

Arcing Fire

Target Self
Pull Time Action
Components Ranged weapon
Duration Concentration, up to 1 hour
Scale Personal

While you maintain concentration your ranged attacks ignore cover, so long as the target is not obscured from above.

Arsenal

Level 5

Arm the Unarmed

Target Willing creatures
Range 5 feet
Pull Time Action
Scale Personal

You procure one simple or martial weapon for each friendly, sapient creature within the area. Those receiving weapons which require ammo also gain 2 ammo packs of ammunition for the weapon.

Arsenal

Level 6

Bigger Gun

Target Ranged weapon
Range Touch
Pull Time Action
Duration 1 hour
Scale Personal

Ranged weapon touched becomes slightly larger and now deals an additional 1d12 damage for the duration.

Arsenal

Level 7

Create Opening

Target 1 square
Range 15 feet
Pull Time Action
Components Explosives
Scale Personal

A section of wall or ceiling within the target area is destroyed, dealing 4d6 concussion damage to creatures within the square affected; Dexterity save for half damage.

Arsenal

Level 4

Cryo Blast

Target Creature
Range 30 feet
Pull Time Action
Components Chemicals
Duration 10 minutes
Scale Personal

Make a ranged gambit attack against the target. On hit, it takes 2d6 cold damage and is restrained for the duration.

Arsenal

Level 2

Custom Ammo

Target Ranged weapon
Range Touch
Pull Time Action
Duration 3 hours
Scale Personal and Vehicles

Pick a damage type. Your next successful ranged attack with target weapon deals that type as its primary damage if used during the duration.

Arsenal

Trick

Dead Aim

Target Self
Pull Time Action
Components Ranged weapon
Duration Concentration, up to 1 minute
Scale Personal and Vehicles

You have advantage on ranged attacks while you maintain concentration.

Arsenal

Level 2

Disabling Shot

Target Creature or vehicle
Pull Time Action
Components Ranged weapon
Scale Personal and Vehicles

Make a ranged attack against the target. If the attack hits, a target creature must succeed in a Constitution save or be restrained until healed; a vehicle has its propulsion system disabled.

Arsenal

Level 3



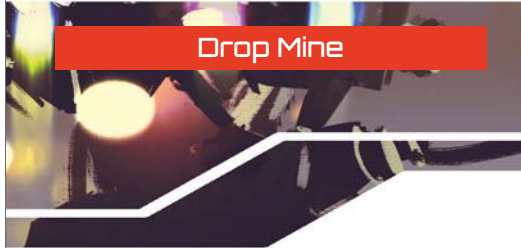
Double Tap

Target	Self
Pull Time	Action
Components	Ranged weapon
Scale	Personal and Vehicles

Make two ranged attacks against a single target within the weapon's range.

Arsenal

Level 1



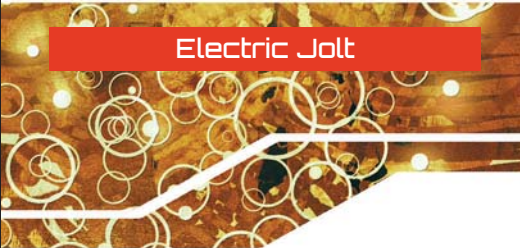
Drop Mine

Target	1 square
Range	Special, see description
Pull Time	Action
Components	Explosives
Duration	1 day
Scale	Vehicles

You drop a mine in a square the vehicle has passed through since your last turn. The next vehicle to enter that square takes 10d10 concussion damage.

Arsenal

Level 4



Electric Jolt

Target	All creatures within range
Range	5 feet
Pull Time	Action
Scale	Personal

You discharge an electric blast to all creatures within range, who must succeed in a Dexterity save to avoid 1d6 electricity damage and being knocked prone.

Arsenal

Level 1



Find Ammo

Target	Self
Pull Time	Action
Scale	Personal

You find 1d6 ammunition packs for a weapon you possess.

Arsenal

Level 4



Flame Blast

Target	Creatures in cone
Range	15-foot cone
Pull Time	Action
Components	Chemicals
Scale	Personal

Creatures within the cone must make a Dexterity save or take 3d6 heat damage; half damage if successful.

Arsenal

Level 1



Flashbangs

Target	10ft high, 5ft diameter cylinder
Range	50 feet
Pull Time	Action
Components	Explosives
Duration	1 minute
Scale	Personal

Creatures within the area must succeed in a Constitution save or be blinded and deafened for the duration.

Arsenal

Level 3



Freeze Ray

Target	Creature
Range	60 feet
Pull Time	Action
Components	Chemicals
Duration	1 round
Scale	Personal

Make a ranged gambit attack against the target. On hit, it takes 1d8 cold damage and its speed is reduced by 10 feet for the duration.

Arsenal

Trick



Gas Canister

Target	20ft high, 10ft radius cylinder
Range	100 feet
Pull Time	Action
Components	Chemicals
Duration	1 hour
Scale	Personal

Creatures within the area take 8d8 poison damage, half if they succeed in a Constitution save. Those who fail the save are poisoned for the duration.

Arsenal

Level 8



Grenade Cache

Target Self
Pull Time Action
Components Explosives
Duration Concentration, up to 1 minute
Scale Personal

Once per round while concentrating on this gambit, you may throw one grenade as an Attack action. Each grenade deals 4d6 concussion damage in a 10ft x 10ft square to those who fail a Dexterity save; half damage for those who succeed.

Arsenal

Level 6



Head Shot

Target Self
Pull Time Action
Components Ranged weapon
Scale Personal and Vehicles

Make a ranged attack. On hit the attack counts as a critical.

Arsenal

Level 3



Heavy Rockets

Target 4 square diameter cylinder
Range 30 squares
Pull Time Action
Components Explosives
Scale Personal and Vehicles

Target area explodes, causing those within the area to take 8d6 heat damage, half if they succeed in a Dexterity save. +1d6 damage for each additional level slot used.

Arsenal

Level 3



Knockout Poison

Target Living creature
Range 100 feet
Pull Time Action
Components Chemicals
Scale Personal

Target must succeed in a Constitution save or fall unconscious for 1 hour. Targets immune to poison damage or the poisoned condition are immune to this gambit.

Arsenal

Level 5



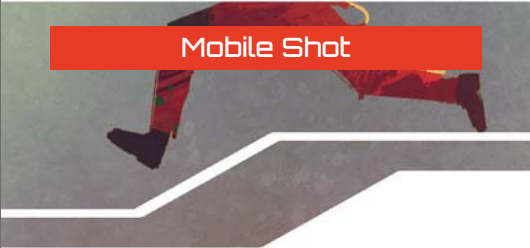
Longest Shot

Target	Self
Pull Time	Action
Components	Ranged weapon
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles

The normal and long ranges for your ranged weapons are tripled while you maintain concentration.

Arsenal

Level 2



Mobile Shot

Target	Self
Pull Time	Action
Components	Ranged weapon
Scale	Personal and Vehicles

Take a Disengage action and then make a ranged attack against a target within the weapon's range.

Arsenal

Trick



Nuclear Option

Target	100ft high, 50ft diameter cylinder
Range	500 feet
Pull Time	Action
Components	Explosives
Duration	3 days
Scale	Personal

All targets within area take 4d6 heat and 4d6 radiation damage. Living targets must succeed in a Constitution save or suffer an additional 4d6 poison damage and be poisoned for the duration.

Arsenal

Level 9



Robotic Scambler

Target	Machine creatures
Range	100 feet
Pull Time	Action
Duration	1 hour
Scale	Personal

All machine creatures within range must succeed in a Constitution save or become unconscious for the duration.

Arsenal

Level 7



Scorched Earth

Target 20ft high, 10ft radius cylinder
Range 100 feet
Pull Time Action
Components Explosives
Scale Personal

All creatures within area must succeed in a Dexterity save or take 7d10 heat damage; those who succeed take half damage.

Arsenal

Level 8



Seeker Missiles

Target One or more creatures or vehicles
Range 25 squares
Pull Time Action
Components Explosives
Scale Personal and Vehicles

You launch three missiles, each dealing 1d4 + 1 concussion damage to a target within range. Missiles may hit one target or several. +1 missile for each additional level slot used.

Arsenal

Level 1



Shoot First

Target Self
Pull Time Action
Duration Concentration, up to 1 minute
Scale Personal

While you maintain concentration you may go first in combat regardless of your initiative score, so long as your action includes making a ranged attack.

Arsenal

Level 5



Spray Fire

Target 5 square line
Range Weapon range
Pull Time Action
Components Ranged weapon
Scale Personal and Vehicles

Make one ranged attack against up to five creatures or vehicles within a 5 space line within range.

Arsenal

Level 2



Squad Armaments

Target Squad
Range 5 feet
Pull Time Action
Duration 3 hours
Scale Personal

All squad members within range gain +3d6 to base the damage of their ranged weapons for the duration.

Arsenal

Level 9



Take Aim

Target Creature or vehicle
Range Weapon Range
Pull Time Action
Components Ranged weapon
Duration Concentration, up to 1 minute
Scale Personal and Vehicles

You have advantage on your next ranged attack roll against the target, so long as the gambit hasn't ended.

Arsenal

Trick



Tunneling Blast

Target 50 cubic feet of material
Range 100 feet
Pull Time Action
Components Explosives
Scale Personal

Target area explodes, removing all matter in a plume of dust. Creatures within 10 feet of the blast zone take 6d6 concussion damage; Dexterity save for half damage.

