e-Ships

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About e-Ships

e-ships is a free download to highlight some of the cool new materials you'll find in the ***Airships*** book, plus extra materials that we had to cut to fit everything in 96 pages.

Inside Airships

Each section in ***Airships*** provides a specific type of information about airships and their use in this campaign. Inside, you will find:

1. **Airships in Your Campaign** (an ***e-ships*** exclusive)**:** This chapter wraps up the core of the book with some practical advice for introducing airships into your campaign and how to handle them once you have them flittering across your fantasy skies.
2. **Airship Construction** (preview included in ***e-ships***)**:** This chapter presents the rules for building all types of airships, from simple wood-burning scout ships to bone barges powered by necrotic engines. Including information on hull materials, labor costs, weapon types, rigging, engines, and more, this chapter contains all that you need to build airships in your campaign.
3. **Airship Crews** (detailed in ***Airships***)**:** Once the airship is constructed, it needs a crew to get it into the air and keep it there. This chapter details the roles and responsibilities of the airship's crew.
4. **Aerial Movement** (detailed in ***Airships***)**:** Flying is not as simple as taking to the air and jetting around without a care in the world. This chapter provides the rules for flying an airship, including tactical and overland modes and the benefits and risks of exceeding the limits of an airship.
5. **Airship Combat** (preview included in ***e-Ships***): Airships operate in three dimensions, flying over, around, and above one another as they struggle to survive a combat. In this chapter are new rules for elevated combat between airships and their crews.
6. **Aerial Overland Movement** (detailed in ***Airships***)**:** The sky is every bit as dangerous as the ocean, and this chapter informs prospective airship pilots of the dangers involved in taking to the air. Also, it can be quite easy to get lost when flying above the sky, and the navigation rules in this chapter govern finding your way and wandering off course.
7. **Aerial Equipment** (detailed in ***Airships***)**:** Airship crews need specialized tools to survive on the job. In this chapter are utilitarian devices such as tool tethers and signal flares, as well as more exotic equipment like the airman wings that allow sailors to glide from airship to airship.
8. **Aerial Trade** (detailed in ***Airships***)**:** One of the most valuable aspects of the airship is its ability to facilitate trade. Rules for running trade routes with your airship are found herein, giving the entrepreneurial character the needed information to make a fortune—or lose his shirt trying.
9. **Aerial Characters** (New prestige class included in ***e-ships***; additional feats and prestige classes are in ***Airships***)**:** Life aboard an airship requires its own skills and expertise, and this chapter provides the feats, skills, and prestige classes tailored for just this purpose.
10. **Aerial Magic** (New uses for existing spells are included in ***e-Ships***; additional magic items and materials are part of ***Airships***)**:** Magic is as useful in the air as it is on the ground, but your spells may operate a bit differently at 500 feet off the ground than you are used to when you are 500 feet *below* the ground. This chapter explores the aerial uses for existing spells and presents new spells and magic items for use in your aerial campaigns.
11. **Sample Airships:** Though chapter 1 gives you all the tools you need to build airships of your own, it is often useful to see some examples of those rules in action. This chapter provides you with these examples, from the swift and lightly armed Sprint Freighter to the ponderous and devastating Dwarven Waraxe.

plus...

A. **An Airman's Lexicon:** Members of any profession or lifestyle develop jargon to describe common things in their daily work. This appendix closes out the book with a short lexicon of terms and definitions in common use aboard airships.

Chapter 1—Airships in Your Campaign

With the information in this book, you can create airships of your own design and populate the skies of your campaign world with all manner of flying friends and foes for your characters to interact with. But before you start tossing up flying islands, aerial fortresses, and fleets of gnomish balloons, there are a few things to consider. This chapter provides advice for adding airships to your campaign, including some tips on how NPCs might react to these bold new inventions. Included at the end of this chapter is a short campaign setting that highlights some of the ways in which a campaign created with airships in mind might be different from the standard high fantasy world.

Introducing the Airship

Every fantasy world has its tinkerers and inventors, those creatures who just do not know when to leave well enough alone. It is from the fertile minds and imaginations of these individuals that airships spring, starting out as simple balloons, most likely, before advancing to more powerful and far-ranging designs. While pioneers almost always come out into the open with their inventions, it often takes quite a bit of time before anyone else sees the genius of what they've done and actually begins using their fabulous new toys.

Fantasy kingdoms are quite often separated by vast distances and inhospitable wilderness filled with strange and malicious beasts. If one kingdom has airships, it might develop an entire armada of the things before they launch sorties into the territories of others, providing the invaders with a significant advantage over their ground-bound foes.

Finally, where money is concerned, secrecy is often the only way to corner the market, and merchants may develop airships as a way to get their goods into new markets, or to import foreign goods and services that were formerly inaccessible to the local populace. In a case like this, merchants are going to do their best to keep things secret and prevent others from gaining the secrets of aerial travel.

In the following sections of this chapter, we explore each of these methods of introducing an airship in more detail and provide explanations for how they can affect the campaign world. Remember, your world is your own and these guidelines are just that—a few bits of advice that can help you make the introduction of airships into your campaign an interesting, exciting event.

The Lone Inventor

Inventors are the bane of fantasy civilizations. If they are not out inventing some sort of spell capable of laying waste to entire continents, they are coming up with all manner of potentially destructive gadgets and machines. While the average denizen of a fantasy world doesn't have the skills or inclination to take up inventing as a hobby, there are enough old and crazy wizards, retired adventurers, and imprisoned djinni to ensure a steady supply of likely candidates for the inventing trade.

Airships can naturally come about as a result of invention. After all, many sailors spend as much time looking up at the sky as they do watching the seas, and the magic of flight is hardly unknown in a standard fantasy campaign. Combining the swift travel of the sea with the joy of flight is a natural consequence of magic, and one that is bound to come up in virtually every fantasy world at some point.

Depending on the nature of your inventor, though, the airship might languish for years after its construction, an idle toy the inventor never gets around to testing. Some inventors are even fearful of the things they create, leery of what might happen if they were discovered and put into general use. Still other inventors rush right out into the marketplace with their new tool or weapon, eager to sell it to any and all buyers able to put up enough money.

In your campaign, invention can have several outcomes, each of which provides a number of plot hooks to grab the characters and thrust them into the action. By making characters the center of the action, airships become more than just a novelty, and their introduction is a good way to highlight the skills and daring of the adventurers.

The Cerebral Inventor

For this type of inventor, the act of creating an airship and ensuring that it actually flies is more than enough. After proving that he could create a flying vessel, the inventor immediately shelves the idea and moves on to his next challenge. The airship languishes, unused and uncared for, for weeks, months, perhaps even years, before someone catches wind of it.

Perhaps a child saw the vessel flying one lonely winter night and remembered it, only to retell the event later to the adventurers in need of a way to travel quickly. Or a wandering bard tells the tale of the crazy wizard he once spent the night with, detailing her amazing floating ship and the way it was just 'left to rot.'

Of course, if the characters don't want the airship for themselves, you can be sure that someone is going to want to get their hands on such a vessel. As

mentioned before, airships are a boon to those who want to travel quickly and avoid obstacles or creatures on the ground—and the military and rich merchant guilds are both chock full of people who would likely need to be able to do both. This provides plenty of rich patrons that would be more than willing to hire some good-for-nothing, down-on-their-luck adventurers to hike out to a certain wizard's tower and collect an airship.

Of course, there is the other side of the coin, as well. The cerebral inventor creates the airship and discovers immediately that someone wants it—but doesn't want to pay for it. Can the heroes work for the wizard and keep her safe from assassins, kidnapers, and other thugs hired to steal the airship or its inventor?

However you choose to introduce the characters to the inventor, this allows airships to enter the game quite slowly. At first, there is just the one flying vessel—an impressive, expensive piece of magical machinery. But whoever gets their hands on it eventually figures out how to build another one, then another, and so on. Eventually, airships find their way into use by militaries and in the personal employ of the wealthy. While airships may never become extremely widespread, once their secret is revealed, they certainly become more common. Who knows, it's even possible the adventurers who first discover them begin crafting airships of their own!

The Thoughtful Inventor

So, you made yourself an airship. It flies well, you can see for miles while you are airborne, and no one has the slightest chance of hitting you from the ground unless they have some potent magic of their own. But you are a peaceful sort—after all, you built the airship so you could get around more easily without having to do battle with every tribe of orcs that happens to cross your path. Your research is much easier with the airship and you save yourself so much time when traveling to out of the way wizard conclaves or other important meetings.

The problem, of course, is that you really do not want anyone using your airship as a weapon of war. If they get their hands on it, you know it could be used for hauling soldiers into battle or assassins over the walls of castles. You can easily envision dozens of horrifying uses for your airship, so you decide it might be best if you just hide it away where it cannot be used for mischief.

Unfortunately, someone has already seen your flying ship in the air and they want it—they want it badly enough to send adventurers after you to steal the airship, kidnap you, or both.

In this style of introduction, the inventor of the airship is not indifferent to his airship, he is afraid of it. Knowing the types of damage it could do in the wrong hands, he wants nothing more than to hide the airship and prevent others from using it for what he perceives as evil. So, unlike the cerebral inventor, the thoughtful inventor is likely to take serious measures to protect his airship. Maybe he agrees to release them to use, but installs safeguards that prevent them from being useful for military purposes.

When introduced in this way, the spread of airships is likely to be much slower than if other methods were used. The booby traps and fail-safes built into the airship by its cautious creator makes it difficult—at best—to recreate the vessel and may even result in the destruction of any captured prototypes.

Inventors who get too carried away with defending their ideas, however, often end up in dire straits, captured by the very organizations they hoped to thwart and forced to create a new airship upon pain of death. Even worse, they may be *charmed* or otherwise controlled and made to pervert not only their inventions, but their only ideals. If this comes to pass, the introduction of airships have more in common with the military or mercantile options, listed below.

The Mercenary Inventor

Airships get into circulation *quick* if this method is used. The inventor is more than willing to build an airship for anyone who pays him, though the cost is certain to be quite high. In the beginning, this places airships out of reach of all but the wealthiest; often royalty and rich merchants are the only people flying airships at this point. But, as more and more airships are created, that means there are more and more models out there to be studied, and more and more wizards or other skilled engineers with the time and motivation *to* study them. Within a matter of months, and certainly no more than a year or two, airships are available to anyone who wishes to have one, though the cost is certain to be high.

With this sort of introduction, the airship is a valuable commodity, and the knowledge of how they are created is protected accordingly. The mercenary inventor may, for example, find himself held hostage by a military power. He may even be well paid to create airships for this power, but he is not free and is not allowed to create airships for anyone else unless he can escape.

This can easily turn into a military or economic introduction, depending on who has the wizard and how they plan on using the airships. Characters might be hired to protect the creator of the airship from his enemies, or they might be paid to extract the expert from his secure location and put him to work for a competitor. This sort of thing can lead to

numerous stories of espionage, as both sides of the conflict struggle to keep the secrets for themselves.

Of course, if the creator of the airship is powerful enough, he might just be able to set his own price for the airships and stay independent. As he makes greater and greater profits, he finds himself able to hire others to help him and, as the efficiency of his processes increases, the airships decrease in price. While a magical assembly line for the airship engines is probably not desirable for most campaigns, there is no reason that airships could not eventually become as common as large sailing vessels and serve much the same purpose in the campaign world.

Again, even with the mercenary inventor secure from his enemies, his knowledge is desired by many, and the characters could have their hands full helping other spellcasters learn how to craft the engines themselves, or in protecting the engines from falling into the wrong hands. While it is impossible to protect such information forever, a lengthy and exciting campaign can certainly be made out of the ongoing struggle to do so.

The Wealthy Organization

While lone inventors are certainly capable of coming up with the design of an airship on their own, it may take a while for their inventions to filter through society and into use to any significant extent. While this is fine for campaigns where the airship should be a rare sight, there are those who wish to make sky sailing a focus of their campaign. In these cases, it might be best to introduce the airship in a much more dramatic fashion, unveiling it as part of a larger organization's plan for dominating its sphere of influence. The following sections discuss this option in more detail, from both a military and economic standpoint.

The Merchant Fleet

The merchant who is able to bring his goods to market the quickest and cheapest makes money, and a vast sum of money can be spent by the wealthy in order to achieve the edges they need to compete in the market place. It is only natural then that airships could be developed by a consortium of mercantile interests with the resources to hire the best and brightest to develop a faster mode of transportation.

A wise mercantile group keeps its airships under wraps for as long as possible, using secrecy and speed to move the ships from location to location and to ferry goods to and from suppliers while attracting as little attention as possible. This rapid transport allows them to quickly eat into the markets of their competitors, especially as they are able to transport goods from foreign and exotic lands—being the only supplier of rare magical items or unusual goods can boost a merchant's income considerably.

As money continues to pour into the merchant fleet's coffers, however, its competitors are going to start investigating the situation. Adventurers can be hired to start tailing merchants or to put magical surveillance to use (a la *scrying* or similar spells) in order to find out what is allowing the competition such an enormous advantage and where their new goods are coming from. Strangers in the area are obvious targets for observation, especially if they appear to be foreign or of a race that is uncommon or unknown in the region.

Given the cutthroat nature of trading, this type of investigation can turn bloody very quickly. Hiring kidnapers and torturers to get needed information from an enemy merchant isn't going to give much pause to many guilds, and evil creatures go to extreme lengths to learn what they want to know. As with all of the above scenarios, eventually, the secret leaks out.

Merchant Guilds, however, have vast and interconnected networks of informants, agents, and

enforcers that cross city and national boundaries, making competition between them particularly far-reaching and dangerous. While a smaller competitor may be able to lay his hands on an airship, it does him no good if a large guild has blacklisted him and no one buys his goods. Similarly, larger organizations may have an easier time getting information from smaller guilds, because they are able to inflict greater indirect pressure.

A prime example is one of ports—if a major guild forces the closure of a port to all flying vessels, or simply bars the entrance to a bazaar to someone they know owns such a thing, it does little good to have an airship because you are still cut off from your customers. Of course, the larger competitor will surely work to relax the prohibitions on goods transported by airships once he has ships of his own and needs to get into the markets he formerly restricted.

