StarBorn

SAGABORN ADVENTURES IN SPACE

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The SagaBorn Roleplaying System was created as a simplified D20 system for the Dark Return setting. Its goal is to present a system that is simple, streamlined and efficient. It is meant to encourage more storytelling and epic action, rather than browsing through rulebooks and arguing over what is "allowed."

Starborn setting

Starborn is a setting of magic ships, lost civilizations, and giant derelict ships among the stars.

Spacer's Guide

Well now, I guess your prolly wonderin what you got yourself into eh? Those eldar nipped you up off some backwater planet to fight in their war, then along come us taking them down a peg and freeing those of ya bound to indentured servatude. Hel, its prolly a big surprise just finding yourself on a ship in space, let alone finding out a war raging among all the stars above? Well welcome to the verse, and your first step into a bigger galaxy flatlander.

Some terms you need to know.

Voidspace

Voidspace is the name given to the void between systems. Traveling through Voidspace can be filled with danger, emptiness, and wonder. The known galaxy is gripped in a war between two massive empires, with most of the galactic inhabitants trying to just live day to day.

The In-Between

A limbo between, around, and in all of Voidspace. This is the area that Navigators bend to travel fast distances.

The Verse

The known universe, which is actually just our known galaxy, is at war. A long time ago someone, or something built the Waygates. A Waygate is a giant contruction enchanted to become a destination that allows a navigator to fold space and pilot a ship to any known Waygate. Four factions battle for the control of the galaxy. The galaxy used to be at relative peace, but then the illarth came. A few thousand years ago they appeard through the first waygate and began collecting. They collect living beings, planets, stars, anything they can draw power from. The eldar were the first power to rise up against them. They enlisted the elves and built massive ships to battle this new galactic threat. This was the start of the war.

Now the galaxy sits in four realms.
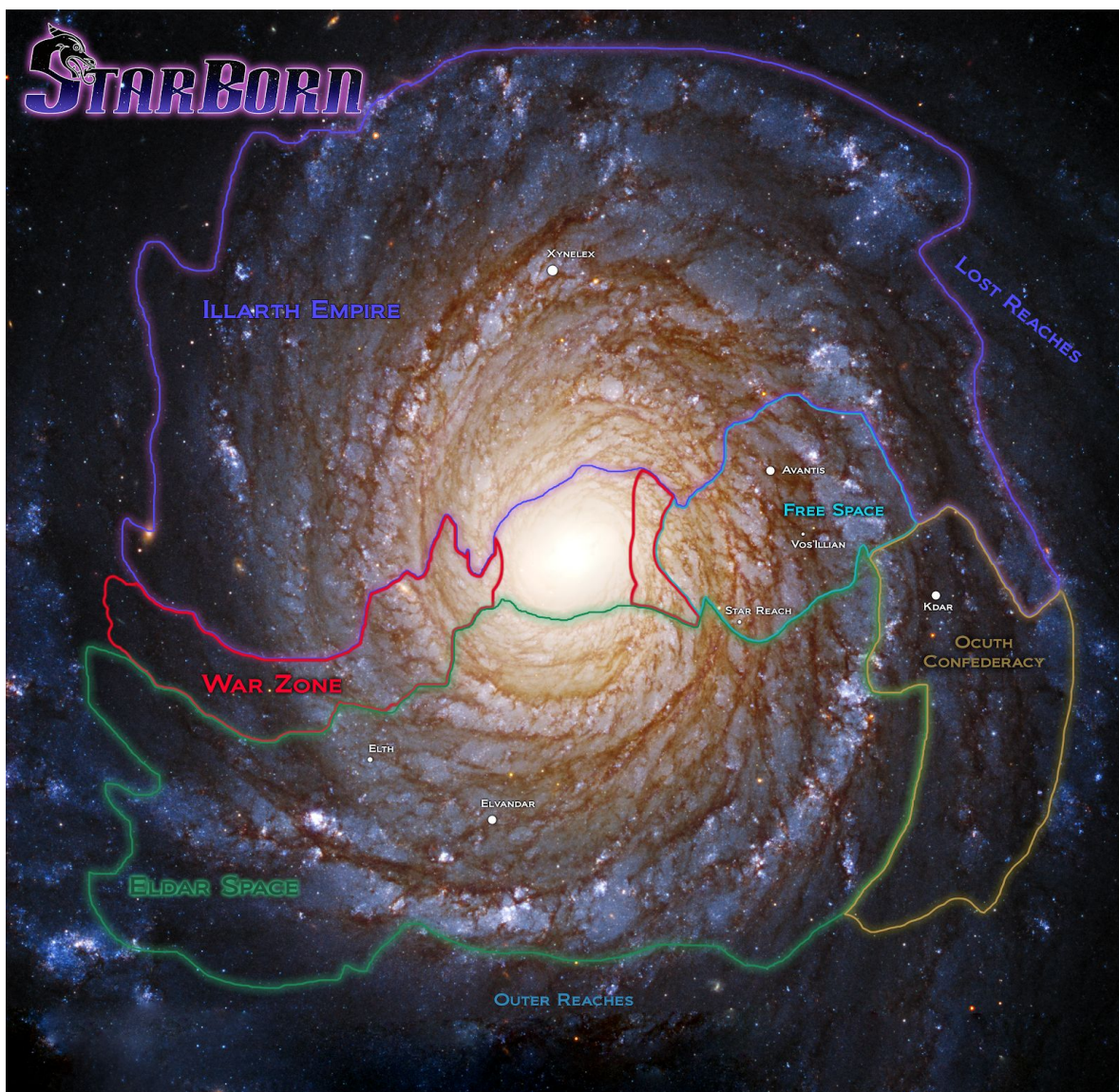
Eldar Space

