



STARFARING VESSELS

Design	Cost	Crew / Passengers	Deck Size	Speed	Integrity	Properties
Fighter	30,000 gp	1 / 5	1	10 mph	80	AC 15, Huge, SV Defenses
Frigate	50,000 gp	2 / 10	2	14 mph	160	AC 14, Gargantuan, SV Defenses
Destroyer	100,000 gp	15 / 150	4	18 mph	240	AC 13, Gargantuan, SV Defenses
Cruiser	200,000 gp	50 / 300	6	25 mph	320	AC 12, Gargantuan, SV Defenses
Battleship	500,000 gp	300 / 1,000	8	30 mph	400	AC 11, Gargantuan, SV Defenses
Titan	1,000,000 gp	1,000 / 10,000	12	35 mph	600	AC 10, Gargantuan, SV Defenses

SAILING THE ASTRAL FLOW

In the night sky of D&D worlds the stars twist in predictable patterns on seas of inky blackness. On most of these worlds the people look up at the stars in a sense of profound wonder looking for mystic insights into current events and prophetic glimpses into the future. There are rare worlds, however, where magic has advanced to the point that courageous adventurers can sail the astral flow between the stars and discover worlds never known before.

These are the rules for astral sailing and starfaring vessels.

STARFARING VESSELS

The appearance of a starfaring vessel varies depending on the people who built it. Some look like nothing more than sea-worthy vessels with arcane marks while others are enclosed metal structures that belch fire as they sail. Regardless of their outward appearances, all starfaring vessels abide by the following rules.

Every starfaring vessel has a design that dictates its size, integrity, and other properties. The chart below details those designs in order from smallest to largest.

A starfaring vessel's **integrity** value indicates two things: the maximum hit points of the starfaring vessel's hull and the installation hit point pool. Hit points are spent from the installation hit point pool to install subsystems on the vessel. A subsystem must be given a minimum of 40 hit points to be installed on the vessel. Hit points spent from the installation hit point pool do not reduce the maximum hit points of the vessel's hull.

If the vessel's hull is reduced to 0 hit points, the vessel is destroyed. If an installed subsystem is reduced to 0 hit points, it is inactive and its action and bonus action abilities cannot be used until it is repaired.

The **Crew / Passenger** column indicates the number of minimum crew members required to operate the vessel followed by the maximum passenger capacity of the vessel.

The **deck size** of a spacefaring vessel indicates how many turns it takes to get from one subsystem to any other subsystem on the same vessel. DMs should adjudicate fewer or additional turns if a creature is exceptionally fast or slow.

Speed indicates the base sailing speed of the vessel. This value may be increased depending on whether or not the vessel has an engineering subsystem and how many hit points were used to install the engineering subsystem.

SV Defenses, short for starfaring vessel defenses, indicates a standard array of damage and condition resistances and immunities shared by all starfaring vessels. These are described below.

All starfaring vessels have immunity to non-magical bludgeoning, piercing, and slashing damage and all poison and psychic damage. Starfaring vessels have resistance to acid, bludgeoning, cold, fire, lightning, necrotic, piercing, radiant, slashing, and thunder damage.

Additionally, starfaring vessels are immune to the blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious conditions.

The **AC** of the starfaring vessel is also contingent on

size with larger vessels being substantially easier to hit than smaller vessels.

COMMON SUBSYSTEMS

Detailed here are the most common subsystems installed on starfaring vessels. To install a subsystem on a vessel you must assign no less than 40 hit points to the subsystem from the installation hit point pool. The assigned hit points equals the subsystem's maximum hit points. This maximum hit point value can only be changed when the vessel is undergoing repairs in the future and if the maximum value is ever reduced below 40 hit points the subsystem is inoperable until it's maximum value is increased to 40 hit points or higher.

A subsystem may only be used by one creature on each round. If that creature has proficiency in that subsystem he is called the lead subsystem officer.

Each subsystem has innate benefits for being installed on a vessel as well as special actions that can only be taken when that subsystem is operated by a lead subsystem officer.

SUBSYSTEM PROFICIENCIES

Subsystem proficiencies are a category of tool proficiencies so any feature, trait, or feat that grants a tool proficiency can be used to take a subsystem proficiency. Future installments of *Sailing the Astral Flow* will also add new player options that grant subsystem proficiencies.