Arsenal

Level 6



Blind Spot

Target Creature or vehicle
Range 5 squares
Pull Time Action
Duration Concentration, up to 10 minutes
Scale Personal and Vehicles

Target must succeed in a Wisdom save or become unable to see you for the duration, or until you take direct action against them, such as by attacking. You are invisible to them. If used at vehicles scale, this gambit hides your vehicle.

Deception

Level 1

Blinding Attack

Target Creature
Pull Time Action
Duration 1d6 rounds
Scale Personal

You make a weapon attack against the target, rolling with advantage. If you hit, the target is blinded for the duration.

Deception

Level 3

Camouflage

Target Self
Pull Time Bonus action
Components Survival kit or obscuring terrain
Duration 1 round
Scale Personal and Vehicles

You have advantage on any Stealth rolls you attempt for the duration.

Deception

Trick

Cloak

Target Creature or vehicle
Range 3 squares
Pull Time Action
Components Science tools or sensors
Duration 1 day
Scale Personal or vehicles

Target willing creature or vehicle becomes invisible for the duration, or until it attacks.

Deception

Level 6

Cloud of Smoke

Target 20ft high, 10ft diameter cylinder
Range 120 feet
Pull Time Action
Components Chemicals
Duration Concentration, up to an hour
Scale Personal

You create smoke within the target cylinder, making that area heavily obscured. +20 foot diameter for each additional level slot used.

Deception

Level 1



Counterfeit

Experiment

Target Self
Pull Time Action
Duration 1 day
Scale Personal

You produce a counterfeit document such as identification or license to carry contraband. The document will hold up to scrutiny for the duration.

Deception

Level 4



Disguise Self

Target Self
Pull Time Action
Components Disguise kit
Duration 1 hour
Scale Personal

You make yourself look different until the gambit ends or until you use your action to dismiss it, changing your basic features, clothing, and apparent equipment. Discerning that you are disguised requires an Intelligence save.

Deception

Level 1



Disruption

Target Creature
Range 10 squares
Pull Time Action
Duration Concentration, up to 1 minute
Scale Personal

You behave in such a disruptive manner that any number of targets you select within the affected area must succeed in a Wisdom save or suffer disadvantage on skill and attack rolls for the duration so long as they remain within 10 squares of you.

Deception

Level 4



Distraction

Target Creature or vehicle pilot
Range 3 squares
Pull Time Action
Duration 1 round
Scale Personal and Vehicles

Choose an item, creature, location, or vehicle you can see as a distraction. The target must succeed in a Wisdom save or become preoccupied by your chosen distraction, unable to take action that doesn't involve it for the duration.

Deception

Trick

Fool's Gold

Target Item held
Range Touch
Pull Time Action
Duration 1 hour
Scale Personal

Target held item appears 10 times as valuable as it should to onlookers who fail a Wisdom save. If pulled with a 2nd level slot this gambit may affect a vehicle and lasts for 8 hours.

Deception

Level 1

Hide the Bodies

Experiment
Target Up to 6 corpses
Range 30 feet
Pull Time Action
Scale Personal

You hide up to 6 dead bodies of medium size or smaller within the area. Those actively searching the area must succeed in an Intelligence save to notice them.

Deception

Level 3

Illusion of Safety

Target Creature or vehicle
Range 10 squares
Pull Time Action
Components Science tools
Duration 10 minutes
Scale Personal

Up to 5 targets you choose within area must succeed in a Wisdom save or become unwary of a specific danger you choose for the duration or until the danger harms them. These characters or vehicles will not take the danger into account when moving and acting, potentially subjecting themselves to battlefield hazards.

Deception

Level 6

Impersonation

Target Self
Pull Time Action
Duration 1 hour
Scale Personal

For the duration you are able to exactly mimic the voice and speech patterns of a person who has spoken to you. Those who know the person must succeed in a Wisdom save in order to notice your deception upon hearing you. This may be used to bypass voiceprint security systems.

Deception

Level 4

A background image showing a person's face in profile, looking down, with a red banner at the top.

Liar's Tongue

Target Self
Pull Time Action
Duration Concentration, up to 10 minutes
Scale Personal

For the duration, whenever you fail a Deception roll to lie to someone, the victim does not get angry about the lie. They simply chalk your deceptions up to your being misinformed or misunderstood.

Deception

Trick

A background image showing a person's face in profile, looking down, with a red banner at the top.

Misdirection

Target Creature
Range 10 squares
Pull Time Action
Duration 1 hour
Scale Personal

The target must succeed in an Intelligence save or be misled into travelling to a location of your choice within 1 mile, thinking that going there is crucial to their plans or immediate desires.

Deception

Level 5

A background image showing a person's face in profile, looking down, with a red banner at the top.

Old Friend

Target Creature
Range 10 squares
Pull Time Action
Duration Concentration, up to 3 hours
Scale Personal

Target sapient creature that can see you must succeed in a Charisma save or believe you are an old acquaintance for the duration, during which time they are charmed by you and will fight by your side.

Deception

Level 5

A background image showing a person's face in profile, looking down, with a red banner at the top.

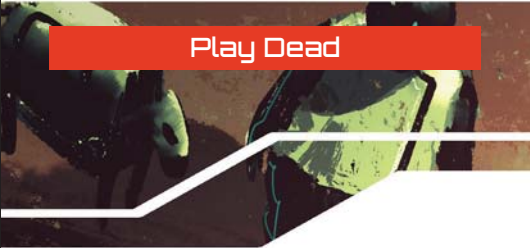
Pick Pocket

Target Self
Pull Time Action
Duration Concentration, up to 10 minutes
Scale Personal

For the duration, you may make a Sleight of Hand roll to steal from someone as a Reaction whenever they come within 5 feet of you on their turn.

Deception

Trick



Play Dead

Experiment

Target Willing creature
Range Touch
Pull Time Action
Components Disguise kit
Duration 1 hour

Target appears dead to those who fail a Wisdom save upon examining the "body", which is paralyzed for the duration.

Deception

Level 3



Sand in the Eyes

Target Creature
Range 5 feet
Pull Time Action
Duration 1 minute
Scale Personal

Target must succeed in a Constitution save or become blinded for the duration.

Deception

Level 2



Stealth Mode

Target Self
Pull Time Action
Components Science tools
Duration Concentration, up to an hour
Scale Personal

You become invisible and utterly silent for the duration of the gambit, or until you attack or pull another gambit.

Deception

Level 2



Straight Faced Lie

Target Creature
Range 10 squares
Pull Time Action
Scale Personal

Target creature that can hear and understand you believes one statement you make as part of this action, no matter how outlandish the lie, unless they succeed in a Charisma save.

Deception

Level 5



Survivable Surrender

Target Creature
Range 10 squares
Pull Time Action
Scale Personal and Vehicles

Target must succeed in a Wisdom save or accept your surrender, taking you prisoner without doing significant harm.

Deception

Level 2



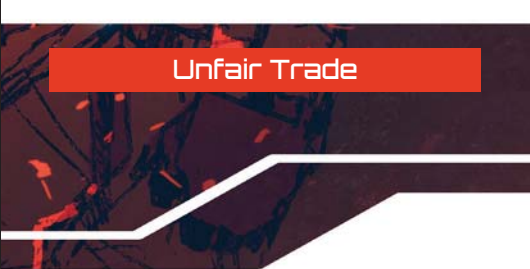
Switcheroo

Target Willing creature or vehicle
Range 6 squares
Pull Time Action
Scale Personal and Vehicles

You switch places with a willing target the same size as you (or your vehicle if at Vehicles scale).

Deception

Level 3



Unfair Trade

Target Creature
Range 5 feet
Pull Time Action
Scale Personal

Target with an object in one hand must succeed in a Strength save or swap the object held with another object you hold in one hand.

Example: A pistol they hold is traded for a sandwich you hold.

Deception

Level 2



Alter Gravity

Target 100ft high, 50ft radius cylinder
Range 100 feet
Pull Time Action
Components Science tools
Duration 10 minutes
Scale Personal

You modify gravity within the target area, causing either high gravity, low gravity, or zero gravity rules to apply within the area for the duration.

Engineering

Level 7



Analysis

Experiment

Target	Item or vehicle
Range	10 squares
Pull Time	Action
Components	Sensors or science tools
Scale	Personal and Vehicles

You learn all of the major functions of an object or vehicle, as well its current and maximum Hit Points.

Engineering

Level 3



Antiscience Field

Target	Self
Range	10 feet
Pull Time	Action
Components	Science tools
Duration	Concentration, up to 1 hour
Scale	Personal

A field blocking the function of Superscience surrounds you. Gambits of 3rd level and higher, and all Superscience items do not function when within this gambit's range.

Engineering

Level 8



Boost Defenses

Target	Vehicle
Pull Time	Action
Components	Engineering station
Duration	1 hour
Scale	Vehicles

Your vehicle gains a +2 bonus to AC for the duration.

Engineering

Level 2



Boost Weapon

Target	Weapon or Battle Station
Range	Touch
Pull Time	Bonus action
Components	Any tools
Duration	Concentration, up to 1 hour
Scale	Personal and Vehicles

Target mundane weapon becomes a Superscience weapon with a +1 bonus. 4th level slot: +2 weapon; 6th level slot: +3 weapon.