This area is controlled by the eldar and elves. Overall, this a peaceful realm to live in, though the eldar are constantly "recruiting" or conscripting people to fight in the war effort.

Illarth Empire

The illarth empire is a place of burnt out stars and enslaved people. While the eldar may look at others as servants, the illarth literally feed on other races. They also strip resources and drain energy from planets and stars, leaving a wake of destruction behind them. The dark magics used to do this twist the void, leaving behind unstable space.

Ocuth Confederacy

The ocuth are large creatures used to controlling those around them with mind affecting magic and money. The ocuth even have issues of trust among themselves, so their empire is more a loose treaty of kingdoms than an empire.

Free Space

Governed by the council at Avantis, Free Space is just that, a realm of lawlessness and small kingdoms. Avantis houses some great secret that allows the navy of Avantis to always stay one step ahead of the realms. Free Space allows for all races to travel through its systems, though no acts of war may be perpetrated within its borders or adjacent to them.

Locales:

Avantis, the Gem of Voidspace

Avantis is the city of a 1000 races. All who travel between the stars know of Avantis and have bases set up within the city. Avantis is a giant asteroid, which is covered from edge to edge with a living city. It is protected and enclosed by the Arches, ancient amarnium structures which hold out the void of space and keep the air and gravity in. No one knows who built Avantis or the Arches, but now all benefit. Avantis is the only place where the Eldar-Illarth war is put on hold, and both races share the same ground.

The gravity field of Avantis splits it in half, the top half is the home of the Guild Council, the merchant quarter and the docks. The Underside is the slums and military base.

The city is ruled by guilds, and the top 10 guilds sit on the council.

Vos Illian

Vos Illian is a port of pirates and smugglers. Also known as the twin flames, it has two giant flaming torches on either side of its gravity plane.

It is ruled by , who spends most of his time in the Torchbearer Keep,

Races:

Ancients are the race who built the waygates, created the first helms, and piloted massive ships throughout the galaxy. They have long since disappeared.

Braak are insectoid creatures who excel at space travel. They can jump from a stand still up to 15'.

Dwulgar are a race of short stout beings who left a planet destroyed by their industries. They now travel the stars; fixing ships, building helms, and designing cities.

Eldar are a tall powerful race whose claim half the galaxy as under their protection. While their numbers are limited, the elves are fiercely loyal to them, and they rule Eldar Space.

Elves resemble the Eldar; tall, angular, and fierce. They are much more numerous than the Eldar and make up the bulk of the Eldar navy and empire.

Elflings are a small race, mostly concerned with the balance of the universe and its chaotic nature.

Gekk are a medium sized lizard race. They excel in space, as they need little water or food.

Githu are a race taken to space as warriors. They are a selfish race, looking at the rest of the galaxy as a thing to conquer.

Gnomes are a small race, standing only 2 feet tall. They excel in mechanical feats combined with magic.

Illarth are a tall, parasitic creatures. They travel the stars in search of prey, and due to their high intelligence and magical prowess, their empire spans half the galaxy.

Ocuth are a race of creatures who are innately magic. Thei bodies are round and dominated by a single eye and a large gaping mouth. They have an insatiable hunger for everything, power, sustenance, knowledge, or magic.

Orlocks travel the galaxy in hive ships, each built for and ruled by a single orlock queen. The hives travel Voidspace in search of resources.

Orogs are a race that was brought to the stars for their fierce constitution. They are strong, smart, and can survive in the worst conditions for longer than any other race.

