HYPERLANES

Players Guide

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HYPERLANES
Players Guide

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Welcome

Welcome Hyperlaners to the **HYPERLANES** *Players Guide*. This is a simple guide to player options for characters in **HYPERLANES**. It's nothing new, just a compilation of the rules from the Corebook that you might need to make and advance your character. Still, we think you'll find it useful as you play, as looking up rules is the least fun part of *D&D*. With this game we hope you'll find it less necessary to do so and easier when you have to. These rules are designed light and we've at all times attempted to make them work with existing game conventions.

Think of this as your own little handbook to the things your character might know, right at your fingertips, so you don't need to snatch the **HYPERLANES** corebook out of the hands of your friends.

Enjoy.

Chapter 1: Species

Races are handled in **HYPERLANES** more generally than in other games so that DMs will have the tools they need to flesh out their setting themselves. We provide rules for designing your own alien species through the pairing of cultures and physiologies.

A DM attempting to run a game of **HYPERLANES** within the framework of an existing sci-fi universe can easily mix and match attitudes and traditions with innate physical and psychological idiosyncrasies to create the basic species stats for the aliens in question. In settings with great biological and cultural diversity, players might even be given free rein to craft their own species.

Later in this chapter, we provide rules for technological characters such as androids, cyborgs, and robots.

Humans

Humans in most settings will be the species of versatility and gumption. We do not provide any real changes to humans as a species. The *D&D* version of humans is identical to their spacefaring counterparts. A DM might wish to stick to only the main version of human or instead open up the variant rules that allow for feats at 1st level, but this is really a matter of personal taste.

Alternatively, you could design each human world as distinct. Give each distinct world of humans a set of stats derived from selecting two of the Cultures below, and just make them medium creatures with a speed of 30 feet. This will make humans a more mental rather than physical species in the galaxy, but one with a great deal of potential.

Combinations of Cultures can yield incredibly interesting results. This system can work well for a galaxy primarily filled with humans, and therefore in need of a little variety. DMs

should beware this can allow for higher Ability score bonuses than the normal species creation system would.

Example: Serena is designing the humans who control the empire that rules over most of the galaxy. She has opted to select two Cultures rather than using the standard rules for humans. Looking through the entries, she decides that she wants the humans to have come to rule the galaxy through scientific exploration and determination. However, they've become a bit more sedate now that they run everything.

Serena elects to make them Inquisitive and Bureaucratic. This increases the species' Intelligence and Wisdom scores by 1 each. They gain Patience and Thoughtfulness from their bureaucratic side, and their heroes still have the Curious and Casually Invasive traits of their inquisitive ancestors. These humans come off as patient watchers, judging and documenting the galaxy they claim as their own; interested in any quirk in the system as a nuance worth understanding.

New Species

Designing a species can be a fun way to customize your setting to suit the needs of your players and the kind of story you want to tell. If you're ginning up a set of inhabited worlds all your own, this is the way to do it. If you're in the mood for an established intellectual property, it's easy to adapt one here as well.

We separate the work into decisions regarding the Culture and Physiology of the creature. The more mental Abilities come from the Culture and the physical ones come from Physiology. Because of this, it's hard to min-max a species into dominance in any one specific area. The duality of this choice also creates species with a bit more complexity and nuance than a single trait that they exemplify.

When designing the overall personality of the species, keep in mind the influence of its physiology on how it developed. A species covered in a protective shell will likely develop a vastly different government and attitude than one adapted to pouncing from the tree tops with claws at the ready.

For each species, choose one Culture and one Physiology from the entries listed below. If the species you are designing should have a benefit it lacks using this system, you may swap out one of your species' traits for that of another Culture or Physiology at the DM's discretion.

Random Species Creation

If you'd like to let the dice serve as the hand of evolution and simply roll to design a species, use the following tables to randomly select Culture and Physiology:

Random Culture

d12 roll	Culture
1	Aloof
2	Bureaucratic
3	Honorable
4	Inquisitive
5	Manipulative
6	Psychic
7	Ruthless
8	Sly
9	Spiritual
10	Tech-savvy
11	Warlike
12	Choose one or roll again

Random Physiology

d12 roll	Culture
1	Amphibian
2	Arthropoid
3	Arachnoid
4	Aquatic
5	Avian
6	Cephalopoid
7	Fungoid
8	Gastropoid
9	Mammalian (roll 1d4: 1 - Brachiating, 2 - Herd animal, 3 - Pouncing, 4 - Troglodytic)
10	Plantoid
11	Reptilian
12	Choose one or roll again
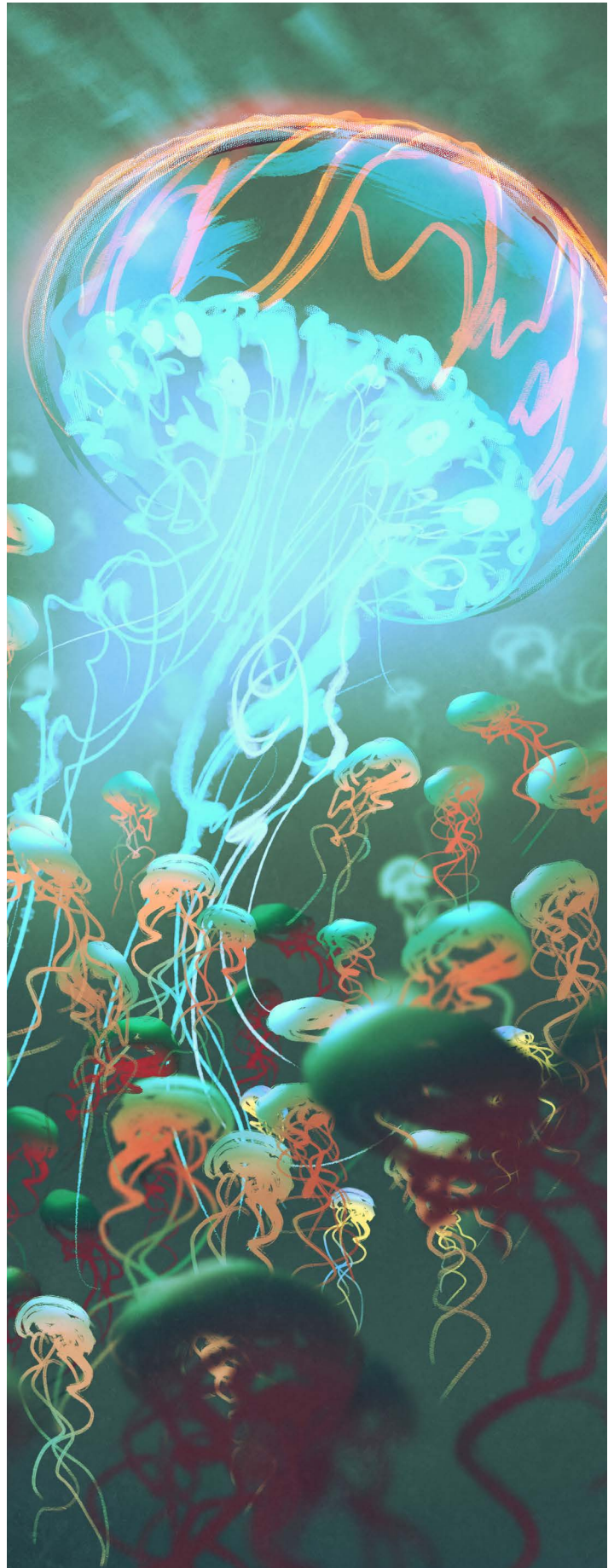
Cultures

Aloof

Your people are cold, calculating, and a bit arrogant. You know you are superior and hardly feel the need to prove it. You hold yourselves to high standards, educating your children well and expecting only the best of your leaders.

Ability Score Increase. Your Intelligence score increases by 1.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Unfazed. You are proficient in one of the following saves: Charisma, Intelligence, or Wisdom.

Well-Educated. You are proficient in an Intelligence skill of your choice.

Bureaucratic

Your people have a meticulous nature, and are highly concerned with doing things the "right" way. You are generally willing to sacrifice expediency for the surety of success. You take your time, perform your duties correctly, and expect slow and steady results.

Ability Score Increase. Your Wisdom score increases by 1.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Patience. You can always retry a failed skill roll, at no increase to the difficulty. You simply take your time and keep trying.

Thoughtfulness. You are proficient in a Wisdom skill of your choice.

Honorable

Honest and honorable to a fault, your people swear oaths and keep them. Those who save your lives gain your service and loyalty forever. Your people may have trouble dealing with other cultures that are less scrupulous than your own. You may be naïve when dealing with such groups, allowing them to take advantage of you. Or you might simply be suspicious of all outsiders, for few can live up to your code.

Ability Score Increase. Your Wisdom score increases by 2.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Oath Bound. Select one Oath from the Paladin class in the Player's Handbook when designing this species. Your culture reveres this as an ethical guide. So long as you continue to uphold your code, you have the support of other members of your culture and may call upon them for help once per game session if you are in an area they inhabit. In most cases this assistance takes the form of a place to stay for the night and a few meals, along with a bit of useful information.
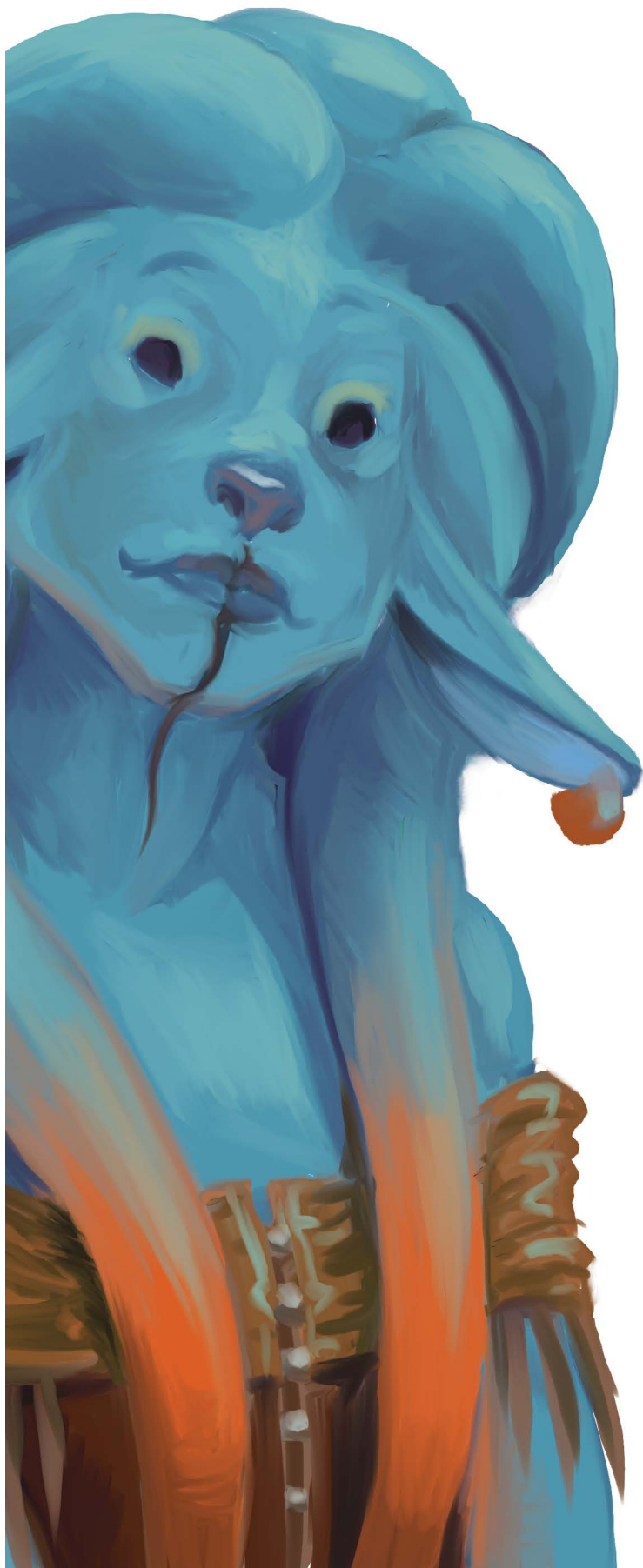
Inquisitive

Your people are naturally curious. You hold few reservations about privacy, not seeing what all the fuss is about. You want to know every secret, every scientific fact, every hidden nook and cranny. Though this kind of behavior can be dangerous, the secrets your people have learned make them valuable allies to those who recognize their worth.

Ability Score Increase. Your Intelligence score increases by 1.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Casually Invasive. You are proficient in Security Tools.

Curiosity. You are proficient in one of the following skills: Insight, Investigation, or Perception.

Manipulative

You revel in making others do your bidding. Your species might be masters of seduction, adept entertainers, skillful merchants, or simply excellent liars. Your society is likely either intricately complex or evolved into a kind of guild or caste system, through which most serve as servants at the side of the powerful.

Ability Score Increase. Your Charisma score increases by 1.

Languages. You can speak, read, and write the native language of your people, the common language in the galaxy, and one additional language of your choice.

Entrancing. You have advantage on Charisma rolls when attempting to change the attitude of an NPC.

Intricate Culture. You are proficient in a Charisma skill of your choice.

Psychic

Your species has psychic abilities that they have learned to develop. Your society is ruled by those who have mastered these abilities. Even those of your species without training can project thoughts.

Ability Score Increase. Your Charisma, Intelligence, or Wisdom score increases by 2 (choose one when designing the species).

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Telepathy. You can have two way telepathic conversations with sentient living creatures within 60 feet of you.

Ruthless

The species you hail from has a particularly hostile culture, attempting to dominate those around them at every turn. You were raised to give no quarter, to take as you must, and to assert your dominance wherever you can.

Ability Score Increase. Your Wisdom score raises by 1.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Draw Blood. Your weapon deals 1d6 additional damage on attacks during the first round of combat when attacking hostile foes.

Ferocity. You are proficient with the Intimidation skill.

Sly

Your culture is dedicated to hiding in the shadows, working outside of the light. They can be clannish within their own worlds, resorting to infighting and even assassination. Your people work best among other species, operating in the black markets and other unseen crevices of society.

Ability Score Increase. Your Charisma score raises by 1.

Languages. You can speak, read, and write the native language of your people, the common language in the galaxy, and one additional language of your choice.

Secret Language. Besides their normal spoken and written language, your species has a secret way of communicating through special organs or subtle twitches. Few outside of your species can penetrate this obscure form of communication.

Shadow Culture. You are proficient in your choice of the Deception, Sleight of Hand, or Stealth skill.

Spiritual

Your society revolves around a religion or a group of competing spiritual beliefs. Few members of your society do not hold some position within the church's vast hierarchy. You are instructed in paths to peace and prosperity from an early age, granting you a level of spiritual maturity as an adult that few outside your culture can appreciate.

Ability Score Increase. Your Wisdom score raises by 2.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Inner Peace. You have one additional 1d12 Hit Die for use when recovering Hit Points.

Religious Training. You are proficient in the Religion skill.

Tech-savvy

Your species is driven to greater technological and scientific heights by a profit motive or a functioning, academically-centered society. Most members of your society enter a kind of technical school at an early age and come out of it with a strong capacity for working with machines or within the laws of science. Alternatively, you might all simply possess an innate ability to manipulate and modify mechanical systems.

Ability Score Increase. Your Intelligence score increases by 2.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Technocratic. You are proficient in the Science skill or a tool kit of your choice.

Warlike

Your people are warriors and your culture revolves around making war. Your species has evolved from warring tribes on your home world to warring clans in space. Now they seek battle among the stars to prove themselves against the other species of the galaxy.

Ability Score Increase. Your Charisma score increases by 1.

Languages. You can speak, read, and write the native language of your people as well as the common language in the galaxy.

Basic Training. You are proficient in light and medium armor, as well as a kind of weapon designated when designing this species. This is an important ceremonial weapon for your people, always used in honorable duels and carried on the battlefield.

Warrior Culture. You are proficient in either Athletics or History.

Physiologies
Amphibian

Your ancestors were adapted to wet environments, both on land and in the seas of your home planet. Your people likely have large eyes and versatile skin systems useful for breathing underwater and secreting poisons.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Your species ages slightly faster than humans do, reaching maturity around 15 solar years and living to be just 60-70 at the oldest.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
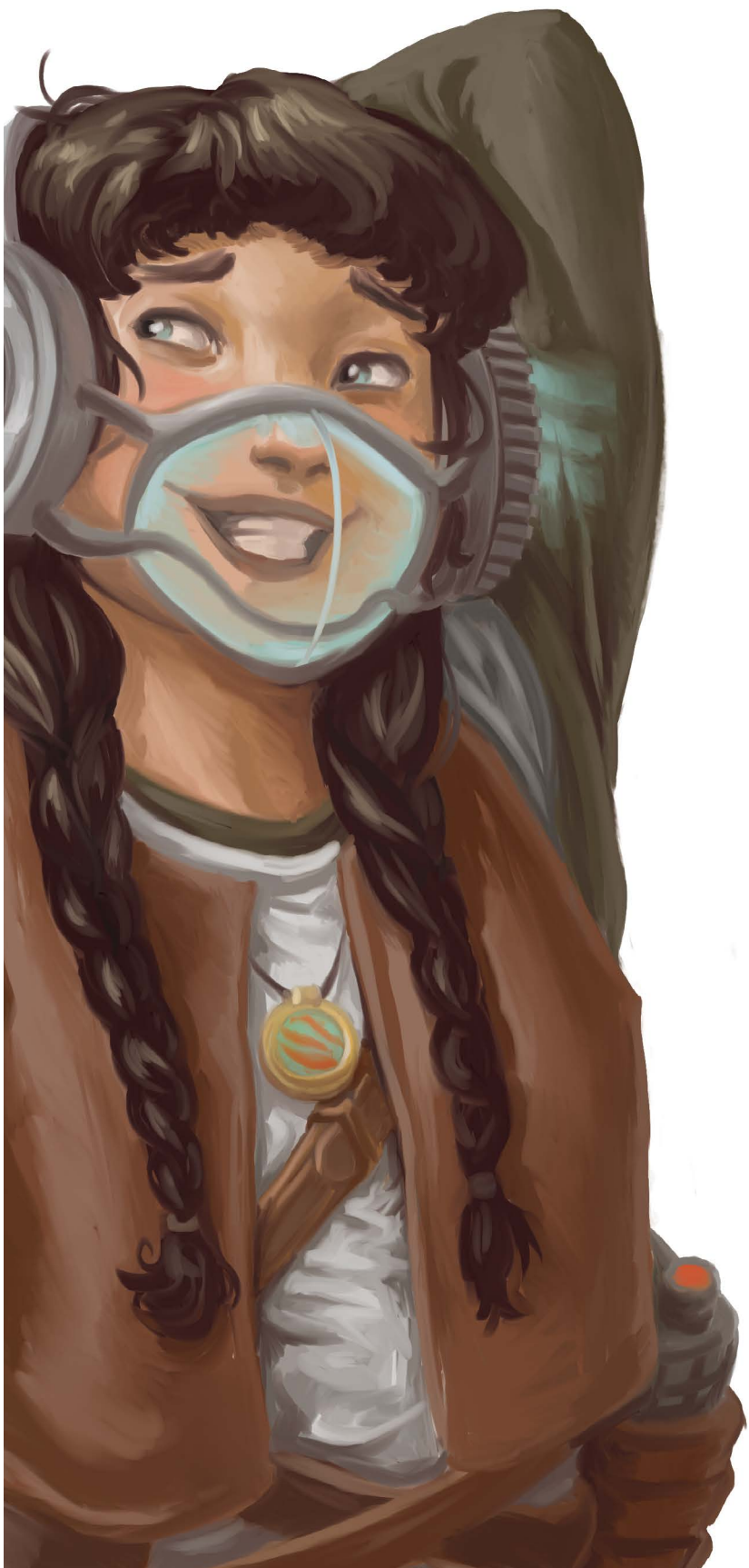
Poisonous Skin. When a creature successfully strikes you with an unarmed attack or engages you in a grapple, they take 1 point of poison damage for each point of damage they inflict. Your own unarmed attacks may deal poison damage (rather than bludgeoning) if you strike with an exposed part of your body.

Prefers the Damp. You suffer disadvantage on tool use skill rolls when you are not in wet or humid environments. If you have a starship, you likely keep the ship or at least the cockpit set to these conditions.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 30 feet.

Water Adapted. You have a swimming speed of 20 feet. You breathe underwater as normal.

Arthropoid

You are evolved from insects, crustaceans, or other chitinous, segmented creatures. Your people can be quite "alien" in appearance, causing apprehension from other species not familiar with your physiology. This may not be unearned, as many arthropoid species are cold and calculating in their treatment of outsiders.

Ability Score Increase. Both your Strength and Dexterity scores increase by 1.

Age. Your species ages slightly faster than humans do, reaching maturity around 15 solar years and living to be just 60-70 at the oldest.

Body Armor. You cannot wear armor, but have a natural, chitinous covering that protects you. This confers an AC of 13 + your Dexterity modifier.

Extra Limbs. You may take two bonus actions during your turn, rather than one, so long as they are different actions coming from different sources.

Size. You are the shape of a bulky humanoid, making you Medium size.

Speed. Your base walking speed is 35 feet.

Arachnoid

Though technically a kind of arthropoid, your people are alien even to those strange creatures. You are spider-like in body, with sleek or hairy segments and the unusual ability to spin webbing. Your people are likely patient hunters and protectively territorial.

Ability Score Increase. Your Dexterity score raises by 2.

Age. Your species ages slightly faster than humans do, reaching maturity around 15 solar years and living to be just 60-70 at the oldest.

Body Armor. You cannot wear armor, but have a natural, chitinous covering that protects you. This confers an AC of 12 + your Dexterity modifier.

Extra Limbs. You may take two bonus actions during

your turn, rather than one, so long as they are different actions coming from different sources.

Spinneret. You may produce webbing material from your body which grants you advantage on Climbing skill rolls and grapple attacks when used.

Size. You are the shape of a bulky humanoid, making you Medium size.

Speed. Your base walking speed is 35 feet.

Aquatic

You are totally adapted to underwater life. Your people somehow escape the seas of your home world and spread themselves out among the stars. You bring with you an understanding of 3-dimensional maneuvering and fighting that most other creatures lack.

Ability Score Increase. Both your Constitution and Dexterity scores increase by 1.

360 Vision. You are keenly aware of your surroundings, either through well-placed eyes or echolocation. You cannot be surprised in combat unless the attacker is invisible, and attackers do not gain advantage from flanking you.

Age. Your species ages slightly slower than humans do, reaching maturity around 20 solar years and living to be 100-120 at the oldest.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Endure the Cold. You have resistance to cold damage, due to your species' natural habitat of the ocean.

Pilot's Mind. You think in a more 3-dimensional way than many species, granting you advantage on all rolls for tool use with flying vehicles.

Prefers the Damp. You suffer disadvantage on tool use skill rolls when you are not in wet or humid environments. If you have a starship, you likely keep the ship or at least the cockpit set to these conditions.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 25 feet.

Water Mastery. You have a swimming speed of 30 feet. You breathe underwater as normal. You have advantage on swimming related Athletics rolls.
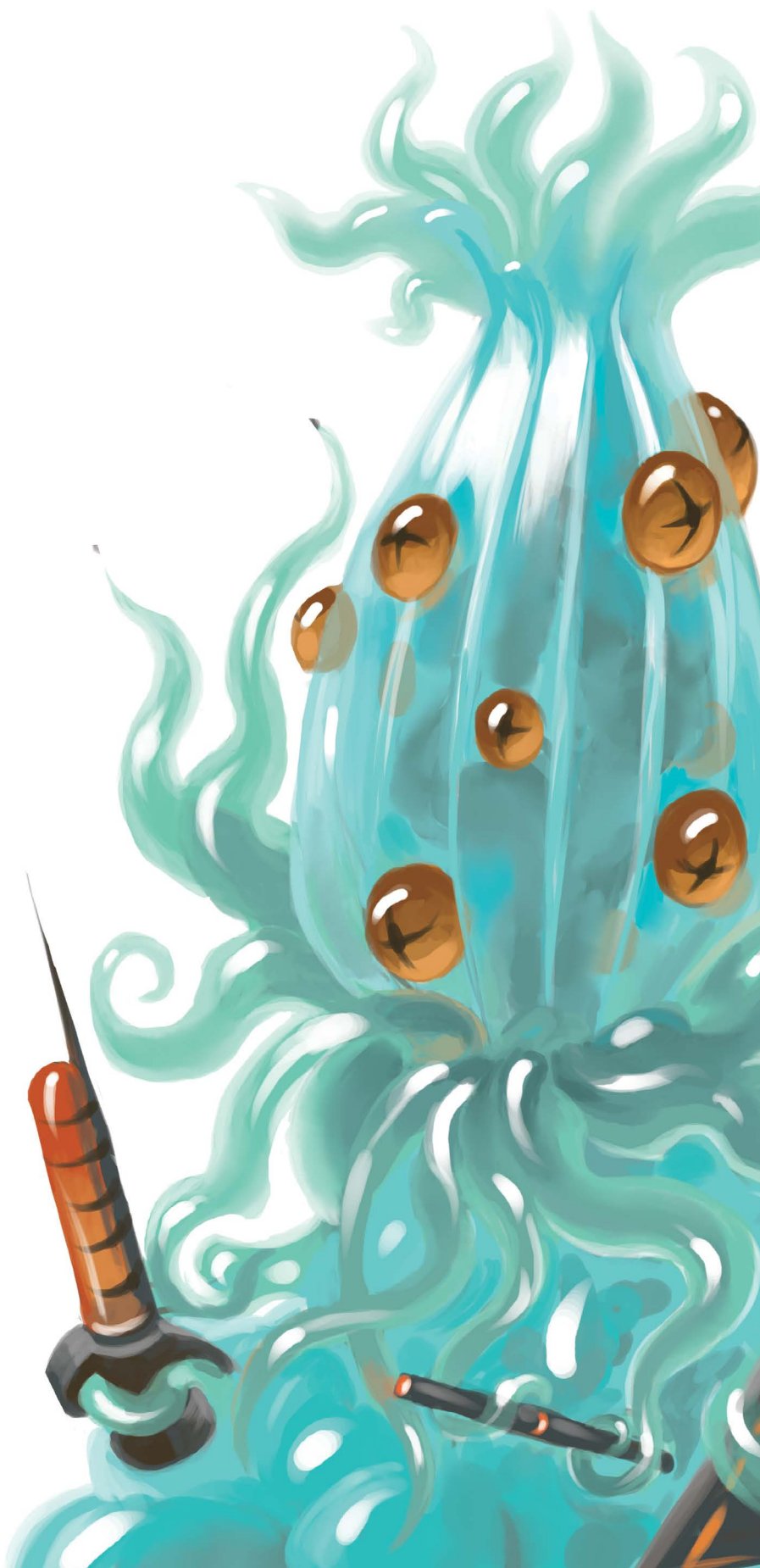
Avian

You are evolved from a species of birds, flightless due to your size. Your brains are still adapted to thinking as a flyer, making you especially well-suited to space life.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Your species ages slightly faster than humans do, reaching maturity around 15 solar years and living to be just 60-70 at the oldest.