DEFENSE

The defense subsystem allows for a finer degree of control over a starfaring vessel's movements as well as enhancing the vessel's natural defenses. When the defense subsystem is installed and active it reduces the damage taken by the hull and all subsystems by 1 hit point for every 10 hit points used to install this subsystem.

When you are the lead defense officer you can use the following actions.

Evasive Maneuvers. As an action, make an Intelligence (defense subsystems) check. If the result of this check is higher than the starfaring vessel's base AC, use the result of the check as the vessel's AC until the start of your next turn.

Shields Up. As an action you can create a shimmering star shield to defend the starfaring vessel from damage. When created, the star shield gains hit points equal to the current hit points of the defense subsystem and has all the same damage immunities and resistances as the starfaring vessel. Whenever this vessel's hull or one of its subsystems take damage, the star shield takes the damage instead. If this damage reduces the star shield to 0 hit points, the targeted subsystem or the hull takes any remaining damage.

Renew Shields. As a bonus action you can increase an existing star shield's hit points to equivalent to the current hit points of the defense subsystem.

ENGINEERING

The engineering subsystem allows for near instantaneous travel across the astral flow and manipulation of the power levels of subsystems installed in the vessel. For every 10 hit points used to install the engineering subsystem the sailing speed of the vessel increases by 1 mph.

In addition, by installing the engineering subsystem a starfaring vessel becomes capable of performing an

FTL Jump. Performing an FTL Jump requires 12 hours of plotting and spooling up the engine and allows the vessel to travel up to 1 light year for every 10 hit points used to install this subsystem.

When you are the lead engineering officer you can use the following actions.

Back Online. As a bonus action you can choose to deal 5 force damage that cannot be reduced to the engineering subsystem. If you do, choose an inactive subsystem. That subsystem gains 1 hit point and becomes active.

More Power. As a reaction you can enhance an ability check or attack roll before it is made by another subsystem on the same vessel. When you do, succeed on an Intelligence (engineering subsystem) with a 16 DC or the engineering subsystem loses 5 hit points. If you fail by 5 or more, the engineering subsystem loses 10 hit points. Regardless of the result, if the engineering subsystem is still active after this check the ability check or attack roll gains advantage.

Power Realignment. As an action you can choose any two active subsystems and roll Intelligence (engineering subsystem). One of those subsystems loses hit points equivalent to half the result. The other subsystem gains hit points equal to double the amount the first subsystem lost.

HELM

The helm subsystem allows for communication across the vessel and between one starfaring vessel and another. When you have the helm subsystem installed you can attempt to hail another starfaring vessel whether it has a helm subsystem or not. If the vessel accepts your hail you may communicate with one another until you choose to end the connection.

Additionally, the helm subsystem functions as a bridge for the vessel and contains stations that allow other subsystems on the vessel to be remotely operated. For every 10 hit points used to install the helm subsystem choose another subsystem installed on this vessel to gain a station on the bridge.

When you are the lead helm officer you can use the following actions.

Direct Order. As a bonus action, you can issue an order to another lead officer on the same vessel as you. That lead officer can use his reaction to take one of the actions or bonus actions of the subsystem he is the lead officer of.

On My Mark. As an action you can use the action of another installed and active subsystem. If that action would call for a subsystem proficiency roll you use Charisma (helm subsystem) instead.

WEAPONS

The weapons subsystem allows you to make attacks against other starfaring vessels and the strange creatures who call the astral flow their hunting grounds. When you install a weapons system you can choose one starfaring weapon for every 20 hit points used to install the weapons system. If your vessel has no lead weapons officer a creature can fire one starfaring weapon in the weapons subsystem as an action. That starfaring weapon cannot be fired again until the start of that creature's next turn.

When you are the lead weapons officer you can use the following actions.

Aim. As a bonus action you can aim at one of a chosen enemy's subsystems. Whenever you make an attack with the weapons subsystem before the start of your next

turn you can choose to target that subsystem or the hull.

Fire. As an action you make an attack with each starfaring weapon installed on this weapons subsystem. None of the starfaring weapons you used may be fired again until the start of your next turn.

