

Planar Ship Rules

Planar ships are ships with the ability to travel between the planes of their own accord. They can take any form, from a sea ship to a spaceship. Many planar ships can fly, submerge, and endure harsh environments. Hull armour, protective fields, and mounted weapons are other common additions.

Parts

The parts added to a ship determine its capabilities. The most important part of any ship is the **hull**. The hull essentially *is* the ship, while other parts are merely accessories. The hull also determines the number of weapons, engines and types of armour a ship can equip.

Engines provide thrust beyond mundane sails or oars. Each engine increases speed. In order to use engines stably, a ship needs a moor. **Moors** give your ship the ability to anchor anywhere. They also moderate ship gravity and give the ship a bonus to *Fly Checks* and Reflex Defence.

In order to travel to other worlds, a ship requires a **Spelljamming Helm**. The spelljamming helm allows ships to use the *Plane Shift* ritual and enter another plane. They are often the most expensive part of the ship, with the cheapest models selling for 75,000 gp. They also increase a ship's Will Defence.

When travelling to dangerous places, it is important to be protected from the environment. **Shields** wrap a bubble of breathable atmosphere around the ship. They provide protection from the extreme conditions on some planes. Finally they deflect attacks aimed on the ship's decks, all while increasing the ship's Fortitude Defence.

When entering battle, multiple attacks can quickly bring down large targets such as Ships. **Armour** helps to protect ships from these attacks by increasing AC and offering Damage Resistance. **Weapons** are also necessary in battle. In addition to stuffing your ship with mundane weapons, you can fit it with a limited number of **Medium** and **Large Weapons**. These weapons produce their own ammo and require few crew members to fire.

Installing Parts:

Parts must be installed in your ship before they are used. You can install one Moor, Shield, Helm, and Armour, and multiple engines and weapons depending on your hull. Installing a part takes an hour of work. Uninstalling a part takes the same amount of time. The individual installing or uninstalling the part must be trained in arcana.

Movement

Ships have four movement types; *fly*, *swim*, *dive*, *burrow*. In order to use these movement types, at least one engine must be installed in the ship. If a ship's maximum movement speed for a certain type of movement is zero or lower, it cannot use that form of movement. In addition, the ship must meet the following requirements for each move type.

Fly: The total *Lift* provided by your *Engines* must match your *Total Load*.

Swim: The ship must have a *Hull* that is watertight on the bottom, or a *Shield*.

Dive: The ship must have a *Hull* that is entirely watertight, or a *Shield*.

Burrow: The ship must have a *Shield* and a *Drill*. Ships over 20 tons require a *Large Drill*.

Max Speed

You have a separate Max Speed score for each movement type. For fly, swim and dive, your Max Speed is your hull's listed movement speed, plus the total bonuses supplied by installed engines. Burrowed movement starts at zero and is increased by engines, but not your hull's base speed.

Example: Consider an Astral Transport with a thruster and a propeller. The fly speed is 27 (base 20, +2 propeller, +5 thruster), the swim speed is 25 (base 20, +2 propeller, +3 thruster) and the dive speed is 20 (base 8, +2 propeller, +2 thruster). The burrow speed is 1 (base 0, +0 propeller, +1 thruster).

Githyanki Ships: On the astral, Githyanki made ships with Githyanki pilots have a fly speed of 50. When the *pilot* action is used they can change between zero and full speed instantly, and turn by up to 180°.

Piloting

Pilots: A pilot is required to move a ship. Without a Pilot a ship is *Vulnerable*.

Vulnerable: a vulnerable ship is an easy target, suffering -5 to all defences.

Fly Checks: While piloting your ship, you will often have to make a *Fly Check*. This is an acrobatics check to which you add your Hull's *Fly Check* modifier. Each installed propeller gives the pilot a +2 bonus to *Fly Checks*. Your ship's moor provides a bonus to *Fly Checks* given on the parts list.