Glide. You suffer no damage from falling so long as you are conscious, due to the small wings and light frame of your species. When falling from a height of 30 feet or more, you may move horizontally as normal using your speed.

Pilot's Mind. You think in a more 3-dimensional way than many species, granting you advantage on all rolls for tool use with flying vehicles.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 30 feet.

Superior Vision. You can see twice as far as a human can, and have advantage on Perception skill rolls related to seeing details.

Cephalopoid

You are descended from squid- or octopus-like creatures from the sea. While aquatic in nature, you are also quite agile and benefit from a plethora of suction cupping limbs to aid you.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Your species ages slightly faster than humans do, reaching maturity around 15 solar years and living to be just 60-70 at the oldest.

Extra Limbs. You may take two bonus actions during your turn, rather than just one, so long as they are different actions coming from different sources.

Prefers the Damp. You suffer disadvantage on tool use skill rolls when you are not in wet or humid environments. If you have a starship, you likely keep the ship or at least the cockpit set to these conditions.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 30 feet.

Water Adapted. You have a swimming speed of 20 feet. You breathe underwater as normal.

Fungoid

Your species is evolved from fungi, appearing as their fruiting shapes such as giant mushrooms. Your body likely has numerous small limbs that work together to function as most bilateral humanoid limb systems do. Your people are a little slow but are quite hearty, thriving on planets where few others can.

Ability Score Increase. Your Constitution score increases by 2.

Age. Your species ages much slower than humans do, reaching maturity around 30 solar years and living to be over 500 in extreme cases.

Dispersed Physiology. You cannot permanently lose a full limb, as your ability to manipulate objects comes from a system of tendrils that tend to regenerate over time. Additionally, your head cannot be targeted in attacks of any kind, as your brain is distributed throughout your body.

Iron Constitution. You can eat nearly any organic substance, and have resistance to poison damage.

Mycotoxins. When a creature successfully strikes you with an unarmed attack or engages you in a grapple, they take 1 point of poison damage for each point of damage they inflict. Your own unarmed attacks may deal poison damage (rather than bludgeoning) if you strike with an exposed part of your body.

Saprophyte. You may consume energy from a recently killed living creature of medium size or larger. Doing so takes an action and requires that you touch the creature's corpse. This counts as a short rest for you, but may only be done once between each long rest.

Size. You are the shape of a bulky humanoid, making you Medium size.

Speed. Your base walking speed is 25 feet.

Gastropoid

Humanoid snails, heavily armored by shells, you can be a bit on the slow side. Your people, though not the most friendly or talkative, can be far more deadly than they appear. Gastropoids like you lay trails, which lubricate their path when they need to move quickly.

Ability Score Increase. Your Strength score increases by 1.

Age. Your species ages at about the same rate that humans do, reaching maturity around 16-18 solar years and living to be just under a century without advanced medical technology.

Armored Body. You cannot wear normal armor, but you have a natural AC of 17, unaltered by your Dexterity modifier.

Semi-Aquatic. You can breathe underwater.

Size. You are the shape of a typical humanoid, making you Medium size.

Slime Trail. As a bonus action you may lay a slime trail along any ground you have moved through. All squares you move out of count as difficult terrain for 1 round.

Speed. Your base walking speed is 25 feet.

Superior Smell. You have advantage on all ability rolls related to your sense of smell, such as some Perception and Investigation tasks.

Mammalian

Mammalian spacefaring species include numerous humanoid groups such as evolved apes, cats , and other familiar land animals (for sea mammals, see Aquatic). Most are agile, warm blooded, and sharp-eyed. Many are quite gregarious and work well in group settings.

Ability Score Increase. Your Dexterity or Strength score increases by 1 (select one when creating the species).

Age. Your species ages at about the same rate that humans do, reaching maturity around 16-18 solar years and living to be just under a century without advanced medical technology.

Group Behavior. Your species gets along decently well with others and usually forms complicated social orders. You are proficient in a Charisma skill of your choice.

Size. You are the shape of a typical humanoid, making you Medium size.

Special Adaptation. Choose one of the following when designing this species:
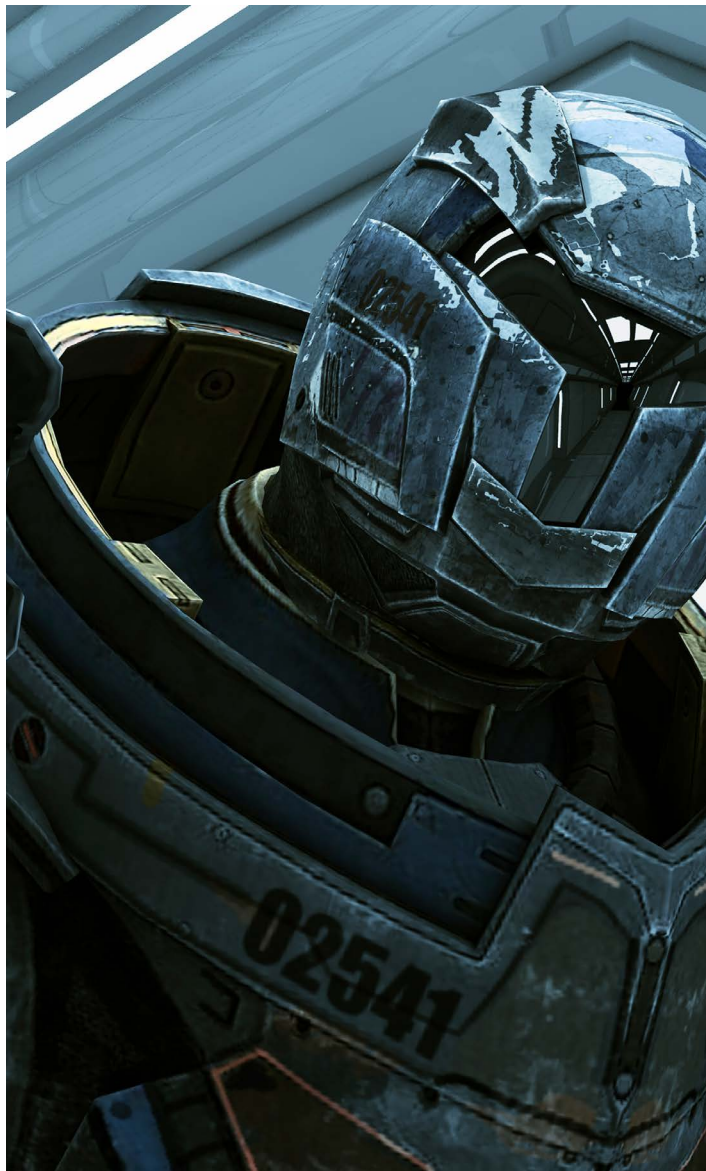
• **Brachiating.** Your species is adept at climbing. You have advantage on climbing-related Athletics rolls and can effectively fly at your normal speed while within the tree line and canopy of a forested area by swinging on branches. You cannot have items in your hands while you travel in this way.

• **Herd Animal.** Your speed counts as 5 feet further if you are travelling parallel to the movement of a friendly creature within 60 feet who moved earlier in the round. You also have thicker skin than most species, granting you a +1 to your AC.

• **Pouncing.** Your species are pouncing hunters. Your speed is 35 rather than 30 and you are proficient in the Perception skill.

• **Troglodytic.** Your species evolved from cave dwellers, granting you Darkvision (60 feet). You are proficient in the Stealth skill.

Speed. Your base walking speed is 30 feet.

Plantoid

Your species is an evolved form of mobile plant. You gather energy from sunlight and move through a system of agile roots. You likely have unusual ways of speaking, seeing, and hearing. You are a truly unique form of intelligent life.

Ability Score Increase. Your Constitution score increases by 1.

Age. Your species ages much slower than humans do, reaching maturity around 30 solar years and living to be over 500 in extreme cases.

Barky Covering. You cannot wear normal armor, but you have a natural AC of 17, unaltered by your Dexterity modifier.

Extra Limbs. You may take two bonus actions during your turn, rather than one, so long as they are different actions coming from different sources.

Photosynthesis. So long as you have access to direct sunlight for your rest period, you may reroll one Hit Die whenever you recover Hit Points from rest.

Size. You are the shape of a bulky humanoid, making you Medium size.

Speed. Your base walking speed is 25 feet.

Reptilian

Your species is descended from lizards, snakes, turtles, dinosaurs, or other reptiles. You are cold-blooded, slow creatures who calculate their every move to conserve energy. You are protected by scales and possess excellent natural weaponry.

Ability Score Increase. Your Strength score increases by 1.

Age. Your species ages at about the same rate that humans do, reaching maturity around 16-18 solar years and living to be just under a century without advanced medical technology.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Enhanced Vision. You have advantage on Perception skill rolls related to seeing details.

Natural Weaponry. You have either sharp teeth, large claws, or

both. Your unarmed attacks deal 1d6 + Strength modifier slashing damage.

Scaly Armor. You have a covering of scales that protects you, conferring an AC of 13 + your Dexterity modifier when you are not wearing armor.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 25 feet.

Random Traits

Any given combination of culture and physiology can have numerous variations. If you'd like just one more added twist on your species, go ahead and choose or roll from the table below.

d20 roll	Culture
1	Needs a breath mask when outside of home planet.
2	Skin turns colors when angry.
3	Terrified by small animals.
4	Feels physical pleasure when first interacting with a new species.
5	Experiences dreams as realistic as actual events.
6	Gains the superficial physical features of the species they interact with.
7	Can sense the presence of high technology.
8	Poisonous blood.
9	Engages in elaborate, months long mating rituals.
10	Interfaces with technology by touching it.
11	Very restrictive dietary needs.
12	Never sleeps, but must meditate 4 hours per solar day.
13	Can smell fear.
14	No face.
15	No sense of humor.
16	Cannot speak the common language, only understand it.
17	Small size.
18	Large size. (DM discretion only; may be overpowered)
19	Extreme sexual dimorphism.
20	Can hibernate for years.

Technological Creatures

Biological creatures are certainly not the only intelligent beings in the universe. Some settings may even be defined by the conflict between synthetic and biological intelligences. Others see androids and robots as a mere support cast, working as servants who only sometimes rise above their slave-like station to save the day.

The following systems are designed to allow for solid, functional rules for technological characters, while still allowing for the kinds of versatility you might find in programmable beings. In general, technological creatures are defined by the specificity with which they are designed. They are expert systems, less evolved for adaptability than organic beings but better at doing what they've been made to do.

They are automated and efficient, but their stories should involve them overcoming innate programming or design and becoming something more than just a person-shaped tool.

Android

You are a synthetic being made in the exact shape and design as a kind of living creature, most likely the species that made you. You were either made explicitly to blend in with members of that species, or created with a more stark and technological design.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1 as well.

Age. Your species does not age. It's possible you were constructed quite recently, but due to your programming you behave as an adult.

Form. Choose one of the following at character creation:

• **Intimidating.** You have advantage on Charisma skill rolls when interacting agressively with the species you were designed to emulate. You are proficient in the Intimidation skill.

• **Simulative.** Any skill used to notice that you are not the species you were designed to emulate suffers disadvantage on the roll. You are proficient in the Deception skill.

Inorganic. You do not need to eat, drink, or breathe, and you do not become unconscious when you rest for the night.

Robotic Frame. You have resistance to slashing damage, but suffer vulnerability to electricity damage. You are immune to poison damage and cannot become poisoned.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 30 feet.

Cyborg

You are a member of a biological species but have been heavily augmented with technological parts. Even your mind is somewhat robotic, enhanced by interplay between the machine and the living creature you once were. It's possible this condition is not unique to you. Some species supplant culture with technological integration and their original physiology with mechanical augmentation.

Note that these rules are made to work alongside the Cybernetic Implant feat in Chapter 4. A Cyborg might take the Cybernetic Implant feat as they install new and more advanced hardware. Though members of other species may take that feat to represent some amount of tech improvements, you are something different. You are a wholly integrated middle ground between biology and technology.

Ability Score Increase. Your Constitution score increases by 2, as does one additional ability score of your choice (maximum 20).

Age. You most likely age just as a member of your origin species would.

Half Robotic Frame. You have resistance to slashing damage, but suffer vulnerability to electricity damage.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 30 feet.

Implants. You begin with 3 cybernetic benefits from the following list:

• Computer Interface. You may plug directly into computer systems, doubling your proficiency bonus on tool use rolls for accessing information stored within that system.

• Database. Select one Intelligence skill. Double your proficiency bonus when using this skill to recall information.

• Improved Sense. Select one of your senses (hearing, vision, smell, taste, touch). Double your proficiency bonus when making skill rolls utilizing that sense, such as tracking, investigation, or perception.

• Mechanical Chassis. Your base armor rating is 15 + your Dexterity modifier. You may no longer wear armor.

• Nightvision. You gain Darkvision up to a distance of 60 feet.

• Replacement Limb. Increase your Strength score by 1, to a maximum of 20. Your unarmed attacks may deal 1d4 + Strength modifier bludgeoning damage if you use your replacement limb.

• Retractable Claws and Spikes. Your unarmed attacks may deal 1d6 + Strength modifier slashing damage. Doing so reveals your hidden weapons to onlookers.

• Subdermal Sheath. You gain resistance to one of the following damage types (choose one each time you select this benefit): bludgeoning or piercing.

• Thermal Vision. You gain Darkvision up to a distance of 30 feet and have advantage on tracking rolls.

Labor Robot

You were designed for manual labor, perhaps for an industrial worksite or within a residence. You weren't built for brains, though you may have a spark of wit or wisdom buried deep inside your metal frame. You might be bulky, with massive hydraulics; or perhaps you are elegant and unimposing. Either way, you are foremost a creature of function.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1 as well.

Age. Your species does not age. It's possible you were constructed quite recently, but due to your programming you behave as an adult.

Computer Interface. You may plug directly into computer systems, doubling your proficiency bonus on tool use rolls for accessing information stored within that system.

Inorganic. You do not need to eat, drink, or breathe, and you do not become unconscious when you rest for the night.

Retractable Weapon. Select a mundane one-handed weapon. You begin with this weapon, which is hidden within your body until you draw it, at which point it becomes visible. As an action, you can swap out the retractable weapon for another one-handed weapon. You always count as proficient with whatever weapon is currently installed in this way.

Robotic Frame. You have resistance to slashing damage, but suffer vulnerability to electricity damage. You are immune to poison damage and cannot become poisoned. Your base armor rating is 15 + your Dexterity modifier. You may not wear armor.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 30 feet.

Specialist Robot

You're an advanced machine, designed for a specific set of difficult tasks. More knowledgeable and yet even more specialized than your brethren robots, you're considered something of a one-trick pony.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score increases by 1 as well.

Age. Your species does not age. It's possible you were constructed quite recently, but due to your programming you behave as an adult.

Computer Interface. You may plug directly into computer systems, doubling your proficiency bonus on tool use rolls for accessing information stored within that system.

Database. Select one Intelligence skill. Double your proficiency bonus when using this skill to recall information.

Inorganic. You do not need to eat, drink, or breathe, and you do not become unconscious when you rest for the night.

Robotic Frame. You have resistance to slashing damage, but suffer vulnerability to electricity damage. You are immune to poison damage and cannot become poisoned. Your base armor rating is 13 + your Dexterity modifier. You may not wear armor.

Size. You are the shape of a typical humanoid, making you Medium size.

Specialized Role. Your abilities as a robot are largely defined by your Background. You have advantage on rolls with any skill your Background provides.

Speed. Your base walking speed is 25 feet.

Heavy Lifting. Your carrying limits are doubled for the purposes of encumbrance. Your ranges for thrown weapons are doubled. Your proficiency bonus is doubled when using the Athletics skill.

Inorganic. You do not need to eat, drink, or breathe, and you do not become unconscious when you rest for the night.

Robotic Frame. You have resistance to slashing damage, but suffer vulnerability to electricity damage. You are immune to poison damage and cannot become poisoned. Your base armor rating is 14 + your Dexterity modifier. You may not wear armor.

Size. You are the shape of a typical humanoid, making you Medium size.

Speed. Your base walking speed is 25 feet.

Security Robot

You're a rare kind of robot entrusted with securing the safety of others. It's also possible that you're the exact opposite: an assassin. In either case, you're trained in weaponry and tactics others of your kind are not usually privy to.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1 as well.

Age. Your species does not age. It's possible you were constructed quite recently, but due to your programming you behave as an adult.

Computer Interface. You may plug directly into computer systems, doubling your proficiency bonus on tool use rolls for accessing information stored within that system.

Example Species

Anagra

warlike amphibian

Day glow orange amphibians of a muggy swamp world, the Anagra are fierce warriors and artists with a flair for the dramatic. The Anagra are known for their passionate attitudes and blind devotion to gods of color and light.

Anagra are a bit short, bright in color, and possess large dark eyes. They typically carry long thin spears as ceremonial weapons.

Ability Score Increase: Your Charisma score increases by 1, and your Dexterity score increases by 2.

Cultural Traits: Basic Training (spears), Languages, Warrior Culture

Physiological Traits: Darkvision, Poisonous Skin, Prefers the Damp, Medium size, Speed 30ft, Water Adapted

Breet

aloof arthropoid

Evolved from crab-like crustaceans, the Breet are a languid people with refined tastes in philosophy and art. Considering themselves more thoughtful than other species, the Breet are known to stare off into the distance when not actively engaged, taking the time to think and remember important lessons.

Most breet have cerulean shells, though a few are blood red or pearly white. Each stands on four small legs, granting them somewhat better mobility than a human.

Ability Score Increase: Your Dexterity, Intelligence, and Strength scores each increase by 1.

Cultural Traits: Languages, Unfazed, Well-Educated

Physiological Traits: Body Armor, Extra Limbs, Medium size, Speed 35ft

Elidege

sly troglodytic mammal

A species evolved from cave-dwelling rodents, the Elidege are cunning and at times ruthless. Though their reputation would imply that each is an island, looking out only for herself, the Elidege are instead merely clannish and extremely suspicious by nature.

Each Elidege is bald and possesses a set of long rubbery tails upon their heads, the movements of which serve to signal a secondary form of communication known only to their species.

Ability Score Increase: Your Charisma and Dexterity scores both increase by 1.

Cultural Traits: Languages, Secret Language, Shadow Culture

Physiological Traits: Group Behavior, Troglodytic, Medium size, Speed 30ft

Gurumangen

honorable brachiating mammal

The Gurumangen are a tree-dwelling species native to a deadly, bountiful world. They are generous to those who have earned their friendship, and at times violent towards those outside this close circle.

Tall, muscular, and hirsute, the Gurumangen are feared for their tempers and ferocious strength.

Ability Score Increase: Your Strength score increases by 1, and your Wisdom score increases by 2.

Cultural Traits: Languages, Oathbound

Physiological Traits: Group Behavior, Brachiating, Medium size, Speed 30ft

Malcene

spiritual reptile

Hailing from a crystal encrusted desert world, the Malcene are reptiles with a religious culture centered on their connection to crystalline structures. Each attunes to a particular crystal at birth, growing a rock-hard outer layer which serves as a reminder of their connection to the sacred geometry they revere.

A Malcene would be slender, if not for the heavy crystal which grows upon her hide. Most are easy going and jovial, if a little condescending to those not of their faith.

Ability Score Increase: Your Strength score increases by 1, and your Wisdom score increases by 2.

Cultural Traits: Inner Peace, Languages, Religious Training

Physiological Traits: Darkvision, Enhanced Vision, Natural Weaponry (crystal shards), Scaly Armor (crystal), Medium size, Speed 25ft

Zagar

tech-savvy plantoid

Zagar are violet hued plants who evolved from a tidally-locked world. As such they are extremely attracted to light and moody when in the shadow. Those who know the Zagar well say they inherited powerful ancient technologies on their home world, built by a long forgotten prior species.

Zagar are tall, radially symmetrical, with no face. They communicate through whistling branches which sound like wooden flutes. Most zagar are fascinated by technologies, both old and new, giving many of their species a flare for blending machinery together for unintended uses.

Ability Score Increase: Your Intelligence score increases by 2, and your Constitution score increases by 1.

Cultural Traits: Languages, Technocratic

Physiological Traits: Barky Covering, Extra Limbs, Photosynthesis, Medium size, Speed 25ft

Chapter 2: Class

HYPERLANES is built on a foundation of six core classes, each of which branches off into iconic archetypes. All are based on the core *D&D* classes with their flavors modified to fit science fiction. Through multiclassing, players should be able to construct nearly any major sci-fi character.

Want to play a seasoned rebel leader? Try a Soldier: Commando crossed with Ambassador: Provocateur. Want to try for an underworld bodyguard? Go for Outlaw: Gunslinger with levels in Muscle: Thug. Like to build a grease monkey engineer with mystical powers? Use Genius: Engineer and a bit of Sorcerer (from *D&D*).

The HYPERLANES classes are as follows:

• **Ambassador.** Leaders and persons capable of spinning situations their way. Archetypes: Con Artist, Performer, Provocateur.

• **Genius.** Brilliant scientists and savants exploiting nearly every field of study for adventuring potential. Archetypes: Doctor, Engineer, Splicer, Tactician.

• **Muscle.** Prime physical specimens, protecting and assaulting with their bare hands and a few weapons to boot. Archetypes: Duelist, Martial Artist, Thug.

• **Outlaw.** Scruffy ruffians and bad boys operating outside the law. Archetypes: Bounty Hunter, Gunslinger, Saboteur.

• **Pilot.** Adrenaline junkies and hotshots ready to take to the skies. Archetypes: Ace, Racer, Smuggler.

• **Soldier.** Hardened warriors who've seen the worst war has to offer. Archetypes: Commando, Medic, Scout.

Ambassador

> "Ah, the ambassador graces
> us with her presence."
>
> - Malcolm Reynolds, *Firefly*

Though "Ambassador" is usually an unofficial title in the galaxies of HYPERLANES, their duties tend to follow the same lines as dignitaries and diplomats. Ambassadors are your social-first characters, serving as the front line in personal encounters and taking over for those who might just blunder an important interaction. They have a talent for soothing egos, calming tensions, and negotiating for more than most could hope. When necessary, they can incite violence, lie undetected, and convincingly pass as someone they're not.

However, the Ambassador is more than just a pretty face. In a galaxy this mean, those who put themselves into dangerous situations of any kind must know how to fight in more ways than one. They're shrewd dealers with an eye for the escape hatch, and few realize just how capable they can be until far too late.

Ambassadors come about their talents in many ways. Some are naturally adept hucksters and charlatans. Some are trained as entertainers and concubines, only to turn those skills upon their oppressors. Others serve the rebellions of the galaxy as provocateurs and insurgent leaders, instigating trouble wherever they find themselves.

The Ambassador is modeled after the bard in the *Player's Handbook*.

Class Features

As an Ambassador, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Ambassador level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Ambassador level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, pistols, and either noble swords or vehicle weapons (your choice)

Saving Throws: Dexterity, Charisma

Skills: Insight, Persuasion, plus any 2 of your choice

Tools: One type of your choice

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a noble sword or (b) any simple weapon
- (a) a diplomat's pack or (b) a military pack
- (a) catsuit armor or (b) flight suit armor

Pulling Gambits

You know a trick or two when it comes to handling yourself in dangerous situations. You also have an area of expertise few others can claim: gambits for influencing others. You goad, fool, or smooth over your adversaries as easily as an ally might gun them down. Your way involves less blood.

Tricks

You know two tricks of your choice from the Deception and Influence gambit schools. You learn additional Ambassador tricks of your choice at higher levels, as shown in the Tricks Known column of the Ambassador table.

Gambit Slots

The Ambassador table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

For example, if you know the 1st-level gambit Thrill of Battle and have a 1st-level and a 2nd-level gambit slot available, you can pull *Thrill of Battle* using either slot.

Gambits Known of 1st Level and Higher

You know four 1st-level gambits of your choice from the Decep-

The Ambassador

Level	Proficiency Bonus	Features	Tricks Known	Gambits Known	-Gambit Slots per Gambit Level-								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Pulling Gambits, Ambassador Inspiration (d6)	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Jack of All Trades, Rousing Speech	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Ambassador Profession, Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Ambassador Inspiration (d8), Font of Inspiration	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Countergambit, Profession feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	—	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	Rousing Speech (d8)	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Ambassador Inspiration (d10), Expertise, Galactic Secrets	4	14	4	3	3	3	2	—	—	—	—
11th	+4	—	4	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	—	—	—
13th	+5	Rousing Speech (d10)	4	16	4	3	3	3	2	1	1	—	—
14th	+5	Galactic Secrets, Profession feature	4	18	4	3	3	3	2	1	1	—	—
15th	+5	Ambassador Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	—
17th	+6	Rousing Speech (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Galactic Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

tion and Influence gambit schools. The Gambits Known column of the Ambassador table shows when you learn more Ambassador gambits of your choice. Each of these gambits must be of a level for which you have gambit slots. For instance, when you reach 3rd level in this class, you can learn one new gambit of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Ambassador gambits you know and replace it with another gambit from the Deception and Influence gambit schools. This new gambit must be of a level for which you have gambit slots.

Gambit Pulling Ability

Charisma is the gambit pulling ability for Ambassador gambits. Your gambits come from your powerfully magnetic presence and capacity for manipulating the emotional states of others. You use your Charisma whenever a gambit refers to your gambit pulling ability. In addition, you use your Charisma modifier when setting the saving throw DC for an Ambassador gambit you pull and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Charisma modifier
Gambit attack modifier = your proficiency bonus + your Charisma modifier

Experimental Gambits

You can pull any Ambassador gambit you know as an Experiment if that gambit has the Experiment tag.

Ambassador Inspiration

You can inspire others through your stirring performance. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Ambassador Inspiration die, initially a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Ambassador Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Ambassador Inspiration die is rolled, it is lost. A creature can have only one Ambassador Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Ambassador Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Rousing Speech

Beginning at 2nd level, you can use oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your speech regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Ambassador Profession

At 3rd level, you delve into the advanced techniques of an Ambassador Profession of your choice: Con Artist, Entertainer, or Provocateur. All three are detailed at the end of the Ambassador class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Inspiration

Beginning when you reach 5th level, you regain any expended uses of Ambassador Inspiration whenever you finish a short or long rest.

Countergambit

At 6th level, you gain the ability to use your own words to counter the social gambits of others. As an action, you can start a monologue that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against gambits from the Deception or Influence schools.

A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced, or if you voluntarily end it (no action required).

Galactic Secrets

By 10th level, you have plundered knowledge from a wide spectrum of disciplines. Choose two gambits from any class, including this one. A gambit you choose must be of a level you can pull, as shown on the Ambassador table, or a trick. The chosen

gambits count as Ambassador gambits for you and are included in the number in the Gambits Known column of the Ambassador table.

You learn two additional gambits from any class at 14th level and again at 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Ambassador Inspiration left, you regain one use.

Ambassador Professions

These are the areas of specialty for those who make their way with words. They represent divergent styles as well as literal occupations these kinds of Ambassadors generally find themselves working. Con artists sometimes find their abilities are well suited to working as a trader.

Performers may find that their most useful performance is living a double life. Don't feel stifled by the naming of these Professions. The Ambassador is a versatile class and ready for nearly any adventure.

Con Artist

Con Artists have honed an ability to gain the confidence of others, telling convincing lies with a smile and wink. They enjoy nothing more than twisting unearned confidence towards their own goals, employing trickery to get exactly what they want.