Wheblon are small furry bipedal creatures who originally came from a small planet in the outer reaches. Their ability to climb has earned them an honored place among ship crews. +2 to Climb

Verren - One of the most common races among the stars. They stand 6 feet tall, have a wide assortment of skin tones, hair color, and cultures. +1 to a Skill
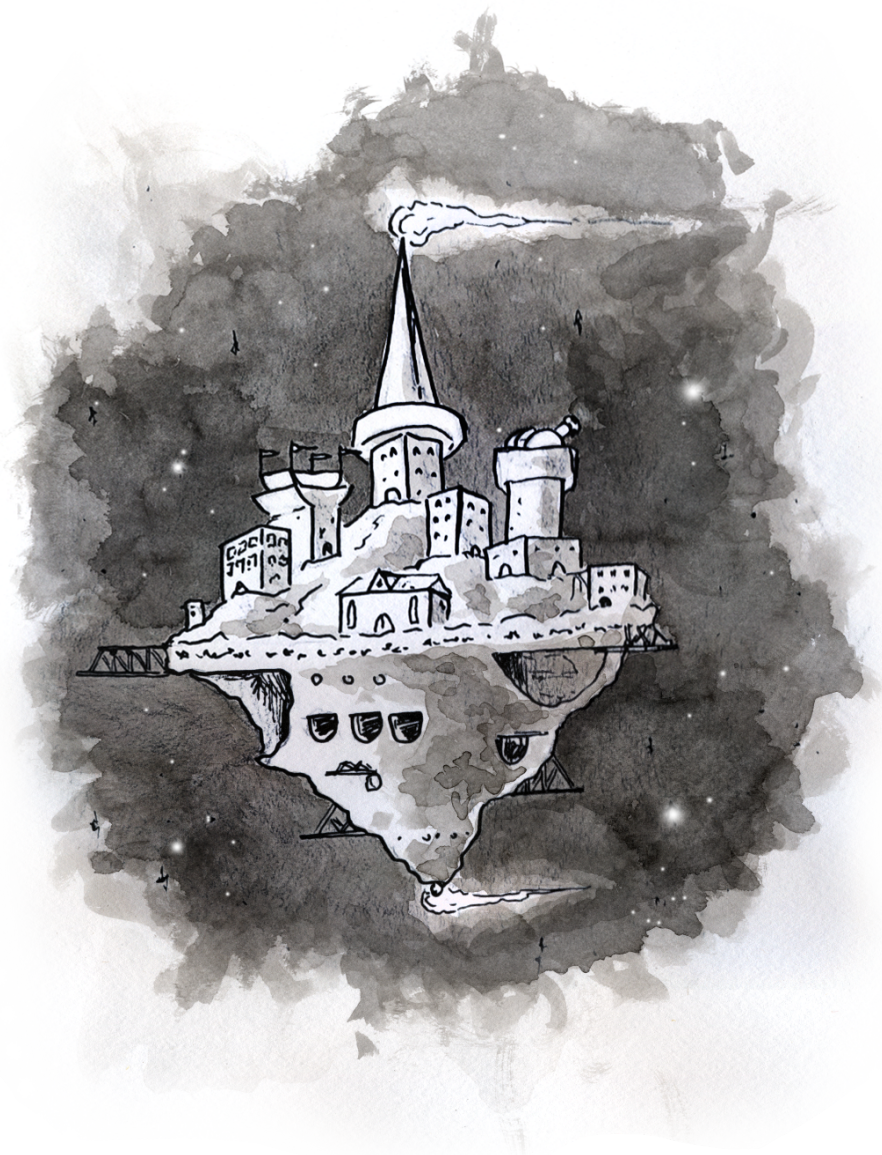
Legendary ships and captains

Admiral Voss
Manowar with 100 cannons
Flag an oak leaf with a sword over it.

Trex Balin
Manowar and military strategist for Free Space

Milentus Gaiden
Starfire (Brig class ship)
Gauntlet Company

Other bits of space lore

Flora
Dracnea trees are the most commonly grown and traded crop in the verse. Commonly called Berrybloom as they are fast growing and covered in edible berries.

Votara
Votara is a drug, produced by void whales, which allow a mage to connect to a ship for star travel. Votara is a precious commodity, though it is common enough to be found in any space port. Votara is addictive, as is the power it grants over the ship.

Derelicts
Every once in a while, a massive derelict ship breaches a waygate. These ships are the remnants of the great fleets of the Ancients. They often show battle damage.

They are highly sought after for scavenged ancient technology and magics stowed away in their ghostly halls. No ancients or remnants of them are left in the ships, though other more savage creatures, theorized as denizens of the Inbetween, often lurk their halls.

These massive ships are not based in design after seabourn ships like most current StarBorn ships. Instead they are large biomechanical tapered cylinders. The inner corridors are round, with smooth trenches running along the corridors like veins.

Ships

Ships provide two things, travel through Voidspace and air. The ship provides both of these via magic. Runes carved along the bulk and sails of the ship hold in air, as well as create an artificial gravity (out to 7 miles around any runed ship or object. The air bubble around the ship extends from the center of the runed vessel. Its diameter is equal to double the longest side of the object.

JUNK

With elven side sails.