The real problem for a merchant house is the attention a spike in their earnings can cause from a much more powerful force than their competitors—the government of the area in which they operate. Few governments pass on an opportunity to rake in great profits, and any attempts the merchants make to conceal their activities from their enemies only draws attention from tax collectors, who are certain to be curious about where all the extra money is coming from. And, of course, once the government gets involved, the military won't be far behind.

In general, when a mercantile force introduces airships to the world, they do so at the last possible moment and only after they have a significant number of them in operation already. They also use their economic might to control the distribution and use of airships, which is a perfect way to involve adventurers in the fray.

The Military

The commanders of armies have numerous officers who do nothing all day but sit around thinking of new and more efficient ways to dominate their enemies and slaughter the troops they face on the field of battle. In a magical setting where wizards fly around on a regular basis, it is only natural that the military would capitalize on the strengths of aerial warfare. From simple reconnaissance to the launching of aerial assaults on castles, fighting from the air offers numerous advantages.

If the military introduces airships into your world, they likely do so in a series of astonishing assaults on nearby enemies. While the airships are in development, they are kept as secret as possible, with midnight training missions and illusion magic used to conceal them from prying eyes. The advantage of surprise is not to be underestimated, and most nations want the first strike of their airships to be a shocking, decisive blow against long-standing enemies.

This has two effects of immediate note. First, it may eliminate a rival by catching him unawares and utterly destroying his ability to retaliate. A squadron of airships descending on your castle while dropping boulders and *fireballs* over your walls has a way of drastically shortening your life expectancy, and even well-protected kings and queens can be caught short when the attack comes from above and circumvents virtually all of their traditional defenses.

Second, such an attack sends a bold message to the rest of the world, that the aggressor kingdom has the means and the will to use its new airborne advantages. This makes enemies less likely to contemplate a war with the aggressor state, preferring instead to forge even unfavorable alliances—at least until they can get some defenses in place against airborne attackers or build up some airships of their own.

Like merchants, the military has a strong vested interest in keeping the secrets of airship construction to themselves. Every airship in the air that the military does not control weakens the government's own airships and poses a threat to the security of everyone else. The military have no qualms about hunting down and killing anyone who controls such an airship and the government happily passes laws prohibiting the use of flying vessels by private citizens.

This all leads to an attempt by the government to rigidly control all airships in its area of influence. Whether by laws or by force, the military does its best to keep its power secure and out of the hands of any private citizen or enemy force. This greatly impedes the initial number of airships to be found, but encourages underground development of the technology and magic required to build flying vessels. The more heavily restricted an item is, of course, the more valuable it becomes, and adventurers and other resourceful parties do their best to get a piece of the action.

Eventually, of course, the government's hold over the airship technology slips and fails altogether. This certainly results in a rush to market, as all of those with the ability to do so begin manufacturing the airships for either their personal use or sale to interested parties. The government may even encourage such endeavors and sell a few of their older or damaged airships to merchant guilds or other nobles as a way to recoup some of their initial investment.

As with sailing ships, the military may very well even turn to private citizens who own airships and offer them letters of marque for capturing enemy airships. Governments without airships of their own are especially keen on this idea and can offer

significant rewards to those adventurers brave enough to sneak into enemy territory and steal an airship for king and country.

Airships: Common or Rare?

One of the decisions any GM needs to make regards the frequency of airships in his campaign. The following sections offer advice on how to regulate the number of airships in a game and some examples of how the frequency of airships can change your campaign. By preparing your campaign for the changes of airships beforehand, you can ease the transition and maintain the stability and realism of your world.

Rare Airships

When airships are rare, their effects are very localized. A kingdom with three airships may have a hard time making large-scale changes in the world with just those vessels, but they do provide him with an important edge over those countries nearest to him. The ability for the nation to fly troops deep into enemy territory is but one advantage—airships also provide higher-quality maps, better surveillance, and can overcome the staple defense of most fantasy worlds, the walled fortress.

Still, when there are only a few airships in a world, they are likely protected and kept out of direct harm's way. Used for reconnaissance missions and transporting individuals or small groups to remote areas very quickly and safely, the airship becomes simply a faster mode of transportation than is normally available and provides the airship controller with better intelligence about the movements of his enemies. Adventurers might use it to get to areas more quickly and easily than would otherwise be possible, while merchants certainly use them when transporting very precious cargoes or items that must be transported over great distances very quickly (exotic herbs and spices come to mind here, as their prices change based on their freshness and distance from their origin).

What may be more important to the GM in this case, however, is why airships are so rare. While newly discovered inventions take time to propagate into society (as discussed above), it is almost inevitable that airships eventually gain widespread use—unless there is some undesirable aspect to their operation.

So, for a campaign that only covers a few years, it is easy to keep the airships rare. The vessels are difficult to create, often taking months to build, and it might be years from the first sighting of an airship until the first competitor can get his own airship up and running. In this type of campaign, the characters could even be part of the reason that the airships are so uncommon—the adventurers hunt down and threaten (or even kill) those who try to build airships of their own. This serves to keep the knowledge of airships confined to a relatively small group of people, and it makes it dangerous to even know about them.

However, when a campaign runs for a longer period of time, or when characters start voicing an interest in building a few of their own airships, the GM may want to put a little more thought into ways to keep the airship a rare occurrence in his campaign.

A simple method for this is to allow only certain types of airship engine in the campaign. Perhaps all engines are of the necromantic or vampiric power type, making them completely unsuitable for use by good-aligned creatures. This has the advantage of making airships a signifying trait of villains; if you see a big black airship festooned with cobwebs and surrounded by bats, you no longer have to *wonder* whether it is indeed owned by an evil predator.

Increasing the rate at which airships burn fuel is another excellent way to keep them from becoming too common. While it might be possible for anyone to build an airship, only the wealthy or those with outside funding are able to keep them running for any length of time. Governments may still want to use them, because they provide an advantage over their enemies, and the cost can be justified in the name of security and power. Merchants probably continue to use them, as well, but only for the most expensive of goods or for exploration during the search for new markets or new suppliers of saleable products.

Dragons, or other airborne creatures may be a factor as well. If jealous dragons destroy any ship that dares leave the ground, it is unlikely many people waste time and resources building airships. This scenario can also lead directly to a wide variety of adventures. Once the party takes care of the dragons, they can then get down to exploring their world.

In short, when airships are rare, there must be a reason for them to be rare. As a GM, you may find value in keeping them uncommon, as it does not distort campaign worlds when there are only a handful of airships flying around. Not every castle needs to be rebuilt and the world does not 'shrink' from the perspective of the characters. Still, allowing characters to get into battles aboard airships, or even to pilot their own airship, can be an interesting change of pace and provides a challenge for even high-level characters. While the rare airship may not change your campaign too much, keeping them too rare for too long might prevent you from exploring certain types of adventure your players may enjoy.

Common Airships

When airships are as common as sailing boats, the world needs to change to accommodate them. With the vast speeds of most airships, communication between formerly isolated cultures is greatly accelerated, and ideas spread quickly from one location to another. Trade, too, springs up and flourishes when it is easier to transport goods from producer to consumer, strengthening the economy and introducing new items from distant lands. Overall, the world becomes smaller and more easily explored, with airships covering in hours distances that would otherwise require days of travel across potentially hazardous terrain.

In many cases, this can be desirable, allowing players to move quickly from one area of a campaign world to another, so that world-spanning adventures or scenarios involving multiple distant areas make sense. When travel isn't as much of an issue, you can expand your campaign over a broader area, allowing characters to interact with different cultures or to journey to distant lands more easily. While many campaigns revolve around such long-distance travel on foot, many players (and GMs) would prefer to shortcut through travel sequences to get to the 'meat' of a scenario. If airships are common, players can hop a ride from one location to another aboard an airship.

There are other changes to consider, as well. If flying airships are relatively common, a kingdom could field enough to change the way military defenses are structured. Castles become useless, because the attackers do not need to get over the walls to get at those inside them, but only need to fly over and drop a few rocks or rain down some spells. This leads to the construction of more magical defenses used to deflect attacks from above, or the construction of castles in the sides of mountains or other naturally defensible locations that are not rendered useless by aerial assaults.

This makes subterranean races more powerful, as their natural environments become coveted real estate. Surface dwellers formerly uninterested in digging extensive tunnels and dwarven-style fortresses find themselves contracting work from those who live below and hoping they aren't betrayed. Adventurers, of course, can now be hired to go down into the earth and clear out monsters to allow kings to build their castles there, or to protect the area from potential invasion from drow, mind flayers, or other hostile subterranean creatures.

This intrusion into the lands below can serve as the catalyst for conflicts between cultures, as well. Underground creatures might see the construction of such fortresses as an affront to their own sovereignty, viewing the surface-dwellers (of which they might otherwise not even know) as a threat to their way of life. Again, adventurers can find themselves battling for king and country (or possibly simply to gain some cash and experience from the hordes of monsters suddenly swarming up from below) as the societies of the campaign attempt to fend off their new enemies.

Also, culture clashes on the surface are likely to become much more common. As travel allows formerly isolated peoples to contact one another, ideologies, religions, and simple competition for resources can spark new battles, some of which may even escalate into full-blown wars of conquest. Of course, not all such meetings must be hostile, and groups might find unlikely allies with whom they can face down more powerful nations. This can have interesting ramifications. Imagine scattered tribes of gnolls, suddenly united by a common purpose when a high cleric of their faith begins visiting their widely separated villages in his airship. If enough airships are available, a strike force of gnolls could wreak havoc as the various tribes work together to drive the humans off their land.

Goods and services also become more available in metropolitan areas where airships dock. Fruit from far-off lands is readily available in the markets, while mages from distant lands are able to sell their wares to new markets, increasing their profits and the level of magic in the region. This type of cultural cross-pollination is a good way to introduce new forms of magic, new types of weapons or armor, and even new prestige classes into your campaigns.

Airships also allow governments to more readily assist their people. Areas that formerly could not be used for food production because of natural barriers to travel, or because food would spoil on long journeys to market are suddenly opened to farmers. Governments can certainly encourage their peasants to work in such areas and may even offer substantial incentives to get settlers out into these regions.

With the increase in food production, the government can then afford to let more people focus on specialized skills and training. Since not everyone needs to work to feed himself, and since food can be shipped in from quite great distances when there are surpluses, specialists become more common. This rise in training raises the general education level of the campaign, which can lead to a new era of advancement in the arts, both magical and mundane, and technology, including magical technology such as the airships themselves.

Chapter 2—Airship Construction

Building an airship is a difficult, time-consuming process. Simply crafting the hull can take months, and properly integrating the engines and arcane wheels with the rest of the ship is a process best left to the experts. Still, to a group with enough cash and a big enough thirst for adventure, building an airship might seem like an excellent idea.

This chapter provides all the necessary information needed to construct an airship, from crafting the hull, to the installation of the weaponry, to the ship's maiden voyage.

Tonnage

A broad measure of an airship's size is its tonnage. Each airship ton is equal to 1,000 cubic feet (a 10′ x 10′ x 10′ cube) of enclosed space on an airship, including any enclosed structures on the deck's surface. While an airship could be as small as one ton in size, no airships currently constructed are larger than 100 tons.

The tonnage of an airship is used to determine many of its pertinent game statistics. It is used to determine the minimum rigging required for flight, which in turn dictates the number of airmen and other crew required to keep the airship flying safely. Though fewer crew members could be aboard a vessel, the shortfall in manpower makes flights far more dangerous than is worth the savings on crew salaries. While an airship that has survived a battle is likely to attempt to fly back to port with a smaller crew than required, no airship captain is so foolish as to attempt to do so by choice. Given the cost of an airship, attempting to skimp on crew costs is rarely an investment that pays off.

Tonnage is also used to determine the size of the engine required to get an airship into the air and keep it flying—the difference between the engine's power and the vessel's tonnage dictates its maximum speed and acceleration. The size of a vessel also determines its base maneuverability, as larger ships are more difficult to maneuver and require greater effort to move about. All of this is explained in more detail later on, but you should be aware of these factors when determining the size and materials from which you wish to construct your airship.

Many components of airships, especially engines and weapons, have space requirements listed in tons. These do not add to the total tonnage of the airship, but are instead a measure of how many 10′ cubes the item occupies once it is installed.

It is important to remember that tonnage on an airship is not a measure of weight, but of volume. If for whatever reason you need to know how much your ship actually weighs, figure on average about 28,500 lbs. per airship ton, fully loaded, although weight varies drastically from ship to ship due to construction and materials.

A Note About Labor Costs

When determining what sort of labor crew to hire for work on your airship, the following bits of advice can prove useful in saving your budget:

- Experienced engineers can reduce the overall cost of a project and the time it takes to complete it.
- Extra shifts reduce the time required to build a hull, but they generally increase the cost of the hull, as well. The increase in salaries required to keep men on the job during the evening and graveyard shifts may prove too exorbitant to maintain during a long project.
- Though expert level laborers always help speed up a project somewhat, they are not cost effective unless the material used to build the hull has a high Craft DC (25 or 30). In such cases expert workers are essential in order to prevent wasted time and money due to failed Craft checks.

Tonnage and Deck Plans

When determining the size of your vessel, it is sometimes difficult to imagine its dimensions, especially as airships are rarely shaped like the cubes pictured when thinking of tonnage. Deck plans are necessary to accurately envision an airship, and they are crucial when laying out the various components and elements of the ship. When drawing the plan, each deck should always be at least 10 feet in height. This accounts for the support structures and width of the planks or other materials used to construct the deck, while leaving room for crewmen to move about below decks without cracking their skulls on every doorway they pass through. This practice also makes things easier for you when you are mapping the airship, as you are working with 10 foot cubes, which are equal in volume to an airship ton. The 10′x10′x10′ method of mapping has been used throughout this book, and is the reason that most airship components take up 100 sq. ft. increments of floor space. While this method does not produce an accurate measure of the exact area of each portion of the ship, such as the slope of the airship's outer hull or other minutiae, it works

Table 1.4—Engine Types

Name	Cost*	Craft DC	Hull Points**	Hardness	Repair DC	Repair Cost†
Arcane	1,500	30	5	5	25	300
Divine	1,500	30	5	5	25	300
Elemental, Air	2,000	25	1	2	20	400
Elemental, Fire	1,500	25	3	6	20	300
Energy	3,000	35	2	5	30	600
Fiendish	3,000	30	20	5	30	600
Necrotic	2,000	30	20	5	25	400
Oil-burning	1,500	20	2	5	20	200
Vampiric	3,000	30	20	5	20	600
Wood-burning	1,000	20	2	5	15	200

very well for game purposes, allowing you to quickly map out an airship, providing a quick sketch that can later be turned into a detailed deck plan, suitable for use during ship-to-ship battles or boarding actions.