The Con Artist is an artist after all, celebrating their own finesse with lies and deception. Although all Ambassador class characters employ deception as roughly half of their repertoire, the Con Artist delves into trickery with particular relish.

Fast Talk

At 3rd level you begin to specialize in speech patterns that baffle and boggle the mind. If you initiate a conversation with a sentient creature outside of combat rounds, you may keep them from moving and/or attacking for so long as you continue to speak.

If a creature engaged in this way is confronted with danger, they may escape your entrancement, but only after succeeding in a Charisma save against your gambit pulling DC. This ability may be used at vehicles scale if you are in communications with the target.

Cutting Words

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the competence of others. When a creature that you can see within 60 feet of you makes an attack roll,

an ability check, or a damage roll, you can use your reaction to expend one of your uses of Ambassador Inspiration, rolling an Ambassador Inspiration die and subtracting the number rolled from the creature's roll.

You can choose to use this feature in one of two ways: after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. Creatures that cannot hear you or are immune to being charmed are immune to this feature.

Deceptive Nature

At 6th level, you learn 2 of the Deception school tricks (adding 2 to your Tricks Known total). In addition, whenever your Galactic Secrets feature gives you additional gambits (10th, 14th, and 18th level) you gain an additional Deception school gambit.

Whispers

Starting at 14th level, you have advantage on rolls to pull Deception school gambits when your target is within 5 feet of you and can understand your language. Likewise, the target of your Deception gambits are at disadvantage when rolling to resist gambit effects in this situation.

Entertainer

You've developed a performance art or two with which to manipulate the whims and motivations of others. Through the perfection of music, dance, or simply companionship, your entertaining personality slips right under their guard.

Your methods make the most of rhythm, motion, and libido, drawing upon your sense of timing and your ability to utterly overwhelm your mark. The Entertainer is, in short, a conduit for emotional force.

The Limelight

At 3rd level, you are trained in either a musical instrument as a tool proficiency, the performance skill, or the acrobatics skill.

Performance Art

Also at 3rd level, you may use a form of dance (acrobatics or performance skill), an instrument (tool proficiency or performance skill), or seduction (persuasion skill) in place of the usual time to pull an Influence school gambit of 5th level or lower, drawing it out over the course of twenty minutes.

When you do so, you do not need to spend a gambit slot to pull the gambit, so long as you succeed in a DC 15 skill roll and the target of your gambit remains within range for your entire performance.

Repeat Customer

Beginning at 6th level, you have advantage on the roll to pull an Influence school gambit against a target that you have successfully pulled an Influence gambit on in the past. This may be as recent as the previous round. Likewise, such targets are at disadvantage on rolls to resist your Influence gambits.

Follow Your Passion

At 14th level you are capable of drawing power from your successes in influencing others with your performances. You regain a spent Ambassador Inspiration die whenever you succeed in pulling an Influence school gambit utilizing a performance (as per the Performance Art feature).

Provocateur

The forces of tyranny destroy whole worlds and rip apart the freedoms you've come to accept as inalienable. They may fashion themselves destroyers, but you are the agent of their destruction. You are a rabble rouser and cultivator of contacts sympathetic to your cause. You gain the confidence of those in position to throw a spanner in the works.

Eye for Talent

At 3rd level, upon joining this Profession, you've learned to keep an eye out for potential recruits to your cause. You are proficient in Insight and have advantage on rolls related to cultivating sympathizers and informants.

Incitement

Beginning at 3rd level, you are capable of convincing a crowd to act. You may spend an action and an Ambassador Inspiration die to direct any group of 10 or more friendly NPCs who can hear you to take a particular course of action.

This direction lasts for a number of minutes equal to the number rolled on the Inspiration die. Mobs will not take action that puts them in direct danger, but are willing to stand up to armed guards. The crowd disperses if any members take damage.

Know Thy Enemy

At 6th level you've learned to study your enemy. Choose one group, such as the ruling empire or a rival star alliance. You count as proficient on any Intelligence ability roll related to knowledge of their ways, including the operations of their military and security forces.

Additionally, as a bonus action you may spend a gambit slot of any level to simply recall a common protocol or tactic of this group, without the need for a roll.

The Mob Rules

Starting at 14th level, rather than simply finding a crowd to incite, you've learned to make one. You may spend 30 minutes contacting local sympathizers and expend 1 Ambassador Inspiration die to assemble a crowd of friendly NPCs. A number of NPCs show up equal to ten times the number rolled on the Inspiration die. They'll stick around, protesting loudly, for 4 hours before dispersing.

Unlike other mobs, this group is willing to put themselves in direct harm when you use Incitement to inspire them to. This feature may be used multiple times successively to create a bigger and bigger crowd, limited only by the number of potential sympathizers in the area.

Genius

> "Chewie! Take the Professor in back and plug him into the hyperdrive!"
>
> - Han Solo, *The Empire Strikes Back*

The Genius is the thinker of the group. Whether extremely well-educated or simply insightfully brilliant, you are a master of systems and intricacy. Yet despite however great you may be at outthinking your foes, you're just not that tough or capable with traditional weaponry. That's what friends are for. Geniuses rely heavily on their allies for protection and support while they come up with a way to outsmart whatever danger threatens the mission.

A Genius has a broad range of knowledge, but eventually finds a specialty useful in adventuring. Some engineer and jury-rig machinery. Others wield a scalpel with the precision needed to save, or take, lives. Still others are talented at breaking into computer and security systems, and a select few hone their intellect to become master tacticians.

The Genius is modeled after the wizard class in the *Player's Handbook*.

Class Features

As a Genius, you have the following class features. But you already knew that.

Hit Points

Hit Dice: 1d6 per Genius level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at higher Levels: 1d6 (or 4) + your Constitution modifier per Genius level after 1st

Proficiencies

Armor: None

Weapons: Knives, pistols, and either noble swords or vehicle weapons (your choice)

Tools: One set of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose two from History, Insight, Investigation, Medicine, Religion, and Science

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a knife or (b) a pistol
- a tool set
- (a) a scholar's pack or (b) a spacer's pack
- A Procedures book

The Genius

Level	Proficiency Bonus	Features	Tricks Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Procedures, Brilliant Recovery	3	2	—	—	—	—	—	—	—	—
2nd	+2	Specialty	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Specialty feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Specialty feature	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Specialty feature	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Procedure Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Procedures	5	4	3	3	3	3	2	2	1	1

Procedures

As a student of one or more areas of academic or scientific knowledge, you are versed in a number of gambits codified into reproducible Procedures. Unlike most other classes with access to gambits, yours require careful study and precise conditions. You document the Procedures you know in your Procedures book.

To be clear, Procedures are gambits, but not all gambits are Procedures. Should you find a gambit documented out in the galaxy, it is most likely a Procedure and can be treated as such for the purposes of copying it into your Procedure book. Other classes simply do not record their processes at the same level of detail as Geniuses.

Also unique to the Genius, you potentially have access to all of the gambits in **HYPERLANES**. The gambit list for this class is: all of them.

Tricks

At 1st level, you know three Tricks of your choice. You learn additional Genius tricks of your choice at higher levels, as shown in the Tricks Known column of the Genius table.

Procedures Book

At 1st level, you have a Procedures book containing six 1st-level Genius Procedures of your choice.

Preparing Procedures

The Genius table shows how many Procedure slots you have to conduct your Procedures of 1st level and higher.

You prepare the list of Genius gambits that are available for you to pull. To do so, choose a number of Genius procedures from your procedures book equal to your Intelligence modifier + your Genius level (minimum of one gambit). The proceedures must be of a level for which you have gambit slots.

Intelligence is your gambit pulling ability.

Gambit save DC = 8 + your proficiency bonus + your Intelligence modifier
Gambit attack modifier = your proficiency bonus + your Intelligence modifier

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Your Procedures Book

The Procedures you gain as you level reflect the scientific research you conduct, as well as the insights you glean as you probe the nature of the universe through the lens of your Specialty. You might stumble upon additional Procedures as you adventure, such as experiment notes scrawled in the journal of a mad scientist.

When you find a Procedure of 1st level of higher, you can add it to your Procedures book just as a wizard would copy a spell into their Spellbook. Each level of the Procedure takes 2 hours and costs 50 credits in materials you use up.

Replacing a Procedures book is just like replacing or copying a Spellbook, costing 1 hour and 10 credits for each level of Procedure copied.

At each Genius level beyond 1st, you learn two new Procedures to add to your Procedures book. This works just as it does for wizards learning spells.

Conducting Experiments

You can cast Genius Procedures as an Experiment if that gambit has the Experiment tag and you have the Procedure in your Procedures book. You don't need to have the Procedure prepared. This works just as Ritual Casting for a wizard, which means it takes 10 minutes longer to cast than normal and doesn't cost a gambit slot.

Brilliant Recovery

With a bit of rest and study you are capable of renewing your capacity for brilliance. After finishing a short rest, you can choose a number of expended gambit slots to recover. The slots can have a combined level that is less than or equal to half your Genius level rounded up. None of the slots can be 6th level or higher.

Procedure Mastery

At 18th level, you have achieved such mastery over certain Procedures that you can conduct them at will. Choose a 1st-level Genius Procedure and a 2nd-level Genius Procedure that are in your Procedures book. You can cast those Procedures at their lowest level without expending a gambit slot when you have them prepared. If you want to conduct either Procedure at a higher level, you must expend a gambit slot as normal.

By spending 8 hours in study, you can exchange one or both of the Procedures you chose for different Procedures of the same levels.

Signature Procedures

When you reach 20th level, you gain mastery over two powerful Procedures and can conduct them with little effort. Choose two 3rd-level Genius Procedures in your Procedures book as your Signature Procedures. You always have these Procedures prepared, they don't count against the number of Procedures you have prepared, and you can conduct each of them once at 3rd level without expending a gambit slot.

When you conduct a Signature Procedure, you can't do so again until you finish a short or long rest. If you want to cast either Procedure at a higher level, you must expend a gambit slot as normal.

Genius Specialties

Each of the following Specialties represents an area of study for the Genius to delve into. Though the Genius might be generally beholden to logic and science at heart, their Specialty represents an area in which their passionate understanding truly shines.

Engineer

The Engineer is the premier technologist among the Geniuses, capable of repairing, modifying, and tricking out nearly any device or vehicle. Engineers specialize in keeping important systems running no matter what. The ship or weapon may not look pretty, it may even be made of cannibalized parts, but the Engineer has boosted and overhauled it into something wonderfully surprising.

To utilize any of the following Specialty features, the Engineer must be touching the machine in question and have ready access to a set of tools appropriate to the device.

Engineering Savant

Beginning when you select this Specialty at 2nd level, the credits and time you must spend to copy an Engineering Procedure into your Procedures book is halved.

Jury-Rig

Starting at 2nd level, you can coerce technology to function for just a little bit longer. As an action, you may spend one gambit slot of any level to force a destroyed, disabled, or scrambled machine to begin working again for another 1d6 rounds.

This feature may be used without tools, but the even more haphazard repairs only keep the machine functioning for 1d4 rounds.

Specialty

When you reach 2nd level, you choose a specialty from among the following areas: Engineer (Engineering), Doctor (Medicine), Splicer (Computer Hacking), and Tactician (Tactics).

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If used on a vehicle, you must select which one of its systems you are jury-rigging with each use.

Improve

At 6th level you gain the ability to improve weapons and sets of armor permanently. This process takes 8 hours of work and 500 credits in parts. An item may only have one such Improvement.

Only ordinary personal weapons and armor may be modified in this way. Superscience items are just too unstable. Vehicles and their battle stations are a bit too complex.

You may conduct the following Improvements:

• **Ammo Extension (ranged weapon).** The weapon holds 3 ammo packs at once.

• **Baffled (armor).** The armor does not cause disadvantage on Stealth skill rolls.

• **Balanced (ranged weapon).** Each of the weapon's ranges increase by 50%.

• **Hidden Weapon (armor).** The armor can hide one personal weapon without the two-handed property. The DC of locating the item with Investigation is equal to your gambit save difficulty. It takes an action to equip this item out of hiding.

• **Overpowered (weapon).** The weapon deals 1d4 additional points of damage on attacks. However, if an attack roll results in a rolled '1', the weapon is destroyed.

• **Sealed (armor).** The armor doubles as a space suit, providing up to 4 hours of atmosphere to the wearer.

• **Shielded (armor or weapon)** This item only takes damage in combat during extraordinary circumstances, such as when an enemy pulls a gambit or uses a Superscience weapon to specifically harm it.

• **Treated (armor).** The armor absorbs one point of acid, electricity, and heat damage on every attack that hits.

Boost

Beginning at 10th level your natural aptitude with machines allows you to refine vehicles as complex as starships. You may install an Improvement in any vehicle by spending 16 hours and 2000 credits in parts. A vehicle may only have one of these.

You may conduct the following Improvements on vehicles:

• **Major Overhaul.** The vehicle gains up to 1 CR worth of creature/vehicle templates.

• **Subdued Quirk.** One of the vehicle's Quirks has been suppressed and no longer causes problems.

• **Shielded Interior.** Attempts to use sensors to read the interior of this vehicle are made at disadvantage.

Masterpiece

At 14th level you may select one particular vehicle, weapon, or piece of armor. It only takes you one hour to install or swap out an Improvement on this object, and it may hold one additional Improvement than normal. If the chosen machine is destroyed or lost you may choose another for this feature.

Doctor

Doctors are Geniuses with an advanced knowledge of medicine, biology, and cybernetics granting them specialization with Medicine gambits. They might be literally doctors of medicine, but they can also be planetologists or life science specialists who know how to apply their theory to critical situations. Life and death are in the hands of the Doctor.

In order to utilize any of the following Specialty features, the Doctor must have ready access to a set of medical tools.

Medical Savant

Beginning when you select this Specialty at 2nd level, the credits and time you must spend to copy a Medicine Procedure into your Procedures book is halved.

Stabilize

Starting at 2nd level you are able to spend your action to cause a dying creature you touch to regain 1d6 Hit Points. This feature may be used without medical tools, but if so only 1d4 Hit Points are recovered.

Healer

At 6th level, whenever you perform a Medicine Procedure that heals a living creature, you may add your Intelligence modifier to the amount healed. If the Procedure is conducted as an Experiment this bonus is doubled.

Play God

At 14th level you derive such satisfaction from helping others that you regain 1d6 Hit Points whenever you conduct a medicine Procedure of 3rd level or higher.

Splicer

The Splicer is the iconic computer hacker. Even in those sci-fi settings with few computers, the Splicer comes in handy bypassing security systems and enhancing targeting systems. Their affinity for Splicing gambits makes them useful when a crew needs to get in and out of a situation without getting held up at every security door and hangar bay.

In order to utilize any of the following Specialty features, the Splicer must have ready access to a set of security tools.

Splicing Savant

Beginning when you select this Specialty at 2nd level, the credits and time you must spend to copy a Splicing Procedure into your Procedures book is halved.

Patch In

Beginning at 2nd level you may spend an action to gain access to the basic functions of a computer system to which you have a connection via a physical terminal or a data network. This may not give complete control, but you will likely be provided a menu of basic options, subject to the DM's discretion.

This feature may be used without security tools, but it takes 1d6 rounds for access to be granted.

Diversions and Trapdoors

Starting at 6th level, whenever you conduct a Splicing Procedure, any countermeasures or other computer operators attempting to detect you or your connection suffer disadvantage on related rolls.

Old Backdoors

At 14th level you have advantage when making security tools skill rolls or conducting Splicing Procedures against any system you've spliced into in the past (24 hours ago or more). Your Procedures against those systems last double their usual duration.

Tactician

More military-minded than most Geniuses, the Tactician is a master of thinking their way out of a bad situation. By leading their crewmembers in a time of crisis, the Tactician shows the might of intellect in the face of overwhelming odds. When all is chaos, the Tactician is calm, clever, and resourceful.

Unlike other Specialties, the Tactician requires no special tools to do their job beyond a group of allies willing to follow their commands.

Tactical Savant

Beginning when you select this Specialty at 2nd level, the credits and time you must spend to copy a Tactics Procedure into your Procedures book is halved.

Leadership

Starting at 2nd level, whenever you take the Help action to assist a friendly character on an ability check or attack, you may help one additional friendly character attempting that same ability check or attacking that same target.

Vital Intel

Intel is vital to tactical planning. Beginning at 6th level, as an action you may designate one player character you are in communication with to be your scout for the next 3 hours. You and your squad members ignore cover bonuses to AC when making attacks against any target the scout can see. Only one character may be your scout at any given time.

Charismatic Leadership

At 14th level, you may perform the Help action as a bonus action once per round.

Muscle

"I'm a warrior, an assassin. I don't dance."

-Gamora, *Guardians of the Galaxy*

Though the galaxy is full of laser-blasting gunslingers and soldiers armed with plasma grenades, some still prefer the old ways. Wielding ancient weapons of primitive war and ceremony, they hone themselves to physical perfection. Useful to those who rule through intimidation, the Muscle wards off potential threats by their very presence. Likewise, followers of meditative and peace-seeking paths often find themselves becoming the most adept Muscle among the stars. Whatever their motivations, they are singularly impressive combatants, employing their martial prowess with precision and deadly force.

Unlike most characters, the Muscle does not usually study gambits. They are much more straightforward. One fighting style, honed to perfection, is all that's needed. Anything more is just showing off.

Muscle is based on the fighter class in the *Player's Handbook*.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

• (a) armored spacesuit or (b) trooper armor, a pistol, and a pistol ammo pack

• Two martial weapons

• (a) a two-handed martial melee weapon or (b) two martial melee weapons without the two-handed property

• (a) a criminal's pack, (b) a scavenger's pack, or (c) a military pack

The Muscle

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Class Features

As a Muscle, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Muscle level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Muscle level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial melee weapons, vehicle weapons

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Fighting Style

You adopt a particular Fighting Style as your specialty. It is active whenever you are conscious. You can't take a particular Fighting Style option more than once, even if you later get to choose again. The options are as follows:

Aggressive

You deal one point of slashing damage on all successful melee or unarmed attacks, in addition to your usual damage.

Defensive

Your AC is increased by 1 point.

Meditative

Choose two saving throw types. You have advantage on these saving throws.

Reckless

Your AC is reduced by 1 point, but you gain a +1 bonus to all melee attack rolls.

Tactical

Whenever another PC has advantage on attacks against a creature, you do too if your weapon is in normal range of the foe.

Well-Armed

When you engage in two-weapon fighting with melee weapons, you can add your ability modifier to the damage of the second attack.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Muscle level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose a Martial Archetype that you strive to emulate in your combat styles and techniques. Choose Duelist, Martial Artist, or Thug, all detailed at the end of the class description. The Archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll. You can't use this feature again until you finish a long rest. Starting at 13th level, you can use this feature twice between long rests. This increases to three times between long rests starting at 17th level.

Martial Archetypes

Different Muscle characters choose different approaches to perfecting their fighting prowess. The Martial Archetype you emulate reflects your approach.

Duelist

You have delved into a tradition of fighting with a ceremonial weapon. You are a master of single combat, finding rivalries and personal encounters even on a crowded battlefield. Your strengths

lie in your ability to use your weapon for both offense and defense, and in finding ways to strike past your foes' defenses by removing their offensive abilities.

Elegant Weapon

Beginning when you select this Archetype at 3rd level, you gain specialized training in a particular weapon. Choose one finesse weapon. Whenever you strike a creature with this weapon, you may spend a bonus action to attempt to disarm. The target must suceeed in a Strength save against DC 15 to resist losing a held item of your choice.

Additoinally, your attacks with this type of weapon are made with advantage whenever your target is unarmed.

Weapon Parry

Upon reaching 7th level, while wielding your Elegant Weapon, as a reaction you may reduce the damage of a successful melee or unarmed attack against you by an amount of damage equal to your Dexterity modifier, minimum 1.

Additionally, you are now proficient in Dexterity saving throws.

Dueling

At 10th level you've mastered the art of engaging others in duels. During your turn you may choose one creature you have attacked with a melee weapon this round. Until the start of your next turn, that creature may only make attacks that include you.

Masterful Footwork

At 15th level, after attacking a creature with your Elegant Weapon, your movement that turn may also drag or push your target along with you. Your target moves the same distance and direction that you move. This can be used to push foes off of ledges or into damaging effects.

Disarming Moves

Starting at 18th level, whenever you hit with a melee attack having rolled a natural 17 or higher on the die, your target drops one held item of your choice.

Martial Artist

You have studied the hidden ways of an unarmed fighting style, possibly at a monastic temple or secret government training facility. You may eschew the weapons and armors of war when the need arises. None may strip you of your ability to strike. You are a living weapon.

Unarmed and Unarmored

Beginning at 3rd level, if you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Strength modifier.

Additionally, your unarmed attacks deal 1d4 + Strength modifier damage. The base die of this attack goes up whenever you gain a Martial Artist Archetype feature: 1d6 at 7th level, 1d8 at 10th level, 1d10 at 15th level, and 1d12 at 18th level.

Unarmored Speed

Starting at 7th level, you gain a bonus to your speed when you are not wearing armor. At 7th level this is +5ft, but the bonus goes up whenever you gain a Martial Artist Archetype feature: +10ft at 10th level, +15ft at 15th level, and +20ft at 18th level.

Fluid Motion

At 10th level you may ignore attacks of opportunity due to moving away from or past a hostile foe. Additionally, you may pass through the spaces of enemies during combat. This also applies to vehicle combat if you are the pilot.

Defensive Offense

At 15th level, whenever you take the Dodge action, until the start of your next turn you may make an unarmed attack against any creature within range that attacks you. This is done as a reaction.

Hardened Body

Upon reaching 18th level your body has become inured to most traditional forms of attack. You have resistance against damage from mundane (non-Superscience) weaponry and unarmed attacks.

Thug

Some bring neither finesse nor training to the table. Some are simply brawny, powerful, and strong. Their very being is an intimidating show of force in situations that might otherwise break out in violence. They scare off attackers and defend their wards. You are one such combatant.

Some look down on you, viewing your tactics as brutal and barbaric. They might be right. But at the end of the day it doesn't matter much once they're flat on their back and all their friends run home screaming.

Intimidating Presence

At 3rd level, upon selecting this Archetype, you may add the base damage dice of your main hand weapon to any Intimidation rolls you make. For instance, you would add 1d12 to your Intimidation roll if you wield a heavy axe.

Additionally, you may make an Intimidation skill roll as a bonus action during combat, allowing you to scare off foes while still fighting them.

Ward Off

Starting at 7th level, hostile creatures within 5 feet may not pull gambits while you are holding a melee weapon. **Vehicles:** hostile vehicle pilots and gunners within 1 space may not pull gambits while you are at a gunnery battle station, so long as the vehicle is not larger than yours.

Additional Fighting Style

At 10th level you may select one additional fighting style.

Improved Warding

Beginning at 15th level, the range of your Ward Off ability is equal to your Strength modifier times 5ft, with a minimum of 5ft.

Vehicles: Your Ward Off ability has a range equal to your Dexterity modifier in spaces, with a minimum of 1 space.

Strike Fear

At 18th level, whenever you attack a foe whom you've successfully used the Intimidation skill against in the last 10 minutes, you critical on a natural die roll of 17-20.

Outlaw

"What if I see something that I want to take, and it belongs to someone else?"

-Rocket Raccoon, *Guardians of the Galaxy*

The Outlaw is the class of rebels, turncoats, and underworld dealers. The scum of the galaxy and the enemies of law and order. Empires and star alliances crack down upon these renegades, forcing them to the outskirts of civilized society. Forced to live by their wits, the Outlaw takes advantage wherever they can.

The Outlaw class is based on the rogue class from the *Player's Handbook*.

The Outlaw

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Outlaws' Code
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Outlaw Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Outlaw Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Outlaw Archetype feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Outlaw Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Class Features

As an Outlaw, you have the following class features.

Hit Points

Hit Dice: 1d8 per Outlaw level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Outlaw level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, pistols, shotguns, and either noble swords or vehicle weapons (your choice)

Tools: Choose one from either security tools or flying vehicles

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a noble sword or (b) a pistol
- (a) a pistol or (b) a shotgun
- (a) a scavenger's pack or (b) a spacer's pack
- (a) a catsuit. (b) a flightsuit, or (c) a scavenger armor set
- two knives, and security tools

Expertise

At 1st level, choose either two of your skill proficiencies or one of your skill proficiencies and your proficiency with security tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with security tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit your foes' distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet (1 square) of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

This also applies to attacks using vehicle weapons. You don't need advantage on the attack roll if another enemy of the target is within 1 square of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Outlaw table.

Outlaw's Code

During your time among the scum of the galaxy you've learned Outlaws' Code, a secret mix of jargon and subtle looks that allows you to hide messages in seemingly normal conversation. Only another creature that knows the Outlaws' Code fully understands such messages. It takes twice as long to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages. Some examples include whether an area is dangerous or the territory of a crime lord or gang, whether loot is nearby, and whether the people in an area are easy marks or will provide a safe house for Outlaws on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Outlaw Archetype

At 3rd level, you choose an Archetype that you emulate when exercising your Outlaw abilities: Bounty Hunter, Gunslinger, or Saboteur. All are detailed at the end of the class description. Your Archetype choice grants you features at 3rd level and again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve that attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a fiery thermal grenade or a personal gravity-well generator. Whenever you are allowed to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed and take only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you. If you are at a sensors battlestation of a vehicle, you are aware of invisible vehicles within 2 squares.

Slippery Mind

By 15th level, you've seen some things and now you're generally prepared for the worst. You gain proficiency in Wisdom saving throws, now that you've been around the block a few times.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you so long as you are not incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

Outlaw Archetypes

The Outlaw's dedication to following their own rules and defying the will of the state grants them a core set of abilities related to getting into and out of trouble. However, every Outlaw has a story to tell; a way of life only they truly understand. There are many paths that the outcast may travel. These are only a few of them.

Bounty Hunter

Crime lords and law enforcers of the fringe regions of space often have need of third parties, willing to put their special set of skills to the task of taking down the baddest of the bad. You have honed your instincts and developed a set of reliable tools for this singularly dangerous job. Some call you mercenary or assassin. You like to think of yourself as a skillful opportunist supplying a vital service to wealthy and influential parties.

Bounty Hunter and Saboteur Gambits

Level	Tricks Known	Gambits Known	-Gambit Slots per Gambit Level-			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Pulling Gambits

Upon reaching 3rd level you gain the ability to pull gambits. See the Gambits chapter for the general rules of doing so.

Tricks. You learn a total of three Tricks from the Arsenal and Survival schools. You learn another Trick of your choice from any school at 10th level.

Gambit Slots. The Bounty Hunter Gambits table shows how many gambit slots you have with which to pull your gambits of 1st level and higher. To pull one of these gambits you must expend a slot of its level or higher. You regain all expended gambit slots when you finish a long rest.

Gambits Known of 1st-Level or Higher. You know three 1st-level gambits of your choice, all of which must be from the Arsenal and Survival schools. The Gambits Known column of the Bounty Hunter and Saboteur Gambits table shows when you learn more gambits. Each of these gambits must be an Arsenal or Survival gambit of your choice, and must be of a level for which you have Gambit slots.

The gambits you learn at 8th, 14th, and 20th level can come from any school.