Engineering

Level 2

Breaking

Target Machine
Range Touch
Pull Time Action
Components Any tools
Scale Personal

Make a gambit attack against target machine.
On hit you deal 2d10 bludgeoning damage.

Engineering

Trick

Compromise Integrity

Target Object
Range Touch
Pull Time Action
Components Any tools
Duration 10 minutes
Scale Personal

Target object of huge size or smaller becomes vulnerable to a damage type of your choice.

Engineering

Level 3

Control Weather

Target Self
Range 5 miles
Pull Time 10 minutes
Components Science tools
Duration Concentration, up to 8 hours
Scale Personal

You control all weather within range, altering overall temperature, visibility, and precipitation within the normal yearly bounds of the area for the duration. Once altered, you can change it again as a bonus action while the Gambit is active.

Engineering

Level 8

Core Disruption

Target Power core
Range 15 feet
Pull Time Action
Components Any tools
Duration 1d6 rounds
Scale Personal

The power core of a vehicle or massive machine either begins to melt down or is stopped from doing so. If a meltdown is induced, the power core explodes at the end of this gambit's duration, destroying the machine it powers.

Engineering

Level 4

Enhancement

Target Item
Range Touch
Pull Time Action
Components Any tools
Duration 10 minutes
Scale Personal and Vehicles

Target item gains an enhancement of your choice from the Genius Engineer Enhancements table for the duration.

Engineering

Level 1

Etherealness

Experiment

Target Self
Pull Time Action
Components 10,000 credits of equipment
Duration Concentration, up to 8 hours
Scale Personal

You travel to a parallel plane of existence (whatever is appropriate for the setting) for the duration. While there you may only be affected by, or affect, objects and creatures that are also on that plane. You can still see and be seen by the real world, though you may look hazy.

Engineering

Level 7

Gravity Manipulation

Target Creature
Range 20 feet
Pull Time Action
Components Science tools
Duration 12 hours
Scale Personal

Any number of willing targets within range gain a Fly speed of 20 feet for the duration.

Engineering

Level 4

Grounding

Target Device
Range 100 feet
Pull Time Action
Components Any tools
Scale Personal

All scrambled devices within range, including droids, vehicles, and Battle Stations are no longer scrambled.

Engineering

Level 6



Guards and Wards

Target Up to 2500 square foot area
Range Touch
Pull Time 10 minutes
Components Security tools
Duration 24 hours
Scale Personal

You set up security systems within the target area. The DC to unlock all automated openings is 25 for the duration, and a swarm of 2d6 Hand-Eye Instructors patrol the passageways during this time, attacking intruders you designate.

Engineering

Level 6



Improvise Grenade

Target 5ft square
Range 50 feet
Pull Time Action
Components Any tools
Scale Personal

Creatures and objects in area take 4d6 concussion damage; Dexterity save for half damage.

Engineering

Level 1



Liberation

Target Creature or vehicle
Range Touch
Pull Time Action
Components Any tools (personal),
Engineering station (vehicles)
Scale Personal and Vehicles

Target becomes freed from one condition reducing its movement. If in vehicles scale, this gambit may only be used on your own vehicle.

Engineering

Level 1



Locate Weakness

Target Creature
Range 50 feet
Pull Time Action
Duration 10 minutes
Scale Personal

Your next attack that hits the target while this gambit is active destroys a piece of equipment of your choice that the target is carrying or wearing. Does not affect Superscience items.

Engineering

Level 2

Mending

Target Item
Range Touch
Pull Time Action
Components Any tools
Scale Personal

You repair a mundane (non-Superscience) item you touch, such as a piece of equipment, a weapon, or a set of armor. Will not work on vehicles or other complex machines.

Engineering

Trick

Meteor Swarm

Target 40 square tall,
20 square radius cylinder
Range 200 squares
Pull Time Action
Components Science tools
Scale Personal and Vehicles

Creatures and vehicles within the target area take 20d6 heat and 20d6 bludgeoning damage, Dexterity save for half damage.

Engineering

Level 9

Personal Shield

Target Self
Pull Time Action
Components Science tools
Duration 8 hours
Scale Personal

You benefit from 3/4 cover for the duration.

Engineering

Level 3

Plant Explosive

Target Vehicle or structure
Range Touch
Pull Time Action
Components Explosives
Duration 12 hours
Scale Personal and Vehicles

You plant an explosive charge which deals 7d10 concussion damage to the target and any other creatures and items within 25 feet of that point, whenever you choose to detonate it during the duration. Detonation takes your bonus action.

Engineering

Level 4

Push the Limit

Pull Time Action
Components Weapon
Scale Personal and Vehicles

Make an attack with a weapon, dealing 2 additional heat damage on hit. If you roll a 1 on the attack, the weapon breaks.

Engineering

Trick

Quick Fix

Target Item
Range Touch
Pull Time Action
Components Any tools
Scale Personal and Vehicles

You repair 1d10 + your gambit pulling modifier hit points on the item. +1d10 hit points repaired for each additional level slot used.

Engineering

Level 1

Rebuilding

Target Machine
Range Touch
Pull Time 1 hour
Components Any tools
Scale Personal

Target machine turns into another similar machine. Must be the same type (weapon, armor, vehicle). A vehicle must be within 2 CR of what it is turned into.

Engineering

Level 5

Remote Bomb

Target 5ft square
Range Touch
Pull Time Action
Components Explosives
Duration Concentration
Scale Personal

You plant an explosive charge at target location, which goes off when you end your concentration, dealing 8d6 concussion damage to creatures and objects inside or adjacent to the target square, Dexterity save for half damage. Creatures hit by this explosion are knocked prone.

Engineering

Level 5



Restoration

Target	Machine
Range	Touch
Pull Time	Action
Components	Any tools
Scale	Personal and Vehicles

Recovers 5d8 Hit Points on item touched. If a vehicle, restores all systems to operational condition.

Engineering

Level 5



Shield Pass

Target	Creature
Range	Touch
Pull Time	Action
Components	Any tools
Duration	10 minutes

Target creature becomes able to pass through all forms of energy shields / force fields. The target's melee and unarmed weapon attacks ignore shields as well, providing a +2 bonus to attacks against shielded targets.

Engineering

Level 3



Shunt Power

Target	Vehicle
Pull Time	Action
Components	Engineering station
Scale	Vehicles

Your vehicle loses the disabled or scrambled condition from one system or Battle Station, but another system or station of your choice becomes disabled.

Engineering

Level 2



Superscience

Target	Armor or weapon
Range	Touch
Pull Time	1 minute
Components	Any tools
Duration	8 hours
Scale	Personal

For the duration, the target mundane item gains the properties of a Superscience item of your choice of the same type (armor or weapon).

Engineering

Level 9



Targeted Attack

Pull Time Action
Components Weapon
Scale Vehicles

Make an attack with a weapon against another vehicle. On a hit, you disable a vehicle system of your choice on the target.

Engineering

Trick



True Seeing

Target Creature
Range Touch
Pull Time Action
Duration 1 hour
Scale Personal

Target gains truesight, can see secret doors hidden by Superscience, and can see into other dimensions and realities (whatever that means in your setting).

Engineering

Level 6



Apathy

Target Hostile creature
Range 60 feet
Pull Time Action
Duration 1 hour
Scale Personal

5d8 Hit points worth of creatures of your choice within range become neutral towards you and your companions for the duration, unless harmed.

Influence

Level 1



Body Language

Experiment
Target Self
Pull Time Action
Duration 1 hour
Scale Personal

You are able to communicate with any sapient creature that can see you.

Influence

Level 3



Brief Alliance

Target Vehicle (pilot) or creature
Range 25 squares
Pull Time Action
Duration Concentration, up to 1 minute
Scale Personal and Vehicles

Target creature that can hear you must succeed in a Charisma save or become charmed, during which time the target attacks a target of your choice once on each of its turns.

Influence

Level 2



Calm Emotions

Target Creature
Range 60 feet
Pull Time Action
Duration Concentration, up to 1 minute
Scale Personal

Creatures within range must make a Charisma save. Those that fail either lose frightened and other fear effects, or become indifferent to all other nearby creatures. Your choice which effect they gain for the duration.

Influence

Level 2



Charm Person

Target Creature
Range 30 feet
Pull Time Action
Duration 1 hour
Scale Personal

Target must succeed in a Charisma save, on which it has advantage if it is hostile to you, or be charmed for the duration. Attacks or other hostile actions against the target by you or your companions ends this gambit.

Influence

Level 1



Command

Target Creature
Range 60 feet
Pull Time Action
Duration 1 round
Scale Personal

You speak a one-word command to a creature you can see within range. The target must succeed on a Charisma saving throw or follow the command on its next turn, so long as the command does not directly harm it.

+1 target for each additional level slot used.

Influence

Level 1



Confidence Building

Target Creature
Range 5 feet
Pull Time Action
Duration Concentration, up to 1 hour
Scale Personal

Allies within range count as though you had aided them on any skill roll they make. Whenever a roll is affected by this, the target may regain hit points by rolling hit dice, just as though they had taken a short rest.

Influence

Level 6



Cult of Personality

Target Organization
Range Communications
Pull Time 1 hour
Duration 1 day
Scale Personal

You may direct the actions of an organization you have communications with for the duration. This is high level control, with very little fine tuning of the details.