UNCOMMON SUBSYSTEMS

Uncommon subsystems follow all the rules of common subsystems but are less common and perform less central roles on a vessel than common subsystems do.

CLOAKING

The cloaking subsystem enhances the stealth capabilities of starfaring vessels by bending light and jamming enemy vessels' sensors. When you install a cloaking subsystem it creates a constant layer of static, scrambling enemy sensors and creating a field of slight visual distortion around the vessel. This static has the effect of making subsystems on the starfaring vessel more difficult to target. For each 20 hit points used to install the cloaking subsystem, the AC of each subsystem is considered 1 higher than the starfaring vessel's AC.

Incognito. As an action you can increase the cloaking subsystem's covert abilities. Make an Intelligence (cloaking subsystem) check. As long as no subsystem on the vessel takes an action the vessel is invisible and undetectable to starfaring vessels without the intel subsystem.

TRANSMISSION

The transmission subsystem allows for instantaneous transportation of creatures and objects to and from the starfaring vessel to nearby locations. When you install a transmission subsystem it generates 1 identification stone for every 10 hit points used to install the transmission subsystem. A creature attuned to an identification stone generated by this vessel can use their action to teleport between the vessel and any visible location within 200 feet of the vessel.

Boarding Party. As an action choose any number of willing creatures that are attuned to identification stones associated with this ship and teleport them from this vessel to a chosen subsystem on another vessel within 1000 feet or from another vessel within 1000 feet to a chosen subsystem on this vessel.

Scramble. When one or more creatures is being teleported to this vessel by an enemy's transmission subsystem you may use your reaction to attempt to counter the action. Roll Intelligence (transmission subsystem) contested by the sender's Intelligence (transmission subsystem) and, if you succeed, the transmission action fails to send the creatures to your vessel.

Beam 'em Up. As an action choose any number of willing creatures that are attuned to identification stones associated with this ship. Each creature, and one creature of their choice that is willing or grappled, is teleported from any location within 1000 feet to one subsystem of your choice on this vessel.

HACKING

The hacking subsystem allows you to remotely deny control over other starfaring vessels' subsystems and infect their systems with virus or viral curses. Just by installing the hacking subsystem you gain some measure of defense against catching a virus. Increase the DC of infecting this vessel with a virus by 1 for every

10 hit points used to install this subsystem.

Hack the Network. As an action you can choose one enemy subsystem to lock down. Until the end of your next turn if that subsystem is used to take any action the creature activating the subsystem must succeed on an Intelligence (subsystem proficiency) check contested by your Intelligence (hacking subsystem). If they don't, they cannot operate that subsystem this turn.

Upload a Virus. As an action you can attempt to infect the enemy vessel you can see within 300 feet with a virus or viral curse. Choose a virus from the chart below and make an Intelligence (hacking) check against the DC of the virus. If you succeed, the virus is installed on the enemy vessel until it receives 1 week of maintenance.

HACKING

Virus	DC	Effect
Dragon's Breath	18	Choose a subsystem when this virus infects a vessel. As an action, a lead hacking officer in the hacking subsystem can trigger dragon's breath dealing 3d12 fire damage to all creatures in that subsystem.
Vampyre	16	When a lead officer on the infected vessel rolls to activate a subsystem while that subsystem is targeted by a Hack the Network action receives disadvantage on the contested roll.
Will-o-Wisp	14	The infected vessel releases a constant signal that gives all attempts to track it advantage and the vessel cannot activate a Cloaking subsystem.

INTEL

The intel subsystem allows for the speedy gathering and accurate assessment of information. Simply by installing the intel subsystem you always know the remaining hit points of a vessel's star shield and hull if the vessel is within 300 feet. In addition, a vessel with the intel system has a pool of tactical intel. For every 10 hit points used to install this subsystem the vessel's maximum tactical intel increases by 1. Any lead officer can choose to expend 1 or more tactical intel after they make an ability roll with a subsystem they are proficient with, but before the DM declares whether or not it was successful, to add the same number to the result of their roll. The vessel regains all expended tactical intel when it receives 1 week of maintenance.