Whenever you gain a level in this class, you can replace one of your known gambits with another gambit of your choice from any school, so long as it is of a level you have access to.

Gambit Pulling Ability. Wisdom is your gambit pulling ability, since you wield your abilities through your wits, attention to detail, and sense of what lies ahead.

Gambit save DC = 8 + your proficiency bonus + your Wisdom modifier.

Gambit attack modifier = your proficiency bonus + your Wisdom modifier.

Custom Armor

Starting at 3rd level, you become proficient with all armors. At this time you find or craft a suit of bounty hunter armor with an Improvement of your choice from the Genius Engineer Improvements table.

Lie in Wait

Beginning at 9th level, if you are hidden from a creature when you pull a gambit against it, the creature has disadvantage on any saving throw it makes against the gambit this turn.

Custom Weapon

At 13th level you become proficient with all weapons. One weapon you possess gains an Improvement of your choice from the Genius Engineer Improve ability.

Persistence

Starting at 17th level, once per combat you may designate a creature or vehicle within 20 squares as your "hunt target." For the rest of the encounter you have advantage on attacks against this target.

Gunslinger

Some live by their own code, wandering from outpost to outpost getting into trouble and cultivating a fearsome reputation for themselves. Others are lost, former followers of a now defunct path or dead ruler and with nothing left but memories and time. But their solitude only hardens their skill, and begets infamy and challengers to boot.

Gunslingers are constantly honing their reflexes to deal with the law, their fellow Outlaws, and the galaxy at large. In time, they become masters of ranged weaponry, hitting nearly impossible targets with shots that barely make sense.

Becoming infamous has its perks. A Gunslinger of note can expect offers of jobs from criminal networks, heist teams, merchant

spacers in need of muscle, as well as members of the law looking to recruit. A capable Gunslinger is seen as a force to be reckoned with. They shift the odds of any tense situation in their favor, but in doing so potentially up the stakes of any standoff.

It's not that the Gunslinger seeks trouble; it's that trouble follows her.

Fighting Style

Beginning at 3rd level, when you select this Archetype, choose one of the following Fighting Styles:

Dual Gunner. When you engage in two weapon fighting with a pistol in each hand, you do not suffer disadvantage on the offhand attack.

Hunter. You gain a +2 bonus to damage with shotguns and rifles.

Long Shot. You do not suffer disadvantage on attacks due to firing a ranged weapon at long range. This applies to both vehicle weapons and personal weapons.

Pistoleer. You gain a +2 bonus on attack rolls with pistols when you have nothing in your off hand.

Quick Shot

At 3rd level you have advantage when rolling for initiative. In addition, you may make opportunity attacks with ranged weapons.

Pistol Whip

Starting at 9th level you may add your proficiency bonus to your attack roll when using a ranged weapon as an improvised melee weapon. When successfully making a melee attack in this way you may choose to either deal 1d4 + Dexterity modifier damage, or deal no damage and instead cause a living target of medium size or smaller to suffer the stunned condition for one round.

Trick Shot

At 13th level you learn to bounce ranged shots off of nearby objects and surfaces, allowing you to ignore cover penalties for those attacks. You also double the ranges on pistols and rifles you fire. You may likewise double the range of mounted vehicle weapons you fire, so long as there is appropriate terrain to bounce shots, such as asteroids or canyon walls.

Called Shot

By 17th level you have become such a marksman that you can target a specific part of a target, such as a limb or ship system. Whenever you make a successful ranged attack you may choose one of these areas. If you deal one quarter or more of the target's total Hit Points on a single hit, the chosen limb or system is disabled for ten minutes. If the head is chosen on a creature that isn't wearing a helmet, the target is incapacitated for the ten minute duration.

Saboteur

The Saboteur works to subvert and destroy the current regime of governance. Theirs are the tools needed to throw a spanner in the works. They are most likely agent provocateurs of some rebellious movement, but some are lone malcontents or terrorists with very personal reasons for bucking the system. Most hone their abilities through constant struggle against tyranny. All learn on their feet, as they encounter new tricks of the trade and new holes in the walls of oppression.

To operate as they do they must learn to blend in, see the weaknesses in structures and organizations, and exploit them. It takes a sharp mind, calm demeanor, and a capacity for improvisation. Saboteurs play the most dangerous game.

Blending In

At 3rd level, when you select this Archetype, you gain the basic training needed to infiltrate areas you are not supposed to enter. You are proficient in the disguise kit. So long as you are wearing appropriate clothing for a location you are sneaking into, rolls made to see through your disguise are made at disadvantage.

Pulling Gambits

Upon reaching 3rd level you gain the ability to pull gambits. See the Gambits chapter for the general rules of doing so.

Tricks. You learn a total of three Tricks from the Engineering and Splicing schools. You learn another Trick of your choice from any school at 10th level.

Gambit Slots. The Bounty Hunter and Saboteur Gambits table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these gambits you must expend a slot of its level or higher. You regain all expended gambit slots when you finish a long rest.

Gambits Known of 1st-Level or Higher. You know three 1st-level gambits of your choice, all of which must be from the Engineering and Splicing schools. The Gambits Known column of the Bounty Hunter and Saboteur Gambits table shows when you learn more gambits. Each of these gambits must be an Engineering or Splicing gambit of your choice, and must be of a level for which you have gambit slots.

The gambits you learn at 8th, 14th, and 20th level can come from any school.

Whenever you gain a level in this class, you can replace one of your known gambits with another gambit of your choice from any school, so long as it is of a level you have access to.

Gambit Pulling Ability. Intelligence is your gambit pulling ability, since you wield your abilities through penetrating analysis of systems of control.

Gambit save DC = 8 + your proficiency bonus + your Intelligence modifier.

Gambit attack modifier = your proficiency bonus + your Intelligence modifier.

Explosives Training

Beginning at 6th level, you are proficient in throwing grenades. Additionally, your gambits benefit from your Sneak Attack damage bonus when pulling Engineering gambits involving explosives.

Escape Plan

Starting at 9th level you have developed a habit of planning exit routes from the dangerous situations you tend to get into. As an action you may spend one gambit slot of any level to escape an area; even a locked room.

The DM decides where you end up, so this generally may not be used to gain access to high security areas, but your escape will lead you somewhere where you'll be safe for at least 10 minutes.

Eye for Weakness

Upon reaching 13th level you have gained enough experience finding and exploiting weaknesses that your Sneak Attack damage bonus applies when attacking objects and structures with weapons or explosives. You have advantage (and thus the Sneak Attack damage bonus) on this attack so long as you spend one action before the attack sizing up the weaknesses of the object.

Stealth Team

At 17th level, you may make a Stealth skill roll collectively on behalf of any of your friendly allies while they remain within 5 feet of you and moving at no more than half their speed. All of your personal hiding bonuses apply to this roll. When someone attempts to perceive any of the allies you are hiding in this way, your passive stealth score is used if it is higher than that ally's.

Pilot

"Burn the land and boil the sea,

You can't take the sky from me."

-Joss Whedon, The Ballad of Serenity

Pilots are born to the fly. Thinking in more 3-dimensional terms than the rest of us, intuitively attuned to navigation, and possessing preternatural reflexes, they are especially suited to adventures in space and sky. But being a Pilot is more than just where you're from or where you belong. Pilots are hotshots behind the stick or in the cockpit of a vessel. They live for the thrill of the open sky. They thrive at high velocity because they have a burning desire for the chill of twisting, naked danger.

Pilots come from all walks of life. Some are merchants or colonists, native to non-terrestrial environments. Others are military brats or second generation pirates. A few are lowlife criminals with just enough scratch to put together a smuggling freighter. Space is full of unusual beings with strange backgrounds, a small few of whom have what it takes to dominate the skies.

The Pilot is based largely on the sorcerer class from the *Player's Handbook*, but uses Dexterity to accomplish gambits. The Pilot twists these gambits to suit the moment, using their own unique combination of rote maneuvers and intuitive improvisation.

Class Features

As a Pilot, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Pilot level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Pilot level after 1st

Proficiencies

Armor: Light

Weapons: Knives, noble swords, pistols, vehicle weapons

Tools: Repair tools, fllying vehicles (both air and space)

Saving Throws: Constitution, Dexterity

Skills: Choose two from Deception, Insight, Intimidation, Persuasion, Science, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a pistol or (b) any simple weapon
- a flightsuit
- a starting vehicle appropriate to your setting (DM's choice)
- (a) a criminal's pack, (b) a military pack, or (c) a spacer's pack
- Repair tools

Expert Pilot

At 1st level your proficiency bonus is doubled on tool use rolls for vehicles.

Pulling Gambits

Your life among the stars and unending desire for adventure has given you the capacity for unusually effective maneuvers and weapon shots in space, as well other gambits dependent on which archetype you select.

Tricks

At 1st level, you know four tricks of your choice from the gambit schools determined by your Pilot Archetype. You learn additional Pilot tricks of your choice at higher levels, as shown in the Tricks Known column of the Pilot table.

Gambit Slots

The Pilot table shows how many gambit slots you have to pull gambits of 1st level and higher. To employ one of these Pilot gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest. For example, if you know the 1st-level gambit *Breakaway* and have a 1st-level and a 2nd-level gambit slot available, you can cast *Breakaway* using either slot.

Gambits Known of 1st Level and Higher

You know two 1st-level gambits of your choice from the gambit schools determined by your Pilot Archetype. The Gambits Known column of the Pilot table shows when you learn more Pilot gambits of your choice. Each of these gambits must be of a level for which you have gambit slots. For instance, when you reach 3rd level in this class, you can learn one new gambit of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the Pilot gambits you know and replace it with another gambit you have access to, which also must be of a level for which you have gambit slots.

Gambit Pulling Ability

Dexterity is your gambit pulling ability for your Pilot gambits, since your incredible reflexes are the foundation of your talents. You use your Dexterity whenever a gambit refers to your gambit pulling ability. In addition, you use your Dexterity modifier when setting the saving throw DC for a Pilot gambit you pull and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Dexterity modifier

Gambit attack modifier = your proficiency bonus + your Dexterity modifier

Pilot Archetype

Choose a Pilot archetype that describes the style and substance of your Pilot abilities: Ace, Racer, or Smuggler. All three are detailed at the end of the class description. Your choice grants you features when you choose it at 1st level, and again at 6th, 14th, and 18th level.

The Pilot

Level	Prof. Bonus	Maneuver Points	Features	Tricks Known	Gambits Known	-Gambit Slots per Gambit Level-								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Pulling Gambits, Pilot Archetype	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Creative Flying	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Maneuvering	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	Pilot Archetype feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Maneuvering	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	Pilot Archetype feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	17	Maneuvering	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Pilot Archetype feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Space Age Restoration	6	15	4	3	3	3	3	2	2	1	1

Creative Flying

At 2nd level, you tap into a deep wellspring of creativity and flight instinct within yourself. This wellspring is represented by maneuver points, which allow you to modify your gambits on the fly.

Maneuver Points

You have 2 maneuver points. You gain more as you reach higher levels, as shown in the Maneuver Points column of the Pilot table. You can never have more maneuver points than shown on the table for your level. You regain all spent maneuver points when you finish a long rest.

Flexible Piloting

You can use your maneuver points to gain additional gambit slots, or sacrifice gambit slots to gain additional maneuver points. You learn other ways to use your maneuver points as you reach higher levels.

Creating Gambit Slots. You can transform unexpended maneuver points into one gambit slot as a bonus action on your turn. The Creating Gambit Slots table shows the cost of creating a gambit slot of a given level. You cannot create gambit slots higher in level than 5th. Any gambit slot you create with this feature vanishes when you finish a long rest.

Creating Gambit Slots

Gambit Slot Level	Maneuver Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Gambit Slot to Maneuver Points. As a bonus action on your turn, you can expend one gambit slot and gain a number of maneuver points equal to the slot's level.

Maneuvers

At 3rd level, you gain the ability to twist your gambits to suit your needs. You gain two of the following Maneuver options of your choice. You gain another one at 10th and 17th level.

You can use only one Maneuver option on a gambit when you cast it, unless otherwise noted.

Careful Gambit

When you pull a gambit that places your vehicle in the path of danger, you can pull Maneuvers to avoid taking too much damage. To do so, you spend 1 maneuver point after using a Vehi-

cles school gambit. All damage to the vehicle you are piloting this round from sources other than weapon attacks is halved, as though it has resistance to the damage type.

Combo Gambit

Upon gaining this Maneuver, select one Vehicles school gambit you know of 3rd level or lower. Whenever you pull another gambit you may pay 1 maneuver point to pull the gambit you've selected for this Maneuver as a bonus action. You must still spend Pilot gambit slots to pull the additional gambit. You may select this Maneuver more than once, choosing a different Vehicles gambit each time.

Distant Gambit

When you employ a gambit that has a range of 5 feet or greater (or 1 square in vehicles scale), you can spend 1 maneuver point to double the range of the gambit. When you utilize a gambit that has a range of touch, you can spend 1 maneuver point to make the range of the gambit 30 feet.

Empowered Gambit

When you roll damage for a gambit, you can spend 1 maneuver point to reroll a number of the damage dice up to your Dexterity modifier (minimum of one). You must use the new rolls. You can use Empowered Gambit even if you have already used a different Maneuvering option during the pull of the gambit.

Quickened Gambit

When you pull a gambit that has a pull time of 1 action, you can spend 2 maneuver points to change the pull time to 1 bonus action for this pull.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Space Age Restoration

At 20th level, you regain 4 expended maneuver points whenever you finish a short rest.

Pilot Archetypes

Ace

An Ace is a Pilot with particular skills in the cockpit of a starfighter. They are masters of quick maneuvers, dogfights, and hit-and-run tactics. While they may seem arrogant and hotheaded, Aces can learn to serve as capable squadron leaders, putting their hard-earned reputations to the test.

Aces are known to develop a deep attachment to their starfighters and a superstitious nature when it comes to heading out into dangerous situations. Some have lucky flight suits, lucky meals, or even lucky socks. They kiss their ships goodbye when they land, and hello when they get ready to take off. Aces grab whatever luck they can to get them through the often lonely experience of screaming across the sky in one of the galaxy's most feared vehicles.

Gambit Selection

You select your gambits from the schools of Arsenal, Tactics, and Vehicles.

Cockpit Awareness

At 1st level you are accustomed to the three-dimensional nature of battles in flight. You have advantage on perception rolls when operating the sensors of a ship and looking out the viewport of a cockpit. You cannot be surprised in vehicular combat so long as you are at a piloting or sensors Battle Station.

Space Life

Starting at 1st level, you do not suffer disadvantage on attacks due to being in a zero-gravity environment.

Steely Eyed

It is difficult to distract or dissuade you from your chosen course. Upon reaching 6th level you may choose to use your Constitution save when defending against Deception and Influence school gambits and similar mental tricks. Your proficiency bonus is doubled on these saves regardless of which save you use.

Vehicle Bond

At 14th level you develop an almost supernatural bond with your vehicle. After a long rest, you may designate one vehicle as your current "favorite." While piloting your favorite, that vehicle has resistance to all damage and you have advantage on tool use rolls to pilot her.

Squad Leader

Upon attaining 18th level, you have learned to easily share your lessons with others in your squadron. Whenever you employ a Vehicles gambit, you may spend 1 maneuver point to allow every member of your vehicle squadron to perform that gambit immediately as well.

Racer

While some Pilots ply the space lanes, a breed of planet-bound extreme racing fanatics develop incredible racing and combat maneuvers. Racers excel at piloting smaller vehicles. They leverage the added control of a terrestrial vehicle to perform feats that seem impossible.

Racers can be athletes and celebrities on their home worlds, but some are even military scouts with a need for speed and excitement. On the fringes of the galaxy, many Racers are involved in crime, either through rigged races or as members of skybike gangs.

Racers are the adrenaline-pumped daredevils of the Pilot class. Though they usually hail from planetary origins, they make excellent space Pilots as they can adapt their control at high speed to the incredible velocities achieved outside of atmosphere.

Gambit Selection

You select your gambits from the schools of Arsenal, Engineering, and Vehicles.

Crash and Burn

Even at 1st level, you are accustomed to the burns and scrapes that come from hard flying. You have resistance to all damage incurred from crashing and smashing while riding a vehicle. This resistance does not apply to other passengers or your vehicle itself, but does apply even when you are not at a piloting Battle Station.

Gun It

At 1st level you learn to push your vehicle to the limit to win. Whenever you take the Dash action with a vehicle, your speed is tripled rather than doubled. For example, a skybike with a speed of 5, when gunned in this way, could go 15 squares rather than just 10.

Fearless

By 6th level you've looked death in the face enough times that you no longer fear it. You gain proficiency in Wisdom saves and are now immune to the frightened condition.

Tight Maneuvers

Starting at 14th level you have come to master the controls of

your vehicles, allowing you to ignore the usual rule that a vehicle's movement may never double back during a round. You can, in effect, pull incredibly tight turns and sequences of swerves, even during a Dash action.

The Zone

At 18th level, when you have your vehicle move at its full speed during a Dash action, you have advantage on all tool use rolls for piloting vehicles and on any saves you make on behalf of your vehicle. This advantage lasts until the start of your next turn.

Smuggler

Smugglers are just trying to make a buck here and there. What's the harm? They move things from one place to another without the authorities noticing. They fill a niche in the market by supplying goods to those willing to pay a little extra. It's dangerous work, but somebody's got to do it.

Smugglers can be reluctant adventurers, often forced into helping one side or another due to their proximity to important moments. They side with one group only to later find that the other group hates their guts. That's life in space.

Smugglers have abilities similar to those of the Outlaw class, but are particularly adept at space confrontations. They've got a ship full of hidden compartments and know when and where to lay low. They've developed a few tricks to get them out of trouble, though maybe not enough for all the trouble they're in.

Gambit Selection

You select your gambits from the schools of Engineering, Deception, and Vehicles.

Smuggling

At 1st level you are able to hide and produce from hiding handheld items you possess as a bonus action. You may draw a weapon you've hidden in this way as a bonus action. You are proficient in the Sleight of Hand skill.

Additionally, the rolls of anyone attempting to find something you have hidden are at disadvantage, including those made by authorities inspecting your ship for contraband.

Intimate Fighting

As of 1st level you have begun growing accustomed to struggles aboard the tight corridors of starships and outposts. You do not suffer disadvantage when attacking a target within 5 feet using a ranged weapon.

Usual Tricks

Upon reaching 6th level, select one Deception gambit you know of 3rd level or lower. Whenever you pull a Vehicles school gambit you may pay 1 maneuver point to also pull your chosen Deception gambit as a bonus action. You must still spend Pilot gambit slots to pull the additional gambit.

You may select a different gambit to use with this feature whenever you learn a new Deception gambit.

Stealth Flyer

Starting at 14th level, whenever you pilot a vehicle in space you may choose to move at half your maximum speed to fly stealthily, taking advantage of the lack of light in the void. Another Pilot or sensor operator attempting to see you must succeed in a Perception roll against a difficulty of your gambit save. Until they succeed, you count as invisible until you once again move at your full speed or otherwise make your presence known (through attack, gambits, etc.).

Secret Passages

By 18th level you have become adept at finding the hidden areas of starships and ports of call. When you are in a vessel or building with more than one floor, as an action you may spend a gambit slot of any level to simply happen upon an obscured passage or room (DM's choice). This can be an excellent way to make your getaway or stow a large piece of contraband for later.

Soldier

"As much as it is to my duty to follow your orders, I also have another duty; to protect these men."

-Rex, *Star Wars: The Clone Wars, Darkness on Umbara*

Soldiers are hardened warriors in a galaxy filled with conflict and terror. They are heavily trained and wizened by countless deployments that put them in the most hostile environments imaginable. Planets and planetoids with extreme and unusual conditions serve as hotspots for galactic war. Soldiers battle strange alien creatures, survive flukes of science, and, most importantly, engage with their enemies.

As such, the soldier is primarily a Wisdom class, relying on sharp senses and the situational instincts that only come from difficult encounters. Soldier is modeled after the cleric class from the *Player's Handbook*, as Soldiers employ gambits but also serve as front-line combatants. They're a hybrid of training and natural ability, staying vigilant and making the most of the gambits they have available.

Class Features

As a Soldier, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Soldier level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Soldier level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, rifles, pistols, and vehicle weapons

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, History, Insight, Medicine, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- a knife
- a rifle and 3 rifle ammunition packs
- a pistol and 1 pistol ammunition pack
- (a) trooper armor or (b) armored spacesuit (if proficient)
- a military pack

The Soldier

	Proficiency		Tricks	-Gambit Slots per Level-								
Level	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Gambit Pulling, Military Specialty	3	2	—	—	—	—	—	—	—	—
2nd	+2	Guts & Glory (1/rest), Specialty feature	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Forced Surrender (CR 1/2)	4	4	3	2	—	—	—	—	—	—
6th	+3	Guts & Glory (2/rest), Specialty feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Forced Surrender (CR1), Specialty feature	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Military Intervention	5	4	3	3	3	2	—	—	—	—
11th	+4	Forced Surrender (CR 2)	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Forced Surrender (CR 3)	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	Forced Surrender (CR 4), Specialty feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Guts & Glory (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Military Intervention Improvement	5	4	3	3	3	3	2	2	1	1

Battlefield Experience

Due to your training and experience in battle, you have the following features.

Insightful Aim

You may use your Wisdom modifier rather than your Dexterity modifier for attack rolls with ranged weapons, including vehicle weapons.

Cover Tactics

Whenever you are behind cover, the bonus to AC provided is 2 points higher. For example, half cover would provide +4 AC rather than just +2.

Gambit Pulling

As a warrior drilled and educated militaristically, you can pull Soldier gambits.

Tricks

At 1st level, you know a combined total of three tricks of your choice from the Arsenal, Influence, and Tactics gambit lists. You learn additional Soldier tricks of your choice at higher levels, as shown in the Tricks Known column of the Soldier table, chosen from those three schools.

Preparing and Pulling Gambits

The Soldier table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

After each long rest you prepare the list of Soldier gambits that are available for you to pull. Choose several Soldier gambits when you do so, equal to your Wisdom modifier + your Soldier level (minimum of one gambit). The gambits must be of a level for which you have gambit slots. Soldiers have access to the Arsenal, Influence, and Tactics schools from which to select their prepared gambits.

For example, if you are a 3rd-level Soldier, you have four 1st-level and two 2nd-level gambit slots. With a Wisdom of 16, your list of prepared gambits can include six gambits of 1st or 2nd level, in any combination. If you prepare the 1st-level gambit *Barrage of Insults*, you can employ it using a 1st-level or 2nd-level slot. Pulling the gambit doesn't remove it from your list of prepared gambits.

You can change your list of prepared gambits when you finish a long rest. Preparing a new list of Soldier gambits requires time spent in contemplation and gear preparation: at least 1 minute per gambit level for each gambit on your list.

Gambit Pulling Ability

Wisdom is your gambit pulling ability for your Soldier gambits. The power of your gambits comes from your wartime experience and intense training. You use your Wisdom whenever a Soldier gambit refers to your gambit pulling ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Soldier gambit you pull and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Wisdom modifier

Gambit attack modifier = your proficiency bonus + your Wisdom modifier

Military Specialty

Choose one specialty related to your military training: Commando, Medic, or Scout. Each specialty is detailed at the end of the class description. Your choice grants you access to a list of specialty gambits and other features when you choose it at 1st level. It also grants you additional ways to use *Guts & Glory* when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Specialty Gambits

Each specialty has a list of specialty gambits that you gain at the Soldier levels noted in the specialty description. Once you gain a specialty gambit, you always have it prepared and it doesn't count against the number of gambits you can prepare each day.

If you have a specialty gambit that doesn't appear on the Soldier gambit list, the gambit is nonetheless a Soldier gambit for you.

Guts & Glory

At 2nd level, you gain the ability to draw upon your training and experience in the heat of battle, using those moments to guide enhance your combat prowess. You start with two such effects: *Turn the Tide* and another effect determined by your specialty. Some specialties grant you additional effects as you advance in levels, as noted in the specialty description.

When you use *Guts & Glory*, you choose which effect to create. You must then finish a short or long rest to use *Guts & Glory* again.

Some *Guts & Glory* effects require saving throws. When you use such an effect from this class, the DC equals your Soldier gambit save DC.

Beginning at 6th level, you can use *Guts & Glory* twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Guts & Glory: Turn the Tide

You call upon your force of will to turn the tide of battle. As an action, you raise your weapon and yell encouragement to your allies and insults at your foes. Each sapient creature that can see or hear you within 30 feet must make a Wisdom save. If a creature fails, it is turned for 1d6 rounds or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Force Surrender

Starting at 5th level, when a creature fails its saving throw against your *Turn the Tide* feature, the creature surrenders if its challenge rating is at or below a certain threshold, as shown in the Forced Surrender table.

Forced Surrender

Soldier Level	Creatures Surrender of CR . . .
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Military Intervention

Beginning at 10th level, you can call on your government or other sponsoring organization to intervene on your behalf when your need is great.

Imploring your government's aid requires you to use your action while you have access to a communications device or a government/military official. Describe the assistance you seek and then roll percentile dice. If you roll a number equal to or lower than your Soldier level, your government intervenes. The DM chooses the nature of the intervention, but it usually takes the form of ships and troops deployed to the region.

If your government intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Soldier Specialties

Commando

You are specialized at hit-and-run tactics and infiltration into hostile enemy territory. You're the bravest of the brave, mastering weapons and armor in ways few other Soldiers manage.

Commando Gambits

Soldier Level	Gambits
1st	Endure, Improvise Grenade
3rd	Adapt to Survive, Locate Weakness
5th	Compromise Integrity, Play Dead
7th	Disruption, Plant Explosive
9th	Contagion, Misdirection

Bonus Proficiency

When you choose this specialty at 1st level, you gain proficiency with heavy armor and with all weapons.

Guts & Glory: War is Hell

You've seen some hellish things and lived to tell about it. Few things scare you now. Starting at 2nd level you can use your *Guts & Glory* to become immune to Influence gambits, as well as fear and charm effects, for one hour. During this time you have advantage on Charisma and Wisdom saves.

Strike Hard

Beginning at 6th level, you become a master at hitting hard from the shadows. You are proficient in the Stealth skill. Whenever you hit a medium or small size creature that you are hidden from with a melee attack, that creature is knocked prone.

Run and Gun

At 8th level your ability to use hit-and-run tactics in small engagements is refined, allowing you to make a ranged attack as a bonus action at the end or beginning of your movement during a Dash action. **Vehicles:** This ability may be used when you are at a gunnery Battle Station of a vehicle if you are also the pilot.

War Stories

Upon reaching 17th level, you can convey your war experiences to others around you. Friendly creatures within 30ft who can hear you benefit from the effects of your *War is Hell* ability for the duration.

Medic

Medics are Soldiers trained to soothe and suture in the heat of combat. Nerves of steel and battle-tested techniques give you the ability to keep your unit going even under heavy fire.

Medic Gambits

Soldier Level	Gambits
1st	*Remote Treatment, Wound Treatment*
3rd	*Advanced Treatment, Cure*
5th	*Defibrillation, Mass Remote Treatment*
7th	*Life Support, Toughening*
9th	*Greater Cure, Mass Wound Treatment*

Medical Training

At 1st level you are proficient in the Medicine skill and your proficiency bonus is doubled when using it.