Influence

Level 9



Defection

Target Creature
Range Communications
Pull Time Action
Duration 1 month
Scale Personal

Target that can hear and understand you must succeed in a Charisma save or become your charmed ally for the duration. The target may make a Charisma save to leave this arrangement once every 7 days during this time.

Influence

Level 8



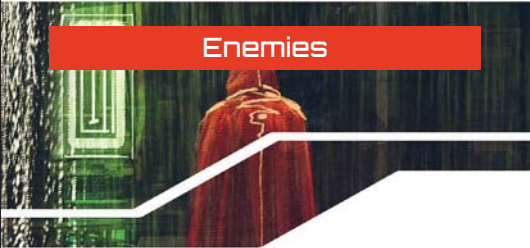
Disinformation

Target Community
Range Communications
Pull Time 1 hour
Duration 3 days
Scale Personal

You spread a rumor throughout a community you have communications with. The rumor is generally believed for the duration, so long as it is plausible.

Influence

Level 6



Enemies

Target	Hostile creature
Range	60 feet
Pull Time	Action
Scale	Personal

Target who can see or hear you must succeed in a Charisma save or attack you on its next turn if it can.

Influence

Trick



Entertainment

Target	Creature
Range	Touch
Pull Time	Action
Duration	Concentration, up to 5 hours
Scale	Personal

Target must succeed in a Charisma save or become utterly enthralled by you for the duration, doing nothing but enjoy your company and noticing nothing and noone but you unless a hostile action is made against them.

Influence

Level 5



Enthrall

Target	Creature
Range	60 feet
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal

Creatures of your choice within range who can hear or see you must succeed in a Charisma save or suffer disadvantage on perception skill rolls to notice anything other than you for the duration.

Influence

Level 2



Fast Friends

Target	Non-hostile creature
Range	60 feet
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal

You have advantage on all Charisma checks directed at the target for the duration, at the end of which the creature becomes hostile to you.

Influence

Trick



Fear

Target	Creature
Range	30 foot cone
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal

Each creature in the affected area must succeed on a Charisma saving throw or drop whatever it is holding and become frightened for the duration.

Influence

Level 3



Glibness

Target	Self
Pull Time	Action
Duration	1 hour
Scale	Personal

Until the gambit ends, when you make a Charisma check, you can replace the number you roll with a 15. Any gambit or skill used to tell if you are lying reveals that you are telling the truth.

Influence

Level 8



Grit

Target	Willing creature
Range	Touch
Pull Time	Action
Duration	1 hour
Scale	Personal

Target becomes immune to psychic damage and resistant to another damage type of your choice, for the duration.

Influence

Level 6



Inspirational Oration

Target	Creature
Range	Communications
Pull Time	1 minute
Duration	8 hours
Scale	Personal

Friendly creatures that can hear and understand you gain a +1d4 bonus to all skill and attack rolls for the duration, or until you are defeated.

Influence

Level 7



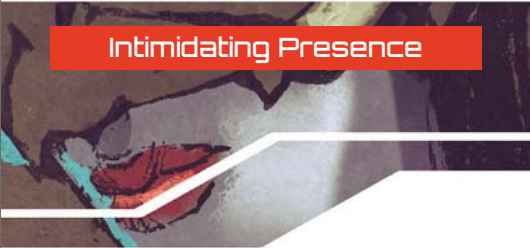
Inspiring Presence

Target Self
Range 10 feet
Pull Time Action
Duration Concentration, up to 1 minute
Scale Personal

You project an aura up to this gambit's range wherever you go. Friendly creatures within the aura deal an extra 1d4 psychic damage on weapon attacks.

Influence

Level 3



Intimidating Presence

Target Self
Range 2 squares
Pull Time Action
Duration Concentration, up to 1 hour
Scale Personal and Vehicles

You project an aura up to this gambit's range wherever you go. Hostile creatures and vehicle gunners within the aura must succeed in a Charisma save each time they attempt to attack you.

Influence

Level 4



Local Guide

Experiment
Target Self
Pull Time Action
Duration 1 day
Scale Personal

You locate a native to your current location, willing to aid you in navigation and survival tasks for the duration. The guide is generally aware of the major dangers in the area and shares this knowledge with you.

Influence

Level 3



Magnetism

Target Creature or vehicle
Range 6 squares
Pull Time Action
Duration Concentration, up to 1 minute
Scale Personal and Vehicles

For the duration, targets you choose within the range must succeed in a Charisma save on their turn or move towards you as fast as possible.

Influence

Level 5

Mockery

Target Creature
Pull Time Action
Duration 1 round
Scale Personal

You sling insults at a target who can hear and understand you. The target must succeed in a Charisma save or take 1d4 psychic damage and suffer disadvantage on its next attack roll made during the duration.

Influence

Trick

Read the Room

Target Self
Range 60 feet
Pull Time Action
Scale Personal

You learn the alignment and emotional state of every living creature within range that you can see, as well as their disposition towards you (friendly, hostile, etc.).

Influence

Level 5

Shadowy Manipulations

Target Self
Range 10 feet
Pull Time Action
Duration Concentration, up to 3 hours
Scale Personal

You become invisible to anyone outside of this gambit's range. You have advantage on persuasion skill rolls made against any creature within the gambit's range. The gambit ends if you take a hostile action.

Influence

Level 4

Silver Tongue

Target Self
Pull Time Action
Duration Concentration, up to 1 hour
Scale Personal

For the duration you have advantage on persuasion skill checks against non-hostile creatures.

Influence

Trick



Sow Chaos

Target	4 square diameter sphere
Range	10 squares
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles

Creatures or vehicle pilots within the area must succeed in a Charisma save or become erratic. An erratic creature cannot take reactions and either attacks a random target or does not act on its turn (flip a coin). An erratic creature may make a Charisma save at the end of each of its turns to end the effect.

Influence

Level 4



Suggestion

Target	Creature
Range	30 feet
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Personal

Target creature that can hear you must succeed in a Charisma save or follow a course of action you suggest in a sentence or two, for the duration. The target will not directly harm themselves following your suggestion.

Influence

Level 2



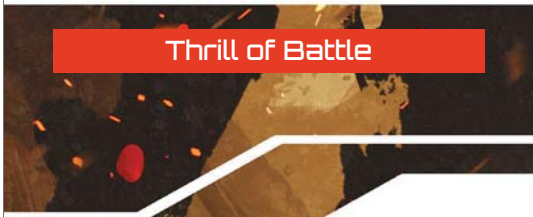
Summons

Target	Creature
Range	The entire galaxy
Pull Time	Action
Scale	Personal

Target person you have met must succeed in a Charisma save or become compelled to immediately find you and come within 20ft of your presence.

Influence

Level 9



Thrill of Battle

Target	Creature or vehicle
Range	5 squares
Pull Time	Action
Duration	10 minutes
Scale	Personal and Vehicles

Target onlooker to a battle must succeed in a Charisma save or join in on the fight, taking whatever side they are partial to.

Influence

Level 1

Urban Legend

Target Self
Pull Time Action
Duration Concentration, up to 3 hours
Scale Personal

For the duration, sapient creatures take 1d6 psychic damage whenever they successfully hit you with an attack. A creature which takes 10 or more points of damage from this gambit becomes frightened of you for 10 minutes.

Influence

Level 7

Advanced Treatment

Target Up to 6 willing living creatures
Range 30 feet
Pull Time 10 minutes
Components Medical tools
Scale Personal

Targets regain a number of hit points equal to 2d8 + your gambit pulling ability modifier. +1d8 hit points healed for each additional level slot used.

Medical

Level 2

Anesthetize

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Duration 1 round
Scale Personal

Target is paralyzed for the duration.

Medical

Trick

Antiseptic Field

Target 20 foot sphere
Range 100 feet
Pull Time Action
Components Medical tools
Duration 8 hours
Scale Personal

For the duration, creatures in the area affected are immune to disease and necrotic damage.

Medical

Level 8

Bolstered Defenses

Target Up to 3 living creatures
Range 30 feet
Pull Time Action
Components Medical tools
Duration 8 hours
Scale Personal

Targets each have their current and maximum hit point values increased by 10 for the duration. +5 hit points for each additional level slot used.

Medical

Level 3

Contagion

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Duration 7 days
Scale Personal

Make a melee gambit attack against the target. On a hit, the target suffers disadvantage on save rolls with an ability of your choice for the duration.

Medical

Level 5

Contaminant Analysis

Experiment
Target Self
Pull Time Action
Components Medical tools or survival tools
Duration Concentration, up to 10 minutes
Scale Personal

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

Medical

Level 1

Cryogenic Stasis

Experiment
Target Dead creature
Range Touch
Pull Time Action
Components Medical tools
Duration 10 days
Scale Personal

Target corpse has the time limit for restoring it to life with gambits and science extended by this gambit's duration.

Medical

Level 2

Cure

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Scale Personal

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Medical

Level 2

Decrepitude

Target Living creature
Range 30 feet
Pull Time Action
Components Medical tools
Duration 3 hours
Scale Personal

Target must succeed in a Strength save or take 5d8 necrotic damage and suffer from extreme old age. This causes the affected target to take 10 necrotic damage and a level of exhaustion each time it attacks or takes the Dash action, for the duration.

