

CREW ROLES



ACH SHIP HAS ITS CREW MEMBERS AND EACH crew member has their specialty, though broadly these specialties are put into categories of gunners, pilots and engineers each member functions uniquely to all others.

HOW THIS WORKS

Each of the below three classes has a series of possible features to pick from, most of them are actions but some are flat buffs, resistences, etc as well as a series of crew die, these scale with crew level as shown in the table below and are used with your abilities. Each time you gain a level in a crew role you may take another of that roles features, some features have requirements. Since crew role is a flat number it is possible to level in multiple crew roles, the number of crew die scales with crew level not with individual role level.

CREW DIE ADVANCEMENT BY DIE

Crew Level	Crew Die
1	2d6
2	3d6
3	4d6
4	5d6
5	6d6
6	7d6
7	8d6
8	9d6
9	10d6
10	11d6

THE PILOT

Head of the ship, the pilot is an essential member manning the steering ports and in some cases radios and other advanced evasive equipments. The Pilot comes with a few basic actions which you gain when taking this specialty as your primary role, when the abilities refer to pilot die, this refers to the crew die total as above. Should you take this as a secondary role, you do not gain the basic features but can still take them on level ups. When this section refers to a stats and checks it refers to ship stats unless otherwise specified.

BASIC ACTIONS

PILOT SKILLS

You gain proficiency in vehicles (airships) allowing you to add your proficiency bonus to rolls you make when controlling airships.

HARD TURN

You may expend one of your piloting die as a bonus action to attempt a DC 10 dexterity check, on a success you may turn your ship to face any angle, on a failure your turning speed increases by 45, and all creatures standing on the ship must make a DC 12 dexterity saving throw or fall prone.

RALLY!

You may expend your action to attempt a DC 10 charisma (persuasion or intimidation) check using your stats, on a success all members of your crew may add a d6 to their next saving throw.

GUN THE ENGINE

You may use your action to double your ships movement speed, this does not double the turning or raise speed.

CONCEAL

As an action you may attempt to make a dexterity (stealth), gaining the hidden status. Other ships may make opposing wisdom (perception) check to perceive you.

DOGFIGHT

When you engage a single enemy, you duck and weave, vying for a good shot while avoiding theirs. You choose a target and make an opposed Dexterity (acrobatics) checks. On a success, you cause the next attack made against your ship by the target to suffer from disadvantage, but you grant the next attack made against your ship by a different target advantage. You may also command one gunner to make an attack on the target vessel.

EVADE

When you take the Evade action, you focus entirely on avoiding attacks. Until the start of your next turn, any Attack roll made against you has disadvantage, and you make Dexterity Saving Throws with advantage.

RAM

You can attempt to ram another ship while flying through its space. When you take the ram action, you make a Strength (Athletics) check opposed by the target's Dexterity (Acrobatics) check. On a failed check the ramming action fails. On a success, both you and the target ship take force damage equal to two of your ship's Hull Dice + your ship's Strength modifier.

ADVANCED SKILLS

You may take one of the following features each level, some may have requirements.

VULNERABILITY ASSESSMENT

You may use a bonus action to make a wisdom (perception) check or intelligence (investigation) check with your stats contested by the charisma (deception) of the opposing ship, on a success you identify a flaw with the ships structure, providing advantage to the next attack you or a member of your crew make on that ship.

BARRELL ROLL

When you are the subject of an attack roll, you may roll a pilots die, multiply it by 20 and move that many feet as a reaction.

PINGER ATTACK PATTERN

When you are within 100ft of an allies vessel and your ship makes an attack you may use a reaction to expend a pilots die to grant advantage to that attack and if it hits, add a d6 to the attacks damage.

POWER RECOVERY

When your ship fails a saving throw you may use a reaction to roll a pilots die and add that to your saving throw total.

DEFENSIVE FORMATION

If you are within 100ft of an ally as a bonus action on your turn you may roll a power die to form up in a defensive position, adding the result of that roll to your AC until the start of your next turn.

SNAP ROLL

When your ship is hit by an attack, you may use your reaction to roll a pilots die and reduce the damage total by that amount.

CHARGE!!

When you take a ram action, you may expend a pilots die to increase the damage, on a failure the target ship takes additional damage equal to the die total + your ships strength score, your ship has resistance to this additional damage.

HONE IN

As a bonus action, you may expend a pilots die to focus on a single target. The next weapon attack made against that ship is made at advantage, on a success you deal an additional d6 of damage.

THE OLD WHIRLY DURLY

When you take the dogfight action, you may choose to have all attacks against you from the target ship have disadvantage until the start of your next turn.

Once you have used this feature, you cannot use it again until you've finished a long or short rest.

CUNNING TRICK

Requirement: Pilot Level 3

When an attacker that you can see hits your ship, you may use a reaction to halve the attacks damage against your ship.