Effective Methods

Starting at 1st level, your healing gambits are more effective. Whenever you use a gambit of 1st level or higher to restore Hit Points to a living creature, the creature regains additional Hit Points equal to 2 + the gambit's level.

Guts & Glory: Battlefield Triage

You have treated the wounded in the worst conditions imaginable. Starting at 2nd level you can use your *Guts & Glory* to draw upon those moments to aid your decisiveness. As an action you begin assessing the situation, immediately learning the current and maximum Hit Points for all creatures you can see within 30ft.

For the next ten minutes, whenever you pull a gambit that heals Hit Points or treats a disease for a living creature, you may pull it again that round as a bonus action without expending additional gambit slots.

Mobile Treatment

Starting at 6th level, you may move one willing or unconscious creature within 5 feet along with you whenever you move on your turn. Must be no more than 1 size larger than you.

Unfazed and Unnoticed

You are used to dealing with explosions and weapons fire while attempting your work. At 8th level you have advantage on Dexterity saves to avoid area attacks. Also, whenever you spend your action to use the Medicine skill or to pull a healing gambit, you count as behind half cover until the beginning of your next turn. Your *Cover Tactics* feature applies to this cover.

Rescue

At 17th level your ability to treat patients on the move now allows you to employ a Medicine school gambit as a bonus action at the end of your movement in a Dash action, so long as the gambit heals one or more creatures. This may be coupled with the effects of *Mobile Treatment*, allowing you to take a willing creature with you in the Dash before administering aid.

Scout

You've trained as a reconnaissance expert, providing vital intel to your unit and the powers that be. You're particularly good at staying unnoticed and retreating when it looks like your presence has been revealed.

Scout Gambits

Soldier Level	Gambits
1st	*Observation, Lose the Tail*
3rd	*Lay of the Land, Traversal*
5th	*Nondetection, Protection from Energy*
7th	*Freedom of Movement, Track Creature*
9th	*Insect Lure, Survey*

Wilderness Skills

At 1st level you are proficient in the Survival and Stealth skills.

Sniper Position

Also at 1st level, you've learned to line up shots from a sniper position. So long as you are prone, your ranged weapon attacks deal 1d4 additional points of damage. Additionally, while prone you count as behind half cover to creatures more than 10 feet away. This cover bonus benefits from your Cover Tactics feature.

Guts & Glory: Behind Enemy Lines

You are adept at moving with stealth in the best and most heavily guarded locations. At 2nd level you may use your *Guts & Glory* as an action to become invisible to any creature against which you have half cover or better, except during rounds in which you have made attacks. This effect lasts for 1 hour.

Reconnoiter

Starting at 6th level, allies and friendly NPCs who can see you may ignore cover when making attacks against targets you can see. **Vehicles:** All vehicles in your squadron ignore the cover of vehicles you can sense, so long as you are at a sensors Battle Station.

Trail Blazer

At 8th level, you are constantly charting routes to the places you go, making sure returning will be easier the second time. Whenever you plot a course to a place you've been before, the travel time for you and anyone travelling with you is halved. This only applies to vehicles travel movement outside of combat.
Vehicles: All vehicles in your squadron benefit from this reduced travel time.

Enemy Weakness

Beginning at 17th level you become acutely aware of the weaknesses in enemy defenses. At the beginning of your turn designate one creature or vehicle you can see. All attacks made by you and your squad against that target are made with advantage until the beginning of your next turn. **Vehicles:** All vehicles in your squadron have advantage on attacks against the target, so long as you are at a sensors Battle Station.

Chapter 3: Backgrounds and Feats

Most players would like to create characters that are more than just carbon copies of existing movie and TV heroes. Achieving this takes a bit of creativity and some help from the mechanics. Backgrounds represent this critical ingredient at the character creation stage, and Feats help this along as the character progresses.

Sure, a character's individuality and flavor is expressed through all sorts of power and equipment choices. Backgrounds add fuel to the fire by providing reasons to roleplay and a simple guide to the character's actions. They provide hooks for the DM to latch onto and inspiration for moments of heroism.

Backgrounds can even serve as a means to achieve a half-step towards multiclassing. Want to give an untamed outsider flavor to your pilot? Make them a fringer. Want to make your intellectual genius into something more enigmatic? Make them a spy or a test subject.

Feats, while less directly meaningful from a story perspective, give characters a sense of personalization and training over time. Though Feats are technically an optional system in *D&D*, we suggest using them in **HYPERLANES**, as depth of character is important when evoking cinematic elements.

It can be easy to think of an outlaw as a collection of every cinematic criminal cliché we can think of, for instance. It takes a bit more work to really distinguish one particular outlaw, taking them to a place where they can really shine as an iconic character in their own right, rather than a mere reflection of a famous actor or role. The specialization that Feats provide can really help in this area.

Backgrounds
Colonist

You grew up on a remote colony on a world, moon, or asteroid hardly inhabitable by intelligent life of any kind. This was a harsh, meager existence, punctuated by natural disasters and the attacks of hostile frontier natives. You have learned to survive these difficulties through grit and determination

You work to make sure the next generation grows up to have just a little more safety and security than you.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Repair Tools

Languages: One of your choice, most likely from a species native to your home region of space

Equipment: Binoculars, a canteen, a survival tent, a piece of folk art from your home colony, a set of casual clothes, and 10 credits.

Feature: Hard Living

You can find food and shelter in nearly any environment. No matter the conditions, your DC on Survival skill rolls to find either of these necessities can never be higher than 15. If the conditions of your current situation are similar to those of your home colony you generally do not need to make a roll.

An hour of searching for food using this feature will generally find enough food for up to 6 characters to have a meal. An hour's search for shelter will find one that can accommodate up to 6, protecting them from all but the harshest weather. However these accommodations can be quite unusual, relying on dead creatures as heat sources, strange natural formations, and eating utterly disgusting food.

Suggested Characteristics

d6	Personality Trait
1	I much prefer eating my scrounged up food to anything fancy and cooked.
2	I rarely see any world other than my home colony as much of a challenge.
3	I often tell stories about local figures in my home community.
4	I do not respect the authority or danger of people outside my home colony.
5	I am overly cautious. Waste not, want not.
6	I hoard food and equipment for the day when there is none.

d6	Ideal
1	**Proven Techniques.** Once a successful way of doing things has been found, we should keep to it until it endangers us. (Lawful)
2	**New Ways.** We must constantly seek new and innovative ways of doing things if we are to survive. (Chaotic)
3	**Community.** We all must work together if we are to survive. We should protect the weak so that they may become strong. (Good)
4	**Hard Choices.** The weak pull us down, and must be cut loose if the rest of us are going to survive. (Evil)
5	**Determination.** Nothing will stop us from accomplishing our goals. We must never give up. (Any)
6	**Compromise.** We must negotiate with villains and seek a balanced approach to our decisions. Only through careful weighing of options will we pick the survivable path. (Neutral)

d6	Bond
1	I will get revenge on those who threaten my colony.
2	I will find a way for us all to survive the current galactic crisis.
3	I will protect those closest to me.
4	I seek a new home for my brethren.
5	The location of my home colony is a secret that I will take to my grave.
6	I have been ostracized by my colony, but I will find a way to regain their respect.

d6	Flaw
1	I am extremely suspicious of people I don't already know.
2	I never let anyone I care about go off alone. Ever.
3	I take my time in a new environment, scouting out the entire area.
4	I take revenge for every offense.
5	I secretly enjoy dangerous situations.
6	I seek consensus from the entire group before taking action.
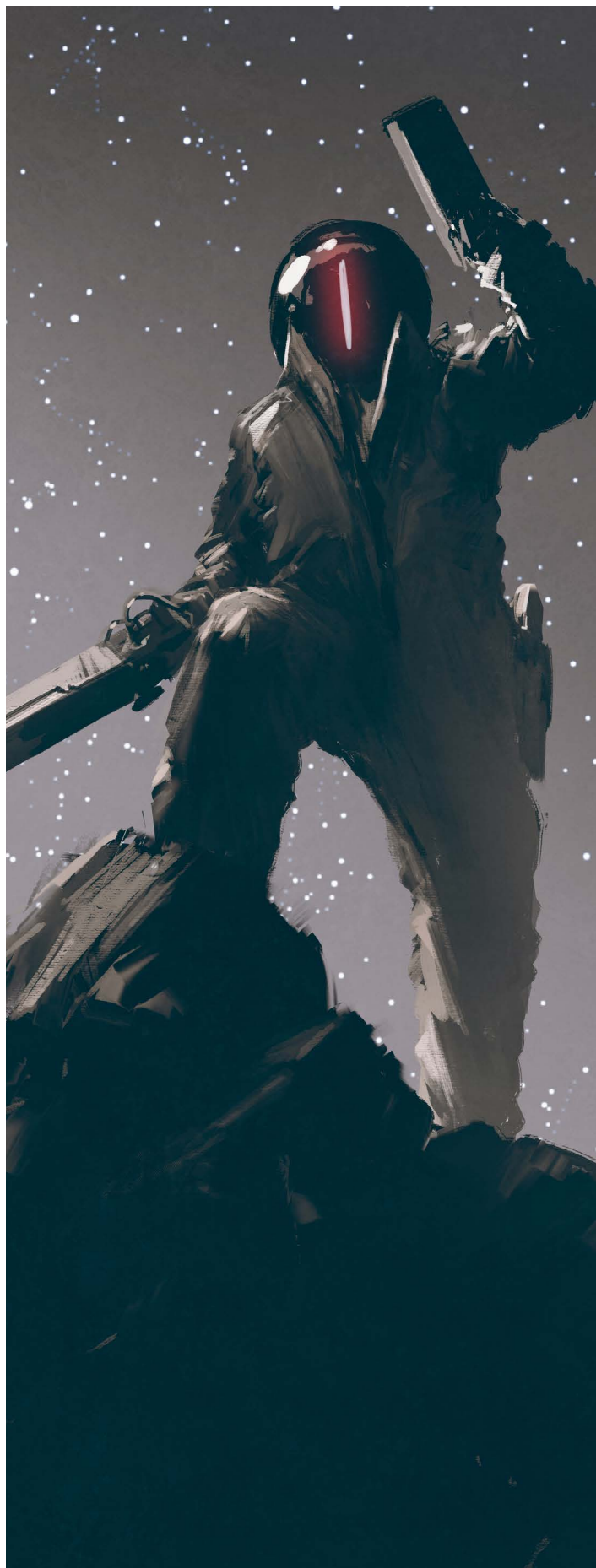
Fringer

Out on the fringes of the galaxy are colonies that have languished in obscurity. Underdeveloped and unappreciated, those who dwell on the edges are most often uneducated scavengers or the unwanted detritus of civilization. Picking through the refuse of ancient wars and fallen empires, fringers like you learn to fix things, trade things, and survive in the wastes.

You seek meaning in a galaxy that admits no need for you. Yet you seek dignity and cause. You seek glory and success. Fringers are heroes ready to be found and villains just waiting for an opportunity. You only need to figure out which you're going to be.

Skill Proficiencies: Persuasion, Survival

Tool Proficiencies: Repair Tools

Languages: One of your choice

Equipment: 3 days rations, goggles, repair tools, a piece of interesting junk, a set of rugged clothes, and 5 credits.

Feature: Bargain

You are a master of haggling and bargaining, of wheeling and dealing, especially with other resourceful fringers and lowlifes. You can resell equipment for 90% of market value. When dealing with other fringers, you can resell items for 100%.

Other fringers are also willing to keep you informed about useful scavenging sites and interesting deals. You can go to them for new information once per game session, if you can find them.

Suggested Characteristics

d6	Personality Trait
1	I love to haggle over everything.
2	I'm always looking for useful parts to scavenge.
3	I try not to draw too much attention to myself.
4	I despise new items. Only old things have value to me.
5	I'm a nomad, and I prefer to keep on the move.
6	I'm slowly building a starship entirely out of junk.

d6	Ideal
1	**Loyalty.** I have an intensely strong sense of devotion to my family and community. (Lawful)
2	**Wanderlust.** I love the freedom of travel and the strange adventures it brings. (Chaotic)
3	**Assistance.** Every scavenger needs help in the wastes from time to time. (Good)
4	**Territory.** What I claim is mine and no one else's. (Evil)
5	**Ambition.** I must prove that my people are important to the galaxy. (Any)
6	**Mind Your Own.** Live and let live in this messed up galaxy. (Neutral)

d6	Bond
1	One of my crewmates is now an honorary member of my tribe.
2	I have been cast out of my society for a terrible crime.
3	I am exploring the galaxy on a pilgrimage.
4	One of my crewmates has an item that has important parts I could scavenge.
5	Some think that a prophesy has predicted my coming, and my ascension to the stars.
6	I am an important figure, a shaman or prince.

d6	Flaw
1	I am deeply superstitious.
2	I take apart nearly every machine I encounter.
3	I tell elaborate folktales at every opportunity.
4	I fear the newest technology and refuse to trust it.
5	I dress in an extremely unusual manner that draws attention to me.
6	I rarely speak the common tongue.

Mercenary

The galaxy is a dangerous place. Some people get by with words, wealth, or titles. You get by with a rifle and a suit of armor. You've spent years as a merc, selling your services to crime lords and corporations alike. You know the boredom of guard duty and the thrill of a well-planned heist. Being a gun for hire isn't the most glamorous job, but it beats joining the military and getting sent to the front lines to die.

You're on your own now, but with a crew you're coming to trust. You still call upon the skills you developed working for your old bosses, and from time to time you're still tempted to take a job here and there. Money isn't everything, but it is something.

Skill Proficiencies: Perception, Intimidation

Tool Proficiencies: Gambling Set

Languages: One of your choice

Equipment: A chronometer, a gambling set, handcuffs, a set of casual clothes, and 15 credits.

Feature: Guard Duty

Most of being a mercenary isn't fun. In fact, it can be downright dull. It involves standing, sitting, or patrolling with a gun in your hands. Most of the time nothing of note happens, so becoming a successful mercenary means mastering your boredom. You learned to distract yourself without losing your edge when it comes to keeping an eye on things.

This self-mastery now allows you to continue any given activity for a nearly indefinite period of time without rest or need to change things up. You do not get fatigued from continuing an activity for long periods, and your passive perception does not go down due to tiredness.

In your head, you might be playing cards or reliving a sporting event. But you're all toughness and vigilance on the outside.

Suggested Characteristics

d6	Personality Trait
1	I'll do anything for the right price.
2	I'm honestly just in it for the thrill.
3	I'm secretly very sentimental about my friends.
4	I actually enjoy the boring parts of merc work.
5	I'm always the first to begin partying after a job.
6	I'm embarrassed that I'm a "good guy" now.

d6	Ideal
1	**My Word.** I always honor a contract or handshake deal. (Lawful)
2	**Pals.** I always help my close allies. They're all I have. (Good)
3	**Freelance.** I'll always be my own boss from now on. (Chaotic)
4	**The Money.** I always consult my pocketbook during ethical dilemmas. (Evil)
5	**Hard Work.** The work I do is important. (Any)
6	**Guilt Free.** All of these employers are scum, so I work for whoever pays best. (Neutral)

d6	Bond
1	I was bodyguard for an important politician at one point.
2	I was hired to kill someone and didn't fulfill the contract.
3	This crew saved me from depression following a hard job.
4	I will be rich someday.
5	My weapon is my only real friend.
6	I've lost a lot of buddies on the job. I need to find a way to honor them.

d6	Flaw
1	I'll take any bribe if nobody is gunna die because of me.
2	I have a lot of enemies out there.
3	I party too hard.
4	I spend my earnings as fast as I get paid.
5	I'm very condescending about weapons use.
6	I have a habit which can give away my presence, such as smoking or whistling.
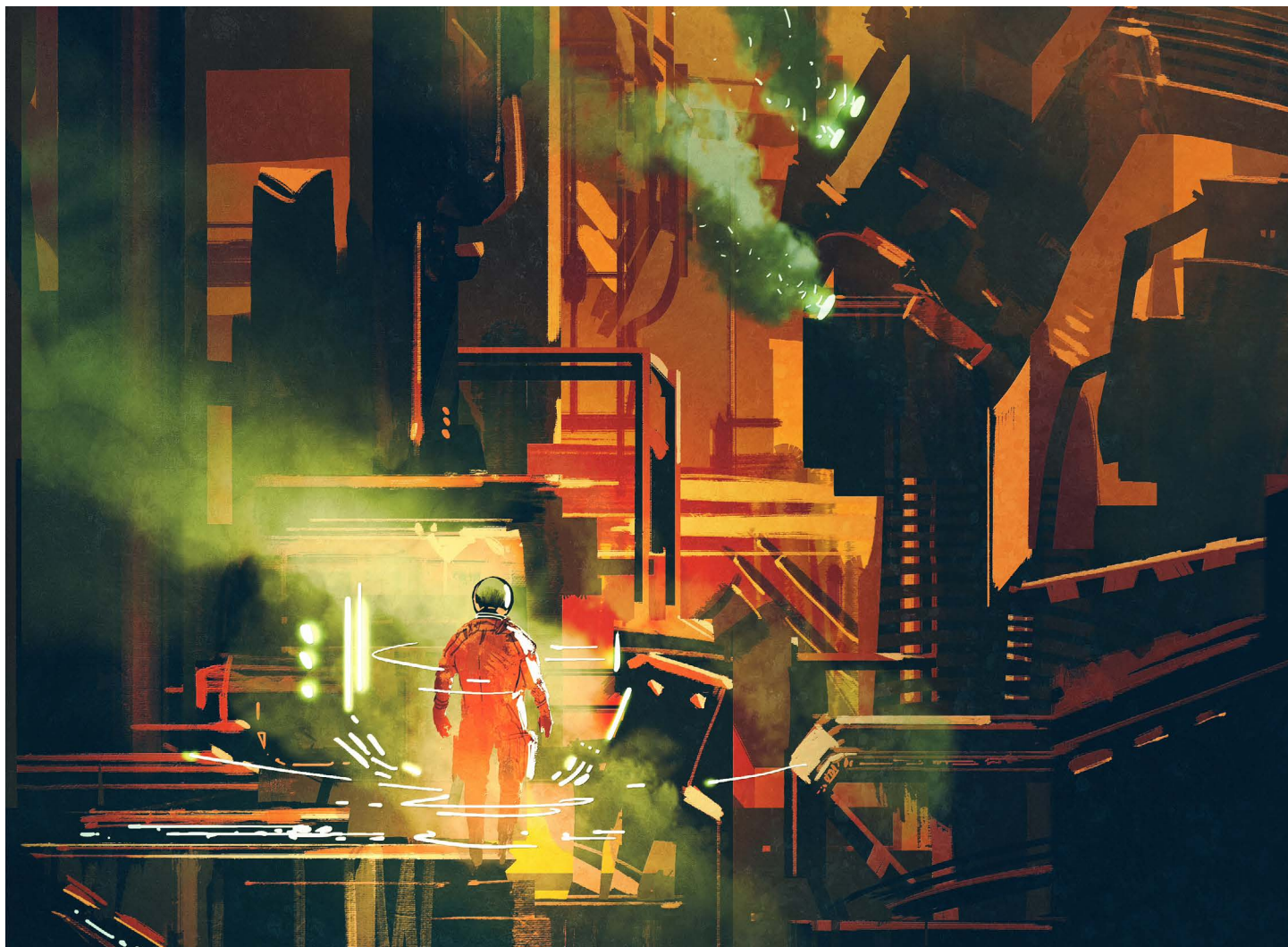
Military

You joined the military at an early age and moved up through the ranks. You may not be part of it anymore, but you've always got a bit of that military discipline to fall back on in times of crisis. There's something about the way you move and think that gives it away to people. You've got hierarchy, time tables, and conflict in your blood.

You might have fled the ranks long ago. Maybe the structure was too restrictive. Maybe you left dishonorably. You're carving out a new unit now, your way. This time you're going to do it right.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Your choice of Flying Vehicles or Land Vehicles

Languages: One of your choice

Equipment: A canteen, a mess kit, a souvenir from a famous battle, a set of casual clothes, a uniform with rank insignia, and 10 credits.

Feature: Authority

During your time in the military you managed to attain pretty significant rank. You've got a bit of authority behind your voice and your carry yourself as someone whom everyone should be listening to. Once between each long rest, you may issue an order to a non-hostile NPC of CR equal-to or lower-than your level and they will obey it without question.

Additionally, members of your current or former military organization that would be lower rank than you will still follow your orders, so long as they are not hostile to you and you succeed in a DC 10 Intimidation or Persuasion check for each order.

Suggested Characteristics

d6	Personality Trait
1	I love to order people around.
2	I need organization and order in my life.
3	I like to be part of a group of like-minded people.
4	I no longer believe in warfare. I seek peace.
5	I am haunted by what I've seen and done in battle.
6	I've never known life outside the military until recently.

d6	Ideal
1	**Order.** Things are better when people follow the rules. (Lawful)
2	**Defense.** The civilians need us to stand up to the evils of the galaxy. (Good)
3	**Rebirth.** War is an opportunity for things to change. (Chaotic)
4	**Spoils.** War is an opportunity for those who have the will to take advantage. (Evil)
5	**Training.** The military gives me the tools and skills I need to make something of myself. (Any)
6	**War is Hell.** No one is right and everyone loses in armed conflict. (Neutral)

d6	Bond
1	I was part of a tontine back in my military days.
2	I still bear a scar from a famous enemy I faced on the battlefield.
3	I'm still in close contact with my old commanding officer.
4	I have a reputation as a butcher on the battlefield.
5	I was the last survivor of a military massacre.
6	I was severely wounded during battle and still hold a grudge against our enemy.

d6	Flaw
1	I have nightmares about my experiences in battle.
2	I'm ruthless in battle, giving no quarter.
3	I still greatly mourn a fallen friend or relative.
4	I have trouble admitting defeat.
5	I am rigid in my tactics.
6	I cling to past glories.

Noble

You were raised as a pampered noble, but somehow escaped a sedate life of parties and gossip. Instead you've thrown in your lot with the commoners of the galaxy, exploring and adventuring with the best of them. Your old graces and expensive education come in handy, especially when dealing with authorities who respect those with just the right accent and manners.

You'll never be one of the cantina scum, but you've got your own useful ways. Nobody complains when you remember an important historical fact or cite a useful bureaucratic nuance. Well, most don't complain anyway.

Skill Proficiencies: One Charisma skill and one Intelligence skill of your choice

Languages: One of your choice

Weapon Proficiency: Noble swords

Equipment: A signet ring or other symbol of your status, a set of formal clothes, and 15 credits. At the DM's discretion you may begin with a starting vehicle.

Feature: Poise

With the finest education the galaxy can provide and a childhood spent hobnobbing among snobby elites, you have developed a way about you. You carry yourself with the bearing of a noble, even in the heat of battle. Others sense your superiority and give you a wide berth.

Due to your bearing, you may move through the space of any sentient creature during combat, simply going where you choose.

Those who are not noble like you suffer disadvantage on Charisma rolls made to order you around or otherwise demean you. Some may scorn you for your haughty countenance, but few do so openly.

Suggested Characteristics

d6	Personality Trait
1	I demand only the best equipment, clothing, and vehicles.
2	I hold myself to exacting standards of behavior.
3	I make a point of being nice to servants and other workers. It's not their fault they were lowborn.
4	I do everything with a theatrical flourish.
5	I've cast off the trappings of wealth and now scorn them.
6	I expect others to follow my lead.

d6	Ideal
1	**Propriety.** Each of us has a role to play in society. It is rarely our own choice. (Lawful)
2	**Benevolence.** It is the duty of the powerful to take care of their charges. (Good)
3	**Insatiable.** We should all experience all we can in life. (Chaotic)
4	**Supremacy.** I was born better than most others. (Evil)
5	**Obligation.** Times are changing and the nobles must be as involved as any other group. (Any)
6	Temperance. Nobles bring a certain measured and educated perspective to conflict. (Neutral)

d6	Bond
1	One of the other PCs was once my bodyguard or servant.
2	I was adopted and now seek my real parents or home world.
3	A violent act has inspired me to leave the comforts of my house.
4	My family has been dethroned, stripped of title, or otherwise cast out of power.
5	I fell in love with a commoner.
6	I seek an honorable duel with a powerful villain in the galaxy.

d6	Flaw
1	I can't help but be condescending most of the time.
2	I need to be pampered and can't stand roughing it.
3	I often speak for the group without consensus.
4	I always need to be stylish.
5	I cite experts and famous philosophers constantly, often alienating the less educated.
6	I refuse to show pain or weakness of any kind.

Slave

Slaves and other hard laborers form the bottom rung of many societies in the galaxy. You have somehow managed to escape an unfair existence that put the happiness of your owners over your own life and freedom. You may seek revenge, or just a life of your own out among the stars. Few would begrudge you either, but some see you as a threat to the status quo. To them you are a violation of the order of things. An illegal person, fled from the authorities that once protected you.

Though you are on the run, you do have allies. In them you see the redemption of a galaxy that once held you in chains. They see you as more than mere muscle and manners. You are a free being.

Skill Proficiencies: Choose two from Animal Handling, Athletics, Performance, Sleight of Hand, Stealth, and Survival

Tool Proficiencies: Select two each from tool kits and vehicle types

Equipment: A set of clothes of your choice, a simple weapon of your choice, a tool set of your choice, and 5 credits. At the DM's discretion, you may begin with a starting vehicle. However, it will have the Stolen quirk in addition to any others.

Feature: Unseen Servant

Through decades of service you've learned to make yourself scarce when in the room with the masters. It has to do with how you carry yourself, where your eyes move, and above all keeping silent. When necessary, you can call back to your old life and become one with the scenery.

As a bonus action during combat you may choose to become less conspicuous until your next turn. Foes will always target you last while you are "hidden" in this way, generally choosing other targets if there are any other options.

This ability also grants you advantage on Stealth checks made to blend into crowds, as you are seen but not noticed.

Suggested Characteristics

d6	Personality Trait
1	I revel in my newfound freedom.
2	I despise authority figures.
3	I live life to its fullest for tomorrow it may end.
4	I tend to stay quiet and unnoticed.
5	I have been hardened by the horror of my experiences.
6	I seek to free my enslaved brethren.

d6	Ideal
1	**Society.** An enlightened galaxy has no slaves. (Lawful)
2	**Service.** I still serve those who deserve my work. (Good)
3	**Emancipation.** All bonds must be broken save for those we make ourselves. (Chaotic)
4	**Vengeance.** The masters must pay. (Evil)
5	**New Beginnings.** I just want to make a new life. (Any)
6	**Ambivalence.** There are evils in this galaxy, and I've experienced most. But I cannot end them all. (Neutral)

d6	Bond
1	My old master is still out there, hunting for me.
2	My family is still in bondage and I seek their freedom.
3	I carry a lash or other weapon used against me in my slavery.
4	The authorities are on the lookout for me, with orders to return me to chains.
5	I learned important secrets about my old masters, secrets they'd kill to protect.
6	My sibling died during our escape. They are with me always.

d6	Flaw
1	I cannot forgive those who are in any way complicit in my slavery.
2	I still wear a collar or other obvious sign of my past. It draws attention, but I wear it with pride.
3	I am covered in scars or tattoos that disfigure me.
4	I live life hedonistically now, often to great excess.
5	I was a famous gladiator. People often recognize me, and are ecstatic about it.
6	I am addicted to a drug my masters used to control me. In a sense, I am still enslaved.