Medical

Level 8

Defibrillation

Target Dead creature
Range Touch
Pull Time Action
Components Medical tools
Scale Personal

A creature that has died within the last minute is returned to life with 1 hit point.

Medical

Level 3

Disease Injection

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Scale Personal

Make a melee gambit attack against the target. On a hit, the target takes 3d10 necrotic damage. +1d10 damage for each additional level slot used.

Medical

Level 1

Enhance Trait

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Duration Concentration, up to 1 hour
Scale Personal

For the duration, the target has advantage on skill and save rolls for an ability of your choice.
+1 target for each additional level slot used.

Medical

Level 2

Greater Cure

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Scale Personal

You remove one exhaustion level from the target, or any disease or condition.

Medical

Level 5

Inoculation

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Duration 8 hours
Scale Personal

Target has advantage on saves against disease and poison for the duration.

Medical

Trick

Life Support

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Duration 8 hours
Scale Personal

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the gambit ends.

Medical

Level 4

Mass Anesthetic

Target 10 foot sphere
Range 60 feet
Pull Time Action
Components Medical tools
Duration 10 minutes
Scale Personal

Living creatures within the area affected must succeed in a Constitution save or become paralyzed for the duration.

Medical

Level 3

Mass Heal

Target Living creature
Range 60 feet
Pull Time Action
Components Medical tools
Scale Personal

You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this gambit are also cured of all diseases and any effect making them blinded or deafened.

Medical

Level 9

Mass Remote Treatment

Target Up to 6 living creatures
Range 60 feet
Pull Time Action
Components Medical tools
Scale Personal

Targets regain a number of hit points equal to 1d4 + your gambit pulling ability modifier.

+1d4 hit points healed for each additional level slot used.

Medical

Level 3

Mass Wound Treatment

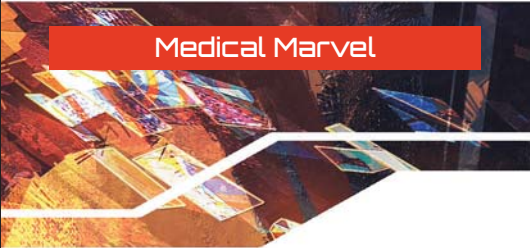
Target 30 foot sphere
Range 60 feet
Pull Time Action
Components Medical tools
Scale Personal

Up to 6 living creatures within the area regain a number of hit points equal to 3d8 + your gambit pulling ability modifier.

+ 1d8 hit points healed for each additional level slot used.

Medical

Level 5



Medical Marvel

Target Living creature
Range 60 feet
Pull Time Action
Components Medical tools
Scale Personal

Target regains 70 hit points and is cured of blindness, deafness, and any diseases it suffers.

+10 hit points recovered for each additional level slot used.

Medical

Level 6



Mind Transplant

Experiment
Target 2 Living creatures
Range Touch
Pull Time Action
Components Medical tools
Duration 1 hour
Scale Personal

Two willing or unconscious creatures have their minds swapped for the duration, with personality going into the new body, taking only skills and proficiencies with it.

All Ability scores, powers, and gambits remain in the old body for use by the other mind.

Medical

Level 6



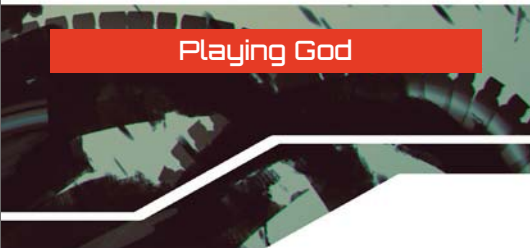
Mutagenics

Target Living creature
Range Touch
Pull Time Action
Components Medical tools
Duration 1 hour
Scale Personal

For the duration, the target gains a single trait from a beast you have encountered before, such as Darkvision, Flying, or Immunity to Poison. An unwilling target must be hit with a melee gambit attack.

Medical

Level 4



Playing God

Target Dead creature
Range Touch
Pull Time Action
Components Medical tools, 25,000 cr in materials that are expended
Scale Personal

Target dead creature is restored to life at full hit points, recovered of poisons and diseases, and restored of any missing limbs. If a body for the creature no longer exists, you clone a new one.

Medical

Level 9

Poisonous Aerosol

Target Living creature
Range 10 feet
Pull Time Action
Components Medical tools
Scale Personal

Target must succeed in a Constitution save or take 1d12 poison damage. This gambit's damage increases by 1d12 when you reach 5th, 11th, and 17th casting levels.

Medical

Trick

Regenerate

Target Living creature
Range Touch
Pull Time 1 minute
Components Medical tools
Duration 1 hour
Scale Personal

The target regains 4d8 + 15 hit points. For the duration of the gambit, the target regains 1 hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes.

Medical

Level 7

Remote Treatment

Target Living creature
Range 60 feet
Pull Time Action
Components Medical tools
Scale Personal

Target regains a number of hit points equal to 1d4 + your gambit pulling ability modifier.

+1d4 hit points healed for each additional level slot used.

Medical

Level 1

Resurrection

Target Dead creature
Range Touch
Pull Time 1 hour
Components Medical tools, 1000 cr in materials that are expended
Scale Personal

The target is restored to life at full hit points, recovered of poisons and disease, and restored of any missing limbs. You and the target are at disadvantage on all rolls until you take a long rest.

Medical

Level 7



Stabilization

Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal

Target that has 0 hit points regains 1 hit point.

Medical

Trick



Toughening

Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	1 hour
Scale	Personal

For the duration, the target gains resistance to bludgeoning, piercing, and slashing damage from mundane (non-Superscience) sources of damage.

Medical

Level 4



Virulent Disease

Target	Living creature
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal

Target must succeed in a Constitution save or take 14d6 necrotic damage and has its maximum hit points reduced by that amount. Save for half damage. Effects that remove disease restore the creature's hit point maximum.

Medical

Level 6



Wound Treatment

Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal

Target regains a number of hit points equal to 1d8 + your gambit pulling ability modifier. +1d8 hit points healed for each additional level slot used.

Medical

Level 1

All Traffic

Target Self
Range 50 squares
Pull Time Action
Components Computer
Duration Concentration, up to 3 hours
Scale Personal and Vehicles

You monitor and decrypt all communications transmitted within range. As a bonus action you may search for a particular message using Investigation.

Splicing

Level 8

Automation

Target Ranged weapon on a mount, or Gunnery station
Range Touch
Pull Time Action
Duration 8 hours
Scale Personal

Target weapon fires of its own accord once per round against any hostile creatures that come within its normal range. The weapon attacks using your attack modifiers as if you were using the weapon. It rolls initiative with your modifiers as well.

Splicing

Level 4

Back Door

Target Computer
Range Communications
Pull Time Action
Components Computer
Scale Personal and Vehicles

You regain access to a computer system within range, which you have gained access to before.

Splicing

Level 7

Black Out

Target Communications systems
Range 50 squares
Pull Time Action
Components Computer
Duration Concentration, up to 3 hours
Scale Personal and Vehicles

All communications technologies within range fail to transmit or receive information for the duration.

Splicing

Level 8

Break In

Target Door
Range Touch
Pull Time Action
Components Security tools
Duration 1 round
Scale Personal

Target automated door becomes unlocked for the duration, at the end of which time it becomes shut and locked.

Splicing

Trick

Compromise Defenses

Target Vehicle
Range 3 squares
Pull Time Action
Components Sensors
Duration 10 rounds
Scale Vehicles

For the duration, any hostile vehicle that comes within the gambit's range of your vehicle must succeed in an Intelligence save or have its defenses lowered for the duration, causing the vehicle's AC to suffer a -2 penalty.

Splicing

Level 2

Computer Intrusion

Target Computer
Range Touch
Pull Time Action
Components Security tools
Duration 1d6 rounds
Scale Personal

You gain basic access to the computer system you touch. You may use basic user functions for the duration.

Splicing

Trick

Connection

Experiment
Target Two non-sentient machines
Range Touch
Pull Time Action
Components Computer
Scale Personal

Two machines you touch become permanently connected to one another, with one capable of controlling the other.

Example: A communicator is made to remote control a starship.

Splicing

Level 5



Data Delve

Target	Self
Pull Time	Action
Components	Computer
Scale	Personal

Immediately make up to 5 Intelligence skill rolls related to data stored on your computer.

Splicing

Level 3



Download

Experiment	
Target	Computer
Range	Touch
Pull Time	Action, plus 2 rounds of concentration
Components	Security tools
Scale	Personal

You download all data from target computer. Completing the download takes 2 rounds of concentration after the gambit is initially pulled.

Splicing

Level 2



EMP

Target	Computer or Vehicle
Range	10 squares
Pull Time	Action
Components	Computer
Scale	Personal and Vehicles

All targets within range must succeed in a Constitution save or become scrambled.

Splicing

Level 7



Encryption/Decryption

Experiment	
Target	Computer file
Range	Touch
Pull Time	Action
Components	Security tools
Scale	Personal

Target electronic file becomes either encrypted or decrypted (your choice). Attempts to decrypt a file encrypted in this way must use a gambit or Superscience item; no mere skill roll will overcome this encryption.

Splicing

Level 4

Firewall

Experiment

Target	Computer network
Range	Touch
Pull Time	Action
Components	Security tools
Duration	Concentration
Scale	Personal

For the duration, anyone attempting to bypass the target computer's security (other than you) automatically fails to do so and must succeed in a Dexterity save or take 4d6 electricity damage.