If an airship is going to see regular use, its map should be as detailed as possible so as to avoid confusion later. While it may not matter in day-to-day operation of the airship, in a combat it can be crucial to know just where the ammunition for the whirling ballista is in relation to the weapon itself. Trying to decide such details in the heat of battle not only breaks the mood, but can also lead to unnecessary disagreements during play. Laying out a deck plan keeps everyone on the same page and clearly illustrates how the different elements of the airship are related to one another.

Obtaining an Airship

Airships are expensive, and short of stealing or being given one, only remarkably wealthy individuals can get their hands on them. Not all characters in your game are likely to own their own airships, and most initial adventures should take place with the party serving upon someone else's vessel. If the party survives long enough to acquire some wealth and experience, then perhaps it is time for a ship of their own.

If airships are common in your campaign, the easiest way for the party to acquire one is to purchase it used. When buying a used airship, one is limited to what is available, and the buyer must pay market price for all components. In this case, the GM should determine all of the features of the ship ahead of time (based reasonably upon what the characters are looking for), and should determine the ship's price based upon the total market value for all components. In this case, the sections of this chapter that detail labor costs and Craft checks should be ignored. The GM may allow the party to purchase and install some minor components, such as weapons, armor, or navigational aids after the ship has been bought, but the basics of the ship—tonnage, hull material, engines, and rigging—should not change.

If the characters have something very specific in mind, or if they cannot find any airships for sale, they may choose to build their own ship. In this case, the party can get exactly what they desire, assuming they have enough time and money to build it. For those who know what they are doing, building one's own airship is less expensive than buying it premade, however, inexperienced crafters can quickly stack up massive labor costs, sending a project way over budget. When building your own ship, you do not pay the market cost for the hull, rigging, or engine, but must instead navigate through the process of crafting the ship, requiring expenditures for materials, labor, and construction yards. Building a ship is no easy challenge, and those who can do so successfully often decide to go into the business full time, as the potential profits are not small.

Note that it is suggested that GMs not include the cost of an NPC's airship when gauging the amount of equipment he receives, otherwise the character ends up underpowered for his level.

For complete rules on building your own airship, get a copy of Airships...

Airship Combat

Fighting in the air is much different than battling on land or even on the high seas. There is no cover, only the concealment of clouds protects you from the ballista bolts and catapult shots of your enemies, and engagements occur at a distance of hundreds of feet. While you are often secure on the deck of your airship, there is always the chance of a sudden shift in footing as the captain wheels the vessel around for better position during the fight. Even worse, you must contend with flying opponents above and below your ship, some of whom you can see, and others concealed by the blinding light of the sun or the deck of your own ship. Aerial combat is dangerous, but those who make their living plying the skylanes swear by it as the most exhilarating time of their life.

This chapter contains all the information you need to lead the crews of your airships against your enemies. Whether battling pirates or winged fiends, you can find everything you need in the pages that follow. Study these systems well—they may be all that stands between your airship and the rocky earth below.

How Aerial Combat Works

Combat encounters in a dungeon setting, or even in the wilderness, occur at relatively close ranges. Combatants are separated, most times, by a few dozen yards and often rush in as quickly as possible to get to the meat of melee. Individuals may work as a team, but they are primarily concerned with their personal survival and the actions they plan on taking.

Aerial combats, on the other hand, often begin with airships hundreds of feet apart, maneuvering for position as they near one another. Individuals matter in these battles, but it is the ship as a whole that is responsible for your survival and your actions must support the plans of your captain if you hope to survive. In short, airship combat is about the ships and their crews.

The Setup

Aerial encounters begin when one or more airships spots one or more potential enemy airships. On a clear day, spotting can happen at a distance measured in miles, but when the fog rolls in, visibility drops to a matter of a few dozen yards, and even less during thunderstorms or more severe weather. Table 4.1 lists the Spot DCs for locating other aerial crafts or creatures under various conditions. Weather has a drastic effect on visibility and wise captains deploy their wizards to search areas concealed by fog or clouds in order to gain the crucial edge against otherwise unseen enemies.

Any lookout on duty on any ship within 30,000 feet of another flying creature or vessel is allowed one Spot skill check per minute to locate the other vessel. If the vessel is actually approaching the lookout, he is entitled to a Spot skill check at the beginning of each round once the vessel comes within 3,000 feet. Refer to Table 4.1 for the DCs for these checks.

In addition to distance, darkness, and clouds, there are two other factors that can hamper visibility. The first of these is the sun, which can prove a serious liability to scouts who cannot look directly into the fiery orb. The sun is always considered to be lighting one of the quadrants of a vessel. If a vessel approaches a lookout from the direction of the sun, the lookout suffers a -10 circumstance penalty to all spot checks to detect that vessel. Obviously, the approaching vessel does not suffer any such penalty, and it is a common tactic of pirates to always keep the sun at their backs to help them spot their enemies while avoiding detection by their targets.

Targets that are substantially below the ship create a problem for the lookout as well. When attempting to spot a target at a lower altitude, the lookout suffers a -1 circumstance penalty to his Spot skill check for every range band difference in elevation. In addition, when attempting to spot any target that is within 50 feet of the ground, the lookout must use the rules for spotting ground targets (see below).

The Surprise Round

If, at any time, one vessel, or group of vessels, is aware of targets that are not themselves

Table 4.1—Airship Spot DCs

	Weather Conditions			
Distance	**Clear**	**Light***	**Mod****	**Heavy†**
0-300 feet	5	8	10	15
to 1,500 feet	10	12	15	20
to 3,000 feet	10	15	20	25
to 15,000 feet	15	17	22	27
to 30,000 feet	20	25	30	35

Note: Darkness increases all of these DCs considerably. Moonlight adds +5, and a moonless night adds +10.

* Includes a light amount of clouds and fog.

** Includes a moderate amount of clouds and fog.

† Includes storms and thick haze.

aware of opposition, the spotters may be able to surprise the targets. If one vessel can get into combat range of another without being spotted, the approaching vessel has successfully surprised its target and is entitled to a partial action.

The Combat Sequence

Just as in standard character versus creature combat, there is a definite sequence of events to follow. Following the setup and surprise round (if any, see above), every aerial combat follows the following steps:

1. Vessels (and their crews) start the combat flat-footed. Once a vessel acts, it (and its crew) is no longer considered flat-footed.
2. If any combatant vessels are entitled to a surprise round, they may act before the official beginning of combat, as per normal combat. The characters and vessels operating during the surprise round are entitled to a partial action and can roll initiative for this round. The surprised characters and vessels receive no actions during the surprise round and start the battle flat-footed during the first standard combat round.
3. Once the surprise round passes, any character or vessel involved in the combat that has not yet rolled initiative does so. All combatants and engaged vessels are prepared to begin the first round of combat.
4. Each vessel and its crew acts in initiative order.
5. When every creature or vessel has had a turn, the round ends and the combatants with the highest initiative begin taking their actions again at the start of the new round, and steps 4 and 5 repeat until the combat is ended.
6. A combat ends when either all vessels or creatures on one side are dead (or have surrendered) or one vessel manages to get far enough from its pursuers to break off combat.

Combat Information

There are several differences between normal combat actions and their airship counterparts. Though these differences are relatively minor, they have an impact on the manner in which the rest of a combat is carried out and are explained here to avoid confusion.

Attack Rolls

Just as in normal combat situations, an attack roll with an airship's weaponry is made by rolling 1d20 and adding any applicable attack bonuses. The differences in this instance are in where those bonuses come from. There are several different types of attack bonus, some of which are summarized here by way of explanation:

- **Captain**. A good captain can lend his skill to others, helping them operate at the peak of their efficiency. The captain bonus is explained in more detail below, and is one of the most common types of bonus found in aerial combats.
- **Personal.** The gunner of a shipboard weapon adds his own applicable attack bonus to any attack rolls he makes with his weapon, provided he has proficiency with the weapon in question (see Chapter 8: Aerial Characters).
- **Maneuver.** Various maneuvers can provide the gunners of a vessel (or more often, gunners on a particular facing of the vessel) with a bonus to their attack rolls.

Damage

Airships and other vehicles are resistant to damage from normal attacks such as those inflicted by swords or arrows. This is represented by a Hardness rating (as found in Core Rulebook I) that is automatically overcome by any weapon fired from another airship or any spell with an area of effect greater than a 10-foot radius. A ship's weapons can also hit a creature or character and do serious damage. All hits by these weapons against creatures or characters are automatically criticals, as their immense size and power is able to cause grievous harm to creatures.

Critical Hits: Critical hits caused by any attack that bypasses an airship's Hardness are handled differently than normal critical hits. Such powerful attacks punch through the armor of the ship's hull to damage, or even destroy, the airship's sensitive components. A lucky shot could, for example, blast through the hull of a ship to destroy its engine, dooming the entire ship. A critical hit normally has some detrimental effect on the struck ship, usually reducing one of its abilities (such as speed or maneuverability) and sometimes injuring or killing crew members as well. Even more so than in standard combat, a critical hit during an aerial battle can be a devastating.

To take your airship into battle, open your Captain's Log to the combat entry in Airships...

Bonus: Existing Magical Spells

New uses for existing magical spells are listed below. The name of the spell is listed in the heading and, unless otherwise specified, all other aspects of the spell remain the same. The information found in this section should be regarded as an expansion of the effects of the spells, or in some cases, simply further explanation for ways in which existing effects interact with airships.

Acid Fog: Once cast, the fog cloud remains in the square into which it was cast, even if an airship passes through the cloud. The pilot of any airship that begins a round in a square affected by the acid fog spell suffers a -1 circumstance penalty to any Piloting skill checks made during the round.

Any airship of size medium or smaller loses 10 mph of speed each time it passes through the *acid fog's* area of effect. Larger airships are not affected by the acid fog in any way, though the pilots of such vessels do suffer the penalty listed above. While normal weapons suffer the standard penalties to attack and damage rolls against any airship passing through, or within, the spell's area of effect, shipboard weapons suffer no such penalty (though those firing them may be hindered by the inability to see targets).

Acid fog causes its normal damage to all crew members on the deck of any airship that passes through the *acid fog's* area of effect at a speed of 20 mph or less.

Air Walk: Any creature affected by this spell may suffer extreme damage from high winds. When caught in winds stronger than 20 mph, the affected creature must make a Balance check (DC equal to 15 + 2/10 mph of the wind) or be tumbled over. Tumbled creatures must spend a full-round action recovering their equilibrium before they may take any other actions.

If the winds are faster than 50 mph, the affected creature must make a successful Fortitude save, or suffer 1d6 hit points of damage for every 10 mph of the wind's speed over 50 mph.

Creatures standing on the deck of an airship while affected by this spell are treated as if exposed to wind traveling at the airship's current speed. This makes it an ideal spell for incapacitating an enemy crew member – a pilot targeted by this spell will be unable to take any action during any round in which he is tumbled, which is quite likely to occur during fast-moving airship combats.

Animal Messenger: Airships often carry a few pigeons or other small birds for use with this spell. While a bird is certainly no match for the speed of an airship, slow-moving cargo vessels often release the pigeons to carry messages to ports to prepare them for the arrival of the airship.

Animate Objects/Animate Rope: When cast on the rigging of an airship, these spells can either have a positive or negative affect. If intended as a boon, the airship's rigging becomes much more responsive to the needs of the pilot, providing a +1 circumstance bonus to any Piloting skill checks made by the pilot of the affected airship while the spell is active.

If cast maliciously, the airship's lines tie themselves into knots, tangle around the legs of sailors, and otherwise create havoc. This inflicts a -2 circumstance penalty to any Piloting skill checks made by the affected airship while the spell is active.

Antilife Shell: Any creature which impacts this shell while flying or on the deck of an airship suffers 1d6 hit points of damage (regardless of speed, as the shell has some give) and has its speed reduced to 0 immediately.

Antimagic Field: If the engine of an airship is caught in a field of this type, it is stopped while within the field. Rigid and semi-rigid dirigibles are unaffected. A stopped engine immediately resumes functioning when the *antimagic field* is removed, though the airship must regain speed normally.

Antipathy: When cast on an object on the deck of an airship, and especially upon the mast or rigging, this spell can wreak terrible havoc. If cast on the rigging, all creatures within the area of effect must make their saving throw or abandon the rigging – if the crew tending the rigging is reduced below the required number of crewmen, the rigging and sails provide no piloting bonuses at all.

Similarly, when cast upon shipboard weapons, the *antipathy* spell can prevent an airship from firing, as the crewmen abandon the weapons and avoid them at all costs. A similar use is to cast the spell on one's grappling hooks to prevent enemies from approaching boarding lines and cutting them loose.

Augury: The navigator of an airship can use this spell to verify his course for the day. This spell can only be used once per day for such a purpose, as additional questions about the plotted course are treated as if the same question were asked twice. When the spell is used to verify a course, the navigator receives a +4 insight bonus to his first Navigation skill check, provided that skill check occurs within one half-hour of the time the spell was cast.

Banishment: This spell can be used to cripple an elemental engine by sending the elementals trapped within it back to their home plane.

Clenched Fist/ Crushing fist: While the hand can be used to attack normally, it can also be used to prevent the use of shipboard weapons or to snarl the rigging and sails of an enemy airship. If directed to grab a shipboard weapon, the hand can prevent the weapon from being aimed – the crew of the weapon can attempt an opposed Strength check

against the Hand (Strength 33, or 35 for a crushing hand), but are unlikely to be able to wrest it free from the magical fist.

When directed against the sails or rigging of the airship, the clenched fist is able to impose a -5 circumstance penalty to all piloting checks against Tiny airships, but this penalty is reduced by 1 for every size category larger than Tiny. When the Crushing hand is used, this penalty begins at -7 for Tiny airships and is reduced by 1 for every size category larger than Tiny.

Forceful Hand: This spell is often used by spellcasters to force opponents off the deck of an airship, which can be quite fatal given the height at which most airships fly.