FORGED OF STERN STUFF

Requirement: Pilot Level 6

When you make a piloting check, you may take a 10 and add any modifiers to it, you may choose to do this before or after rolling but before you know the result of the roll.

You may use this feature a number of times equal to half your pilot level (rounded down), regaining all expended charges upon completing a long rest.

NEAT TRICKS

Requirement: Pilot level 8

You can take a reaction to impose disadvantage on an attack declared against your ship.

Once you've used this feature, you cannot use it again until you have finished a long rest.

EVASION

Requirement: Pilot Level 8

When your ship is subjected to a dexterity saving throw which allows it to take half damage on a success it takes no damage on a success and only half on a failure.

EXTRAORDINAIRE

Requirement: Pilot Level 10

You enter a zone of extreme focus for a brief and awe-inspiring burst. Until the start of your next turn, you have advantage on Dexterity checks and saving throws and all attack rolls against you have disadvantage until the end of your next turn.

Once you have used this feature you may not use it again until you have completed a long rest.

THE ENGINEER

The engineer keeps the engine spinning, the hull together and the ship in the sky. Many specialisms of engineer exist but they all share grit, grease and complaint.

BASIC ACTIONS

TRAINED ENGINEER

You gain proficiency in mechanics tools and two other tool kits of your choice from: gunners tools, tinkers tools, engineers tools, welding kit.

REPAIR DIE

As standard, whenever carrying out a repair action you roll 1d4 and add your intelligence modifier to it.

REPAIR

Make a DC 15 intelligence (add your proficiency bonus if there is a relevant tool proficiency) check, on a success you may roll your repair die and heal that component by that amount. On a natural 20 or a success of 30+ you double the repair die rolled.

EXTINGUISH

As a bonus action, you may extinguish any fire within 5 feet of you.

BUFF

When you succeed at the repair action on a component of the ship with full hp you may instead choose to buff that component in one of the following ways:

- That component receives your repair roll in temporary hp, which lasts for 1 hour
- (Weaponry only) The next attack roll made within the next hour receives a +1 to attack and damage
- (Engine only) The ship's speed increases by 50 feet
- (Armour only) The armour has resistance to the next attack made against it.

POWER DIE DISTRIBUTION

On your turn you may use an object interaction to give power die to any station on the ship, this must be done on your turn. Once a station has that power die a crew member may use it on any roll made by that station on a given turn but must declare it before the roll is made.

UNIT POWER DISTRIBUTION

On your turn you may reroute units of power between any powered suites or weapons.

CREATIVE THINKING

When you roll the maximum on a crew die (starting at d6), the size of the crew die you roll increases by 1 size until the end of your next turn.

ADVANCED ACTIONS

COMMS BOOST

As a bonus action, you can roll a crew die and add it to the next Charisma check your ship makes before the end of your next turn.

ENGINE TUNING

As an action, you can roll your crew die. Take the result of the die and multiply it by 50. The flying speed of your ship increases by this amount until the end of your next turn.

POWER DISTRIBUTION

As a reaction, you can roll your crew die and move that number of power dice from their current locations to other locations.

QUIET TUNING

As a bonus action, you can roll a crew die and add it to the next Dexterity (Stealth) check your ship makes before the end of your next turn.

EXTRA COAL, EXTRA GOOD

As an action, you can roll a crew die. Your engine immediately produces that many power dice that must be distributed immediately. If you produce more power die than your engine could normally produce, your ship's frame takes the excess number of power die in damage.

Additionally, your ship must succeed on a Constitution check (DC = 10 + the number rolled on your crew die) or take frame damage equal to one power die + your ship's strength modifier.

SENSOR BOOST

As a bonus action, you can roll a crew die and add it to the next Wisdom (Perception) or Intelligence (Investigation) check your ship makes before the end of your next turn.

WEAPON OVERLOAD

As a bonus action, you can roll your crew die. The next time a ship weapon deals damage before the end of your next turn, it deals additional damage equal to the result of the die. The damage is of the same type dealt by the original attack.

QUICK FIXER

Requirement: Engineer level 3

When you take the Repair action or conduct ship repairs during recharging, you have advantage on the check. If you already have advantage, you can instead reroll one of the dice once.

INSTANT RECALL

Requirement: Engineer level 3

You may use your bonus action to regain all your crew die, once you have taken this action you may not use it again until you have finished a long rest

POWER ROUTING

Requirement: Engineer level 6 As an action on each of your turns, you can reroute power between your ship's engines and weapons through use of the ship's power coupling. A power coupling can be toggled to neutral, where both aspects function normally, or can divert power to a specific system.

When diverting power to a system, the effects of that system are doubled:

- Engines: A ship's flying speed is doubled.
- Weapons: Weapons deal double damage.

When diverting power to a system, power to the other systems is halved:

- Engines: A ship's flying speed is reduced by half.
- Weapons: Ship weapon damage is reduced by half.