Splicing

Level 5

Freeze Robot

Target	Robot
Range	5 squares
Pull Time	Action
Components	Computer
Duration	1 round
Scale	Personal and Vehicles

Target robot must succeed in an Intelligence save or become paralyzed for the duration.

Splicing

Trick

Hack Weapon

Target	Creature or vehicle of your size (or your vehicle's size) or smaller
Range	5 squares
Pull Time	Action
Components	Computer
Duration	1 turn
Scale	Personal and Vehicles

Target must succeed in an Intelligence save or you gain control of an electrically powered weapon the target possesses for the duration. Should you gain control, you may immediately make one attack as though you were the one holding it or using its Battle Station.

Splicing

Trick

Immersion

Target	Computer network
Range	Touch
Pull Time	Action
Components	Security tools
Duration	Concentration
Scale	Personal

For the duration you immerse your senses within a network you have access to, allowing you to control any machine or weapon connected to it, utilizing your full proficiency bonus on all related rolls. During this gambit your body becomes paralyzed, though you are not incapacitated.

Splicing

Level 5

Jamming

Target Vehicle
Range 1 square
Pull Time Action
Components Sensors
Duration Concentration
Scale Vehicles

For the duration all vehicles within range are at disadvantage on attacks made against your vehicle as well as sensors skill rolls which target your vehicle.

Splicing

Level 1

Lock Down

Experiment
Target Computer
Range Touch
Pull Time Action
Components Security tools
Duration 1 hour
Scale Personal

Target computer becomes completely severed from all other outside access. Splicing gambits other than your own simply fail against it for the duration. The computer cannot communicate with any networks or machines during this time.

Splicing

Level 3

Major AI

Target Robot
Range Touch
Pull Time 3 hours
Scale Personal

You create a digital creature with an alignment and personality of your choice, proficient in 7 skills. The creature resides within the target robot, controlling it as its body, overriding any existing personality.

Splicing

Level 9

Mass Robot Mastery

Target Robot
Range 100 feet
Pull Time Action
Components Computer
Duration Concentration, up to 8 hours
Scale Personal

Each robot within range must succeed in an Intelligence save or become utterly beholden to your commands for the duration.

Splicing

Level 6



Minor AI

Target	Computer
Range	Touch
Pull Time	1 hour
Scale	Personal

You create a digital creature with an alignment and personality of your choice. The creature resides within the target computer, controlling it like a body.

Splicing

Level 6



Network Blast

Target	Computer network
Range	Touch
Pull Time	Action
Components	Security tools
Scale	Personal

Every terminal of target computer network explodes (except for the one you are using). Any creatures within 5ft of a terminal must succeed in a Dexterity save or take 8d10 electricity damage.

Splicing

Level 9



Reprogram

Target	Robot
Range	Touch
Pull Time	Action, plus 5 rounds of concentration
Components	Computer
Scale	Personal

Target robot you touch must succeed in an Intelligence save or be reprogrammed by you. Completing the reprogramming takes 5 rounds of concentration after the initial action, at which point you may design the robot's personality, alignment, and disposition towards you.

Splicing

Level 3



Robotic Command

Target	Robot
Range	10 squares
Pull Time	Action
Components	Computer
Duration	1 round
Scale	Personal and Vehicles

You issue a one word command to target robot, which must succeed in an Intelligence save or immediately do as you command.

Splicing

Level 1



Root Control

Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Scale	Personal

You gain complete control over target computer, with full access to all data, functions, and connected systems. Only a gambit or Super Science item could remove your access. You can access this computer remotely from any other computer.

Splicing

Level 6



Scramble

Target	Vehicle
Range	10 squares
Pull Time	Action
Components	Sensors
Scale	Vehicles

Target vehicle must succeed in an Intelligence save or have one randomly selected system become scrambled.

Splicing

Level 6



Security Procedures

Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Duration	1 hour
Scale	Personal

Target computer loses the scrambled condition and becomes cured of a virus, or has a single user of your choice banned from access for the duration.

Splicing

Level 2



Slave Robot

Target	Robot
Range	60 feet
Pull Time	Action
Components	Computer
Duration	1 hour
Scale	Personal

Target robot must succeed in an Intelligence save or become completely under your command, following your orders and attempting to anticipate your needs for the duration.

Splicing

Level 3

Targetting Systems

Target Gunnery Battle Station
Range Touch
Pull Time Action
Duration Concentration, up to 5 rounds
Scale Vehicles

Your attacks with target gunnery station are made with advantage for the duration.

Splicing

Level 3

Trace Source

Target Machine
Range 10 squares
Pull Time Action
Components Computer
Scale Personal and Vehicles

You discover the location of the computer from which the target machine is being controlled, such as a terminal on another floor or an orbiting starship.

Splicing

Level 1

Virus

Target Computer
Range Touch
Pull Time Action
Components Security tools
Duration 2d10 rounds
Scale Personal

Target computer becomes scrambled by an electronic virus, causing uses of the machine to be made with disadvantage. For the duration, one additional computer, Battle Station, or machine connected to an infected device becomes infected and scrambled at the beginning of each round.

Splicing

Level 1

Adapt to Survive

Experiment
Target Willing creature
Range Touch
Pull Time Action
Components Survival kit
Duration 3 hours
Scale Personal

The target overcomes a lack of breathable air, ambient radiation (up to 10 damage / round), or other atmospheric threat for the duration.

Survival

Level 2

Concealment

Target Willing creature
Range Touch
Pull Time Action
Components Survival kit
Scale Personal

The target may immediately make a hide check.

Survival

Trick

Endure

Target Willing creature
Range Touch
Pull Time Action
Components Survival kit
Duration 1 hour
Scale Personal

The target loses one level of exhaustion and has advantage on their next Constitution save made while the gambit is active.

Survival

Level 1

Find Traps

Experiment
Target Self
Range 25 squares
Pull Time Action
Components Science tools or survival kit
Scale Personal

You detect the presence and nature of any trap within range.

Survival

Level 2

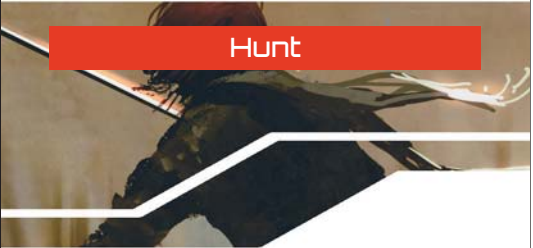
Freedom of Movement

Target Willing creature
Range Touch
Pull Time Action
Components Survival kit
Duration 1 hour
Scale Personal

Target's movement is unaffected by difficult terrain, and effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from restraints.

Survival

Level 4



Hunt

Target	Creature or vehicle
Range	20 squares
Pull Time	Action
Components	Sensors or science tools
Duration	1 hour
Scale	Personal and Vehicles

All of your weapon attacks against the target deal 1d6 additional damage of the primary damage type. For the duration you ignore the target's concealment and cover and you always know the target's location in relation to you.

Survival

Level 3



Insect Lure

Target	20ft high, 10ft diameter cylinder
Range	100 squares
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal

Swarming insects fill area, creating difficult terrain and dealing 4d10 piercing damage to those who fail a Constitution save at the beginning of their turn. +1d10 damage for each additional level slot used.

Survival

Level 5



Lay of the Land

Experiment	Self
Target	Self
Range	50 squares
Pull Time	Action
Components	Science tools
Scale	Personal and Vehicles

You get a sense of the surrounding terrain, learning of all visible creatures/vehicles and physical features of the area.

Survival

Level 2



Longstrider

Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	1 hour
Scale	Personal

The target's speed increases by 10 feet until the gambit ends.

Survival

Level 1



Lose the Tail

Target	Willing creature
Range	Touch
Pull Time	Action
Duration	3 hours
Scale	Personal

The target is lost by anyone tracking or following them for the duration

Survival

Level 1



Make Do

Target	Self
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal

You have advantage on your next Survival skill roll made before this gambit ends.

Survival

Trick



Never Lost

Target	Self
Pull Time	Action
Scale	Personal and Vehicles

You learn your location in relation to known landmarks, including planetary poles.

Survival

Trick



Nondetection

Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	8 hours
Scale	Personal and Vehicles

The target does not show up on sensors and cannot be found or tracked through the use of gambits or features.

Survival

Level 3



Observation

Target	Creature or vehicle
Range	20 squares
Pull Time	Action
Components	Science tools, survival kit, or sensors
Scale	Personal and Vehicles

You learn the vulnerabilities and resistances of the target.

Survival

Level 1



Protection from Energy

Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal and Vehicles

The target has resistance to one damage type of your choice: acid, cold, heat, electricity, force, or concussion for the duration.

Survival

Level 3



Resistance

Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal

Target has advantage on a saving throw of their choice made before this gambit ends.

Survival

Trick



Survey

Target	Location
Range	1000 squares
Pull Time	Action
Components	Sensors or science tools
Duration	Concentration
Scale	Personal and Vehicles

You cast your senses to the location selected within range, spying upon the area for so long as you concentrate.

Survival

Level 5



Tame Beast

Target	Beast
Range	Touch
Pull Time	Action
Duration	3 days
Scale	Personal
Scale	Personal and Vehicles

Target beast becomes friendly to you for the duration. This gambit is broken if you attack the beast in any way.