Interposing Hand: If this spell targets an airship, the pilot receives a -1 circumstance penalty to all Piloting checks required if he attempts to turn toward the hand. Also, if a shipboard weapon is targeted by this spell, it is unable to fire in a 90-degree arc centered on the caster of the spell.

Blade Barrier: This spell can be cast into the air where it remains in position for its full duration. The pilot of any airship traveling through a square containing a *blade barrier* must make a successful Piloting skill check (DC 20) to avoid the barrier. The pilot suffers a -1 circumstance penalty to this check for every size category his airship is larger than Medium.

If the check succeeds, the airship avoids the *barrier* with no ill effect. If the check fails, 50% of the time the airship will impact the *barrier*, otherwise the *barrier* slides along the deck, wreaking havoc with the crew.

If an airship impacts the *blade barrier*, it suffers normal damage from the barrier, but its Hardness is reduced by 1 point for every full 20 mph of its current speed for purposes of resolving damage.

If the *blade barrier* slides across the deck, 5d10% of the crew on deck slide through the *barrier* and suffer damage as normal.

Blasphemy: This spell can be used to banish or kill the elementals in an elemental engine, much the same as the *banishment* spell.

Bless Weapon: This can be used on shipboard weapons, just as standard weapons.

Blindness/Deafness: This spell is often used to disrupt the pilot or navigator of an airship. While a blinded pilot is useless, a blind navigator can still chart the course of his airship with the aid of an assistant, though all Navigation skill checks are made with a -6 penalty.

If a captain is deafened, he is no longer able to guide his ship properly, and cannot provide a bonus to his crewmen, though he can still issue orders to the pilot.

Break Enchantment: This spell, if successfully cast, can free any creatures imprisoned in the engines of an airship. This allows the creature to act as they wish, which is often violent, and involving a great deal of damage to the airship.

Call Lightning: If cast within a cloud or storm front, this spell causes an additional 2d10 hit points of damage to any target within the same cloud or front.

Clairaudience/Clairvoyance: These spells are useful for spying upon the captain of an enemy ship. If this spell is used to hear the commands of an enemy captain and the spy is able to relay the information he hears to his own captain, all attacks (including ramming attempts) made by the spy's airship against the targeted airship receive a +1 insight bonus.

Cloudkill: The poisonous vapors created by this spell will drift earthward if cast while airborne. The vapors spread out to the limits of the spell, then begin dropping 50 feet (one altitude band) per round until they reach the ground. If any airship passes through the drifting cloud, all exposed crew members (those on deck) are affected by the spell.

Commune With Nature: A navigator who uses this spell can instantly identify his location on any chart he possesses. If the navigator is lost, he will immediately know this fact and be able to begin correcting his course.

Confusion: This spell is most often used against airmen in the rigging of an enemy airship or the crews of shipboard weapons. Any target of this spell that wanders has a 30% chance each round of simply wandering off the boat or falling out of the rigging, and suffers damage accordingly. *Confused* creatures attacked by shipboard weapons do not automatically target the crews of those weapons or airships during the next round as they are unable to really understand what has happened.

Control Weather/Control Wind: These spells are often used to either aid an airship (by providing either a steady wind or a thermal) or to hinder a pursuing or attacking vessel. The conditions caused by this spell behave exactly as natural effects, and are detailed in Chapter 5: Travel by Air.

Darkness/Deeper Darkness: These spells are often cast on ballista bolts or catapult shot, which are then coated in clay. The clay blocks the effects of the spell, allowing weapon crews to load and handle them without being blinded. When the clay-coated weapons strike a boat, the clay is shattered, and the *darkness* immediately takes effect.

Delayed Blast Fireball: The battle wizards of military airships favor these fireballs, as they allow the target to drift some distance before the *fireball* detonates. When cast at an enemy airship, the bead of power remains on the deck until the delay time

has expired, during which time the airship is likely to be moving. When the delay expires, the *fireball* detonates.

Demand: This spell is useful for making an enemy pilot do something very, very stupid or very, very dangerous. If the pilot fails his saving throw, he can be ordered to drive into dangerous winds, to cut the engines of his airship, or to perform some other stunt that leaves the airship in a precarious position.

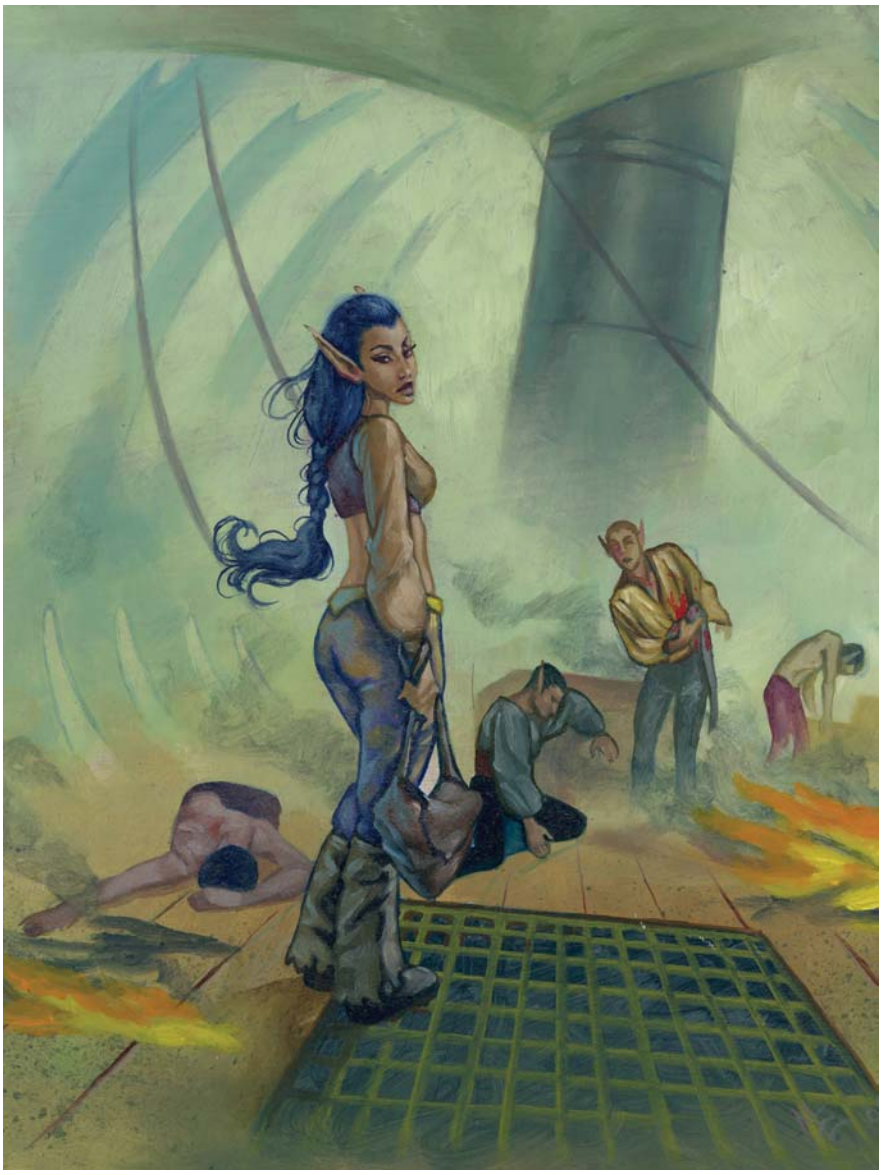
Destruction: This spell can end a fight before it really begins – an evil spellcaster simply hits the captain with this spell and hopes it drops him before hostilities commence. Alternately, a pilot or navigator can be killed, forcing the enemy ship to surrender or risk the chance of becoming lost or crashing.

Dictum: This is another spell useful for banishing elementals within elemental engines. Commandos who wish to cripple a ship without immediately destroying it favor the *dictum*.

Dimension Door: A favorite amongst arcane assassins, *dimension door* is often used to get a wizard or sorcerer aboard an enemy airship where he can cause a massive amount of damage relatively quickly. Using this spell to enter the engine room of an enemy airship is a common practice, as it provides a wizard with the chance to get in, destroy the engines, and get out before anyone really knows what is happening.

Disintegrate: This powerful spell is one way to severely damage an enemy airship. A 10-foot cube is exactly one ton on an airship. Besides losing the material, the airship loses one ton of hull points (see table 1.3). If the airship makes its Fortitude save, the it suffers 5d6 points of hull damage, which is not reduced by its hardness.

Dismissal: Another spell that is commonly used against ships with elemental engines, *dismissal* is able to simply send the elementals back to their home, sending the affected airship plummeting to earth.



Dispel Magic: While this spell seems as if it could spell the end for any airship it affects, this is rarely the case. For starters, most of an airship is not magical – unless a component specifically notes that it is magical, it is not affected by *dispel* magic in any case. The size of an airship makes it unlikely that an area *dispel* will catch more than a single item in its area of effect, forcing spellcasters to use targeted *dispels*. Because even the magical components of an airship are items, not simply spells, they are only suppressed by a *dispel magic* and will therefore regain functioning in 1d4 rounds. Given the level of the spellcaster required to create an engine or most other components, it is unlikely that even a targeted dispel will affect the airship's components.

Divination: Navigators love the *divination* spell, because it allows them to verify their navigational

choices for the day. If this spell is cast after a Navigation skill check is made, the airship navigator can immediately discover if he has made the correct choice. If the *divination* reveals an improper change in course, the navigator is allowed a second Navigation skill check against the same DC, with a +5 insight bonus. No more than one *divination* attempt may be made concerning a single Navigation skill check.

Dream: This spell is frequently used aboard airships on very long journeys, or trips into lands that are not adequately explored or understood. Captains are able to send back detailed journey logs instantly, providing information to any who might come after them, or to those who might need to rescue the airship in the event of a crash or hostile encounter.

Elemental Swarm: This deadly spell is used with great effect against enemy airships. Fire elementals summoned onto the deck are an effective way to destroy your enemies, and air elementals can swarm an airship, causing a great deal of damage.

Emotion: When preparing to board an enemy vessel, captains often order this spell cast to create despair in the defenders and rage in the boarders. The combination can be deadly, allowing boarding parties to rampage across the gangplanks and onto the enemy airship even as its crew is stricken with feelings of doom.

Enlarge: Small ships, or those ships that need to conserve space for cargo, often stock their ammunition for catapults and ballista with smaller versions, sometimes as much as 50% smaller. Then, when the ammunition is needed, the spellcaster uses *enlarge* to bring the bolts or boulders up to the appropriate size and the crew loads them up.

Enthrall: This spell is often used under the guise of a parley, with the bard or cleric who intends to cast *enthrall* addressing the crew and captain of the enemy airship. If the spell works, the caster's airship typically launches a boarding attack, dropping the gangplank onto the enemy vessel and storming aboard while the opposing crew stands slack-jawed.

Entropic Shield: This spell provides its normal protection against shipboard weapons.

Ethereal Jaunt/Etherealness: A clever commando tactic involves using these spells to get a strike team aboard an enemy ship. Once aboard, they materialize and begin wreaking havoc on the components of the enemy ship. Against small airships, this can be devastating if the commandos capture the officers of the airship before they know what has hit them, or destroy crucial components of the airship, rendering it incapable of making its way back to port.

Black Tentacles: When cast upon the deck of an airship, this spell can create a great deal of confusion and kill a large number of the crew. Favored by pirates because of its ability to kill crewmen without damaging the airship, this spell is memorized by most shipboard wizards and sorcerers, if only to have it ready to counter its hostile use.

Eyebite: Given the relatively low levels of most airmen, this spell allows a caster to quickly incapacitate or *charm* a decent number of enemy crewmen, paving the way for a boarding action by his crew.

Faerie Fire: Spellcasters most often use this spell to illuminate officers of enemy airships, or enemy spellcasters, allowing their allies to focus their attacks on important members of the opposing crew. Combined with *scry* or *clairaudience/clairvoyance*, this spell gives a spellcaster the ability to pinpoint their enemies with great accuracy.

Fear: Even more deadly when cast in the air than on the ground, *fear* has a 20% chance of causing a creature to leap overboard if it is on the edge of the deck. Given its cone effect, this spell can devastate an enemy airship's crew, or drive them all away from the ship's weapons, making it a potent tool in any airship captain's arsenal.

Feather Fall: All spellcasters aboard an airship are expected to keep this spell memorized, and many have wands charged with the spell. Useful for saving falling crew members, feather fall is also used frequently as an attack.

Up to three medium-sized creatures can fit into the cup of a standard catapult, though they are only thrown one-half the normal distance of a standard catapult shot because they tend to flail and flop about when fired. If *feather fall* is cast upon these creatures, they can float down onto the deck of an enemy airship, allowing them to board it quickly. It is not uncommon for pirates to open with this sort of attack, flinging a band of raiders into the air, and then launching a flurry of ballista shots to soften up the enemy crew. Such raiders then storm aboard and kill the crew or, if things are going badly, attempt to loot what they can before throwing themselves overboard to be picked up later.

Feeblemind: When enemy spellcasters or officers are detected, this spell is used to lay them low as quickly as possible. Officers affected by *feeblemind* are unable to perform their required duties, often leaving their airships adrift as they drool mindlessly.

Finger of Death: Another popular spell for killing crucial enemies, *finger of death* is an excellent way to kill off the captain of a ship quickly and without much fuss. Spells of this nature are the reason most airships will not approach within a few hundred feet of an enemy, even if they appear to be winning the fight.

Fireball: Fire is a devastating force on an airship, and *fireballs* are doubly so for their explosive nature

and ability to set flammable items alight. For all their effectiveness, *fireballs* are not commonly used, except in military campaigns where the destruction of an enemy airship is more important than its capture.

Fire Seeds: The acorn grenade version of this spell is used much as a *fireball*, directly damaging the enemy vessel or its crew. The holly berry bombs variant is less often used, but can be combined with *oil of levitation* to create floating clusters of berries the caster can detonate when an enemy vessel or crew member gets too close.

Firestorm: This spell creates a swath of devastation, but has the advantage of not burning the airship onto which it is cast. Most often, the firestorm is targeted on the deck of a vessel so that it burns the crew. It can also be cast into the air in front of an airship, forcing the vessel to detour around the blazing fire or risk incinerating its airmen.

Fire Trap: Rarely used in the air, *fire traps* are sometimes put to use guarding the latches on a covered airship.