GALLEON

With Elven side sails and tail fin
(Shark configuration)

50 ft.
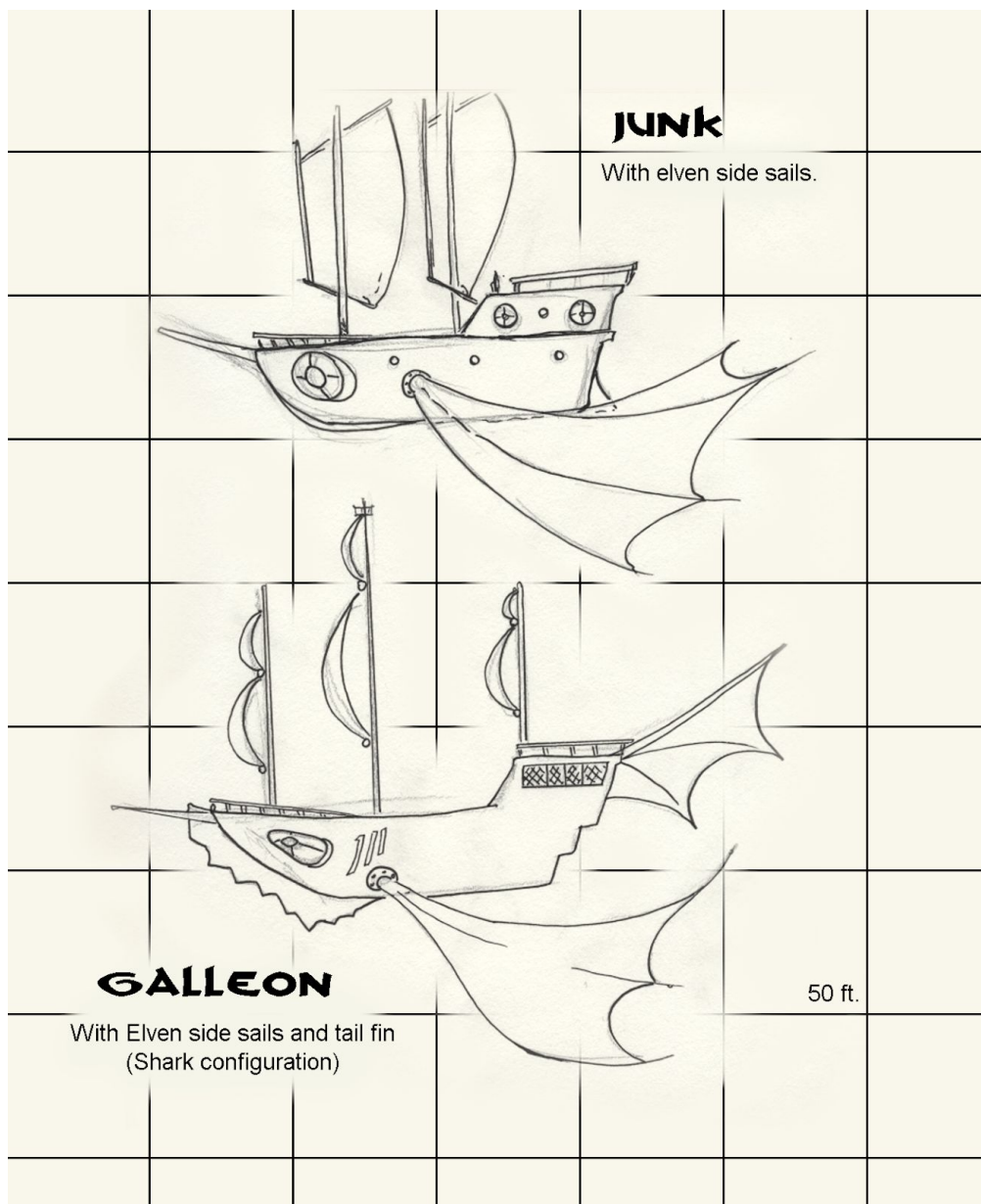
Name	Keel Length	Bow Length	Tonnage / hull Points	Crew	MC	BMB	DR	Cargo Tons	Ram	Cost* in GP
Skiff	20	5	1	1	A	+4		0	No	2100**
Cog	60	15	6	1/6	C	0	-	2		4,500
Freedom	85	20	10	3/10	B	+2	-	5	-	9,000
Junk	120	30	25	10/25	C	0	-	18	-	25,000
Galleon	130	30	40	20/40	D	-2	-	25		50,000
Brig	200	25	60	24/60	E	-4	-	30		60,000

| Man-O-War | 190' | 35' | 75 | 12/60 | C | 0 | 1 | 30 | | 120,000 |

*Does NOT include the price of a helm
**Includes plasma helm.

Skiff - A single man craft with cargo room for individual equipment and one occupant.

Cog - A smaller ship with two decks. A cog has cramped living and cargo space, but is very affordable. It can also be piloted by a single person.

Freedom - This small vessel is the workhorse of the Verse. It is small, maneuverable, and can hold a decent crew and cargo even though it only has 2 decks.Its cost / value ratio is the best of any ship.

Junk - This vessel is the favorite of merchants and pirates. While not very maneuverable, it can hold a lot of cargo and has room for its crew to be comfortable on its 3 levels.