Spacer

Some venture into space. Others were born there, aboard colony ships and transports. Some were parented by pirates and smugglers. A few left in spaceports to be raised between the space lanes. Spacers are those who feel most at home in the dark between the stars, floating weightless and eating what passes for food on a starship.

Though you often make landing and spend time planetside, you define your existence by your time aboard ship and starbase. Nothing beats being free of gravity and drifting where the solar winds take you.

Skill Proficiencies: Acrobatics, Science

Tool Proficiencies: Flying Vehicles

Languages: One of your choice

Equipment: Flight suit armor, a chronometer, a gambling set, a picture of your spacer family, and 10 credits. At the DM's discretion you may begin with a starting vehicle, such as a light freighter.

Feature: Weightless Acrobatics

When in zero-gravity, you do not suffer disadvantage on ability rolls due to the disorienting nature of the environment. Creatures in zero-g may not make attacks of opportunity against you, and you may pass through the space of any weightless creature.

Suggested Characteristics

d6	Personality Trait
1	I'm a hotshot, always trying to outdo everyone else.
2	I complain whenever we go planetside.
3	In zero-g, I always position myself upside down relative to the rest of the crew.
4	I'm always hitting my head on the bulkheads in the ship. Never got the hang of it.
5	I constantly tell ribald or otherwise crass stories about the weird aliens I've encountered.
6	I have an unusually personal relationship with my starship.

d6	Ideal
1	**Space Law.** There's a proper way of doing things aboard a ship and I enforce it. (Lawful)
2	**Offer Aid.** Those lost or trapped in space must be given assistance. (Good)
3	**Wild Space.** I live in space for the freedom it provides. You can't take the sky from me. (Chaotic)
4	**Salvage.** What I take is mine. Space is vast and largely empty, so I'll take whatever I can. (Evil)
5	**Way of Life.** I've always been a spacer, and I work to protect the space lanes and those who travel them. (Any)
6	**Trade.** We facilitate all sides in the galactic conflict. Only victims don't make a profit. (Neutral)

d6	Bond
1	I have a strange connection to a spacefaring species I've encountered.
2	I know people in nearly every starport.
3	I've made enemies with an infamous pirate.
4	The authorities are searching for my ship.
5	One of the other PCs is my trusted copilot and an old friend.
6	I am searching for a lost starship. People tell me I'm mad, but I know it's out there.

d6	Flaw
1	I am far more acrobatic than necessary in zero-gravity environments.
2	My ship is always in disrepair, but she works all the same.
3	My landings are always a little rough. Being gentle is for cowards.
4	I'm afraid of certain kinds of planets. Don't ask me why.
5	I'd rather wear a space suit than armor. The harshest weapon is the vacuum of space.
6	I have an obscure alien disease.

Spy

You were trained for covert activity by a government or free-dom-fighting group. You are adept at turning your skills towards the tasks of surveillance and tradecraft. You may no longer work for the people who trained you, but you still have your skills and a few contacts back at the home office.

Your specialty is having the right information at just the right time. You keep vigilant, cultivate sources, and utilize your contacts when the need arises. Your allies rely upon you to gather intel like a professional, because that's what you are.

Skill Proficiencies: Select two from Deception, Insight, Perception, Sleight of Hand, and Stealth

Tool Proficiency: Select one from Disguise Kit, Forgery Kit, or Security Tools

Languages: One of your choice

Equipment: Binoculars, 2 sets of forged identification documents, two sets of clothes of your choice, a planetary communicator, and 10 credits.

Feature: Handler

Either you still work for an intelligence organization or you still have ties to your old boss there. Once per game session you may call upon them for help. Your handler generally has the kind of resources to point you in the right direction if you are totally lost in an investigation. If you've already got a lot to work with, your handler may have insights into the meaning of your intel.

In an emergency or in the event of your capture, it's possible your handler will be able to mount a rescue operation to get you to safety. But such an act would require you to get a message out to them, and potentially wait weeks for their arrival.

Suggested Characteristics

d6	Personality Trait
1	I am incredibly secretive. Everybody has something to hide, even if they don't know it.
2	I obsess over every detail I discover. I am an information hoarder.
3	I love to play different roles, acting out parts to trick others.
4	I lie early and often.
5	I tell a lot of stories about my past adventures.
6	I deeply enjoy the game of love, and lecherously take advantage of my life as a dashing spy.

d6	Ideal
1	**Patriotism.** I support my government or faction above all. (Lawful)
2	**Thrill-seeking.** I live for the new experiences this life-style brings. (Chaotic)
3	**Heroism.** I am willing to jump into danger to save others. (Good)
4	**Bloodthirst.** I love the violence that comes with spycraft. Wetwork is its own reward. (Evil)
5	**Habit.** I spy because it's what I've always done. It's all I have, and what I am. (Any)
6	**My Own Side.** I play all the various states and empires against each other. (Neutral)

d6	Bond
1	I uphold the ideals of my ruler and government at all cost.
2	My handler still has dirt on me. I must do as they say.
3	I'm in love with another spy, possibly one working for the enemy.
4	I botched a mission once and I still want to make it right.
5	I know too much about a top secret project and people want me dead.
6	I no longer work solo. I protect my team at all cost now.

d6	Flaw
1	I live recklessly.
2	The enemy is always watching me.
3	My lies are not always believable.
4	I turn to violence as a solution too quickly.
5	I am horrifically scarred from an explosion.
6	I always leave a calling card after a job.
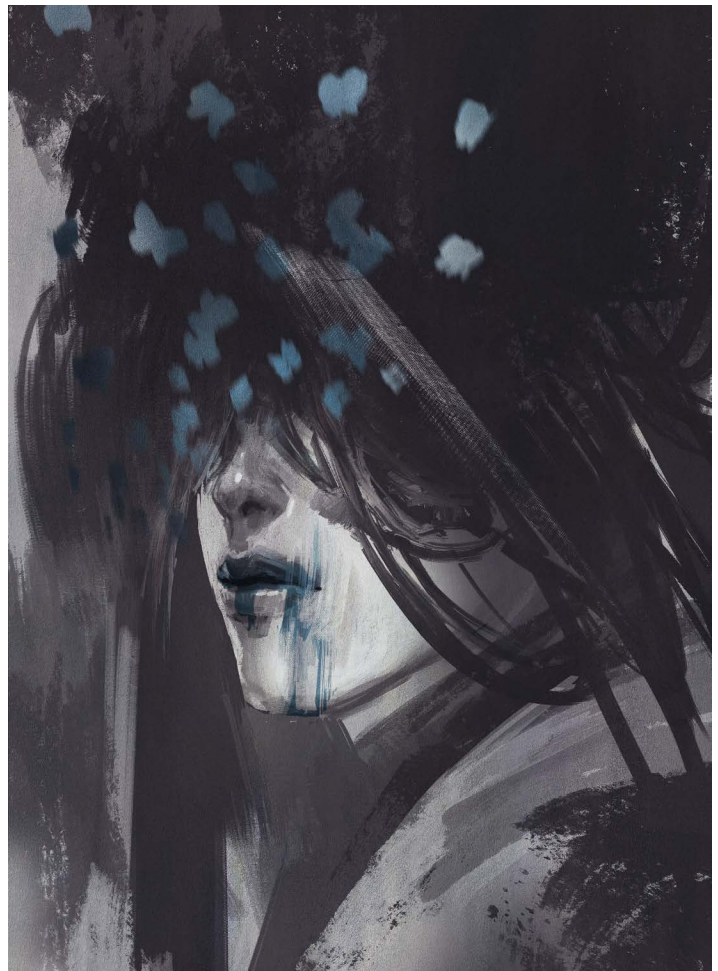
Test Subject

A scientific collective of some kind created or heavily modified your mind and body. You are a creation of science, with abilities unknown to even you. Now you're loose in the galaxy, and looking to create a life all your own. Too bad the organization that made you is still out there.

Without knowing exactly why you were made or altered, it is difficult to make the most of your augmentations. Your mind itself may be full of surprises, as hidden memories or entire personalities are unlocked. A weapon, a computer, or a tool; you are the secret weapon of one side in the galactic conflict.

Skill Proficiencies: Two of your choice

Languages: One of your choice

Weapon Proficiencies: One of your choice

Equipment: A set of casual clothes, a survival tent, 5 days rations, a broken device that was once used to control you, and 5 credits.

Feature: Secret Abilities

Once per game session you may pull a gambit of your choice, at a gambit level equal to one third of your character level rounded up. This costs no gambit slots.

Each game session the gambit you choose may be a different one, though you may wish to follow a theme. At the DM's discretion, you might even select from among the spells in the *Player's Handbook*.

Suggested Characteristics

d6	Personality Trait
1	I am solemn and a bit shy.
2	I am extremely curious about the world outside of the laboratory.
3	I fear my own abilities.
4	I wear very little clothing.
5	I don't trust scientists.
6	I am brave largely due to naivety.

d6	Ideal
1	**Order.** Everything must be in its place, just like it was in my cell. (Lawful)
2	**Care.** You have to take care of people. You just have to. (Good)
3	**Break Things.** Tear it all down! (Chaotic)
4	**Only Me.** I take care of me now. (Evil)
5	**Fascination.** This galaxy is full of wonderful things. I want to see them all. (Any)
6	**Unknown Unknown.** Am I good guy or a bad guy? I don't know yet. (Neutral)

d6	Bond
1	I seek the scientist who made me. I don't know what I'll do when I find them.
2	I still remember my life before the lab, and wish to recreate it.
3	I stole a strange piece of technology from the lab. I don't know what it does.
4	I am covered in tattoos that look like star charts, but I don't know the system yet.
5	I have dreams about my destiny. What do they mean?
6	Something out in space is calling to me.

d6	Flaw
1	Space travel makes me see through time. Unfortunately, I can't control the direction.
2	My need for revenge against my makers trumps all other concerns.
3	I have a cybernetic limb or eye. It operates of its own accord sometimes.
4	I fidget and cower. The scars of my past haunt me.
5	I don't speak well. I stutter a bit or have an odd voice.
6	I cannot feel pain or pleasure. Sensations are flat to me. I miss them dearly.

Underworld

You're among the scum and villainy of the galaxy. Raised in the bad parts of the bad planets, you've got a sense of the street and how to operate within it. You know criminals well, better than you know law-abiding citizens. If you need to buy or sell something illegal, you know exactly how to get that sort of thing done.

You probably have a criminal record of your own, a reputation among your fellow shady dealers, and a couple of enemies you made along the way. Comes with the territory. At least people have heard of you.

Skill Proficiencies: Select two from Insight, Intimidation, Sleight of Hand, and Stealth

Tool Proficiencies: Security Tools or a vehicle type of your choice

Languages: One of your choice

Equipment: Goggles, handcuffs, security tools, a security case, a set of casual clothes, and 10 credits. At the DM's discretion, you may begin with a starting vehicle, though it will have the Stolen quirk in addition to any others.

Feature: Fixer

You've got connections to the black markets of nearly every planet and outpost, especially those with weak or little government. Once per game session, you may buy or sell any number of illegal or stolen items.

You can sell stolen goods to your fixer for one tenth the normal market value. Buying illegal goods is another matter. Prices fluctuate wildly due to supply and demand. A Persuasion or Intimidation roll may be necessary to keep the selling rates from skyrocketing.

Suggested Characteristics

d6	Personality Trait
1	I act tough. The streets are mean.
2	I'm jumpy around security officers and other police. They never helped people like me.
3	I'm greedier than a hero should be. Greedier than most villains, too.
4	I secretly enjoy being hunted by the law. The thrill of the chase gets me up in the morning.
5	I aspire to become a crime boss. Respect comes from power, but fear will do just fine.
6	I pretend to be a professional of some kind (doctor, scientist, lawyer, etc.).

d6	Ideal
1	**Thieves' Honor.** I live by my word. I'll die by it, too. (Lawful)
2	**Charity.** I steal from the rich and give to the poor. (Good)
3	**Defiance.** Laws are created by the powerful to keep what they have. Well screw that. (Chaotic)
4	**Crime Pays.** The galaxy has a lot to offer if you're willing to take it for yourself. (Evil)
5	**Counterculture.** These "criminals" are just people. Good people. My people. (Any)
6	**Live and Let Live.** I mind my own business as well as I can. (Neutral)

d6	Bond
1	One of the other PCs is my partner in crime. They're the only one I trust.
2	I stole something way more valuable than I'd imagined. Life is about to get complicated.
3	I owe a lawman my life.
4	I pulled a heist job recently with some professionals. Things went sideways, but we got out.
5	I help a famous bounty hunter from time to time. Some criminals are too evil to stay free.
6	There's a bounty on my head. Maybe more than one. What can I say? I'm popular.

d6	Flaw
1	I "accidentally" steal things. Constantly.
2	I spend more time in cantinas than I probably should.
3	My ship is full of contraband. If I ever got boarded by the authorities… Fingers crossed.
4	I often end up "borrowing" vehicles when things go south. Or when I like them.
5	I have a reputation as a snitch. It's not one I hold with pride.
6	I look like a criminal. I can't help it.

Feats

Just as with most *D&D* games, **HYPERLANES** characters can be enhanced with Feats at the usual levels. These are of course optional rules, but who doesn't love feats? For the most part, the feats you find in your *Player's Handbook* will do nicely. We suggest leaving out any having to do with magic and spells. You know the ones.

We provide the following additional feats, many of which are simply sci-fi versions of those you'll want to leave out. Some are here to help provide a more cinematic feel to characters.

Acrobatic

You are adept at moving gracefully, and sometimes beguilingly. You gain the following benefits:

• You do not suffer opportunity attacks for moving out of a creature's reach.

• You may move through the space of a hostile creature.

• Your base speed is increased by 5 feet.

Advanced Training

You have access to a few gambits from a school you choose. Select which school, and then choose from Charisma, Intelligence, or Wisdom as your pulling ability for these gambits. You also gain two tricks of your choice from that school.

In addition, select one 1st level gambit from the school of choice. You learn that gambit and may pull it at its lowest level. Once

you pull it, you must finish a long or short rest before you can pull it again.

Assault Specialist

You are practiced in battling those who pull off gambits, getting up close and personal with foes attempting complicated maneuvers and techniques. You gain the following benefits:

• When a creature within 1 square of you pulls a gambit, you may use your reaction to make a melee weapon attack against the creature. If you are at a gunnery battle station in a vehicle, you may make a ranged attack instead.

• When you damage a creature that is concentrating on a gambit, that creature has disadvantage on the saving throw it makes to keep concentration.

• You have advantage on saving throws against gambits pulled by creatures within 1 square of you.

Cantina Fighter

You are accustomed to battles in unusual and crowded locations, honing your ability to improvise. You gain the following benefits:

• When you take the Disengage action you may choose to dive, moving up to 10 feet instead of 5. Doing so leaves you prone at the end of your movement.

• You are proficient in all improvised weapons.

• You no longer suffer disadvantage when attacking with a ranged weapon against a target within 5 feet.

Cybernetic Implant

You have acquired a technological modification to your body, perhaps replacing a missing limb or sense and in some way enhancing your abilities. This feat is not required if a cybernetic system you gain merely puts you back to the way you were. This is for when you've gone out of your way to become smarter, better, faster, or stronger.

You gain the following benefits:

• Increase your Constitution score by 1, to a maximum of 20.

• You gain one cybernetic benefit from the Cyborg Implants list on page 21 in Chapter 2.

This feat may be purchased multiple times, so long as you select a different cybernetic benefit each time.

Personalized Gear

You tend to customize your weapons, armor, tools, and other equipment to your particular tastes and physiology. You gain the following benefits:

• Any mundane (non-Superscience) carried equipment, weapon, or armor you take with you for 7 days or more counts as Personalized to you, unless you choose not to alter it.

• Any other creatures attempting to use items Personalized to you make skill and attack rolls with disadvantage when doing so.

• Upon any mundane weapon becoming Personalized to you, if it already deals a damage type other than bludgeoning, piercing, or slashing you may change its default damage type to another of your choosing.

Example: You could personalize your laser rifle dealing heat damage so that it now deals electrical damage.

Gunnery Expert

You have been trained to operate mounted weapons on land, air, and space vehicles. You gain the following benefits:

• Increase your Dexterity score by 1, to a maximum of 20.

• You count as proficient in vehicle weapons.

• Provided Gambits are never expended by you if they come from a gunnery battle station, making them completely reusable as though they were tricks.

Procedural Gambits

Prerequisite: Intelligence 13 or higher

You have learned a number of gambits that you can pull as Procedures, just as a Genius might for their gambits. These gambits are documented in your Procedures book, which you must have in hand when employing them.

When you gain this feat, you acquire a Procedure book holding two 1st-level gambits of your choice from any school or schools. Your gambit pulling ability is Intelligence.

If you come across a gambit in written form, such as in someone else's Procedure book or experimental notes, you might be able to add it to your Procedure book. The gambit's level can be no higher than half your level (rounded up), and it must have the Procedure tag.

The process of copying the gambit into your Procedure book takes 2 hour per level of the gambit and costs 50 credits per level. The cost represents materials you go through as you figure out just how you would conduct this Procedure yourself.
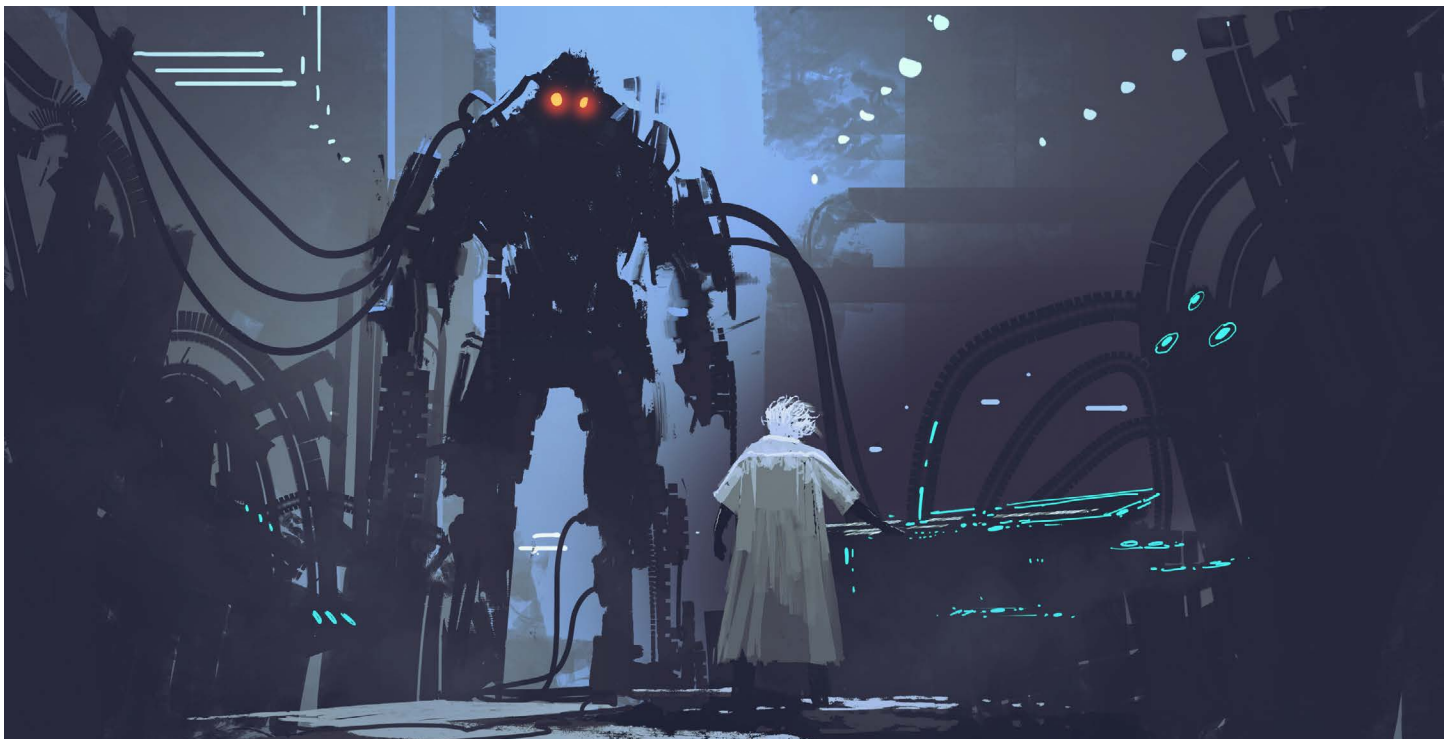
Chapter 4: Gambits

Gambits are the equivalent of spells in **HYPERLANES**. Given the setting, they're not magical or supernatural in nature. Instead, they represent the fantastic abilities of highly skilled and adventurous individuals. Like spells, they're all about manipulating the world to suit the needs of the moment. They work like spells, empower characters like spells, but they're all about the person pulling them.

HYPERLANES changes the terminology a little. Gambits are pulled, not cast. Cantrips are called "tricks." In general, though, gambits work just like spells. They usually take your action to pull, and the one pulling the gambit has a gambit resist DC that's calculated just as a spell DC would be. Gambits generally cost gambit slots and can sometimes be improved if pulled with a higher-level slot than necessary. All the familiar rules apply.

That said, gambits differ in a few key ways. Most gambits don't require chanting and weird hand movements. Instead, they require communication with the rest of the team, careful use of weapons, or fiddling around with a piece of equipment. "Spell" components are not employed. Alternatively, the right technology is needed when a gambit would require it to function. An Engineering gambit might require explosive charges to create an explosion. A Tactics gambit might require radio or other verbal contact with the squad. As with your characters, you'll figure out the rest in time.

With gambit descriptions, you'll find things only slightly adjusted from your typical spell descriptions. The main change is that this book specifies both target and range for most powers. This added specificity helps with brevity and clarity for these more lightweight effects.

One important addition you'll notice particularly in Tactics school and Vehicles school gambits is the use of squads/squadrons as possible target.

In general, gambits are designed for cinematic, adventurous fun. Gambits are meant to be easy to implement in game, with little need for lookup and careful reading. Even when gambits are based on existing spells from *D&D*, the versions here will tend to be much shorter and to the point. Should the DM prefer, the original versions can be substituted for our abbreviated form.