Current Speed: The number of squares per turn the ship moves in the direction it faces. As the ship moves, keep track of its *Current Speed*, and of the direction it is facing. *Current Speed* is conserved from turn to turn unless something changes it. Diagonal squares count as 1.

The Helm: Pilots fly from the helm of the ship. A helm can be open (above deck) or closed (below deck, in a cabin). A closed helm provides the pilot with superior cover, but imposes a -5 penalty on perception checks to see outside, and a -2 penalty on fly checks.

At the beginning of a pilots turn, they must choose to either *Pilot* the ship (standard action), *Keep Steady* (move action), or *Do Nothing* (no action). If they are unable to make actions, they *Do Nothing*. After this, the pilot can spend their remaining actions normally. If there is no pilot the ship continues to move each turn on initiative of its most recent pilot, using the *Do Nothing* action.

Pilot (Standard Action): Turn the ship up to 90°. Change the ship's *Current Speed* by up to half its *Max Speed*. Move the ship in the direction it is facing by its *Current Speed*.

Keep Steady (Move Action): Move the ship in the direction it is facing by its *Current Speed*.

Do Nothing (No Action): The ship is *vulnerable*. Its *Current Speed* is reduced by 1 square and it turns 10° in a random direction. Move the ship in the direction it is facing by its *Current Speed*.

The following actions are available to the pilot at any point during their turn.

Moor (Minor Action): If the ships current speed is 1 or less, it becomes moored.

Launch (Standard Action): If the ship has been moored since the beginning of the pilot's turn, it is no longer moored and the Pilot can use the *Pilot* Action above immediately as a free action.

Fire Weapons (Standard Action): Fire one of the ships mounted medium or large weapons. The same weapon cannot be fired by a gunner and the pilot in the same turn.

Manoeuvre (Move Action): Perform manoeuvres using the acrobatics skill (see *Manoeuvres* below).

Engineers

Engineers tend to ship parts, providing calibration and maintenance. This requires full attention (one standard action each round). At the end of each round of movement during which a full crew of engineers is not present to maintain the ship, each engine and moor takes 1d6 damage. Mooring the ship prevents further damage. Engineers work below deck, making them relatively hard to target.

Combat

In combat, pilots fly the ship and perform evasive or offensive manoeuvres while their gunners pelt enemies with weapons. Positioning and firepower are equally important.

Gunners: Gunners control the weapons on your ship. One gunner controls two medium or one large weapon with a standard action. The pilot can also control any one weapon on the ship with a standard action, but no weapon can be controlled more than once a round. Gunners are seated such that they can be targeted by attacks from outside the ship, but they gain superior cover in addition to any bonuses granted by the ship's *Shields*.

Weapons: Medium and Large weapons are magically controlled by the ship and its crew. They have high attack values and good damage. Weapons are positioned when first installed and must be uninstalled to be moved. Attacks originate from the weapon's square. Medium weapons occupy 2x2 squares, and large weapons occupy 4x4 squares. Smaller traditional weapons, such as cannons, ballistae and crossbow turrets can be installed. They require more crew, large ammo supplies, and are generally weaker, but in numbers they can significantly increase fire power in a battle.

Boarding Checks: Anyone attempting to board a moving ship from a dock, another ship, or some similar location must make a *boarding check*. This is an acrobatics or athletics check DC 5. Failure indicates falling over the edge. The DC of this check can be increased by shields, or a cunning pilot. If a creature must jump up to board, the DC is increased by 1 for each foot.

Defenses: The ship's AC, Fort, Ref and Will defences are given in the Hull's entry on the parts list. AC is increased by Armour, Fort by Shields, Ref by Moors, and Will by Helms.

Damage Reduction: All ships have *Resist All 3* against damage. Armour can increase this value.

Parts and Passengers: Parts (such as weapons and engines) and passengers on board the ship benefit from defence bonuses and damage resistance provided by installed Shields (see individual Shield entries in parts catalogue). Parts use the hull's base defences plus this bonus.

Conditions: Ships cannot be dazed, stunned, knocked unconscious, blinded, deafened, slowed or weakened. They can be immobilized and grabbed at the option of the DM.