Galleon - This large ship has 3 1/2 decks giving way for plenty of cargo and crew space. The wide stern and forecastles give raised platforms for weapon mounts. The galleon is the perfect ship for the upper class merchant.

Brig - This long ship only has three decks, but it still has plenty of space for cargo and crew. The brig is a common flagship for military fleets.

Man-o-War - The man-o-war is the most powerful style of military ship in the Verse. It boasts 5 decks and space for many of cannons or ballistas, while still having room for crew and cargo. To go broadside against a man-o-war often means death.

Ship Upgrades			
Upgrade	**Cost**	**Bonus**	**Other**
Armor Plating	1/2 of base ship	+1 AC, DR1	-2 MB
Side Sails	1/4 of base ship	+2 MB	
Tail Fin Sail	1/4 of base ship	+1 MB	
Elven Sails	1/2 of base ship	Regrow any damage in 1d4 days	
Elven Side Sails	1/2 of base ship	+2 MB	Regrow any damage in 1d4 days
Elven Tail Fin Sail	1/2 of base ship	+1 MB	Regrow any damage in 1d4 days
Landing Gear	1/4 of base ship	Ability to land on dry land	

Blunt Ram	3000 gp	1d6 Hull damage	
Piercing Ram	5000 gp	1d8 Hull damage	Chance of ship lock

Ship repair

Ship repair cost is equal to percentage damage times base ship cost. Upgrades, if destroyed, cost the full cost to replace.

Equipment

Weapons					
	Cost	Damage	Weight	Type	Range
Cutlass, small	15 gp	1d4	1 lb	S	
Cutlass	20 gp	1d6	3 lb	S	
Blunderbuss	400gp	2d8	5 lb	P	15'
Pistol	250 gp	1d10	3 lb	P	50'
Bullets (10)	3gp		2 lb		

Air collar, Low Quality	25 gp	Votara , farmed	1 gp per dose
Air Collar, Medium	100 gp	Votara, wild caught	5 gp per dose
Air Collar, High	500 gp		
Deep Space Pack and Collar	1,500 gp	Plasma Helm	5000 gp
Gunpowder, horn	30 gp	Helm, Minor	20,000 gp
Gunpowder, keg	240 gp	Helm, Major	50,000 gp
Goodberry (10)	1 gp	Plasma Battery	50,000 gp / 500 lbs
Mana Stone	1000 gp	Battery Case, Steel	1000 gp
Water Purifying Well	2000 gp	Battery Case, Tritium	10,000 gp / 300 lbs

Ship Weapons

Weapon	Range Increment (HEX)	Hull Damage	Personnel Damage	Deck Space / Tonnage	Can be turret mounted	Rate of Fire per full round	Quick Reload DC	# Personnel Min/Max	Price
Light Ballista	0-6	1	2d6	10*x5 / 1/2		1/2	13	1/2	400 gp
Medium Ballista	0-4	1d3	3d6	10x10 / 2	X	1/3	27	2/3	600 gp
Heavy Ballista	0-2	1d4+2	4d6	15x15 / 3	X	1/4	57	4/5	800 gp
Light Catapult	1-5	1d2	3d6	10x5 / 1		1/5	13	1/2	500 gp
Medium Catapult	1-4	1d3+1	4d6	10x10 / 2	X	1/6	32	3/4	700 gp
Heavy Catapult	1-3	2d4	5d6	15x15 / 3	X	1/8	72	5/5	1000 gp
Cannon	0-2	1d6+2	5d6	10*x5 / 1/1		1/3	32	3/3	10,000 gp
Light Jettison	0-3	-	1d6	5x5 / 1/2		1/3	27	2/3	400 gp
Medium Jettison	0-2	-	2d6	10x10 / 1		1/4	32	3/4	600 gp
Heavy Jettison	0-1	-	3d6	15x15 / 2		1/5	57	4/5	800 gp
Fire Projector	0-1	1d3	4d6	10x10 / 1		1/4	32	3/4	1000 gp
Misc									
Metal bolas (ammo for cannon or med. ballista)	0-2	1d6 to rigging or sails, 1 to hull	2d6						60gp
Turret	Medium:	500 gp		10x10		1000 gp	15x15		

- *Light Ballista and canons must be mounted along the railing of a ship (with no option for a turret).

Goodberry

Goodberry are an enchanted foodstuff created by mages. The berrie of the fffff tree is hardy and lasts about a month. The mages enchant them with the goodberry spell causing them to provide nourishment for a single person for a full day. The berry also heals 1 hp.

Mana Stone
A mana stone can hold up to 2 mana for up to 5 days. The stone can only expend the mana if it is in contact with plasma. A mana stone weights 25 lbs.

Navigator's Helm

The helm is an object, often a chair, which helps bond the navigator with the ship and allows the use of mana,votara, and plasma to fold space.