DARING REPAIR

Requirement: Engineer level 8

When you take the repair action, you can choose to forgo your proficiency bonus. If you still succeed on the check, you double your repair die.

RELIABLE TALENT

Requirement: Engineer level 8

When rolling checks while at the engine station or making repairs, you may choose to take 10 instead of rolling, you may do this after rolling but before you know the result of your roll.

ENGINE PARAGON

Requirement: Engineer level 10

You learn to briefly and massively boost your airship's system. When you use a technique that uses a bonus action, you can use another, different technique that also uses a bonus action this turn. Additionally, instead of rolling your crew or power die for these, you can choose to take the maximum.

Once you've used this feature, you must finish a short or long rest before you can use it again.

THE GUNNER

As the gunner you will be making sure the opposing ship is never at its full strength, slow your heart rate, keep breathing and take the shot. If the enemy can't shoot back then you have done your job splendidly!

BASIC ACTIONS

TRAINED GUNNER

You have proficiency in light and heavy ships guns and gunners tools.

FIRE!

You use an action to fire a gun within 5 feet of you, for light guns use dexterity, for heavy guns use intelligence. You may take as many attack actions as that gun has (1 attack is standard, but some may make 2 or more). This also includes using some guns special feature, which may take some turns to charge. Each time the attack action is used on the weapon the weapon expends on capacity, for instance if a weapon attacks twice or three times this only uses one capacity but if you use multiattack with the weapon each of the attacks uses a capacity. Once you have used a weapon on a given round it may not be used by another crew member until the next round.

RELOAD

You take a reload action to restore a weapons capacity to full, this does not work with multiattack

SIGHT IN

You take an attack action to lock in on an enemy vessel, this grants you advantage on the next attack made against that target.

ADVANCED ACTIONS

CRIPPLING SHOT

When you hit a ship with a weapon attack, you can expend one crew die to cripple it. Add the die result to the attack's damage roll, and the target ship's speed is reduced by half until the end of their next turn.

DISABLING SHOT

When you make a ship attack roll against a ship, you can expend one crew die to add it to the roll. On a hit, the ship has disadvantage on the next ability check or attack roll it makes before the end of your next turn.

DISTRACTING SHOT

When you hit a ship with a weapon attack, you can expend one crew die to give your allies an opening. You add the crew die to the attack's damage roll, and the next attack roll against the target by someone other than you has advantage if the attack is made before the start of your next turn.

EXPLOSIVE SHOT

When you reduce a ship to 0 hit points, you can expend one crew die and use a bonus action on your turn to make one additional ship attack against a different ship within range. If that attack hits, add the crew die to the attack's damage roll.

EXPOSE WEAKNESS

When you hit a ship with a weapon attack, you can expend a crew die and deal additional damage equal to the number rolled. This damage cannot be reduced in any way.

FEINTING SHOT

You can expend a crew die and use a bonus action on your turn to feint, choosing one ship within your primary weapon's normal range as your target. You have advantage on your next attack roll against that ship. If that attack hits, add the crew die to the attack's damage roll.

PENETRATING SHOT

When you hit a ship with a weapon attack, you can expend one crew die to attempt to damage another ship with the same attack. Choose a second ship within 150 feet of and directly behind your initial target. If the original attack roll would hit the second ship, it takes damage equal to the number you roll on your power die. The damage is of the same type dealt by the original attack.

PRECISION SHOT

When you make a ship attack roll against a ship, you can expend one crew die to add it to the roll. If that attack hits, add the crew die to the attack's damage roll. You can use this power before or after making the attack roll, but before any effects of the attack are applied.

IMPROVED CRITICAL

Requirement: Gunner level 3

Your critical hit range with weapons increases by 1

MULTIATTACK

Requirement: Gunner level 4

When you take the attack action with a ship weapon, you may take it again expending another use of its capacity.

DEPENDABLE GUNNER

Requirement: Gunner level 6

when you roll for damage with a ship weapon, you can reroll one of the dice, but you must use the new result. You may use this feature a number of times equal to your level in gunner. You regain all expended uses when you complete a long rest.

BRUTAL CRITICAL

Requirement: Gunner level 6

You can roll the weapon damage dice one additional time when determining the extra damage for a critical hit with a ship weapon.

PARAGON GUNNER

Requirement: Gunner level 8

When you would expend a crew die, you can use a d4 instead of expending a die. You can only use this feature once per round.

Additionally, when you make a ship attack roll, you can choose to make the roll a critical hit. You can use this feature before or after making the roll, but before any effects of the roll are determined. Once you've used this feature, you must complete a short or long rest before you can use it again.

MAXIMUM POWER

Requirement: Gunner level 10

When you hit a ship with a ship attack, you can deal maximum damage with that attack.

Once you've used this feature, you can't use it again until you finish a short or long rest.