Flame Strike: Another effective anti-personnel spell, *flame strike* can wipe out an enemy crew in short order, but does not run the risk of setting their airship on fire. This also allows the spell to be used defensively to repel boarders.

Flaming Sphere: Combined with catapulted jugs of pitch or other flammable oils, *flaming spheres* can be used to set fire to enemy ships, or simply to harass their crews.

Flare: Most often used as a signaling device, *flares* launched from the deck of an airship can be seen by any airship within 20 miles.

Fly: Don't leave home without this spell – it's the only reasonable way to conduct aerial combat if you are not on the deck of an airship. Crack squads of archers are often the targets of *fly* spells, allowing them to soar ahead of an enemy airship and pick off any officers they see, or to harass enemy spellcasters.

Fog Cloud: This is treated as thick fog, per Chapter 5: Aerial Overland movement. The cloud remains in the square in which it was cast, and obscures the vision of any vessel within the square or having a line of sight through the square.

Forbiddance: The ultimate method for keeping boarding parties off an airship, *forbiddance* can easily ward an entire ship from invasion. Given its permanent nature, this spell is cast often to protect the investment represented by an airship, and merchants will pay quite well for any spellcaster willing to ward their vessels.

Foresight: When cast upon the pilot of an airship, this spell provides a +2 insight bonus to any Piloting skill checks or Reflex saves necessary for the airship to avoid damage from an enemy attack or aerial maneuver.

Gaseous Form: When used in very windy weather, this spell can be dangerous. Gaseous creatures might suddenly find themselves blown overboard when heavy winds kick up – and they will, given the ability of so many airship spellcasters to cast *control wind*.

Glitterdust: Another spell useful for blinding enemy pilots, *glitterdust* is used often and repeatedly to keep the crew of an enemy vessel off-balance and unable to see. A blind foe is a dead foe, or so the saying goes.

Globes of Invulnerability (all types): Protection is important for ship spellcasters and these spells fit the bill nicely. By protecting the caster from enemy spells and attacks, a *globe of invulnerability* gives him freedom to act more aggressively.

Glyph of Warding: Blast glyphs are commonly inscribed on the railing of airships as a means to repel intruders.

Grease: This spell is deadly when cast on the deck of an enemy airship. Any creature that slips (that is, fails its Reflex save against this spell) within 5 feet of the edge of a vessel or a gangplank must immediately make a Balance check (10 + 1/10 mph of the airship's speed) or fall over the edge. Railings on the airship provide a +5 circumstance bonus. If a ship heels over while its deck is *greased*, any creature that slides through the affected area automatically falls overboard.

Hallow: This spell can be cast upon a ship without problem and provides all normal benefits to the vessel.

Hallucinatory Terrain: Clever spellcasters often use this spell to make the tops of mountains or other obstructions disappear. While the area affected by the spell is not enormous, it can be enough to convince an enemy Pilot to crash his airship into the side of a cliff or onto the slopes of a mountain.

Helping Hand: Most often used in airborne rescues, this spell helps stranded flying creatures to find their way back to their airships. After heated battles, it is not uncommon for several flying creatures to be left behind, and this spell helps recover those who might otherwise be lost.

Ice Storm: Note that the hail created by this spell is powerful enough to cause damage to exposed crew members, but does not cause any damage to vessels passing through its area of effect.

Incendiary Cloud: This powerful spell is deadly for its ability to obscure sight and for the damage it causes to exposed crew members. In addition, the fire damage caused by the spell can set ships alight (see Chapter 4: Aerial Combat) and the cloud can be moved to keep it on a ship, ensuring continuous damage to both crew and vessel. Note that pirates and others who wish to capture rather than destroy airships do not favor this or other fire-based spells.

Insect Plague: This spell is useful for driving pilots off the deck and forcing crew members to move below-decks where the stinging hordes can't get at them. Creatures who flee the insect plague always attempt to go below-decks, but, if that is not possible, will cower on the deck itself. The reduced visibility makes piloting difficult, even if the pilot manages to stay on the deck, inflicting a -10 circumstance penalty to any Piloting skill checks made while the plague is on the airship.

Know Direction: This spell provides a +4 circumstance bonus to any dead reckoning Navigation skill checks made during its effect.

Make Whole: This spell is not able to repair all the damage done to an airship, but it can repair some hull points, up to 2d8+the caster's level per casting.

Mass Charm: This spell is simply devastating against enemy crews. With the lack of high-level airmen on a given vessel, a single *mass charm* can cripple an airship, leaving it at the mercy of its attackers as the crew turns on the officers.

Mending: While not as effective as *make whole*, the *mending* spell can repair 1d4 hull points per casting.

Message: Captains often use this spell to keep their officers in contact during a battle. If this spell is used, it provides a +1 insight bonus to all Piloting skill checks made during its duration, as the captain is able to coordinate the actions of his crew more efficiently.

Meteor Swarm: The massive damage and huge area affected by this spell makes it the military spell of choice for dealing with large numbers of enemy vessels. While it is unlikely this spell will leave any airships behind to be captured, it certainly blasts through enemy vessels with little difficulty.

Mirage Arcana: Pirates love to use this spell to conceal their ships within banks of illusory clouds. When their prey stumbles into the area, the pirates launch from their hidden locations to crash down upon their enemies. *Mirage Arcana* is also used by spellcasters to tactically separate enemy vessels from one another with thick clouds of fog that prevent communication and coordination.

Phantom Steed: Though not terribly useful at first, by the time the caster reaches the 12-th level of experience, this steed is able to ride on the air as if on solid ground, making it a very useful spell for rescuing stranded crew members or getting into position to attack an enemy airship.

Phase Door: This spell is excellent for gaining entry to an enemy airship without storming the decks. A clever wizard can, using *fly* or similar spells, maneuver himself below an enemy airship and then use *phase door* to sneak aboard the vessel and cause all manner of problems. Commando wizards have been known to use this spell to gain access to an airship's engine room, where they are able to wreak all manner of havoc.

Polymorph Other/Polymorph Self: Both of these spells are very useful to airmen and their spellcasters. Transforming soldiers into birds of prey or other large, flying creatures allows them to make their way across the sky to attack their enemies.

Prismatic Wall: This spell can be cast so that it hovers in mid-air and creates a hazard for airships flying through its square. The pilot of any airship passing through the square occupied by the *prismatic wall* must make a successful Piloting skill check (DC 15) to avoid the wall. If the airship does not avoid the wall, it simply slides through it, with all exposed crew suffering the *wall's* effects.

Produce Flame: Throwing fire onto an enemy airship is always useful, as is the ability to quickly and easily light flaming ballistae bolts or ignite the tar in stickflame catapult shot.

Programmed Image: Military and merchant houses often use this spell as a way to guide airships through hazardous areas. The images are programmed to appear when a password is shouted. Once activated, the image presents navigational information and guidance to the crew of the airship. This provides a +5 insight bonus to any Navigation skill checks made for the next 8 hours following the activation of the image.

Project Image: Airships often insist their spellcasters take this spell, which allows them to create shadowy duplicates of themselves on the decks of enemy ships. These duplicates then cast spells to cause maximum damage against the crew of the ship, leaving it ripe for boarding.

Protection from Arrows: This spell not only protects from the danger of normal-scale ranged weapons, it also removes the automatic critical hit factor of ship-based weapons. Though a character will still suffer a lot of damage from such an attack, he does not have to fear instant death from a lucky ballista shot.

Protection from Evil, Good (and others): The barrier created by these spells is often enough to prevent boarders from crossing a boarding ramp. If a ship's cleric knows he is facing evil foes, he can (relatively) safely cast this spell on himself and stand at the end of any boarding ramp put forth by the intruders. Given the width of his body and the width of the aura, this should allow a medium-size creature to effectively block a 5-foot space from passage by any creature against which he has *protection*. Of course, this doesn't prevent the enemy from attacking the cleric via magic or ranged weapons.

Prying Eyes: These small orbs are useful for spying out the plans of enemy airships or for use as scouts. Many ship wizards send the eyes out ahead of their airship to keep an eye out for enemies or

creatures. Any wizard doing such a thing receives a +6 circumstance bonus to any Spot checks made to locate enemy airships.

Pyrotechnics: This is a favorite of airship sorcerers charged with creating confusion on enemy vessels. The caster either waits for an enemy weapon crew to light a ballista or catapult ammunition (this requires a Spot check DC 10 + 1 per 50 feet of distance between the caster and the crew) and then casts the spell, or charges the archers of his own ship with launching a few flaming arrows onto the enemy deck. The smoke or blinding light is enough to disable much of the crew on a deck, allowing the caster's allies to capitalize on the confusion. the spell can also be used to put out a fire on one's own vessel.

Quench: Druids often find work on military airships for this spell alone. The ability to suddenly and completely extinguish any fire in a given area is so useful that airship captains are happy to have anyone aboard who can cast the spell.

Rainbow Pattern: This spell is excellent for stopping boarding crews. The caster simply drops the pattern somewhere along the boarding ramp's length and, even if not all of the boarders are affected by it, those who are affected block the progress of their fellows. Cruel wizards cast this spell, then order the boarding plank overturned to send the captivated boarders to a hurtling death.

Raise Dead: When reinforcements are difficult to gain, this spell can turn a battle very quickly. Due to the bloody nature of boarding attacks, bodies can stack up quickly. A cleric able to raise those bodies to fight for his side of the fight can shift the odds in his favor and a well-timed use of this spell is often enough to win a battle decisively.

Random Action: This is yet another spell that is excellent for crippling the captain or pilot of an airship – a quick casting of the spell can create the moments' hesitation necessary to kill or capture critical members of the crew.

Telepathic Bond: This spell is often used prior to combat to allow captains to converse with the captains of allied airships and their own crews.

Remove Blindness/Deafness: As pilots and other officers are often afflicted with *blindness* or *deafness*, keeping this spell ready is a lifesaver.

Repel Metal or Stone: Another favorite of airborne druids, this spell allows the repulsion of flying boarders or enemy warriors who are charging up boarding planks or down drop lines. It can also be used to quickly clear the decks of enemy fighters, who are roughly shoved back and over the railing.

Repel Wood: This spell is a powerful way for druids to quickly shove boarding planks away from their airships. A single casting of the spell is often enough to blast the boarding planks away from an entire side of the airship, allowing the druid to not only keep boarders from gaining the deck of his airship, but also likely throwing several boarders to their death as their planks are tossed into the void. Characters within 10 feet of the edge of the plank can make a desperation grab (see Chapter 4: Aerial Combat, for more information).

Repulsion: Yet another spell useful for keeping boarders off an airship, *repulsion* is most often used as a *protection from* spell.

Reverse Gravity: While this does not affect airships in any way, the *reverse gravity* spell can be used to hoist the crew of an airship off the deck. Because airships move so rapidly, this often leaves those affected by the spell falling high into the sky with no airship below them. This spell is a primary reason why *arcane tethers* were created (see new magic items below).

Screen: This spell is most often used to keep enemy wizards from scrying on the airship's captain and pilot.

Scrying: Another powerful tool for keeping tabs on the officers and crew of an enemy ship, the *scrying* spell allows a wizard to immediately report to his own captain or officers what the plans of their enemies are at any given moment. This provides the captain and pilot with a +2 insight bonus to any skill checks that are opposed by the enemy's officers. If both sides in a battle are using the *scrying* spell to keep tabs on each other, these benefits still exist, but are canceled out because both sides in the battle gain the same bonus.

Sculpt Sound: The effects of this spell can be powerfully disrupting to the officers of an enemy airship. While the spell is in effect, all officer skill checks (including Piloting or Navigation) suffer a -1 penalty during airship combat as none of the officers can make sense of what the others are saying.

Secret Page: Rather than simply destroy maps and important charts, navigators who know how to cast this spell use it to conceal information so that it is overlooked by raiders and can be retrieved later. The captain's log is also often concealed in this way, as the information it contains is often believed to be too valuable to simply destroy.

Sequester: When a fight is going poorly, the captain of an airship may be *sequestered* to prevent his capture. Given the lengthy duration of this spell, a *sequestered* captain may be able to survive on a captured airship for a long time, and may even be able to recapture his ship given a bit of luck.

Shadow Walk: This spell is sometimes used in ship-to-ship combat to stage boarding maneuvers, but is more often used as a way to quickly evacuate an airship that is about to be lost to enemy boarding parties. Given the great distances that can be traveled, this spell can carry the crew of a captured ship far from danger.

Shield: This spell is crucial in protecting spellcasters from the slings and arrows of enemy crews, and sees frequent use amongst battle wizards as they pepper enemy airships with spells of their own.

Shout: Used as a way to temporarily deafen enemy crews (so they cannot hear the commands of their officers), this spell is also useful as a way to signal one's allies. The shout can be heard up to one mile from its origin during calm weather, but the range is reduced quickly by high winds or bad weather.

Silence: Yet another spell used to prevent a captain or other officer from talking to his crew, *silence* is also used to prevent enemies from hearing boarding attempts coming from below the boat or the sound of an enemy assault boat dropping down from above an unsuspecting merchant vessel.

Sleep: Perhaps the most effective way to stop a boarding party is simply to make them all fall asleep. Creatures on a gangplank or dropping down a boarding line when affected by this spell immediately fall if they fail their saving throw – *sleeping* creatures aren't known for their balance.

Sleet Storm: If an enemy airship passes through the area of effect of a *sleet storm*, it's rigging becomes slick, as if it had passed through a severe storm. See Chapter 5: Aerial Overland Movement.

Solid Fog: While this affects creatures as normal and blocks line of sight, it is not powerful enough to fully stop an airship. Any airship passing through a solid fog suffers a reduction in speed of 10 mph an hour for every 50 feet of the fog it passes through in a given round.

Spectral Hand: This spell is a favorite of those spellcasters who wish to use touch spells against the crew of an enemy airship without endangering themselves. During a heated air battle, it is not uncommon to see a few of these hands floating about, delivering damaging spells.

Spider Climb: When ships pass near one another, airmen with this spell cast upon them are able to leap from one ship to the side of another without fear of falling to their doom. Once attached to the surface of an enemy airship, an airman is then able to move around on the outside of the ship and cause all manner of trouble, from sabotaging the rudder to mangling the exhaust vents of the ship's engine.