Probability Report. As a bonus action, choose another subsystem on this vessel. The first roll that subsystem makes before the start of your next turn gains advantage.

Quick Scan. As a bonus action, choose a vessel within 300 feet and you learn the remaining hit points of all of its subsystems.

Assess Weakness. As an action on your turn, choose a vessel within 300 feet to assess for weakness. When you do, make a Wisdom (intel subsystem) check contested by one of the lead officer's on the enemy vessel's Intelligence (cloaking subsystem) or Charisma (helm subsystem). If you succeed, choose the shieldbreaker, hullbreaker, or tactical weapon property. All attacks from this vessel's weapon subsystem gain that property when firing on the the chosen vessel until the start of your next turn.

RARE SUBSYSTEMS

Rare subsystems follow all the rules of common subsystems except where they specify that they do not. Many who sail the astral flow go their lifetime without ever seeing a rare subsystem.

AUGMENTED INTELLIGENCE

The Augmented Intelligence subsystem is different from all other subsystems in that it is not controlled by a lead officer. Instead, the Augmented Intelligence subsystem creates a Persona, an intelligence that can operate throughout the ship and who is housed in the Augmented Intelligence subsystem. This Persona can remotely serve as a lead officer in one or more subsystems.

A Persona begins with a proficiency bonus of +4, proficiency in a single subsystem, and the ability to take 1 turn a round. For every 5 hit points used to install the Augmented Intelligence subsystem you gain 1 persona point that must be spent immediately. Persona points can be exchanged for benefits as illustrated on the chart below.

AUGMENTED INTELLIGENCE

Persona Point Cost	Benefit
1	The Persona gains proficiency in a subsystem of your choice.
2	The Persona's proficiency bonus increases by 1 (to a maximum of 18).
3	The Persona can take two turns each round.
7	The Persona takes three turns each round.
15	The Persona takes four turns each round.

PERSONA PERSONALITY

Depending on how exactly starfaring vessels operate in your campaign setting, the attitudes and personalities of personas may vary. In a setting where starfaring vessels are the work of scientific advancement, personas may be dispassionate and practical. In a setting where spirits and minor gods are trapped into crystals and installed on vessels to serve as sources of power, a persona's personality may be an amalgamation of those beings who serve as a power source for the vessel.

STARFARING WEAPONS

Starfaring weapons are huge weapons designed for combat between starfaring vessels in the astral flow. Attack rolls with starfaring weapons are made by rolling a d20 and adding the attacker's Intelligence modifier. If the attacker is proficient in the weapons subsystem he also adds his proficiency modifier.

Starfaring weapon traits are described below the starfaring weapon chart.

STARFARING VESSELS

Starfaring Weapon	Damage	Traits
Ion Cannon	3d12 lightning	<i>disruptive, shieldbreaker</i>
Laser Cannon	4d8+16 force	
Laser	2d8 force	<i>triple shot</i>
Autocannon		
Missile	8d10 fire	<i>hullbreaker</i>
Tactical Missile	6d10 fire	<i>hullbreaker, tactical</i>
Tractor Beam	2d12 force	<i>tractive</i>

Disruptive. When you deal damage to a subsystem with this weapon that subsystem counts as inactive until the end of your next turn.

Hullbreaker. This weapon ignores damage resistances when it deals damage to a hull.

Shieldbreaker. This weapon ignores damage resistances when it deals damage to a star shield.

Tactical. This weapon ignores damage resistances when it deals damage to a subsystem.

Tractive. When this weapon deals damage to a creature or vessel that creature or vessel is grappled. Creatures follow the normal rules for breaking grapples but are opposed by the tractor beam operator's Dexterity (weapons system) instead of an Athletics or Acrobatics check. Starfaring vessels may escape a grapple by succeeding on a contested Intelligence (engineering subsystem) check against the grappling vessel's Dexterity (weapons system).

Triple Shot. When you fire this weapon you attack three times. These attacks do not have to share a target.

INTERSTELLAR COMBAT

Interstellar combat works just like regular combat in D&D except when a rule in this document explicitly says otherwise. Creatures roll initiative as normal and on their turn can either operate a subsystem they have access to or take any other action they are capable of.

Sailing the Astral Flow - Starfaring Vessels by
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