Plasma Helm
A plasma helm is a small navigator's helm with can power a craft up to 1 ton. It combines a plasma battery and a mana stone. The mana stone can hold up to 2 mana, allowing the craft to be piloted for up to one hour. A plasma helm gives a ship SR 2

Votara
Votara is the extract of a void whale which allows for space travel and oxygen regeneration. Farmed votara has a shelf life of 100 days, while wild votara lasts 5 years. A navigator must take one dose every time they connect to the ship through the helm. If they leave the helm, fall asleep, get knocked unconscious, or otherwise lose the connection they must take another dose.

Water Purifier

A "water well" is a basin that has a copper pipe attached to it. As contaminated, soiled, or otherwise un potable water passes through the pipe, it becomes clean and drinkable. The tube must be at least 2 feet long, and contain a ventilation system along the top to release the contaminates.

Weapons

Canon
A Cannon is a large weapon which uses gunpowder and a large steel ball to cause massive damage to another ship. Gunpowder is very unstable, so all cannons are forged in Tritium, which means cannons are very expensive.

Crew

Crew are the non player characters who help run the ship.

Their training gives a bonus to the ships initiative and any roll in regards to skills while piloting the ship. Crew modifier: Green -2, Average +0, Trained +2, Crack +4. A ships training is an average of all crewmembers rounded down (if using individual crewmembers).

Green Crew member (10 gp per month)

No real time aboard a ship.
-2
HP 1   AC 10
STR 0, DEX 0, CON 0, INT -1,WIS -1,CHA -1
BAB +1

Average Crew member (20 gp per month)
Has spent at least a year aboard a seafaring vessel.
0
HP 3   AC 11
STR 0, DEX +1, CON +1, INT -1,WIS 0,CHA -1
BAB +1

Trained Crew member (40 gp per month)
Has spent at least a year aboard a spacefaring vessel.
+2
HP 6   AC 12
STR +1, DEX +2, CON +1, INT -1,WIS 0,CHA -1
BAB +2

Crack Crew member (100 gp per month)
Has spent at least 4 years aboard a spacefaring vessel.
+4
HP 10 AC 15
STR +1, DEX +2, CON +1, INT -1,WIS +1,CHA -1
BAB +3

Space Travel

Travel is achieved through a system with collects solar energy and stores it as plasma. A spellcaster uses mana to convert the plasma into propulsion energy.

Minor helms take 10 mana minus spellcraft per hour to helm, with a minimum of 2 mana.

Major helms take 15 mana minus spellcraft per hour to helm, with a minimum of 3 mana.

The final ingredient to space travel is Votara. Votara is a natural by product of a gland inside void whales. A void whale is a giant space born creature. Void whales are both farmed and hunted, but they are an endangered species which has made Votara precious. Votara allows the spellcaster to link with the ship and control it as if it is their body. Votara is mildly addictive and stains navigators teeth and tongues gray.

Plasma batteries
A single plasma battery can hold 100 joules of plasma. 100 joules of plasma can run a helm for 48 hours in Voidspace . As long a battery has 200 square feet of sail and direct view of a solar body, the battery recharges in 10 hours.

Traveling through the In-Between uses 25 joules of plasma per "jump".

A ship can only have one battery in use at a time, but they can carry as many batteries as weight allows. Each battery needs 200 square feet of sails to recharge.

A plasma battery is highly explosive, so it is often encased in metal. If a plasma battery chamber is pierced and exposed to air and flame, it does 10d10 damage to all within 100' and 5d6 Hull Damage.

Rigging

The rigging of a ship holds the sails in place and allows the crew to position them for maximum energy collection and for aiding the navigator in steering the ship at tactical speed. If rigging is destroyed, batteries charge at 1/2 speed and ships movement is 1/2.

Rigging has HP equal to 1/4 of a ships hull points.

Solar sails

All ships have solar sails which collect power for any nearby solar bodies. Even stars give a small amount of power. The general rule is as long as the ship is not in the shadow of another larger body, or has had its sails destroyed, it can recharge power.

Solar sails have HP equal to 1/2 a ships hull points.

Navigating

A navigator uses a ship as if it was their natural body. They see around the ship as if their eyes are a mobile object along any runed surface. They can even cast from the ships body as if it was their own.

Air
Votara and plasma combined converts carbon dioxide into oxygen. One ounce of each provides 8 hours of oxygen to a medium sized creature .

While navigating, the conversion of mana and plasma to energy provides one cubic ton of oxygen per hour (40 cubic feet). A human uses 20 cubic feet of oxygen per day.

Air collars take Votara and plasma cartridges and provide oxygen for a single wearer. An air collar magically creates a pocket of air around the wearer's body. Quality of the runes on an air collar can extend or detract from the efficiency of the system. A poor air collar cuts the cartridge life in half and a high quality collar doubles the life.

Votara
Votara must be used by a navigator each time they bond with the ship. Votara is addictive, and after 10 uses the user feels a draw to use it more often. After 30 uses, they become addicted and must use a little votara each day otherwise they become Fatigued. Once the character has used Votara for a year, they must have a little each day or they become Exhausted.