Status: Keeping the officers of an airship in good shape is the duty of the ship's cleric, and this spell allows her to keep a figurative eye on those in her charge when she can't literally see them. More than one captain has been saved by a ship's cleric who noticed a sudden drop in his vitality and came to his rescue with a group of air marines.

Stinking Cloud: The cloud created by this spell does not drop in altitude, but hangs in the same square in which it was created.

Storm of Vengeance: Airmen fear few spells as much as this horrific display of a cleric's power. The combination of high winds with the devastating lightning, hail, and acid of the spell is often enough to pummel even the heartiest of crews into submission, destroying them before they have much of a chance to launch an attack of their own.

Suggestion: Given the dangers of airship combat, this spell can be used to produce lethal results without much effort. Telling an affected target to stand near the edge of the deck or otherwise put themselves in a precarious position is often enough to get them killed by a nearby bull rusher.

Summon Monster/Nature's Ally: These spells create dangerous opponents from thin air, often on the very deck of an enemy airship.

Summon Swarm: The effect of this spell can be placed upon an enemy airship, coating the deck with all manner of nasty creepy crawlies.

Symbol: The symbol is often scribed in the air during combat, but is also used to safeguard areas of the airship such as its engine room or cargo hold.

Telekinesis: This spell is used to lift enemy airmen off their decks and drop them to the ground below, but can also be used to move boiling oil over an enemy airship or to transport boarders to an airship's deck.

Unhallow: Evil ships often use this spell to give them an edge should anyone attempt to board their vessel.

Unseen Servant: The *unseen servant* can take the place of a single crewman for a shipboard weapon. The *servant* does nothing more than load the weapon, over and over, allowing the other crewmen to focus on the task of aiming and firing the weapon.

Wall of Fire: Another excellent way to prevent boarders is to cast a *wall of fire* over their boarding planks or into the area in which they are attempting to land. This wall can be placed at the edge of a deck so that its heat washes away from the vessel, but any other placement may result in a fire breaking out on the deck. The *wall of fire* may also be summoned into the air, floating as a curtain of deadly sparks.

Wall of Ice: This spell is sometimes used to form quick and dirty gangplanks that can be crossed. Of course the surface of a wall of ice is treated as if affected by the *grease* spell if anyone attempts to cross or fight upon it. Wearing ice cleats can counteract this problem.

Wall of Iron: A *wall of iron* can be used to crush boarders as they leave their gangplank, and it is sometimes also used to crash through gangplanks (a *wall of iron* summoned onto a gangplank will certainly crack the plank in half unless it is specially reinforced). More commonly, the *wall* is used to

block off areas of a deck during combat, protecting those behind it from arrows and other line of sight attacks.

Web: While difficult to time properly, a spellcaster who makes a Spellcraft check (DC 20) can ready an action until such a time as two airships are close enough together for a *web* spell to stick the two of them together. If this is successful, the spell is cast and counts for 5+1d4 grapples attached to the airship. The enemy airship continues to move, but its speed is reduced by 10 mph per grapple equivalent of the web spell. If this is not enough to stop the airship completely, it has torn free of the web.

Whirlwind: The cyclone created by this spell has a speed of 150 mph and creates difficulties for airship navigation within its area of effect just as a natural wind of this speed, in addition to its other effects.

Wind Walk: This spell is sometimes used by clerics to move from one airship to another, but the risk of being caught in a windstorm makes it unsuitable for use during military maneuvers. For every 10 mph of the surrounding wind speed, creatures using this spell suffer 1 hit point of damage, which increases to 1d6 hit points of damage for every 10 mph above 60.

Wind Wall: Airships traveling through this wall are treated as if hit from the side by a wind of 80 mph, in addition to any other effects the spell causes.

Wood Shape: This is another spell that is perfect for wrecking boarding planks and other structures. One casting of this spell can curl a plank into a useless ball, sending it and its boarders crashing to the ground below.

Prestige Classes

The prestige classes found in this section are designed for use in an aerial campaign, but could be adapted for a land-based campaign as well.

Airship Saboteur

Sometimes, it's easier to deal with an enemy airship by getting a small group of stealthy killers aboard to do the dirty work, rather than trying to blast the thing apart with ballistae and catapults. The airship saboteur is a master of this type of mission, using his natural abilities and expert training to get from one airship to another. Once aboard an airship, the saboteur works his way toward the engine and uses his natural talents on it, then escapes before it can explode while he's aboard. The most skillful saboteurs not only get aboard the vessel to damage the engine, but pride themselves on their ability to identify and neutralize officers and other key personnel.

While a saboteur is not terribly effective in a stand-up fight, he is able to cause a great deal of damage to an enemy airship and to the enemy's morale. Given a few minutes of time and the right tools, the saboteur is a dangerous opponent and one that is more than able to wreak havoc against his targets.

Hit Die: d6

Requirements

Balance: 6 ranks
Disable Device: 10 ranks
Disguise: 8 ranks
Move Silently: 6 ranks
Alchemy: 4 ranks
Feats: Alertness

Class Skills

The airship saboteur's skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Craft (Int), Disable Device (Int), Disguise (Cha), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Spot (Wis), Use Magic Device (Cha), Use Rope (Dex)

Skill Points at Each Level: 4 + Int Modifier

Class Features

All of the following are class features of the airship saboteur prestige class.

Weapon and Armor Proficiency: The airship saboteur is proficient with all simple and martial weapons but receives no additional proficiency with armor she is not already familiar with. In addition, many of the airship saboteur's skills suffer penalties if he wears armor heavier than light armor.

Wing Use (Ex): Saboteurs are masters at using airman wings (see Chapter 6: Aerial Equipment). The airman is able to increase the range of his wings, falling a mere 5 feet for every 20 feet traveled, rather than 5 feet per 10 feet.

Aerial Hiding (Ex): While flying using airman wings, the saboteur may hide from those on a specific airship. This is done by either flying below the airship, or by getting above the airship and flying so that the saboteur remains hidden by the bright light of the sun. This ability does not work at night, unless the saboteur is hiding below an airship. This is treated the same as a standard check for the Hide skill and is opposed by the Spot skill of anyone looking for the saboteur.

Explosives (Ex): With 8 hours of work and a successful Alchemy skill check (DC 20), the airship saboteur is able to concoct an explosive that causes severe hull damage when mounted on an airship's hull. This explosive costs 500 gp per application, and

causes 3d8 hull points of damage per application when properly placed.

To place the explosive, the saboteur must be in contact with the exterior hull of the airship for 5 minutes. At the end of this time, he makes an Alchemy skill check (DC 25) to put the explosive into place. The explosive detonates 2d4 rounds later, and, if mounted properly it causes the above damage. If improperly mounted, the explosive makes a colorful blast of light and throws debris around, but causes no hull damage.

This explosive may be detonated on the ground or the deck of an airship, causing 2d6 hit points of damage to all creatures within a 10-foot radius, with a Reflex save (DC 15) needed to avoid half the damage from the explosive.

Locate Officer (Ex): A successful Wisdom check (DC 12) allows an airship saboteur to locate an airship officer on the deck if within 100 feet of the officer. This does not require an action and is an automatic ability that functions anytime the saboteur is within range of an officer. This ability does not tell the saboteur what the officer's rank is, only that he is an officer.

Feather Fall (Sp): The saboteur has learned to cast the *feather fall* spell once per day as if he were a 10th-level wizard. Note that the saboteur actually casts this spell, though he may not augment the spell with any metamagic feats.

Sneak Attack +1d6: The saboteur gains a 1d6 sneak attack that works identically to a rogue's sneak attack ability. If the saboteur has an existing sneak attack ability, another 1d6 is added to the damage caused by that sneak attack ability.

Fly (Sp): The saboteur has mastered the ability to cast the *fly* spell at this level, and may use it once per day as if he were a 10th-level wizard. Note that the saboteur actually casts the spell, though he may not augment the spell with any metamagic feats.

Engine Wrecker (Ex): By spending one round working on an airship engine, the saboteur is allowed to make a Disable Device skill check (DC equal to the Repair DC of the engine). If this check succeeds, the saboteur may cause 1d8 hull points of damage to the engine.

Note that this ability may be used more than once on a single engine. When used, the damage is held in waiting—the saboteur may decide to have it delayed by one minute per level of this prestige class. When the time expires, all accumulated damage is applied at once.

Take Down (Ex): This attack must be made during a surprise round. It is resolved as a standard melee attack that, if successful, immediately inflicts enough subdual damage to the target to render him unconscious. This attack only works against targets that are normally affected by sneak attacks. Due to the intense concentration needed to execute this attack, the saboteur is left exposed during the round immediately following its use and is denied his Dexterity bonus while he attempts to regain his bearings.

Ship Killer (Ex): Similar to *engine wrecker*, but one round of work is enough to completely disable a single engine, reducing its hull points to zero if the skill check is successful. If the skill check fails, however, the engine immediately suffers 1d6 hull points of damage and the saboteur suffers 1d4 hit points of damage per lift factor as the engine blasts flares of energy from its surface.

Even more prestige classes await you in Airships...

Table 8.1—Airship Saboteur Progression

Class Levels	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+0	Wing Use
2	+1	+0	+3	+0	Aerial Hiding
3	+2	+1	+3	+1	Explosives
4	+3	+1	+4	+1	Locate Officer
5	+3	+1	+4	+1	*Feather Fall*
6	+4	+2	+5	+2	Sneak Attack +1d6
7	+5	+2	+5	+2	*Fly*
8	+6	+2	+6	+2	Engine Wrecker
9	+6	+3	+6	+3	Take Down
10	+7	+3	+7	+3	Ship Killer

Sample Airships

In this chapter, you will find a selection of airships and deck plans for use in your campaign. These represent only the tip of the iceberg as far as the types of airships that can be constructed, but are useful models for airships of different sizes and purposes.

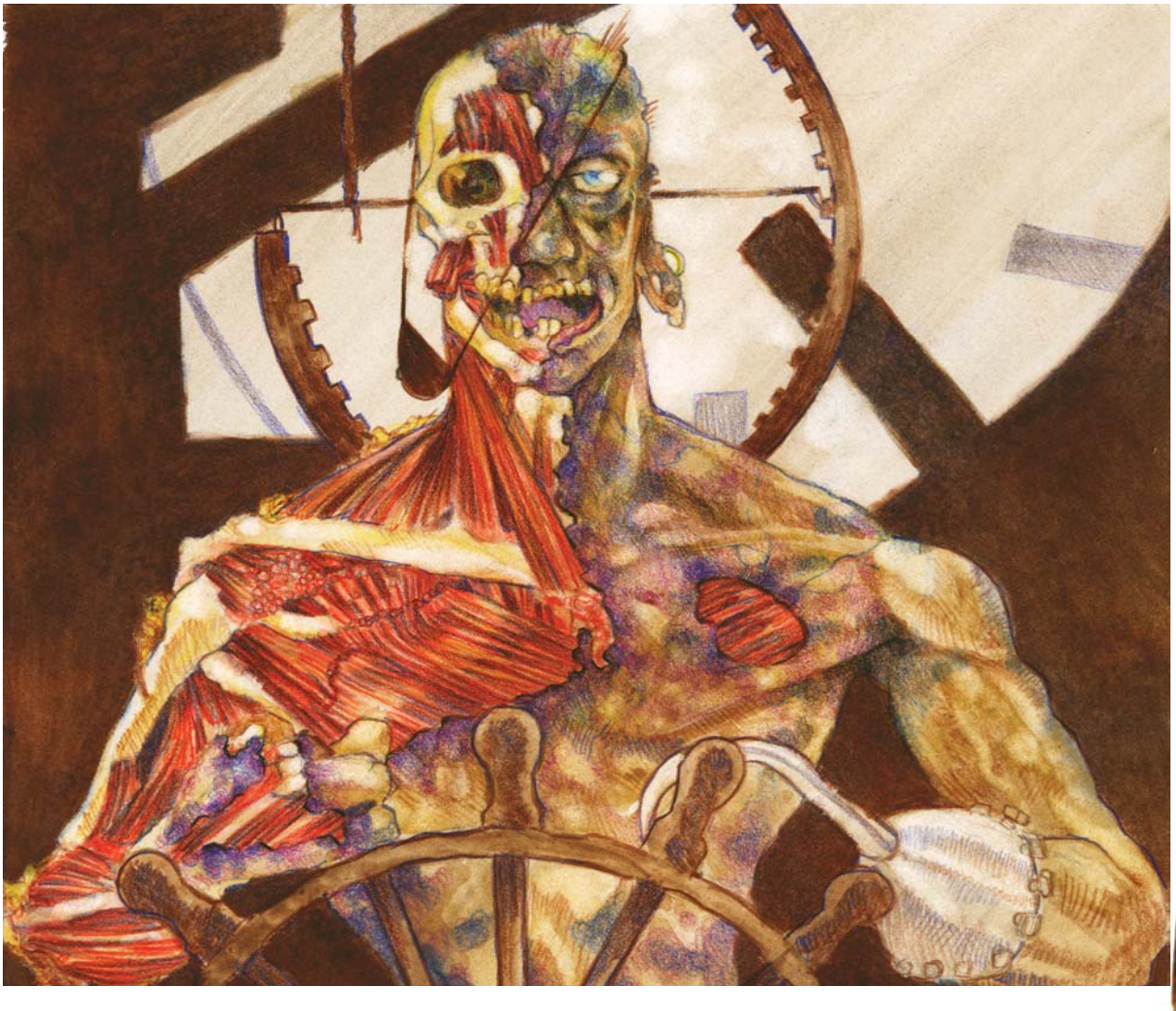
Note that a ship's tonnage measures its enclosed volume; most ships have additional deck space that can be used to store cargo and other items. This deck space is open to the air, and items stored here must be secured to the deck, and are exposed to the wind and weather. Available cargo and deck space has been calculated and noted for each ship.

A Note On Costs

The costs for these airships are those you would pay if you purchased them pre-constructed from a shipyard. If you would like to add other preconstructed airships to your campaign, simply disregard labor costs and pay the market value for all items. For example, a 75 ton hull made of wood costs 37,500 gp. Preconstructed airships are sometimes cheaper than airships constructed to specifications, as they can be built from existing hull forms and plans.