Vulnerable: A vulnerable ship suffers -5 to all defences

Moored: A moored ship cannot move, is vulnerable, and triples its force movement reduction.

Attack Types: Ships are immune to poison, gaze, fear, charm, and illusion attacks.

Ramming

In combat, you can ram a target with your ship. In order to ram, you must pilot your ship into the target's space. When you enter the target's space, you make a Ram Attack as a free action.

Ram Check: Make a fly check

Attack: Ram Check vs Ref

Smaller Target: Whichever of you or the target weighs less is the smaller target

Ramming Damage: Damage is $1/50^{\text{th}}$ the smaller targets max hp, times your current speed

Hit: The target takes Ramming Damage, plus the result of your Ram Check. Your ship takes ramming damage minus the result of your Ram Check.

Push: You push the target a number of squares equal to your current speed. If the target is a ship, reduce your current speed by the targets *Forced Movement Reduction*

Other factors may affect the damage you and the target sustain when you ram.

Crushing: When you ram a target against a sturdy structure (such as the ground, another ship, or a wall), your ship is considered the smaller target for purposes of determining Ramming Damage. This is useful when trying to crush smaller targets since it allows you to use the full girth of your hull.

Relative Speed: When ramming a moving target, such as another ship, your current speed is measured relative to the speed of the target for purposes of Ramming Damage and Pushing.

Weapons: Rams and drills are effective at helping you deal more damage to the target and less to yourself when

Manoeuvres

You can use manoeuvres during combat. Each manoeuvre uses a move action. Performing a Manoeuvre requires a *Fly Check*. The DC for each manoeuvre is listed.

Evasive Manoeuvres **DC:** Variable

Increase the ship's defences by $1/10^{\text{th}}$ of your *Fly Check* until the end of your next turn.

Outfly **DC:** 18

You push your engines to maximum capacity. Increase your Max Speed by 2 until the end of your next turn, but you cannot turn your ship until then.

Outgun **DC** Variable

You position your ship to fire on the enemy. Attacks from your ship gain a +2 bonus against the target ship until the end of your next turn. Attacks from the target ship likewise suffer a -2 penalty against your ship. These modifiers apply to passenger, weapons and parts on the ships. The DC of this check is opposed by the *Fly Check* of the target ship's pilot, or zero for an unpiloted ship.

Drift **DC:** 20

Turn the ship up to 45°

Cruise Control **DC** 25

The ship acts as though you are using *Keep Steady* for the next three turns.

Stealth **DC:** Variable

Use your *Fly Check* as a stealth check for your ship, against the perception of any onlookers.

Rock **DC:** Variable

You swerve sharply, increasing board DC by half your *Fly Check* until the end of your next turn.

Fling **DC: Variable**

You turn off gravity and shields briefly to fling enemies off your ship. Creatures on the ship deck must make an acrobatics check against the DC of your *Fly Check*. Failure indicates that the target is knocked prone, and failure by 10 or more indicates they are thrown overboard.

Chopper **DC: Ref**

You attempt to catch a flying creature within 1 square of your ship with your propellers. Make a *Fly Check* against their reflex defence. On a hit the target takes 3d10+10 damage and your propellers take half this amount. This Manoeuvre requires propellers.

Special: If someone onboard your ship is forced into the propellers, you can make a **Chopper** attack against them as a free action.

Blast **DC: Ref**

You blast fire from one of your thrusters, affecting all creatures in a blast 3 placed by you at the back of your ship. Make a *Fly Check* against reflex defence of each creature in the blast. The thruster deals 3d6+4 damage to each creature hit, and half this much to itself regardless of the number of hits.

Jaunt **DC: 30**

You teleport the ship 10 squares, and change the direction it is facing to one of your choosing. This manoeuvre requires a drive. The drive used to perform the manoeuvre takes 2d10 damage and cannot use this manoeuvre more than once per encounter.

