

This weapon cannot be used to make attacks while restraining a target in this way and the target can be released as a bonus action.

Turret (Heavy). *Ranged Weapon Attack:* +5 to hit, long range, one target. *Hit:* 86 (8d20 + 2) piercing damage.

Razor Interceptor

Challenge 3

Spacefaring Gargantuan starfighter

700 XP

AC 13 (natural armor)

HP 120 (16d12 + 16; bloodied 60)

Speed spacefaring average

STR **DEX** **CON** **INT** **WIS** **CHA**

12 (+1)14 (+2)12 (+1)10 (+0)10 (+0)10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 10

Languages Common

Co-Pilot. The ship has a co-pilot that can take over if the primary pilot is killed or incapacitated.

Weapons Bay (4). The ship carries 4 torpedoes in its weapons bay. After a torpedo salvo attack is made and it spends its ammunition, it automatically reloads if there is appropriate ammunition in the weapons bay.

ACTIONS

Multiattack. The gunship attacks twice: once with its weapons battery and once with either its assault cannon or torpedo salvo.

Assault Cannon (Medium). *Ranged Weapon Attack:* +4 to hit, close range, one target. *Hit:* 23 (6d6 + 2) piercing damage.

Torpedo Salvo (Dual). *Ranged Weapon Attack:* +4 to hit, average range, one target. *Hit:* 57 (10d10 + 2) force damage. Making this attack spends 2 torpedoes. This attack uses physical ammunition that may be shot down or blocked.

Weapons Battery (Medium). *Ranged Weapon Attack:* +4 to hit, average range, one target. *Hit:* 37 (10d6 + 2) piercing damage.

Cruise. The interceptor enters or exits cruise mode. While in cruise mode the interceptor's speed is increased to **fast** but it cannot make attacks.

Rockhopper Exploration Craft

Challenge 3

Spacefaring Titanic capital ship

700 XP

AC 17 (natural armor)

HP 188 (13d8 + 130; bloodied 94) + 20 temporary hit points

Speed spacefaring average, FTL 5

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 15 (+2)30 (+10) 14 (+2)10 (+0)10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 10

Languages Common

Airlock Mounting. The ship can hold up to two starfighters on airlock mounts.

Decks. The ship has a bridge, cargo hold, engine, and medical bay.

Reliable. The first time the ship suffers a critical malfunction, roll twice and apply the lowest result. This property can't be used again until all critical malfunctions have been repaired.

Shields (Recharge 5–6). The ship has active shielding that provides it with 20 temporary hit points. When any of these temporary hit points are lost, roll a d6 at the beginning of each round of combat to recharge shields to full.

Weapons Bay (4 Torpedoes). The ship carries 4 torpedoes in its weapons bay. After a torpedo salvo attack is made and it spends its ammunition, it automatically reloads if there is appropriate ammunition in the weapons bay.

ACTIONS

Multiattack. The ship attacks twice: once with its torpedo salvo and once with its turret.

Torpedo Salvo (Single). *Ranged Weapon Attack:* +4 to hit, average range, one target. *Hit:* 29 (5d10 + 2) force damage. Making this attack spends a torpedo (from a reserve of 4). This attack uses physical ammunition that may be shot down or blocked.

Turret (Light). *Ranged Weapon Attack:* +4 to hit, long range, one target. *Hit:* 44 (4d20 + 2) piercing damage.

Rogue Corvette

Challenge 1

Spacefaring Gargantuan starfighter

200 XP

AC 13 (natural armor)

HP 90 (12d12 + 12; bloodied 45)

Speed spacefaring fast

STR **DEX** **CON** **INT** **WIS** **CHA**

12 (+1)14 (+2)12 (+1)10 (+0)10 (+0)10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, fatigue, frightened, petrified, poisoned, prone, strife, unconscious

Senses passive Perception 10

Languages Common

Passive Cloaking. If the ship takes no actions and doesn't move on its turn, it can choose to cloak. While cloaked, the ship is invisible and its speed is reduced to **slow**. The ship becomes visible if it takes any actions or if it chooses to uncloak (no action required).