Each ship comes preloaded with minimal ammunition. Catapults, ballistae, and fire throwers have 20 shots each. Razor launchers, lightning bombards, and dart launchers have 10 shots each. Fire missiles have only two shots each. Additional ammunition may of course be purchased at the standard prices. This minimal ammunition supply is small enough in size that it is not counted against the ship's cargo capacity. The ammo is tucked away here and there nearby the weaponry. If more ammunition is purchased, storage space must be provided for it.

Some of these ships are not armed. It is easy to convert them to military use by simply adding weapons. In general, one airship weapon takes up 1 open ton of deck space. Just add the weapon to the deck, and then add weapon's price and crew usage to the ship's totals.



Elvish Skyscout

Airships Record Sheet

Ship Name	Ship Type	Allegiance	Captain
Arcane Hand	Skyscout	None	Mij Reltub

Tonnage	Size	Size Category	Maneuverability	Accel	Top Speed
5	D	1	3	100	200 mph

Hull Type	Hardness	Hull Points	Armor Class	Fort Save	Ref Save	Templates
Crystalline 9		25	14	+5	+14	Aquatic

Cargo Space	Open Deck	# Crew	# Officers	Total Market Price
1	2	2	1	1,442,600 gp

Engines & Weapons

Engines	Type	Power Factor	Hull Points
	Arcane		
1.		95	5
2.			
3.			
4.			

Craft DC	Hardness
30	5

Weapon 1	Atk	Damage	Weapon 2	Atk	Damage
None					
Crit	ROF	Quadrant	Crit	ROF	Quadrant
Range	Mount		Range	Mount	

Weapon 3	Atk	Damage	Weapon 4	Atk	Damage
Crit	ROF	Quadrant	Crit	ROF	Quadrant
Range	Mount		Range	Mount	

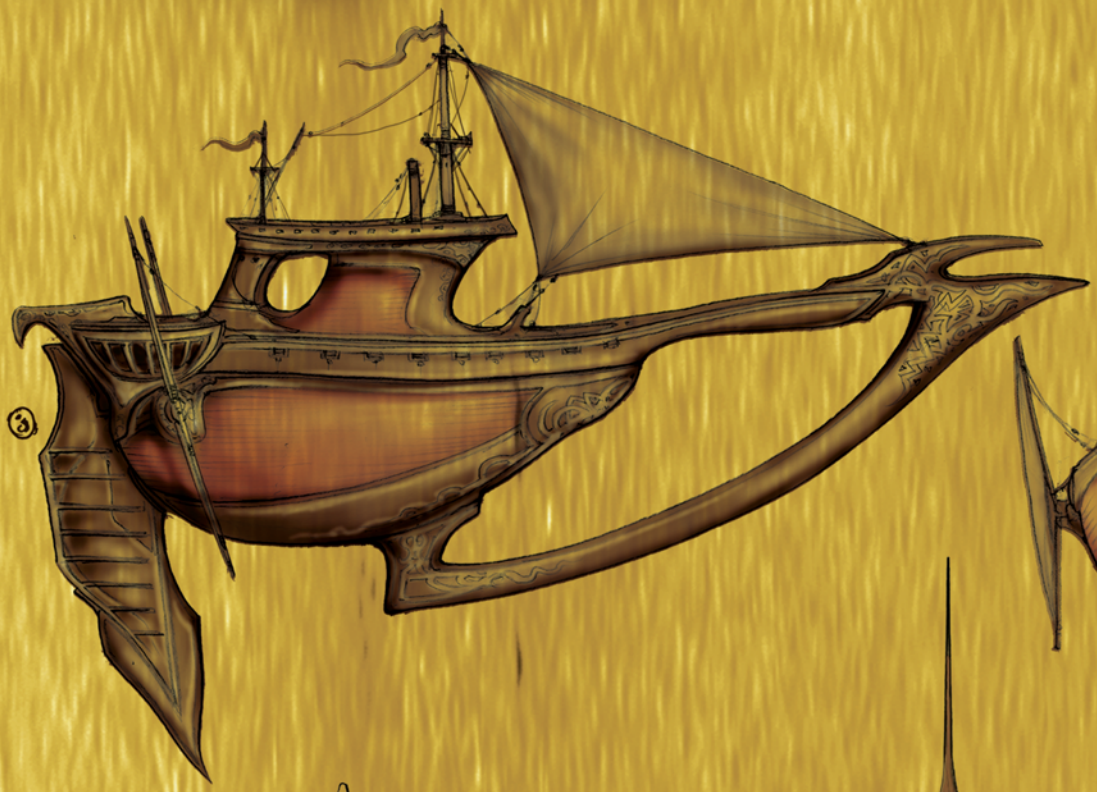
Weapon 5	Atk	Damage	Weapon 6	Atk	Damage
Crit	ROF	Quadrant	Crit	ROF	Quadrant
Range	Mount		Range	Mount	

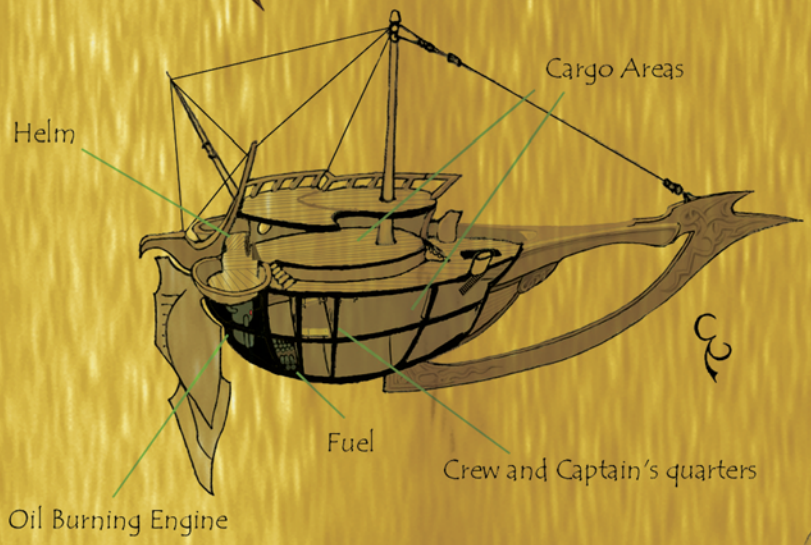
Pilot	
Base Skill	Mod. Skill

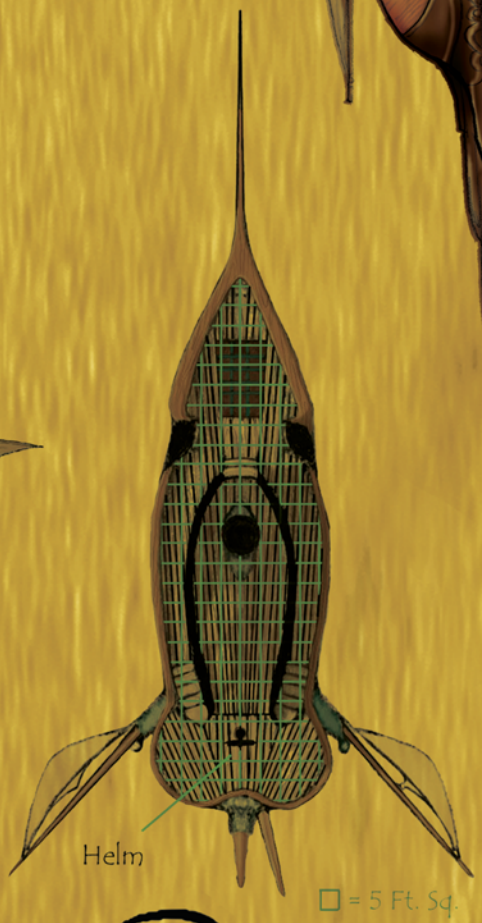
Navigator	
Base Skill	Mod. Skill

Table 10.6 - Skyscout Critical Hit Table

Roll	Type	Hardness	Hull Points
01-25	Arcane Engine	5	20
26-50	Arcane Engine	-	-
51-75	Rigging	0	5
76-100	Crew	0	Special







Sprint Freighter

Airships Record Sheet

Ship Name	Ship Type	Allegiance	Captain
Zanderin	Freighter	Trade	Valterra

Tonnage	Size	Size Category	Maneuverability	Accel	Top Speed
75	C	9	1	85	200 mph

Hull Type	Hardness	Hull Points	Armor Class	Fort Save	Ref Save	Templates
Wood	5	750	2	+5	+5	None

Cargo Space	Open Deck	# Crew	# Officers	Total Market Price
42	66	24	18	285,000 gp

Engines & Weapons

Engines	Type
	Oil

	Power Factor	Hull Points
1.	150	2
2.		
3.		
4.		

Craft DC	Hardness
20	5

Weapon 1	Atk	Damage	Weapon 2	Atk	Damage
None					
Crit	ROF	Quadrant	Crit	ROF	Quadrant
Range	Mount		Range	Mount	

Weapon 3	Atk	Damage	Weapon 4	Atk	Damage
Crit	ROF	Quadrant	Crit	ROF	Quadrant
Range	Mount		Range	Mount	

Weapon 5	Atk	Damage	Weapon 6	Atk	Damage
Crit	ROF	Quadrant	Crit	ROF	Quadrant
Range	Mount		Range	Mount	

Pilot

Base Skill	Mod. Skill

Navigator

Base Skill	Mod. Skill

Table 10.7 - Freighter Critical Hit Table

Roll	Type	Hardness	Hull Points
01-7	Oil-Burning Engine	5	30
8-14	Oil-Burning Engine	-	-
15-21	Oil-Burning Engine	-	-
22-28	Rudder, Basic	0	8
29-35	Rudder, Basic	-	-
36-42	Rudder, Basic	-	-
43-50	Rigging	0	160
51-57	Rigging	-	-
58-64	Anchor (1)	10	40
65-71	Anchor (2)	10	40
72-78	Landing Gear	5	18
79-85	Reactive Map	0	1
86-93	Crew	0	Special
94-100	Officers	0	Special

The Sprint Freighter

This airship was originally designed by a collection of halfling clans to allow them to get their goods to market faster and more efficiently than their competitors. While the freighter eventually proved too costly for their use, its design was sold to a more adventurous group who managed to make a killing in transporting goods very quickly from point to point along a trade route. Devoid of weapons and lacking in many special features, the sprint freighters only defense is that it can travel very fast, often outstripping more heavily armed vessels.

Hull Tonnage: 75
Size: Colossal
Hull Material: Wood [37,500 gp]
Armor Class: 2
Hardness: 5
Hull Points: 750
Fort Save: 5
Ref Save: 5
Engine: Oil (150) [225,000 gp]
Acceleration: 85
Top Speed: 200 mph
Maneuverability: 1
Rigging: Square [3,750 gp]
Rigging Space: 8 tons
Anchors: 2 (4,000 lbs each) + Gnomish hoists [2,600 gp]
Weapons: None
Pilot Components: Basic rudder, landing gear [7,500 gp]
Navigation Components: Reactive map (+2 navigation bonus) [10,000 gp]
Minimum Crew (not including officers): 8
Standard Crew: 20
Officers: 18—Captain, 3 pilots, 3 navigators, 1 lieutenant, 4 apprentices, boatswain, 3 engineers, bursar, chirurgeon.
Crew Quarters: 24 (4 tons)
Officer Quarters: 18 (10 tons)
Cargo Space: 42 tons
Open Deck Space: 66 tons
Total Cost: 285,000 gp

Asherake Sunshadow

The Sunshadow-class airship was designed by asherake engineers to deliver a powerful punch in a small vessel. Because the Sunshadow was never meant to see direct combat, very little effort was expended on armoring the vessel. Relying on small size and speed to protect it, the Sunshadow still manages to pack in a large number of weapons for its tonnage. The use of external turrets plays a big part in the ability to cram a large number of ballistae onto the airship, and a prow-mounted lightning bombard adds the final touch to its offensive lethality. The engine is normally fueled with captured airmen.

Hull Tonnage: 15 (18 with turrets)
Size: Medium
Hull Material: Wood [7,500 gp]
Armor Class: 10
Hardness: 5
Hull Points: 150
Fort Save: 5
Ref Save: 5
Engine: Necrotic (50) [100,000 gp]
Acceleration: 42
Top Speed: 92 mph
Maneuverability: 7
Rigging: Square [750 gp]
Rigging Space: 2 tons
Anchors: 1 (2,000 lbs) + Hoist [450 gp]
Weapons: 2 Whirling ballistae (Side Turret-mounted) [22,000 gp] lightning bombard [10,000 gp], fire missiles (bottom turret-mounted) [9,000 gp], ammunition [3,020gp]
Pilot Components: Flexible rudder [100 gp], landing gear [1,800 gp]
Navigation Components: None
Minimum Crew (not including officers): 13
Standard Crew: 20
Officers: 11—Captain, 2 pilots, navigator, lieutenant, 2 apprentices, boatswain, engineer, master at arms, chirurgeon.
Crew Quarters: 20 (5 tons)
Officer Quarters: 11 (6 tons)
Cargo Space: 0 tons
Open Deck Space: 11 tons
Total Cost: 155,620 gp

Dwarven Waraxe

Dwarves do not care for the sky, but when goblin dirigibles began raining hell down on the Garlok Clan from the air during the War of the Blackened Plains, War Engineer Kuzorok vowed to never give up the sky to the greenskins again. The waraxe was the result, a massive battleship crafted from stone and designed to simply plow through smaller airships. Surprisingly, for its size, the waraxe is still fairly maneuverable, allowing it to sweep around and go after smaller craft with surprising swiftness. For all its bulk, the waraxe-class airship has few weapons, relying instead on its ram spikes and reinforced structure to ram through its targets.