Survival

Level 4



Track Creature

Target	Creature or vehicle you know of
Range	50 squares
Pull Time	Action
Components	Sensors or science tools
Scale	Personal and Vehicles

You discover the direction of the target's location. Can find a specific creature/vehicle, or a certain kind you name.

Survival

Level 4



Traversal

Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	1 hour
Scale	Personal

The target's speed is not hindered by terrain or climbing for the duration.

Survival

Level 2



Assault

Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal

Squad members gain +2 squares to speed and may make an attack as a bonus action for the duration.

Tactics

Level 1

Attack Formation

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles

Squad members have advantage when rolling to attack a target which another member of the squad has already attacked during the same round.

Tactics

Level 2

Brace for Impact

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal

Squad members have advantage on a save type of your choice throughout the duration.

Tactics

Level 2

Counter

Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal

Squad members may use their reaction to make an attack against a target that attacks them.

Tactics

Level 1

Cover Fire

Target	Squad member
Range	3 squares
Pull Time	Action
Components	Ranged weapon
Duration	1 round
Scale	Personal

You make a ranged attack. One squad member within range gains half cover for the duration.

Tactics

Trick

Defensive Formation

Target Squad
Range Communications
Pull Time Action
Duration Concentration
Scale Personal and Vehicles

Squad members within 3 squares of another member of the squad gain +2 to AC.

Tactics

Level 2

Disperse

Target Squad
Range Communications
Pull Time Action
Duration 1 round
Scale Personal

Squad members may move their speed as a bonus action so long as they do not use this movement to get any closer to any other member of the squad.

Tactics

Level 1

Feint

Target Hostile creatures within range
Range 10 squares
Pull Time Action
Scale Personal and Vehicles
Duration 3 hours
Scale Personal

All targets must succeed in a Wisdom save or immediately move their speed towards a single point you choose within 20 squares of you.

Tactics

Level 6

Fire at Will

Target Squad
Range Communications
Pull Time Action
Duration Concentration
Scale Personal and Vehicles

Squad members have advantage when rolling to attack the nearest hostile creature or vehicle to them.

Tactics

Level 2

Fire Teams

Target

Squad

Range

Communications

Pull Time

Action

Duration

Concentration

Scale

Personal

Divide up your squad into teams of 2 or 3 creatures/vehicles each. Each team gains one of the following benefits for the duration (your choice which): advantage on ranged attack rolls; or half cover from ranged attacks. As a bonus action you may switch which teams are getting which benefit.

Tactics

Level 4

Focus Attacks

Target

Creature or vehicle

Range

10 squares

Pull Time

Action

Components

Duration

1 round

Scale

Personal or Vehicles

Attacks made by your squad members against the target have advantage for the duration.

Tactics

Trick

Footwork

Target

Squad member

Range

10 squares

Pull Time

Bonus action

Scale

Personal

Duration

3 hours

Scale

Personal

The target may immediately take the Disengage action.

Tactics

Trick

Golden Bridge

Target

Hostile creatures within range

Range

10 squares

Pull Time

Action

Duration

10 minutes

Scale

Personal and Vehicles

All targets must succeed in a Wisdom save or flee the battlefield for the duration in a direction of your choosing.

Tactics

Level 8

Hold the Line

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal

Squad members benefit from 3/4ths cover. Members lose this benefit if they move and only regain it after spending a turn without moving.

Tactics

Level 4

Last Stand

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles

Squad members at half their Hit Points or less have advantage on their attack rolls and critical on a natural roll of 17-20 for the duration.

Tactics

Level 7

Masterful Coordination

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles

Squad members have advantage on all attacks made against any target another squad member has already attacked during the same round. Hits against those targets deal damage as though the target were vulnerable to all damage dealt.

Tactics

Level 9

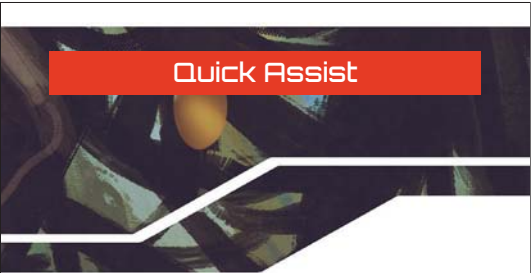
Pincer

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles

Whenever a squad member attacks a target that is directly between them and another squad member, the target is vulnerable to all damage inflicted on the attack.

Tactics

Level 8



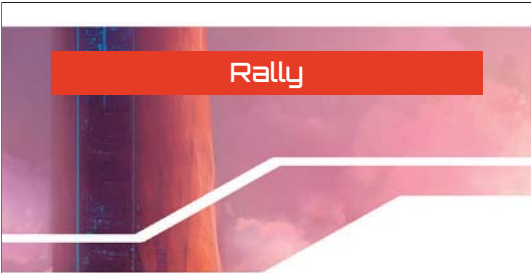
Quick Assist

Target	Creature
Range	10 squares
Pull Time	Bonus action
Scale	Personal

You Help a target that can hear you on a skill or attack roll.

Tactics

Trick



Rally

Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal

Squad members are cured of fear effects and may add 2 squares to their speed if their movement brings them closer to you.

Tactics

Level 1



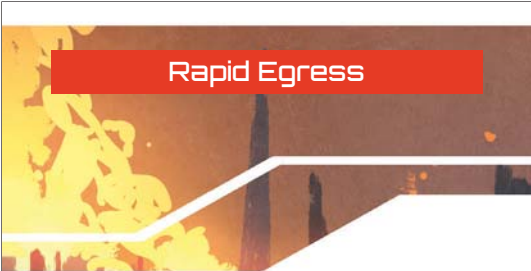
Rapid Deployment

Target	Squad
Range	Communications
Pull Time	Reaction at the start of combat
Scale	Personal and Vehicles

Squad members may immediately move up to their speed and have advantage on initiative rolls at the start of combat.

Tactics

Level 5



Rapid Egress

Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal and Vehicles

Squad members may immediately move up to 7 squares in a single direction you choose for the squad. Attacks made against squad members are at disadvantage for the duration.

Tactics

Level 5



Recruitment

Target	Up to 5 willing creatures / vehicles
Range	10 squares
Pull Time	Action
Duration	3 hours
Scale	Personal and Vehicles

Target creatures or vehicles are added to your squad for the duration.

Tactics

Level 4



Reveal Weakness

Target	Creature
Range	10 squares
Pull Time	Action
Duration	1 hour
Scale	Personal

Target must succeed in a Constitution save or become vulnerable to a damage type of your choice for the duration.

Tactics

Level 6



Sacrifice

Target	Willing member of your squad
Range	10 squares
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles

Attack rolls made against the target have advantage for the duration. Attacks made against other members of your squad are made with disadvantage.

Tactics

Level 6



Shock and Awe

Target	Hostile creatures within range
Range	10 squares
Pull Time	Action
Duration	1 round
Scale	Personal and Vehicles

Targets must succeed in a Wisdom save or become stunned for the duration or until they take damage.

Tactics

Level 5



Speculative Fire

Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles

Squad members may make attacks against invisible targets for the duration at no attack penalty, so long as the correct square is picked to fire into.

Tactics

Level 3



Suppressive Fire

Target	Squad
Range	Communications
Pull Time	Action
Components	Ranged weapon
Duration	1 round
Scale	Personal and Vehicles

You make a ranged attack with disadvantage. Hostile creatures or vehicles may not willingly move towards members of your squad for the duration.

Tactics

Level 3



Surprise Drill

Target	Squad
Range	Communications
Pull Time	Reaction at the start of combat
Duration	Concentration
Scale	Personal or Vehicles

Attacks made against the squad are not made with advantage due to surprise or hiding for the duration.

Tactics

Level 3



Unfathomable Plans

Target	Self
Pull Time	Action
Scale	Personal and Vehicles

You may pull up to three Tactics school gambits this round as part of this action, so long as each has a pull time of either one Action or one Bonus action. If more than one has a duration of Concentration, you can concentrate on all of them at once.

Tactics

Level 9



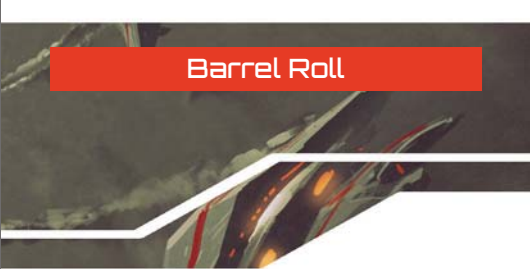
Vertical Assault

Target Squad
Range Communications
Pull Time Action
Duration Concentration
Scale Personal

Squad members will not fall due to a failed Climb or Jump roll, they simply cling to the nearest surface or rope. Attacks squad members make from an elevated position have advantage and deal 2 additional points of damage.

Tactics

Level 7



Barrel Roll

Target Self
Range 1 square
Pull Time Action
Duration 1 round
Scale Vehicles

A member of your vehicle's crew makes an attack on a vehicle within range. For the duration, that vehicle has disadvantage on all attack rolls against you.

Vehicles

Trick



Boarding Party

Target Vehicle
Range 1 square
Pull Time Action
Scale Vehicles

Target vehicle is boarded by a boarding crew on your vehicle composed of up to 10 creatures you are in communications with.

Note: This is not the only way to board a ship, but this Gambit makes doing so automatic.