Gravity

A gravity field runs along the ship where the runes mark gravity focus. The field is 12,500 yards radius, measured from the center of the ship. If another body is in the ship's gravity field, the ship can not bend space to enter the Never. Whichever body is largest overpowers the smaller bodies gravity field and they drift into alignment.

Waygate

For a ship to fold space they must jump to a waygate. The waygate must be large enough to accommodate the ship passing through it.

When a ship jumps to a waygate, a magical blast of energy expands out from all sides of the gate pushing away any object for a half a mile. A blue burst of light fills the gate and the folding ship bursts through slowing down to tactical speed after half a mile.

Waygates have their own gravity field which extends out the same as any starborn ships.

Planetside

Landing planetside is a very tricky thing. If the planet has an atmosphere and heavy gravity, it takes double the standard Mana to navigate a ship and takes on average 2 hours to land a ship (depending on the availability of landing areas). To keep the rules loose, we suggest a 3 Skill Challenge of DC 12, with the navigator rolling at least one skill. More successes than fails means a successful landing, while more fails means the ship takes at least 1 Hull damage.

Skill Challenge

A skill challenge is a way to handle a non combat encounter and allows the players to use their characters skills to overcome obstacles. It can be used as a way to describe traveling, handling large social encounters, or events like a chase scene.

The GM will set a DC and the players must roll skill checks to beat the DC. A GM will choose a certain number of skill rolls needed to overcome the challenge. The resulting numbers of successes and failures defines the outcome of the challenge. More successes means the players have an easier time with the encounter, and more failures means a harder encounter.
When making a skill challenge check, no player can go twice in a row, and no player can use the skills already used, until at least 3 seperate skills have been used. A player must explain how that skill is used to overcome the challenge.

- Standard DC for a moderate skill challenge is DC 13-15
- A standard number of rolls is 3 or 5, choosing an odd number so there is always a tiebreaker.

Ship Speed

Speed is measured by Ship Rating (abbreviated as SR) plus 1/2 MC

Movement by SR
A ship's base speed is their Ship Rating. This is based on the level of the spellcaster and the type of helm.

Speed Ratings using Major and Minor Helms

Level of Spellcaster	Minor Helm	Major Helm
1	2	4
2	2	4
3	3	5
4	3	5
5	3	5
6	4	6
7	4	6
8	5	7

Tactical Speed
Tactical speed is equal to the helm SR plus 1/2 MC bonus. A ship can move one hex or turn one facing per Speed point. If the ship has a positive Maneuverability Bonus, the ship gains that many free hex facing turns per round.

Optional:
Each round the crew can attempt a skill challenge to make the ship go faster. It is a total of 3 skill checks vs. DC14. The player chooses a skill to test vs. the DC, and declares to the GM how this would help the ship move faster. No skill or player can be repeated (unless the play group is 2 people).

Speed Skill Challenge Chart
3 Successes: +2 Tactical Speed
2 Successes: +1 Tactical Speed
1 Success: +0
0 Successes: -1 Tactical Speed

For NPC ships, roll 3d20 with no modifiers.

If the rigging or solar sails of a ship are destroyed the ship moves at half speed. If both are destroyed a ship moves at 1/4 speed and is considered disabled.

Speed - Folding Space

A ship can fold space and travel at vast speeds as long as no other large bodies of matter are nearby. If any large body of matter is within 12,500 yards (approx 7 miles), a ship can not fold space.

Ships are able to fold space between waygates. A waygate is a magical construct created by the first travelers as destinations for the ship helms to navigate to. A ship needs a waygate to jump to, but you don't need to be at a waygate to start a fold.

While folding space, the ship and its crew travel through the In-between, a plane of existence that is adjacent to the prime plane. Time acts differently in the In-between, so travel time fluctuates, but the longer the fold, the longer time is spent in the In-between. On average the time for a half galaxy jump is 5 days in the In-between.

Tactical maps

Large map
HEX = 500 feet

*Navigating Folds - TBD

Space Combat

Maneuverability Class (MC)

Maneuverability Class is how quickly a ship can turn or navigate in combat. This gives a base bonus that is added to the total Maneuverability Bonus of a ship.

While a ship can have any number as a MB (based on ship upgrades and crew), ships have a base MC as listed below.

MC	Base Maneuverability Bonus
A	+4
B	+2
C	0
D	-2
E	-4
F	-6

A ship's full Maneuverability Bonus is Base Maneuverability Bonus + Crew Rating + Ship Upgrades = MB

AC

A ships AC is 10 + MB + SR

Encounter Distance

Ships are large and can see seen easily in Voidspace, unless they are camouflaged or trying to hide.

A Heroic Action is used to determine if the ship is seen or not, using Awareness vs. Thievery. The rolls are performed by a ship's lookout vs. the ship's helmsman.
Bonuses

Ship is moving fast	+2
Ship's coloring matches its environment	+4
Hiding behind or in a larger mass	+12
Ship is smaller than 20'	+5
Using shadows from a nearby star	+6

Tactical Movement

Each hex on a tactical map are 500 feet. A round of combat in space is the same as a standard round - six seconds.