Hull Tonnage: 100
Hull Size: Colossal
Hull Material: Stone [100,000 gp]
Templates: Reinforced [27,000]
Armor Class: 2
Hardness: 8
Hull Points: 1650
Fort Save: 10
Ref Save: 0
Engine 1: Oil (60) [90,000 gp]
Engine 2: Oil (60) [90,000 gp]
Engine 3: Oil (60) [90,000 gp]
Acceleration: 50
Top Speed: 200 mph
Maneuverability: 12
Rigging: Panel [15,000 gp]
Rigging Space: 10 tons
Anchors: 2 + Gnomish hoists (5,000 lbs each) [3,000 gp]
Weapons: 1 Ballista [1,500 gp], 2 dart launchers [4,000 gp], fire thrower [6,000 gp], ram spikes [3,000 gp], ammunition [2,270 gp]
Pilot Components: Flexible rudder [500 gp]; propellers [50,000 gp]; engine swivel [18,000 gp], landing gear [10,000 gp]
Navigation Components: None
Minimum Crew (not including officers): 54
Standard Crew: 126
Officers: 21—Captain, 2 pilots, 2 navigators, 6 lieutenants, 4 apprentices, boatswain, 2 engineers, master at arms, chirurgeon, signal master.
Crew Quarters: 126 (21 tons)
Officer Quarters: 21 (11 tons)
Cargo Space: 16 tons
Open Deck Space: 85 tons
Total Cost: 510,270

Fleshstalker

When the lich-lord Avaraska wanted to construct a suitable airship for his raids against the elven tribes on the borders of his land, he wanted a vessel designed to strike fear into the hearts of ground targets. Because of this, the airship was designed with an inordinate number of side and bottom mounted weapons. To get his troops quickly into devastated areas, he demanded drop lines be installed as well. While fleshstalker-class airships are brutal against their intended targets, they are only somewhat effective against other airships, especially those that can get above them and away from their side-mounted turrets.

Hull Tonnage: 50 (55 with turrets)
Size: Gargantuan
Hull Material: Bone [50,000]
Armor Class: 6
Hardness: 4
Hull Points: 200
Fort Save: 0
Ref Save: 5
Engine: Necrotic (100) [200,000 gp]
Acceleration: 70 mph
Top Speed: 170 mph
Maneuverability: 7
Rigging: Lateen [5,000 gp]
Rigging Space: 5 tons
Anchors: 1 + Hoist (5,500 lbs) [1,150 gp]
Weapons: 2 Dart launchers in bottom turrets [20,000 gp], razor launcher in bottom turret [13,000 gp], 2 whirling ballistae in side turrets [22,000 gp], ammunition [2,320 gp]
Pilot Components: Flexible rudder [250 gp], landing gear [5,000 gp]
Navigation Components: Reactive map [10,000 gp]
Minimum Crew (not including officers): 27
Standard Crew: 60
Officers: 14—Captain, 2 pilots, 2 navigators, 3 lieutenants, 2 apprentices, boatswain, 2 engineers, master at arms.
Crew Quarters: 60 (10 tons)
Officer Quarters: 14 (8 tons)
Cargo Space: 26 tons
Open Deck Space: 24 tons
Total Cost: 328,720 gp

Elvish Cloudleaper

The Cloudleaper was originally designed as a showcase of the arts and technology of the elves. Crafted from perfectly clear crystals and designed without weapons, the vessels of the Cloudleaper class still find their way out from the elven nations from time to time, their sparkling hulls filled with elven craftsmen and sages. Though these elvish outreaches are rare in some places, where the Cloudleapers are allowed to settle for a time the elves become more forthcoming and share their knowledge with nearby towns.

Because these airships are always powered by massive arcane engines, the Cloudleapers are well known as the homes for many elven wizards, who might just be willing to trade spells with those who approach them with the proper respect.

Hull Tonnage: 80
Size: Colossal
Hull Material: Crystalline [240,000 gp]
Templates: Aquatic [9,000 gp]
Armor Class: 2
Hardness: 9
Hull Points: 400
Fort Save: 5
Ref Save: 10
Engine: Arcane (200) [300,000 gp]
Acceleration: 130
Top Speed: 200 mph
Maneuverability: 4
Rigging: Square [4,000 gp]
Rigging Space: 8 tons
Anchors: 2 + Gnomish hoists (4,000 lbs each) [2,600 gp]
Weapons: None (except for the ship's mages)
Pilot Components: Basic rudder, engine swivel [18,000 gp]
Navigation Components: Reactive map [10,000 gp]
Minimum Crew (not including officers): 8
Standard Crew: 24
Officers: 25—Captain, 3 pilots, 3 navigators, 1 lieutenant, 4 apprentices, boatswain, chirurgeon, 3 engineers, master at arms, 6 mages, signal master.
Crew Quarters: 24 (4 tons)
Officer Quarters: 25 (13 tons)
Cargo Space: 57 tons
Open Deck Space: 71 tons
Total Cost: 583,600 gp

Elvish Skyscout

The Skyscout is the companion to the Cloudleaper, and is possibly the smallest viable airship in the sky. Operable only by arcane spellcasters, who also supply the power for the arcane engine, the Skyscout was designed to allow the elves to zip ahead of their Cloudleapers in search of suitable landing spots or amenable towns. Though no longer as common as they once were, the Skyscouts are still seen around the massive Cloudleapers.

Hull Tonnage: 5
Size: Diminutive
Hull Material: Crystalline [15,000 gp]
Templates: Aquatic [2,000]
Armor Class: 14
Hardness: 9
Hull Points: 25
Fort Save: 5
Ref Save: 14
Engine: Arcane (95) [1,425,000 gp]
Acceleration: 100 mph
Top Speed: 200 mph
Maneuverability: 3
Rigging: Square
Rigging Space: 1 ton
Anchors: 1 + Gnomish winch (500 lbs) [600gp]
Weapons: None
Pilot Components: None
Navigation Components: None
Minimum Crew (not including officers): 1
Standard Crew: 2
Officers: 1—Pilot
Crew Quarters: 3 (1 ton)
Cargo Space: 1 ton
Open Deck Space: 2 tons
Total Cost: 1,442,600 gp

Spindire Dragonship

Fire is the worst enemy of most airships—even those constructed of metal run the risk of a fire blazing through their infrastructure and rigging. Based on this theory, the Spindire Pirate League crafted the Dragonship, a vessel that relies entirely on fire for its offensive capabilities. Not terribly large, the Dragonship packs as much firepower (literally) into its size as possible. Though bulky and difficult to maneuver in the air, the Dragonship is so frightening in action that many airship captains would surrender rather than risk being burned from the sky.

Hull Tonnage: 35 (37 with turrets)
Size: Huge
Hull Material: Iron [35,000 gp]
Armor Class: 8
Hardness: 10
Hull Points: 1050
Fort Save: 10
Ref Save: 0
Engine: Wood-burning (90) [90,000]
Acceleration: 63
Top Speed: 153
Maneuverability: 3
Rigging: Square [1,750 gp]
Rigging Space: 4 tons
Anchors: 1 + Advanced hoist (4000 lbs) [1,000 gp]
Weapons: 2 Fire missiles (in side turrets) [12,000 gp], fire missiles [1,000 gp], fire thrower [6,000 gp], ammunition [6,250 gp]
Pilot Components: Basic rudder, landing gear [3,500 gp]
Navigation Components: None
Minimum Crew (not including officers): 14
Standard Crew: 30
Officers: 14—Captain, 2 pilots, 2 navigators, 2 lieutenants, 2 apprentices, boatswain, chirurgeon, 2 engineers, master at arms.
Crew Quarters: 30 (5 tons)
Officer Quarters: 14 (8 tons)
Cargo Space: 1 ton
Open Deck Space: 28 tons
Total Cost: 156,500 gp

Appendix A—Airman's Lexicon

The terminology and slang of the airmen can be used to add a great deal of flavor to an aeronautic campaign, and a lexicon is provided here for your use. While many of these terms have origins in naval service, they have evolved and mutated to suit the needs of airmen.

Abeam: Any object or creature outside of the airship. This is normally used to refer to enemy soldiers or other creatures that are approaching in the air but are not yet aboard the airship.

Adrift: Any object or airman who has either fallen over the side of the airship or is in danger of being left behind. This is most often in reference to airmen who are magically flying as a result of combat or while acting as scouts, especially when the airmen is not able to catch up to his airship.

Aft: The rear of the airship.

Alongside: Any object or creature that is tethered or otherwise attached to the airship but not currently on the deck is referred to as being 'alongside the vessel.'

Astern: Behind the airship.

Beam: The width of the airship.

Bearing: The direction of any object from the airship. Normal use is by compass direction, so an object to the north of the airship would have a northerly bearing.

Belay: To secure a rope without knotting it.

Berth: An allocated spot where a crewman or passenger is designed to sleep and store his belongings. For crewmen, this is normally just a bunk and a footlocker, for the passenger it may be an entire room below decks.

Bow: The front of the airship.

Bulkhead: The partitions inside of an airship—the would-be walls in a building or on most other vessels.

Ditch: A verb meaning to throw someone over the side of an airship. While this is a common punishment aboard pirate vessels or airships crewed by evil creatures, it is very rare and reserved for the worst crimes aboard any other airships.

Furl: To roll a sail up the mast and secure it so that it no longer catches wind and is stopped.

Fore: At, near, or in the front of the airship.

Fore-mast: The mast furthest forward on an airship.

Galley: The airship's kitchen.

Gangway: Any recognized traffic route, or entrance to a traffic route, aboard an airship. While a corridor is not necessary a gangway, any busy area of the airship is given this name.

Gunwale: The upper edge or rail of the airship's deck. Airships tend to have gunwales a bit higher than a sailing ship, with the edge of the deck often rising as much as three and a half-feet above the level of the deck.

Hatch: Any opening, covered or not, in the main deck that allows access to the cargo hold or other areas below the main deck.

Heads: The toilets of an airship. While many airmen are just as happy to drop their waste over the sides of the airship and let the chips fall where they may, as it were, most captains are not so keen on this activity. It not only puts men at risk, but also stands a chance of annoying those below the airship. While sailing vessels often placed their heads at the fore of the vessel as they moved with

the wind, the airship head is nearly always at the very rear of the airship, most often just below the engine room.

Heel: When an airship tilts more than 45 degrees due to an impact or the force of the wind against its sides, it is said to be 'heeling over.'

Helm: The apparatus by which the rudder is controlled. More often referred to as the Wheel aboard an airship.

Jettison: To throw overboard.

Lee Side: The side of the airship away from the direction the wind is blowing.

Log Book: These books are so treasured by pirates and other sailors that they are kept under lock and key when not in use. The log book keeps an accurate measure of everything that happens aboard the boat each day as well as a detailed accounting of the course the airship takes during its journeys. Because the log book is often very large and covers dozens of voyages by an airship, it contains critical flight information that can be used to recreate trade routes, avoid enemy airships, and generally figure out the lay of the land without every venturing into the area. Military log books are always magically protected and are destroyed by the captain if it appears they might be captured.

Mooring: To secure an airship to an airdock, usually a tower, using lines or spells to hold it in position.

Port: The left of the airship, if you are standing on the deck and looking toward the bow.

Rigging: All the ropes used for supporting the masts and controlling the sails. In airship terminology, this most often also includes the sails and masts themselves.

Ship's Company: All crewmen and officers assigned to, or working on, the same vessel.

Sick Bay: An airship's hospital, usually overseen by a cleric or trained healer during long voyages, but left unmanned for shorter trips.

Sister Ships: Vessels built to the same general design. Sometimes also used in reference to airships created by the same engineer.

Skulk: To avoid duty, usually by simply hiding while others are working.

Splice: To join two ropes together by unraveling their ends and interweaving them together. This type of work is often used as punishment aboard airships because it is both difficult and tedious.

Starboard: The right side of the airship, if you are standing on the deck and looking toward the bow.

Stern: The rear of the airship.

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Airships Record Sheet

Ship Name	Ship Type	Allegiance	Captain

Tonnage	Size	Size Category	Maneuverability	Accel	Top Speed

Hull Type	Hardness	Hull Points	Armor Class	Fort Save	Ref Save	Templates

Cargo Space	Open Deck	# Crew	# Officers	Total Market Price

Engines & Weapons

Engines	Type	Weapon 1	Atk	Damage	Weapon 2	Atk	Damage

	Power Factor	Hull Points	Crit	ROF	Quadrant	Crit	ROF	Quadrant
1.								

			Range	Mount	Range	Mount
2.						

			Weapon 3	Atk	Damage	Weapon 4	Atk	Damage
3.								

			Crit	ROF	Quadrant	Crit	ROF	Quadrant
4.								

Craft DC	Hardness	Range	Mount	Range	Mount

Weapon 5	Atk	Damage	Weapon 6	Atk	Damage

Crit	ROF	Quadrant	Crit	ROF	Quadrant

Range	Mount	Range	Mount

Pilot

Base Skill	Mod. Skill

Navigator

Base Skill	Mod. Skill

Ship Components

Item	Space Req.	Deck	Crew Req.	Crit Spaces	Hard.	HP	Man. Bonus	Nav. Bonus	Accel. Bonus	Misc. Bonus	Cost
Hull											
Engine											
Totals											

Ship Diagram

Critical Table

Roll	Component	Hardness	HP

Officers

Rank	Name	HD	HP	Salary

Crew

Rank	#	HD	Atk	Cost
Landsmen				
Airmen				
Veterans				

Airships Record Sheet

Ship Name	Ship Type	Allegiance	Captain

Tonnage	Size	Size Category	Maneuverability	Accel	Top Speed

Hull Type	Hardness	Hull Points	Armor Class	Fort Save	Ref Save	Templates

Cargo Space	Open Deck	# Crew	# Officers	Total Market Price

Engines & Weapons

Engines	Type		Weapon 1	Atk	Damage	Weapon 2	Atk	Damage
	Power Factor	Hull Points	Crit	ROF	Quadrant	Crit	ROF	Quadrant
1.			Range	Mount		Range	Mount	
2.			Weapon 3	Atk	Damage	Weapon 4	Atk	Damage
3.			Crit	ROF	Quadrant	Crit	ROF	Quadrant
4.			Range	Mount		Range	Mount	
Craft DC	Hardness		Weapon 5	Atk	Damage	Weapon 6	Atk	Damage
			Crit	ROF	Quadrant	Crit	ROF	Quadrant
			Range	Mount		Range	Mount	

Pilot	
Base Skill	Mod. Skill

Navigator	
Base Skill	Mod. Skill

Ship Components

Item	Space Req.	Deck	Crew Req.	Crit Spaces	Hard.	HP	Man. Bonus	Nav. Bonus	Accel. Bonus	Misc. Bonus	Cost
Hull											
Engine											
Totals											

Ship Diagram

Critical Table

Roll	Component	Hardness	HP

Officers

Rank	Name	HD	HP	Salary

Crew

Rank	#	HD	Atk	Cost
Landsmen				
Airmen				
Veterans				