Gambit Schools

Arsenal

Tricks
Custom Ammo
Freeze Ray
Mobile Shot
Take Aim

Level 1
Double Tap
Electric Jolt
Flame Blast
Seeker Missiles

Level 2
Cryo Blast
Dead Aim
Longest Shot
Spray Fire

Level 3
Disabling Shot
Flashbangs
Head Shot
Heavy Rocket

Level 4
Create Opening
Drop Mine
Find Ammo

Level 5
Arcing Fire
Knockout Poison
Shoot First

Level 6
Arm the Unarmed
Grenade Cache
Tunneling Blast

Level 7
Bigger Gun
Robotic Scrambler

Level 8
Gas Canister
Scorched Earth

Level 9
Nuclear Option
Squad Armaments

Deception

Tricks
Camouflage
Distraction
Liar's Tongue
Pick Pocket

Level 1
Blind Spot
Cloud of Smoke
Disguise Self
Fool's Gold

Level 2
Sand in the Eyes
Stealth Mode
Survivable Surrender
Unfair Trade

Level 3
Blinding Attack
Hide the Bodies
Play Dead
Switcheroo

Level 4
Counterfeit
Disruption
Impersonation

Level 5
Misdirection
Old Friend
Straight Faced Lie

Level 6
Cloak
Illusion of Safety

Engineering

Tricks
Breaking
Mending
Push the Limit
Targeted Attack

Level 1
Enhancement
Improvise Grenade
Liberation
Quick Fix

Level 2
Boost Defenses
Boost Weapon
Locate Weakness
Shunt Power

Level 3
Analysis
Compromise Integrity
Personal Shield
Shield Pass

Level 4
Core Disruption
Gravity Manipulation
Plant Explosive

Level 5
Rebuilding
Remote Bomb
Restoration

Level 6
Grounding
Guards and Wards
True Seeing

Level 7
Alter Gravity
Etherealness

Level 8
Antiscience Field
Control Weather

Level 9
Meteor Swarm
Superscience

Influence

Tricks
Enemies
Fast Friends
Mockery
Silver Tongue

Level 1
Apathy
Charm Person
Command
Thrill of Battle

Level 2
Brief Alliance
Calm Emotions
Enthrall
Suggestion

Level 3
Body Language
Fear
Inspiring Presence
Local Guide

Level 4
Intimidating Presence
Shadowy Manipulations
Sow Chaos

Level 5
Entertainment
Magnetism
Read the Room

Level 6
Confidence Building
Disinformation
Grit

Level 7
Inspirational Oration
Urban Legend

Level 8
Defection
Glibness

Level 9
Cult of Personality
Summons

Medical

Tricks

Anesthetize

Inoculation

Poisonous Aerosol

Stabilization

Level 1

Contaminant Analysis

Disease Injection

Remote Treatment

Wound Treatment

Level 2

Advanced Treatment

Cryogenic Stasis

Cure

Enhance Trait

Level 3

Bolstered Defenses

Defibrillation

Mass Anesthetic

Mass Remote Treatment

Level 4

Life Support

Mutagenics

Toughening

Level 5

Contagion

Greater Cure

Mass Wound Treatment

Level 6

Medical Marvel

Mind Transplant

Virulent Disease

Level 7

Regenerate

Resurrection

Level 8

Antiseptic Field

Decrepitude

Level 9

Mass Heal

Playing God

Splicing

Tricks

Break In

Computer Intrusion

Freeze Robot

Hack Weapon

Level 1

Jamming

Robotic Command

Trace Source

Virus

Level 2

Compromise Defenses

Download

Security Procedures

Slave Robot

Level 3

Data Delve

Lock Down

Reprogram

Targeting Systems

Level 4

Automation

Encryption/Decryption

Scramble

Level 5

Connection

Firewall

Immersion

Level 6

Mass Robot Mastery

Minor AI

Root Control

Level 7

Back Door

EMP

Level 8

All Traffic

Black Out

Level 9

Major AI

Network Blast
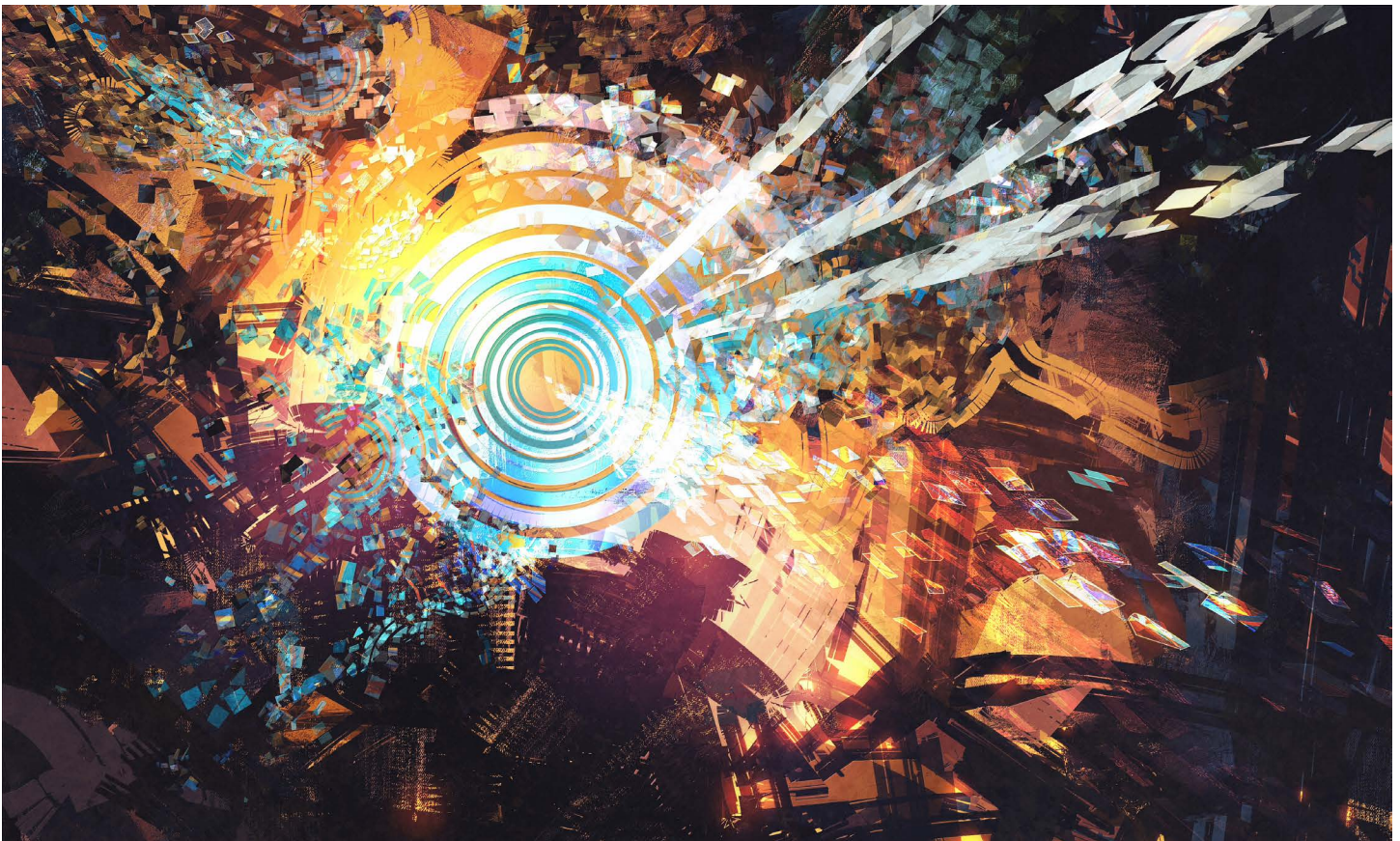
Survival

Tricks
Concealment

Make Do

Never Lost

Resistance

Level 1
Endure

Longstrider

Lose the Tail

Observation

Level 2
Adapt to Survive

Find Traps

Lay of the Land

Traversal

Level 3
Hunt

Nondetection

Protection from Energy

Level 4
Freedom of Movement

Tame Beast

Track Creature

Level 5
Insect Lure

Survey

Tactics

Tricks
Cover Fire

Focus Attacks

Footwork

Quick Assist

Level 1
Assault

Counter

Disperse

Rally

Level 2
Attack Formation

Brace for Impact

Defensive Formation

Fire at Will

Level 3
Speculative Fire

Suppressive Fire

Surprise Drill

Level 4
Fire Teams

Hold the Line

Recruitment

Level 5
Rapid Deployment

Rapid Egress

Shock and Awe

Level 6
Feint

Reveal Weakness

Sacrifice

Level 7
Last Stand

Vertical Assault

Level 8
Golden Bridge

Pincer

Level 9
Masterful Coordination

Unfathomable Plans

Vehicles

Tricks
Barrel Roll

Bug Out

Lag Roll

Scissor Maneuver

Level 1
Break Away

Close In

Gravity Defense

Guns Pass

Level 2
Buzz

Hard Landing

Search Pattern

Sunblind

Level 3
Close Maneuvers

Dive

Side Swipe

Stay On

Level 4
Impossible Landing

Situational Awareness

Under the Radar

Level 5
Dangerous Maneuvers

Evacuation

Spinning Fire

Level 6
Create Danger

Ramming Speed

Weapons Platform

Level 7
Reap the Whirlwind

Strafing Run

Level 8
Escort

Outmaneuver

Level 9
Boarding Party

Sun Dive

Gambits Alphabetical

Adapt to Survive

Level 2	**[Experiment]**
School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	3 hours
Scale	Personal
Description	The target overcomes a lack of breathable air, ambient radiation (up to 10 damage / round), or other atmospheric threat for the duration.

Advanced Treatment

Level 2	
School	Medical
Target	Up to 6 willing living creatures
Range	30 feet
Pull Time	10 minutes
Components	Medical tools
Scale	Personal
Description	Targets regain a number of hit points equal to 2d8 + your gambit pulling ability modifier. +1d8 hit points healed for each additional level slot used.

All Traffic

Level 8	
School	Splicing
Target	Self
Range	50 squares
Pull Time	Action
Components	Computer
Duration	Concentration, up to 3 hours
Scale	Personal and Vehicles
Description	You monitor and decrypt all communications transmitted within range. As a bonus action you may search for a particular message using Investigation.

Alter Gravity

Level 7	
School	Engineering
Target	100ft high, 50ft radius cylinder
Range	100 feet
Pull Time	Action
Components	Science tools
Duration	10 minutes
Scale	Personal
Description	You modify gravity within the target area, causing either high gravity, low gravity, or zero gravity rules to apply within the area for the duration.

Analysis

Level 3	**[Experiment]**
School	Engineering
Target	Item or vehicle
Range	10 squares
Pull Time	Action
Components	Sensors or science tools
Scale	Personal and Vehicles
Description	You learn all of the major functions of an object or vehicle, as well its current and maximum Hit Points.

Anesthetize

Trick	
School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	1 round
Scale	Personal
Description	Target is paralyzed for the duration.

Antiscience Field

Level 8	
School	Engineering
Target	Self
Range	10 feet
Pull Time	Action
Components	Science tools
Duration	Concentration, up to 1 hour
Scale	Personal
Description	A field blocking the function of Superscience surrounds you. Gambits of 3rd level and higher, and all Superscience items do not function when within this gambit's range.
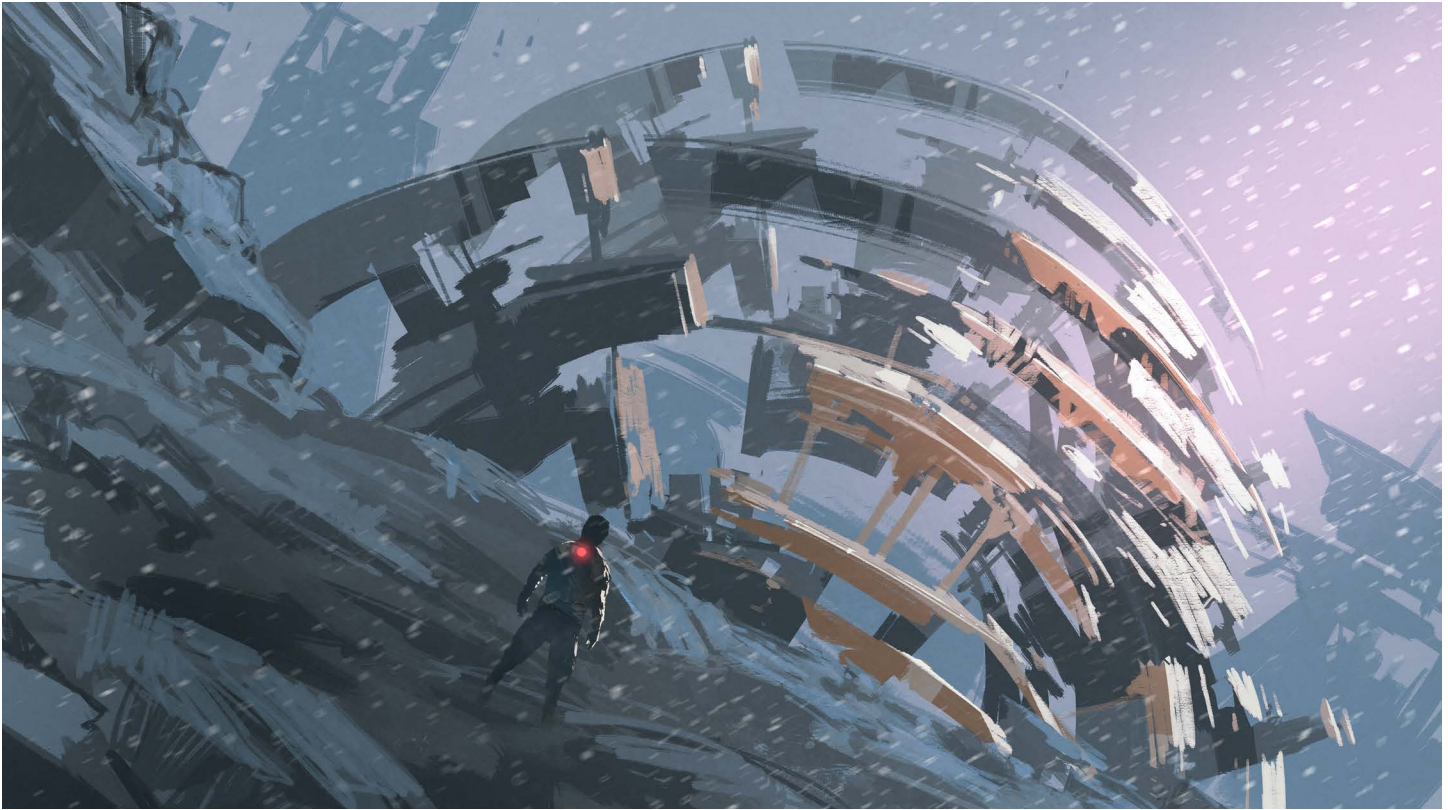
Antiseptic Field

Level 8

School	Medical
Target	20 foot sphere
Range	100 feet
Pull Time	Action
Components	Medical tools
Duration	8 hours
Scale	Personal
Description	For the duration, creatures in the area affected are immune to disease and necrotic damage.

Apathy

Level 1

School	Influence
Target	Hostile creature
Range	60 feet
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	5d8 Hit points worth of creatures of your choice within range become neutral towards you and your companions for the duration, unless harmed.

Arcing Fire

Level 5

School	Arsenal
Target	Self
Pull Time	Action
Components	Ranged weapon
Duration	Concentration, up to 1 hour
Scale	Personal
Description	While you maintain concentration your ranged attacks ignore cover, so long as the target is not obscured from above.

Arm the Unarmed

Level 6

School	Arsenal
Target	Willing creatures
Range	5 feet
Pull Time	Action
Scale	Personal
Description	You procure one simple or martial weapon for each friendly, sapient creature within the area. Those receiving weapons which require ammo also gain 2 ammo packs of ammunition for the weapon.

Assault

Level 1

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal
Description	Squad members gain +2 squares to speed and may make an attack as a bonus action for the duration.

Attack Formation

Level 2

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Squad members have advantage when rolling to attack a target which another member of the squad has already attacked during the same round.

Automation

Level 4

School	Splicing
Target	Ranged weapon on a mount, or Gunnery station
Range	Touch
Pull Time	Action
Duration	8 hours
Scale	Personal
Description	Target weapon fires of its own accord once per round against any hostile creatures that come within its normal range. The weapon attacks using your attack modifiers as if you were using the weapon. It rolls initiative with your modifiers as well.

Back Door

Level 7

School	Splicing
Target	Computer
Range	Communications
Pull Time	Action

Components	Computer
Scale	Personal and Vehicles
Description	You regain access to a computer system within range, which you have gained access to before.

Barrel Roll

Trick

School	Vehicles
Target	Self
Range	1 square
Pull Time	Action
Duration	1 round
Scale	Vehicles
Description	A member of your vehicle's crew makes an attack on a vehicle within range. For the duration, that vehicle has disadvantage on all attack rolls against you.

Bigger Gun

Level 7

School	Arsenal
Target	Ranged weapon
Range	Touch
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	Ranged weapon touched becomes slightly larger and now deals an additional 1d12 damage for the duration.

Black Out

Level 8

School	Splicing
Target	Communications systems
Range	50 squares
Pull Time	Action
Components	Computer
Duration	Concentration, up to 3 hours
Scale	Personal and Vehicles
Description	All communications technologies within range fail to transmit or receive information for the duration.

Blind Spot

Level 1

School	Deception
Target	Creature or vehicle
Range	5 squares
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Personal and Vehicles
Description	Target must succeed in a Wisdom save or become unable to see you for the duration, or until you take direct action against them, such as by attacking. You are invisible to them. If used at vehicles scale, this gambit hides your vehicle.

Blinding Attack

Level 3

School	Deception
Target	Creature
Pull Time	Action
Duration	1d6 rounds
Scale	Personal
Description	You make a weapon attack against the target, rolling with advantage. If you hit, the target is blinded for the duration.

Boarding Party

Level 9

School	Vehicles
Target	Vehicle
Range	1 square
Pull Time	Action
Scale	Vehicles
Description	Target vehicle is boarded by a boarding crew on your vehicle composed of up to 10 creatures you are in communications with. *Note: This is not the only way to board a ship, but this Gambit makes doing so automatic.*

Body Language

Level 3	**[Experiment]**
School	Influence
Target	Self
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	You are able to communicate with any sapient creature that can see you.

Bolstered Defenses

Level 3

School	Medical
Target	Up to 3 living creatures
Range	30 feet
Pull Time	Action
Components	Medical tools
Duration	8 hours
Scale	Personal
Description	Targets each have their current and maximum hit point values increased by 10 for the duration. +5 hit points for each additional level slot used.

Boost Defenses

Level 2

School	Engineering
Target	Vehicle
Pull Time	Action
Components	Engineering station
Duration	1 hour
Scale	Vehicles
Description	Your vehicle gains a +2 bonus to AC for the duration.

Boost Weapon

Level 2

School	Engineering
Target	Weapon or Battle Station
Range	Touch
Pull Time	Bonus action
Components	Any tools
Duration	Concentration, up to 1 hour
Scale	Personal and Vehicles
Description	Target mundane weapon becomes a Super-science weapon with a +1 bonus. 4th level slot: +2 weapon; 6th level slot: +3 weapon.

Brace for Impact

Level 2

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal
Description	Squad members have advantage on a save type of your choice throughout the duration.

Break Away

Level 1

School	Vehicles
Target	Hostile vehicle
Range	1 square
Pull Time	Reaction
Scale	Vehicles
Description	As a reaction when the target comes within range, move your speed away from the target.

Break In

Trick

School	Splicing
Target	Door
Range	Touch
Pull Time	Action
Components	Security tools
Duration	1 round
Scale	Personal
Description	Target automated door becomes unlocked for the duration, at the end of which time it becomes shut and locked.

Breaking

Trick

School	Engineering
Target	Machine
Range	Touch
Pull Time	Action
Components	Any tools
Scale	Personal
Description	Make a gambit attack against target machine. On hit you deal 2d10 bludgeoning damage.

Brief Alliance

Level 2

School	Influence
Target	Vehicle (pilot) or creature
Range	25 squares
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles
Description	Target creature that can hear you must succeed in a Charisma save or become charmed, during which time the target attacks a target of your choice once on each of its turns.

Bug Out

Trick

School	Vehicles
Target	Self
Pull Time	Bonus action
Scale	Vehicles
Description	You take the Disengage action.

Buzz

Level 2

School	Vehicles
Target	Vehicle
Range	1 square
Pull Time	Action
Duration	1d4 rounds
Scale	Vehicles
Description	Target vehicle's pilot must succeed in a Wisdom save or become frightened by your vehicle for the duration.

Calm Emotions

Level 2

School	Influence
Target	Creature
Range	60 feet
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal
Description	Creatures within range must make a Charisma save. Those that fail either lose frightened and other fear effects, or become indifferent to all other nearby creatures. Your choice which effect they gain for the duration.

Camouflage

Trick

School	Deception
Target	Self
Pull Time	Bonus action
Components	Survival kit or obscuring terrain
Duration	1 round
Scale	Personal and Vehicles
Description	You have advantage on any Stealth rolls you attempt for the duration.
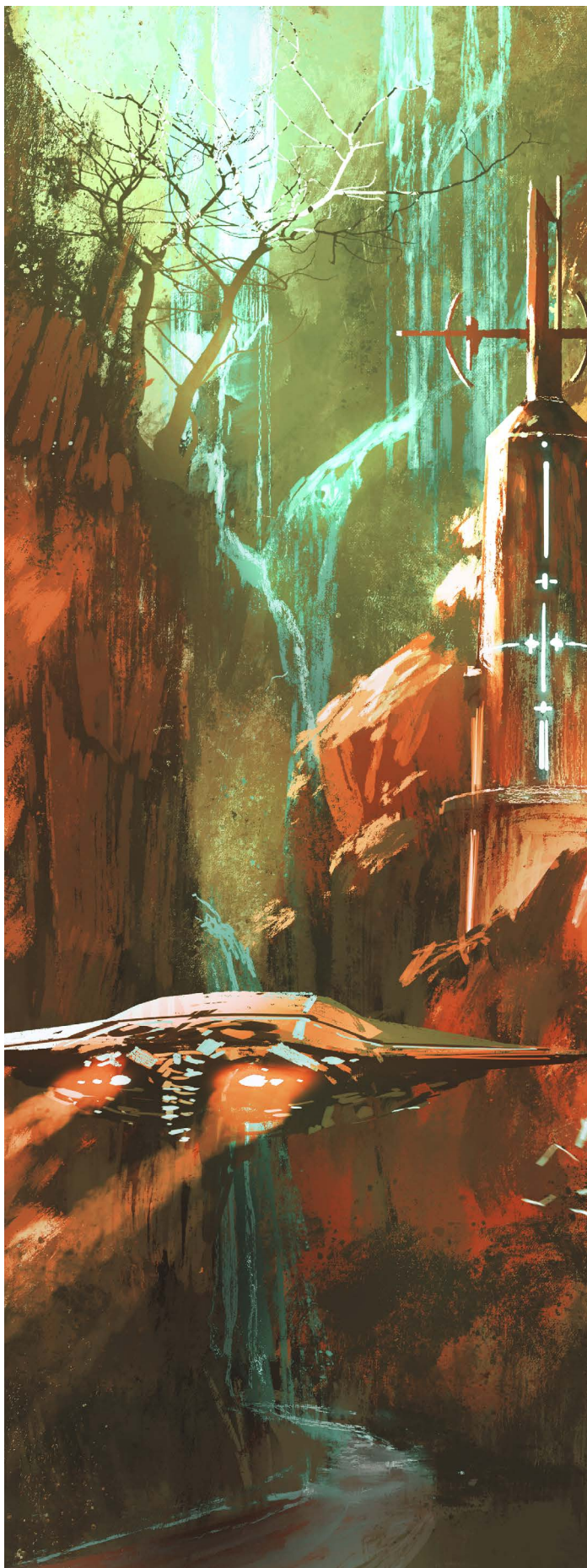
Charm Person

Level 1

School	Influence
Target	Creature
Range	30 feet
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	Target must succeed in a Charisma save, on which it has advantage if it is hostile to you, or be charmed for the duration. Attacks or other hostile actions against the target by you or your companions ends this gambit.

Cloak

Level 6

School	Deception
Target	Creature or vehicle
Range	3 squares
Pull Time	Action
Components	Science tools or sensors
Duration	1 day
Scale	Personal or vehicles
Description	Target willing creature or vehicle becomes invisible for the duration, or until it attacks.

Close In

Level 1

School	Vehicles
Target	Vehicle
Range	10 squares
Pull Time	Action
Scale	Vehicles
Description	You move up to 10 squares towards the target, stopping once you are within 1 square of it.

Close Maneuvers

Level 3

School	Vehicles
Target	Self
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Vehicles
Description	For the duration, you may use other vehicles of your vehicle's size or larger as half cover.

Cloud of Smoke

Level 1

School	Deception
Target	20ft high, 10ft diameter cylinder
Range	120 feet
Pull Time	Action
Components	Chemicals
Duration	Concentration, up to an hour
Scale	Personal
Description	You create smoke within the target cylinder, making that area heavily obscured. +20 foot diameter for each additional level slot used.

Command

Level 1

School	Influence
Target	Creature
Range	60 feet
Pull Time	Action
Duration	1 round
Scale	Personal
Description	You speak a one-word command to a creature you can see within range. The target must succeed on a Charisma saving throw or follow the command on its next turn, so long as the command does not directly harm it. +1 target for each additional level slot used.

Compromise Defenses

Level 2

School	Splicing
Target	Vehicle
Range	3 squares
Pull Time	Action
Components	Sensors
Duration	10 rounds
Scale	Vehicles
Description	For the duration, any hostile vehicle that comes within the gambit's range of your vehicle must succeed in an Intelligence save or have its defenses lowered for the duration, causing the vehicle's AC to suffer a -2 penalty.

Compromise Integrity

Level 3

School	Engineering
Target	Object
Range	Touch
Pull Time	Action
Components	Any tools
Duration	10 minutes
Scale	Personal
Description	Target object of huge size or smaller becomes vulnerable to a damage type of your choice.

Computer Intrusion

Trick

School	Splicing
Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Duration	1d6 rounds
Scale	Personal
Description	You gain basic access to the computer system you touch. You may use basic user functions for the duration.

Concealment

Trick

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Scale	Personal
Description	The target may immediately make a hide check.

Confidence Building

Level 6

School	Influence
Target	Creature
Range	5 feet
Pull Time	Action
Duration	Concentration, up to 1 hour
Scale	Personal
Description	Allies within range count as though you had aided them on any skill roll they make. Whenever a roll is affected by this, the target may regain hit points by rolling hit dice, just as though they had taken a short rest.
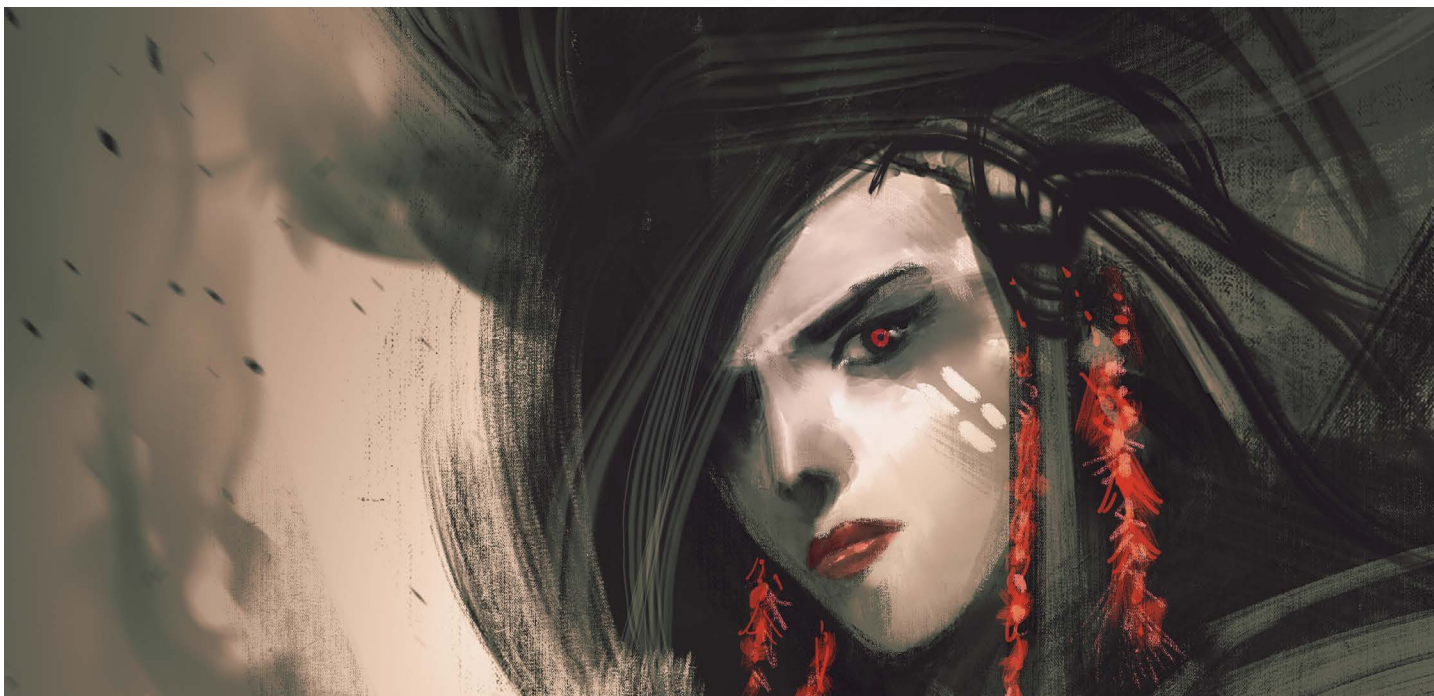
Connection

Level 5	**[Experiment]**
School	Splicing
Target	Two non-sentient machines
Range	Touch
Pull Time	Action
Components	Computer
Scale	Personal
Description	Two machines you touch become permanently connected to one another, with one capable of controlling the other. *Example: A communicator is made to remote control a starship.*

Contagion

Level 5	
School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	7 days
Scale	Personal
Description	Make a melee gambit attack against the target. On a hit, the target suffers disadvantage on save rolls with an ability of your choice for the duration.

Contaminant Analysis

Level 1	**[Experiment]**
School	Medical
Target	Self
Pull Time	Action
Components	Medical tools or survival tools
Duration	Concentration, up to 10 minutes
Scale	Personal
Description	For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

Control Weather

Level 8	
School	Engineering
Target	Self
Range	5 miles
Pull Time	10 minutes
Components	Science tools
Duration	Concentration, up to 8 hours
Scale	Personal
Description	You control all weather within range, altering overall temperature, visibility, and precipitation within the normal yearly bounds of the area for the duration. Once altered, you can change it again as a bonus action while the Gambit is active.

Core Disruption

Level 4

School	Engineering
Target	Power core
Range	15 feet
Pull Time	Action
Components	Any tools
Duration	1d6 rounds
Scale	Personal
Description	The power core of a vehicle or massive machine either begins to melt down or is stopped from doing so. If a melt down is induced, the power core explodes at the end of this gambit's duration, destroying the machine it powers.

Counter

Level 1

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal
Description	Squad members may use their reaction to make an attack against a target that attacks them.

Counterfeit

Level 4   **[Experiment]**

School	Deception
Target	Self
Pull Time	Action
Duration	1 day
Scale	Personal
Description	You produce a counterfeit document such as identification or license to carry contraband. The document will hold up to scrutiny for the duration.

Cover Fire

Trick

School	Tactics
Target	Squad member
Range	3 squares
Pull Time	Action
Components	Ranged weapon
Duration	1 round
Scale	Personal
Description	You make a ranged attack. One squad member within range gains half cover for the duration.

Create Danger

Level 6

School	Vehicles
Target	Self
Pull Time	Action
Duration	10 minutes
Scale	Vehicles
Description	You smash across the terrain, altering it. For the duration, the squares you passed through and out of this turn become difficult terrain and deal 10d10 damage of a type the DM chooses each time a creature or vehicle enters one.