Ship's Initiative
One initiative roll is made for the entire ship, and this roll is made every round. This roll is modified by the Maneuverability Bonus of the ship.

If the roll is tied between two ships, the ship with the better MB wins. If the roll is still tied, the ship with the more skilled helmsman wins. If tied even then, the ship going faster wins. Ties are avoided as much as possible as who acts first can make a major difference in a battle.

Once the battle reaches the stage of boarding, the standard individual initiative system can be used for these combats - this initiative system is for actions by the ship as a whole.

Long Range Combat

This mostly involves ship's weapons, which work differently in wildspace to how they do when used in an atmosphere and (for example planetary) gravity. Catapults are direct fire weapons, as are all ship's weapons (unless mounted on a turret). However, a minimum range is still used for catapults, which means that they cannot be shot at ships in the same hex.

Ship combat is Base Attack Bonus of gunner vs Ship AC.

Quicker Reload
Each large weapon has a quick reload and fire rating. A weapons crew each rolls a 20 and adds their DEX modifier. If a crews total adds up to or above the quick reload, they can fire the weapon that round.

Ship to ship damage chart

D100 roll	Target
1-60	Hull
61-80	Sails
81-95	Personnel
96-99	Rigging
100	Runework

Called Shot
A weapon crew can make a called shot at hull, sails, personnel, or rigging at a -5 to their attack roll. The helm cannot be targeted in this way.

Saves and Material DR

Ships have damage reduction based on the material of the hull.

Substance	Saves / DR	
Thin Wood	0	
Thick Wood	0	
Leather	0	
Bone	0	

Stone	1	
Ceramic	1	
Metal	1	
Amarnium	1	
Tritium	2	

Substance: *= includes Glassteel
Hardness: measured in hull points

Movement and Pilot Skill - Giving Chase

If a ship tries to flee battle, the ship speed is the main factor. If both ships have equal speed, they roll Heroic Actions adding their Acrobatics skill bonus. The higher roll gains an extra hex movement.

Ramming
If two ships occupy the same hex, one may choose to ram the other. This is resolved based on the initiative of the ship.

Resolving a ramming action is through a Heroic Action between helmsmen. They use their Acrobatics skill as a bonus.

A successful ram deals 1 Hull damage per 10 tons of the ramming ship and one random critical hit.

Ramming Critical Hits
Roll   Result
  1   x2 Damage
  2   Deck Crew Casualty
  3   Interior Crew Casualty
  4   Ship Shaken
  5   Large Weapon Damage
  6   Deck Crew Casualty
  7   Hull Holed
  8   Maneuverability Loss -1
  9   x3 Damage
 10   Ship Shaken
 11   Fire
 12   Loss of SR
 13   Deck Crew Casualty
 14   Large Weapon Damaged
 15   Ship Shaken
 16   Hull Holed

17	Maneuverability Loss
18	x3 Damage
19	Loss of 1 SR
20	Helmsman Shock (1d6 damage and mental fatigue)

Boarding

This can normally only be attempted if the two (or more) ships are in the same hex, and typically they end up side-by-side (unless ramming is involved).

To successfully board a ship, the ship attempting it must be successful at a 3 roll skill challenge. If both ships are moving at full speed, the DC is 18. If the defending ship is moving at half speed (due to sails or rigging being disabled) the DC is 15. If the defending ship is not moving, the DC is 13.

Facing

When attacking a ship you need to ensure that the ship is in the firing arc of the weapon(s) you wish to use, and preferably they do not have any weapons that they can bring to bear on you.

Maneuvering

There are many ways to run a starborn ship combat. Using one or more battle mats, which may be marked with a hexagonal or square grid is one option. A narrative approach where you and the enemy try and gain a tactical advantage is another. A third is a mixture of the two, where various maneuvering rolls are made to attempt to get in a preferred position with regard to the enemy.

A non-combat situation may also involve some difficult maneuvering, such as coming into dock, or docking with a larger ship, or most difficult, piloting the ship with a dangerously confined space, which twists and turns. The way maneuvering is handled, if there is not an opposing helmsman, is to assign Difficulty Classes to the various tasks. If the helmsman is not under pressure they can add +10 to their roll.

This is an acrobatics roll for the helmsman.

Task	DC
Activate navigator's helm	10
Dock ship, e.g. at an asteroid dock	13
Dock with larger ship	15
Dock with equal-sized ship	18
Dock with smaller ship	20
Maneuver in limited space	20
Maneuver in confined space	23
Maneuver in confined, twisty, space	25

Creatures

Void Whales

Void whales are mysterious creatures who are farmed for Votara, a chemical that the whales use to travel through space. Votara is refined and used by navigators told propel ships, create oxygen, and fold space.