Part Failure

Ship parts fail for a variety of reasons. The two most common are direct damage or hull failure. All parts have a number of hit points, and a set of defence scores given in their description. These descriptions also indicate if it is possible to attack the part from outside the ship. When a part is reduced to ½ of its maximum hit points, it becomes wrecked. Wrecked parts fail, and regain function when they are repaired. When a part reaches 0 hit points it is destroyed. In addition to failing, it cannot be repaired. Destroyed parts must be uninstalled and replaced.

Effects of Part Failures

Hull: The ship's engines, helm, and armour fail. They regain function when the hull is no longer wrecked. If the hull is destroyed, then all ship parts fail and the ship is in danger of crashing (see below).

Engine: The engine no longer provides movement or lift bonuses. See *Descending* below.

Moor: The ship becomes very unstable and is in danger of crashing (see below)

Helm: The pilot loses any abilities of the spelljamming helm, and receives a -5 penalty to fly checks.

Armour: The armour no longer provides an AC bonus or damage reduction for the ship.

Shield: The shield ceases to provide the ship with environmental protection or a fortitude bonus. It no longer produces an airtight bubble around the ship, or helps deflect attacks on the deck.

Sabotage, Standard Action: You rig an adjacent ship part to fail 2 hours of operation from now. Make a thievery check against the part's Fort defence. On a success the sabotage succeeds. On a failure you know that you failed and may try again. If you fail by 5 points or more an alarm is triggered.

Repairs: Ship parts can be repaired by anyone with the Ritual Caster feat. Supplies used to repair ships are known as 'Building Materials'. 5gp worth of building materials is sufficient to repair 1hp worth of ship health and weighs about $1/10^{\text{th}}$ of a pound. Multiple workers can repair a ship at once, each at a rate of 50hp per 6 hour shift.

Restoring Function: Function can be restored to a part by repairing it. A damaged part that is repaired so that it is no longer wrecked regains function. If the function failed for some other reason (such as hull failure), the cause of failure must first be remedied, followed by 5 minutes of repair work to restore part function. This work does not consume resources.

Descending

Your *Total Load* is the sum of your ship's mass and the mass of your cargo. If your total load is greater than your *Lift*, lose altitude at a rate of 5 squares per round (about 1 mile per 10 minutes). If your total load doubles your total lift, your moor fails and you are crashing (see below).

Crashing

When a ship's moor fails, it is in danger of crashing.

Zero Gravity: In areas without gravity, a ship drifts. Drifting ships travel about 2-3 miles a day in airy mediums, and slower in thicker mediums. If the engine is intact a pilot can control the direction of drift.

Gravity: If the ship is in an area with gravity, it begins to plummet. It takes about 5 rounds for flight to fail as it falls the first 250 feet. Falling ships lighter than 5 tons take 10 damage per 10 feet, and larger ships take 2 damage per 10 feet times the tonnage of the ship. Falling ignores damage reduction.

Ships reach terminal velocity after 250 feet and continue to fall at a rate of 1 mile per 5 rounds. Ships under 5 tons take 250 damage, and larger ships take 50 damage times the tonnage of their ship.

Occupants: Anyone onboard the ship takes 1d10 falling damage per 20 feet falling distance, to a maximum of 12d10. If the hull is wrecked after the crash, occupants inside take 5d10 bludgeoning damage. If it is destroyed, increase this to 10d10.

Time: A ship takes 5 rounds to fall the first 10-250 feet, and then 5 rounds per additional mile.

Crash Landing: A pilot can attempt to perform a crash landing. Each attempt takes 5 rounds, and requires a fly check DC 25. Success halves the falling damage sustained by the ship and occupants upon landing. A *Crash Landing* ship descends at only 1 mile per 10 rounds. The pilot gains some control over the ship's direction for the remainder of the fall, moving it up to its fly speed each round horizontally.

Water Landing: This is the ideal situation, and is possible if the pilot regains control of the ship early in the fall. A water landing reduces falling damage to the ship and its occupants to $1/5^{\text{th}}$, or $1/10^{\text{th}}$ in the case of a crash landing.