Vehicles

Level 9



Break Away

Target Hostile vehicle
Range 1 square
Pull Time Reaction
Scale Vehicles

As a reaction when the target comes within range, move your speed away from the target.

Vehicles

Level 1



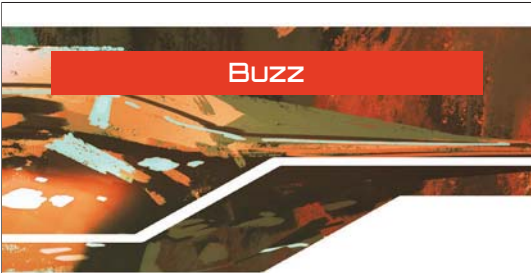
Bug Out

Target	Self
Pull Time	Bonus action
Scale	Vehicles

You take the Disengage action.

Vehicles

Trick



Buzz

Target	Vehicle
Range	1 square
Pull Time	Action
Duration	1d4 rounds
Scale	Vehicles

Target vehicle's pilot must succeed in a Wisdom save or become frightened by your vehicle for the duration.

Vehicles

Level 2



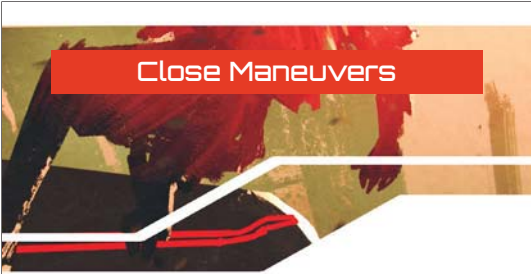
Close In

Target	Vehicle
Range	10 squares
Pull Time	Action
Scale	Vehicles

You move up to 10 squares towards the target, stopping once you are within 1 square of it.

Vehicles

Level 1



Close Maneuvers

Target	Self
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Vehicles

For the duration, you may use other vehicles of your vehicle's size or larger as half cover.

Vehicles

Level 3

Create Danger

Target Self
Pull Time Action
Duration 10 minutes
Scale Vehicles

You smash across the terrain, altering it. For the duration, the squares you passed through and out of this turn become difficult terrain and deal 10d10 damage of a type the DM chooses each time a creature or vehicle enters one.

Vehicles

Level 6

Dangerous Maneuvers

Target Self
Pull Time Action
Duration Concentration, up to 1 minute
Scale Vehicles

You gain advantage on vehicle use skill rolls and gunnery attacks you make for the duration. At the end of each round, roll a Constitution save for your vehicle against a DC equal to 10 + the number of squares it moved that round. On a failed roll, disable a system of your choice on your vehicle.

Vehicles

Level 5

Dive

Target Self
Range 10 squares
Pull Time Action
Scale Vehicles

You Dash towards the nearest celestial body (a sun, moon, or the planet you're above). If at the end of your turn no hostile vehicles are within range, you end the encounter. Air and space vehicles only.

Vehicles

Level 3

Escort

Target Vehicle
Range 3 squares
Pull Time Action
Duration Concentration up to 8 hours
Scale Vehicles

Whenever an attack hits against the target of this gambit, you may choose to have your vehicle take the damage instead, but as though your vehicle had resistance against the damage types. When you do so, you may move up to 3 squares towards the attacker.

Vehicles

Level 8



Evacuation

Target	Creature
Range	20 feet
Pull Time	Action
Scale	Vehicles

You and the creatures within range on your vehicle immediately move up 100 feet towards the closest escape pods and/or emergency hatches.

Vehicles

Level 5



Gravity Defense

Target	Self
Pull Time	Action
Duration	1 round
Scale	Vehicles

You Dash towards the nearest celestial body (a sun, moon, or the planet you're above). Attacks against you are made at disadvantage for the duration. Air and space vehicles only.

Vehicles

Level 1



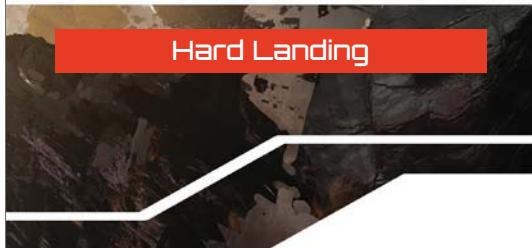
Guns Pass

Target	Vehicle
Range	3 squares
Pull Time	Action
Scale	Vehicles

Each gunner on your vehicle may immediately make an attack against the target.

Vehicles

Level 1



Hard Landing

Target	Self
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles

For the duration, any collision or crash your vehicle suffers deals no immediate damage to you or your passengers, though a hull breach may cause a problem with breathing.

Vehicles

Level 2

Impossible Landing

Target Self
Range 1 square
Pull Time Action
Scale Vehicles

You land your vehicle on a larger vehicle or starbase within range.

Vehicles

Level 4

Lag Roll

Target Vehicle
Range 1 square
Pull Time Action
Duration Concentration, up to 1 minute
Scale Vehicles

When the target is within this gambit's range, attacks made by your vehicle against the target are rolled with advantage.

Vehicles

Trick

Outmaneuver

Target Vehicle
Range 5 squares
Pull Time Action
Duration Concentration, up to 10 minutes
Scale Vehicles

The target's pilot must succeed in a vehicle use skill roll against your gambit save DC whenever it wishes to use an ability or gambit that grants movement, while within range. Attacks made against the target by gunners on your vehicle have advantage.

Vehicles

Level 8

Ramming Speed

Target Self
Pull Time Action
Duration 1 round
Scale Vehicles

Take the Dash action. Any collisions your vehicle suffers for the duration deals 3 times normal damage to the other vehicles involved.

Vehicles

Level 6

A futuristic city street scene with a bright, glowing energy field or explosion in the center, illuminating the surrounding buildings and vehicles.

Reap the Whirlwind

Target Vehicle
Range 10 squares
Pull Time Action
Scale Vehicles

Your chaotic piloting allows you to move your vehicle and any other vehicles within range up to 3 squares from their current location.

Vehicles

Level 7

A space scene showing two spacecraft in a close, angled proximity, with bright energy beams or laser fire emanating from them, set against a starry background.

Scissor Maneuver

Target Self
Range 1 square
Pull Time Action
Scale Vehicles

You move to the opposite side of a vehicle of your vehicle's size or smaller within range. A member of your vehicle's crew may make an attack on that vehicle as you pass.

Vehicles

Trick

A dark, atmospheric scene of a city at night, viewed from a high angle, with glowing lights and structures visible through the darkness.

Search Pattern

Target Self
Pull Time Action
Duration Concentration, up to 1 hour
Scale Vehicles

All those within your vehicle have advantage on Search action rolls when using a sensors station.

Vehicles

Level 2

A close-up, dynamic shot of a vehicle's side, showing motion blur and a sense of speed, with a dark, industrial background.

Side Swipe

Target Vehicle
Range 1 square
Pull Time Action
Scale Vehicles

The target vehicle must succeed in a Dexterity save or suffer damage as though your vehicles had suffered a collision with each other.

Vehicles

Level 3



Situational Awareness

Target	Self
Pull Time	Action
Duration	Concentration, up to 1 hour
Scale	Vehicles

Your vehicle is immune to system targeting attacks, or attacks designed to hit a particular spot on your vehicle.

Vehicles

Level 4



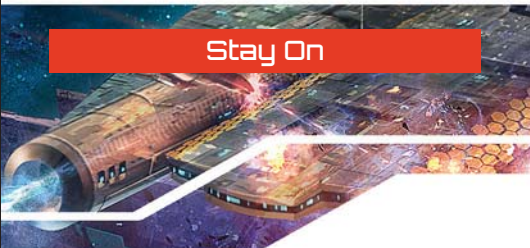
Spinning Fire

Target	Self
Range	1 square
Pull Time	Action
Components	Piloting and Gunnery station
Scale	Vehicles

You may make one attack from your gunnery station against each vehicle within range, as your vehicle spins wildly.

Vehicles

Level 5



Stay On

Target	Vehicle
Range	1 square
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles

Whenever the target moves, you move along with them. The target ends this gambit if it takes the Disengage action.

Vehicles

Level 3



Straifing Run

Target	Self
Pull Time	Action
Components	Piloting and Gunnery station
Duration	1 round
Scale	Vehicles

Make the Dash action. For the duration, including the movement from the Dash, you may make one weapon attack from your gunnery station against any vehicle that you move to within 3 squares of.

Vehicles

Level 7



Sun Dive

Target	Vehicle
Pull Time	Action
Duration	Concentration, up to 5 rounds
Scale	Vehicles

For the duration, your vehicle is immune to damage.

Vehicles

Level 9



Sunblind

Target	Vehicle
Range	10 squares
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Vehicles

Move your speed positioning yourself between your target and the sun in your star system. So long as you remain between the sun and your target, you are invisible to the target.

Vehicles

Level 2



Under the Radar

Target	Self
Pull Time	Action
Duration	Concentration, up to 1 hour
Scale	Vehicles

Your vehicle is invisible for the duration. End this gambit if your vehicle moves more than its speed in a round or makes an attack.

Vehicles

Level 4



Weapons Platform

Target	Self
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles

For the duration, gunners on your vehicle other than you have advantage on attacks and may make an additional attack as a bonus action. This gambit ends if your vehicle moves at all.

Vehicles

Level 6