Create Opening

Level 4

School	Arsenal
Target	1 square
Range	15 feet
Pull Time	Action
Components	Explosives
Scale	Personal
Description	A section of wall or ceiling within the target area is destroyed, dealing 4d6 concussion damage to creatures within the square affected; Dexterity save for half damage.

Cryo Blast

Level 2

School	Arsenal
Target	Creature
Range	30 feet
Pull Time	Action
Components	Chemicals
Duration	10 minutes
Scale	Personal
Description	Make a ranged gambit attack against the target. On hit, it takes 2d6 cold damage and is restrained for the duration.

Cryogenic Stasis

Level 2　　**[Experiment]**

School	Medical
Target	Dead creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	10 days
Scale	Personal
Description	Target corpse has the time limit for restoring it to life with gambits and science extended by this gambit's duration.

Cult of Personality

Level 9

School	Influence
Target	Organization
Range	Communications
Pull Time	1 hour
Duration	1 day
Scale	Personal
Description	You may direct the actions of an organization you have communications with for the duration. This is high level control, with very little fine tuning of the details.

Cure

Level 2

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Custom Ammo

Trick

School	Arsenal
Target	Ranged weapon
Range	Touch
Pull Time	Action
Duration	3 hours
Scale	Personal and Vehicles
Description	Pick a damage type. Your next successful ranged attack with target weapon deals that type as its primary damage if used during the duration.

Dangerous Maneuvers

Level 5

School	Vehicles
Target	Self
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles
Description	You gain advantage on vehicle use skill rolls and gunnery attacks you make for the duration. At the end of each round, roll a Constitution save for your vehicle against a DC equal to 10 + the number of squares it moved that round. On a failed roll, disable a system of your choice on your vehicle.

Data Delve

Level 3

School	Splicing
Target	Self
Pull Time	Action
Components	Computer
Scale	Personal
Description	Immediately make up to 5 Intelligence skill rolls related to data stored on your computer.

Dead Aim

Level 2

School	Arsenal
Target	Self
Pull Time	Action
Components	Ranged weapon
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles
Description	You have advantage on ranged attacks while you maintain concentration.

Decrepitude

Level 8

School	Medical
Target	Living creature
Range	30 feet
Pull Time	Action
Components	Medical tools
Duration	3 hours
Scale	Personal
Description	Target must succeed in a Strength save or take 5d8 necrotic damage and suffer from extreme old age. This causes the affected target to take 10 necrotic damage and a level of exhaustion each time it attacks or takes the Dash action, for the duration.

Defection

Level 8

School	Influence
Target	Creature
Range	Communications
Pull Time	Action
Duration	1 month
Scale	Personal
Description	Target that can hear and understand you must succeed in a Charisma save or become your charmed ally for the duration. The target may make a Charisma save to leave this arrangement once every 7 days during this time.

Defensive Formation

Level 2

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Squad members within 3 squares of another member of the squad gain +2 to AC.

Defibrillation

Level 3

School	Medical
Target	Dead creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	A creature that has died within the last minute is returned to life with 1 hit point.

Disabling Shot

Level 3

School Arsenal

Target Creature or vehicle

Pull Time Action

Components Ranged weapon

Scale Personal and Vehicles

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

Disease Injection

Level 1

School Medical

Target Living creature

Range Touch

Pull Time Action

Components Medical tools

Scale Personal

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

Disguise Self

Level 1

School Deception

Target Self

Pull Time Action

Components Disguise kit

Duration 1 hour

Scale Personal

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

Disinformation

Level 6

School Influence

Target Community

Range Communications

Pull Time 1 hour

Duration 3 days

Scale Personal

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

Disperse

Level 1

School Tactics

Target Squad

Range Communications

Pull Time Action

Duration 1 round

Scale Personal

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

Disruption

Level 4

School Deception

Target Creature

Range 10 squares

Pull Time Action

Duration Concentration, up to 1 minute

Scale Personal

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

Distraction

Trick

School Deception

Target Creature or vehicle pilot

Range 3 squares

Pull Time Action

Duration 1 round

Scale Personal and Vehicles

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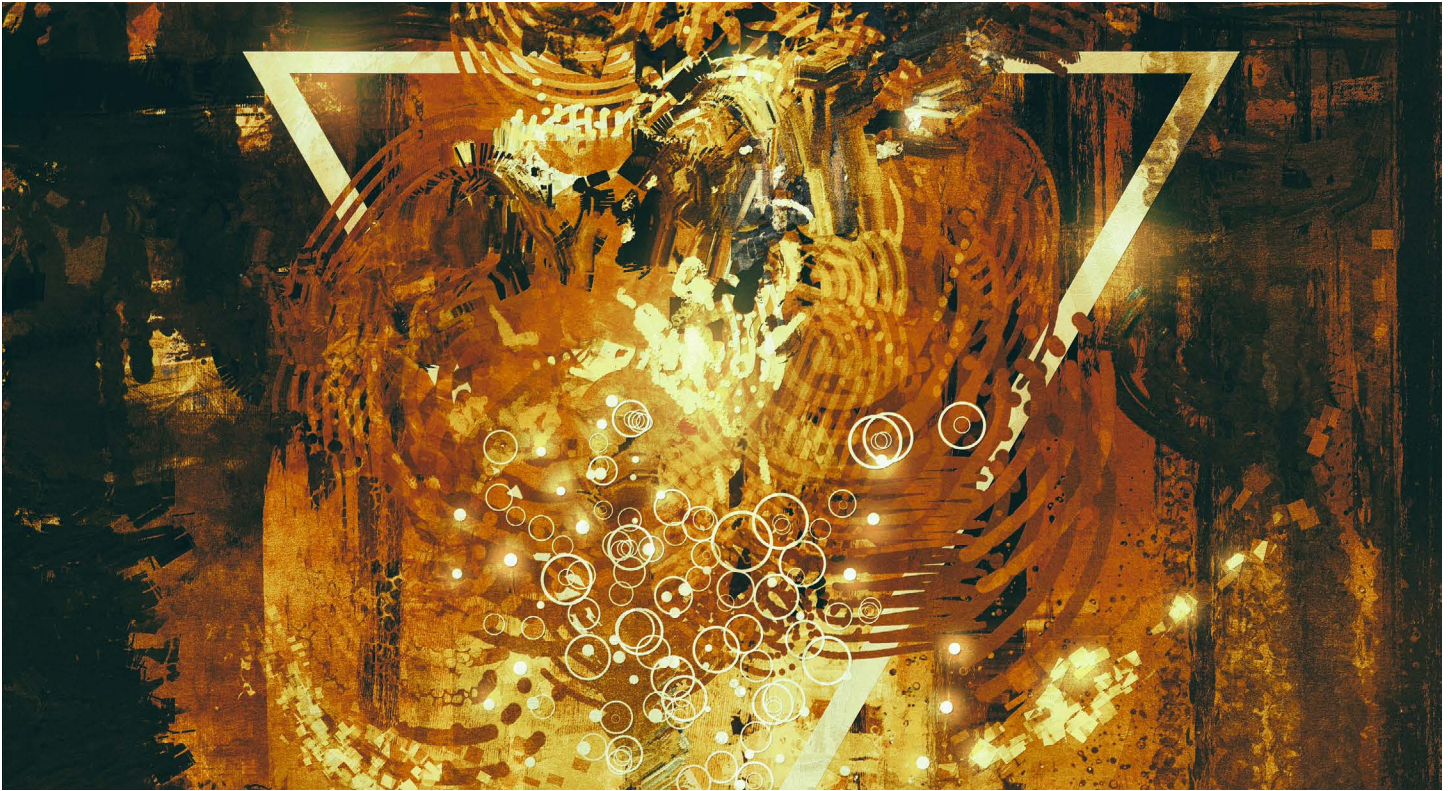
Dive

Level 3

School	Vehicles
Target	Self
Range	10 squares
Pull Time	Action
Scale	Vehicles
Description	You Dash towards the nearest celestial body (a sun, moon, or the planet you're above). If at the end of your turn no hostile vehicles are within range, you end the encounter. Air and space vehicles only.

Double Tap

Level 1

School	Arsenal
Target	Self
Pull Time	Action
Components	Ranged weapon
Scale	Personal and Vehicles
Description	Make two ranged attacks against a single target within the weapon's range.

Download

Level 2   **[Experiment]**

School	Splicing
Target	Computer
Range	Touch
Pull Time	Action, plus 2 rounds of concentration
Components	Security tools
Scale	Personal
Description	You download all data from target computer. Completing the download takes 2 rounds of concentration after the gambit is initially pulled.

Drop Mine

Level 4

School	Arsenal
Target	1 square
Range	Special, see description
Pull Time	Action
Components	Explosives
Duration	1 day
Scale	Vehicles
Description	You drop a mine in a square the vehicle has passed through since your last turn. The next vehicle to enter that square takes 10d10 concussion damage.

Electric Jolt

Level 1

School	Arsenal
Target	All creatures within range
Range	5 feet
Pull Time	Action
Scale	Personal
Description	You discharge an electric blast to all creatures within range, who must succeed in a Dexterity save to avoid 1d6 electricity damage and being knocked prone.

EMP

Level 7

School	Splicing
Target	Computer or Vehicle
Range	10 squares
Pull Time	Action
Components	Computer
Scale	Personal and Vehicles
Description	All targets within range must succeed in a Constitution save or become scrambled.

Encryption/Decryption

Level 4   **[Experiment]**

School	Splicing
Target	Computer file
Range	Touch
Pull Time	Action
Components	Security tools
Scale	Personal
Description	Target electronic file becomes either encrypted or decrypted (your choice). Attempts to decrypt a file encrypted in this way must use a gambit or Superscience item; no mere skill roll will overcome this encryption.

Endure

Level 1

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

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

Enemies

Trick

School	Influence
Target	Hostile creature
Range	60 feet
Pull Time	Action
Scale	Personal
Description	Target who can see or hear you must succeed in a Charisma save or attack you on its next turn if it can.

Enhance Trait

Level 2

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	Concentration, up to 1 hour
Scale	Personal
Description	For the duration, the target has advantage on skill and save rolls for an ability of your choice. +1 target for each additional level slot used.

Enhancement

Level 1

School	Engineering
Target	Item
Range	Touch
Pull Time	Action
Components	Any tools
Duration	10 minutes
Scale	Personal and Vehicles
Description	Target item gains an enhancement of your choice from the Genius Engineer Enhancements table for the duration.

Entertainment

Level 5

School	Influence
Target	Creature

Range	Touch
Pull Time	Action
Duration	Concentration, up to 5 hours
Scale	Personal
Description	Target must succeed in a Charisma save or become utterly enthralled by you for the duration, doing nothing but enjoy your company and noticing nothing and noone but you unless a hostile action is made against them.

Enthrall
Level 2

School	Influence
Target	Creature
Range	60 feet
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal
Description	Creatures of your choice within range who can hear or see you must succeed in a Charisma save or suffer disadvantage on perception skill rolls to notice anything other than you for the duration.

Escort
Level 8

School	Vehicles
Target	Vehicle
Range	3 squares
Pull Time	Action
Duration	Concentration up to 8 hours
Scale	Vehicles
Description	Whenever an attack hits against the target of this gambit, you may choose to have your vehicle take the damage instead, but as though your vehicle had resistance against the damage types. When you do so, you may move up to 3 squares towards the attacker.

Etherealness
Level 7   **[Experiment]**

School	Engineering
Target	Self
Pull Time	Action
Components	10,000 credits worth of equipment designed specifically for this gambit
Duration	Concentration, up to 8 hours

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

Evacuation
Level 5

School	Vehicles
Target	Creature
Range	20 feet
Pull Time	Action
Scale	Vehicles
Description	You and the creatures within range on your vehicle immediately move up 100 feet towards the closest escape pods and/or emergency hatches.

Fast Friends
Trick

School	Influence
Target	Non-hostile creature
Range	60 feet
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal
Description	You have advantage on all Charisma checks directed at the target for the duration, at the end of which the creature becomes hostile to you.

Fear
Level 3

School	Influence
Target	Creature
Range	30 foot cone
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal
Description	Each creature in the affected area must succeed on a Charisma saving throw or drop whatever it is holding and become frightened for the duration.

Feint

Level 6

School	Tactics
Target	Hostile creatures within range
Range	10 squares
Pull Time	Action
Scale	Personal and Vehicles
Description	All targets must succeed in a Wisdom save or immediately move their speed towards a single point you choose within 20 squares of you.

Find Ammo

Level 4

School	Arsenal
Target	Self
Pull Time	Action
Scale	Personal
Description	You find 1d6 ammunition packs for a weapon you possess.

Find Traps

Level 2	**[Experiment]**
School	Survival
Target	Self
Range	25 squares
Pull Time	Action
Components	Science tools or survival kit
Scale	Personal
Description	You detect the presence and nature of any trap within range.

Fire at Will

Level 2

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Squad members have advantage when rolling to attack the nearest hostile creature or vehicle to them.

Fire Teams

Level 4

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal
Description	Divide up your squad into teams of 2 or 3 creatures/vehicles each. Each team gains one of the following benefits for the duration (your choice which): advantage on ranged attack rolls; or half cover from ranged attacks. As a bonus action you may switch which teams are getting which benefit.

Firewall

Level 5	**[Experiment]**
School	Splicing
Target	Computer network
Range	Touch
Pull Time	Action
Components	Security tools
Duration	Concentration
Scale	Personal
Description	For the duration, anyone attempting to bypass the target computer's security (other than you) automatically fails to do so and must succeed in a Dexterity save or take 4d6 electricity damage.

Flame Blast

Level 1

School	Arsenal
Target	Creatures in cone
Range	15-foot cone
Pull Time	Action
Components	Chemicals
Scale	Personal
Description	Creatures within the cone must make a Dexterity save or take 3d6 heat damage; half damage if successful.

Flashbangs

Level 3

School	Arsenal
Target	10ft high, 5ft diameter cylinder
Range	50 feet
Pull Time	Action
Components	Explosives
Duration	1 minute
Scale	Personal
Description	Creatures within the area must succeed in a Constitution save or be blinded and deafened for the duration.

Focus Attacks

Trick

School	Tactics
Target	Creature or vehicle
Range	10 squares
Pull Time	Action
Components	
Duration	1 round
Scale	Personal or Vehicles
Description	Attacks made by your squad members against the target have advantage for the duration.

Fool's Gold

Level 1

School	Deception
Target	Item held
Range	Touch
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	Target held item appears 10 times as valuable as it should to onlookers who fail a Wisdom save.
	If pulled with a 2nd level slot this gambit may affect a vehicle and lasts for 8 hours.

Footwork

Trick

School	Tactics
Target	Squad member
Range	10 squares
Pull Time	Bonus action
Scale	Personal
Description	The target may immediately take the Disengage action.

Freedom of Movement

Level 4

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	1 hour
Scale	Personal
Description	Target's movement is unaffected by difficult terrain, and effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from restraints.

Freeze Ray

Trick

School	Arsenal
Target	Creature
Range	60 Feet
Pull Time	Action
Components	Chemicals
Duration	1 round
Scale	Personal
Description	Make a ranged gambit attack against the target. On hit, it takes 1d8 cold damage and its speed is reduced by 10 feet for the duration.

Freeze Robot

Trick

School	Splicing
Target	Robot
Range	5 squares
Pull Time	Action
Components	Computer
Duration	1 round
Scale	Personal and Vehicles
Description	Target robot must succeed in an Intelligence save or become paralyzed for the duration.

Gas Canister

Level 8

School	Arsenal
Target	20ft high, 10ft radius cylinder
Range	100 feet
Pull Time	Action
Components	Chemicals
Duration	1 hour
Scale	Personal
Description	Creatures within the area take 8d8 poison damage, half if they succeed in a Constitution save. Those who fail the save are poisoned for the duration.

Glibness

Level 8

School	Influence
Target	Self
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	Until the gambit ends, when you make a Charisma check, you can replace the number you roll with a 15. Any gambit or skill used to tell if you are lying reveals that you are telling the truth.

Golden Bridge

Level 8

School	Tactics
Target	Hostile creatures within range
Range	10 squares
Pull Time	Action
Duration	10 minutes
Scale	Personal and Vehicles
Description	All targets must succeed in a Wisdom save or flee the battlefield for the duration in a direction of your choosing.

Gravity Defense

Level 1

School	Vehicles
Target	Self
Pull Time	Action
Duration	1 round
Scale	Vehicles
Description	You Dash towards the nearest celestial body (a sun, moon, or the planet you're above). Attacks against you are made at disadvantage for the duration. Air and space vehicles only.

Gravity Manipulation

Level 4

School	Engineering
Target	Creature
Range	20 feet
Pull Time	Action
Components	Science tools
Duration	12 hours
Scale	Personal
Description	Any number of willing targets within range gain a Fly speed of 20 feet for the duration.

Greater Cure

Level 5

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	You remove one exhaustion level from the target, or any disease or condition.

Grenade Cache

Level 6

School	Arsenal
Target	Self
Pull Time	Action
Components	Explosives
Duration	Concentration, up to 1 minute
Scale	Personal
Description	Once per round while concentrating on this gambit, you may throw one grenade as an Attack action. Each grenade deals 4d6 concussion damage in a 10ft x 10ft square to those who fail a Dexterity save; half damage for those who succeed.

Grit

Level 6

School	Influence
Target	Willing creature
Range	Touch
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	Target becomes immune to psychic damage and resistant to another damage type of your choice, for the duration.

Grounding

Level 6

School	Engineering
Target	Device
Range	100 feet
Pull Time	Action
Components	Any tools
Scale	Personal
Description	All scrambled devices within range, including droids, vehicles, and Battle Stations are no longer scrambled.

Guards and Wards

Level 6

School	Engineering
Target	Up to 2500 square foot area
Range	Touch
Pull Time	10 minutes
Components	Security tools
Duration	24 hours
Scale	Personal
Description	You set up security systems within the target area. The DC to unlock all automated openings is 25 for the duration, and a swarm of 2d6 Hand-Eye Instructors patrol the passageways during this time, attacking intruders you designate.

Guns Pass

Level 1

School	Vehicles
Target	Vehicle
Range	3 squares
Pull Time	Action
Scale	Vehicles
Description	Each gunner on your vehicle may immediately make an attack against the target.

Hack Weapon

Trick

School	Splicing
Target	Creature or vehicle of your size (or your vehicle's size) or smaller
Range	5 squares
Pull Time	Action
Components	Computer
Duration	1 turn
Scale	Personal and Vehicles
Description	Target must succeed in an Intelligence save or you gain control of an electrically powered weapon the target possesses for the duration. Should you gain control, you may immediately make one attack as though you were the one holding it or using its Battle Station.

Hard Landing

Level 2

School	Vehicles
Target	Self
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles
Description	For the duration, any collision or crash your vehicle suffers deals no immediate damage to you or your passengers, though a hull breach may cause a problem with breathing.

Head Shot

Level 3

School	Arsenal
Target	Self
Pull Time	Action
Components	Ranged weapon
Scale	Personal and Vehicles
Description	Make a ranged attack. On hit the attack counts as a critical.

Heavy Rocket

Level 3

School	Arsenal
Target	4 square diameter cylinder
Range	30 squares
Pull Time	Action
Components	Explosives
Scale	Personal and Vehicles
Description	Target area explodes, causing those within the area to take 8d6 heat damage, half if they succeed in a Dexterity save. +1d6 damage for each additional level slot used.

Hide the Bodies

Level 3   **[Experiment]**

School	Deception
Target	Up to 6 corpses
Range	30 feet
Pull Time	Action
Scale	Personal
Description	You hide up to 6 dead bodies of medium size or smaller within the area. Those actively searching the area must succeed in an Intelligence save to notice them.

Hold the Line

Level 4

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal
Description	Squad members benefit from 3/4ths cover. Members lose this benefit if they move and only regain it after spending a turn without moving.

Hunt

Level 3

School	Survival
Target	Creature or vehicle
Range	20 squares
Pull Time	Action
Components	Sensors or science tools
Duration	1 hour
Scale	Personal and Vehicles
Description	All of your weapon attacks against the target deal 1d6 additional damage of the primary damage type. For the duration you ignore the target's concealment and cover and you always know the target's location in relation to you.

Illusion of Safety

Level 6

School	Deception
Target	Creature or vehicle
Range	10 squares
Pull Time	Action
Components	Science tools
Duration	10 minutes
Scale	Personal
Description	Up to 5 targets you choose within area must succeed in a Wisdom save or become unwary of a specific danger you choose for the duration or until the danger harms them. These characters or vehicles will not take the danger into account when moving and acting, potentially subjecting themselves to battlefield hazards.

Immersion

Level 5

School	Splicing
Target	Computer network
Range	Touch
Pull Time	Action
Components	Security tools
Duration	Concentration
Scale	Personal
Description	For the duration you immerse your senses within a network you have access to, allowing you to control any machine or weapon connected to it, utilizing your full proficiency bonus on all related rolls.
	During this gambit your body becomes paralyzed, though you are not incapacitated.

Impersonation

Level 4

School	Deception
Target	Self
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	For the duration you are able to exactly mimic the voice and speech patterns of a person who has spoken to you. Those who know the person must succeed in a Wisdom save in order to notice your deception upon hearing you. This may be used to bypass voiceprint security systems.

Impossible Landing

Level 4

School	Vehicles
Target	Self
Range	1 square
Pull Time	Action
Scale	Vehicles
Description	You land your vehicle on a larger vehicle or starbase within range.

Improvise Grenade

Level 1

School	Engineering
Target	5ft square
Range	50 feet
Pull Time	Action
Components	Any tools
Scale	Personal
Description	Creatures and objects in area take 4d6 concussion damage; Dexterity save for half damage.

Inoculation

Trick

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	8 hours
Scale	Personal
Description	Target has advantage on saves against disease and poison for the duration.

Insect Lure

Level 5

School	Survival
Target	20ft high, 10ft diameter cylinder
Range	100 squares
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal
Description	Swarming insects fill area, creating difficult terrain and dealing 4d10 piercing damage to those who fail a Constitution save at the beginning of their turn. +1d10 damage for each additional level slot used.

Inspirational Oration

Level 7

School	Influence
Target	Creature
Range	Communications
Pull Time	1 minute
Duration	8 hours
Scale	Personal
Description	Friendly creatures that can hear and understand you gain a +1d4 bonus to all skill and attack rolls for the duration, or until you are defeated.

Inspiring Presence

Level 3

School	Influence
Target	Self
Range	10 feet
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal
Description	You project an aura up to this gambit's range wherever you go. Friendly creatures within the aura deal an extra 1d4 psychic damage on weapon attacks.

Intimidating Presence

Level 4

School	Influence
Target	Self
Range	2 squares
Pull Time	Action
Duration	Concentration, up to 1 hour
Scale	Personal and Vehicles
Description	You project an aura up to this gambit's range wherever you go. Hostile creatures and vehicle gunners within the aura must succeed in a Charisma save each time they attempt to attack you.

Jamming

Level 1

School	Splicing
Target	Vehicle
Range	1 square
Pull Time	Action
Components	Sensors
Duration	Concentration
Scale	Vehicles
Description	For the duration all vehicles within range are at disadvantage on attacks made against your vehicle as well as sensors skill rolls which target your vehicle.

Knockout Poison

Level 5

School	Arsenal
Target	Living creature
Range	100 feet
Pull Time	Action
Components	Chemicals
Scale	Personal
Description	Target must succeed in a Constitution save or fall unconscious for 1 hour. Targets immune to poison damage or the poisoned condition are immune to this gambit.

Lag Roll

Trick

School	Vehicles
Target	Vehicle
Range	1 square
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles
Description	When the target is within this gambit's range, attacks made by your vehicle against the target are rolled with advantage.

Last Stand

Level 7

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Squad members at half their Hit Points or less have advantage on their attack rolls and critical on a natural roll of 17-20 for the duration.

Lay of the Land

Level 2   **[Experiment]**

School	Survival
Target	Self
Range	50 squares
Pull Time	Action
Components	Science tools
Scale	Personal and Vehicles
Description	You get a sense of the surrounding terrain, learning of all visible creatures/vehicles and physical features of the area.

Liar's Tongue

Trick

School	Deception
Target	Self
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Personal
Description	For the duration, whenever you fail a Deception roll to lie to someone, the victim does not get angry about the lie. They simply chalk your deceptions up to your being misinformed or misunderstood.

Liberation

Level 1

School	Engineering
Target	Creature or vehicle
Range	Touch
Pull Time	Action
Components	Any tools (personal), Engineering station (vehicles)
Scale	Personal and Vehicles
Description	Target becomes freed from one condition reducing its movement. If in vehicles scale, this gambit may only be used on your own vehicle.

Life Support

Level 4

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	8 hours
Scale	Personal
Description	The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the gambit ends.

Local Guide

Level 3	**[Experiment]**
School	Influence
Target	Self
Pull Time	Action
Duration	1 day
Scale	Personal
Description	You locate a native to your current location, willing to aid you in navigation and survival tasks for the duration. The guide is generally aware of the major dangers in the area and shares this knowledge with you.

Locate Weakness

Level 2

School	Engineering
Target	Creature
Range	50 feet
Pull Time	Action

Duration	10 minutes
Scale	Personal
Description	Your next attack that hits the target while this gambit is active destroys a piece of equipment of your choice that the target is carrying or wearing. Does not affect Superscience items.

Lock Down

Level 3	**[Experiment]**
School	Splicing
Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Duration	1 hour
Scale	Personal
Description	Target computer becomes completely severed from all other outside access. Splicing gambits other than your own simply fail against it for the duration. The computer cannot communicate with any networks or machines during this time.

Longest Shot

Level 2

School	Arsenal
Target	Self
Pull Time	Action
Components	Ranged weapon
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles
Description	The normal and long ranges for your ranged weapons are tripled while you maintain concentration.

Longstrider

Level 1

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	1 hour
Scale	Personal
Description	The target's speed increases by 10 feet until the gambit ends.

Lose the Tail

Level 1

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Duration	3 hours
Scale	Personal
Description	The target is lost by anyone tracking or following them for the duration

Magnetism

Level 5

School	Influence
Target	Creature or vehicle
Range	6 squares
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles
Description	For the duration, targets you choose within the range must succeed in a Charisma save on their turn or move towards you as fast as possible.

Major AI

Level 9

School	Splicing
Target	Robot
Range	Touch
Pull Time	3 hours
Scale	Personal
Description	You create a digital creature with an alignment and personality of your choice, proficient in 7 skills. The creature resides within the target robot, controlling it as its body, overriding any existing personality.

Make Do

Trick

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

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

Mass Anesthetic

Level 3

School	Medical
Target	10 foot sphere
Range	60 feet
Pull Time	Action
Components	Medical tools
Duration	10 minutes
Scale	Personal
Description	Living creatures within the area affected must succeed in a Constitution save or become paralyzed for the duration.

Mass Heal

Level 9

School	Medical
Target	Living creature
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this gambit are also cured of all diseases and any effect making them blinded or deafened.

Mass Remote Treatment

Level 3

School	Medical
Target	Up to 6 living creatures
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Targets regain a number of hit points equal to 1d4 + your gambit pulling ability modifier. +1d4 hit points healed for each additional level slot used.

Mass Robot Mastery

Level 6

School	Splicing
Target	Robot
Range	100 feet
Pull Time	Action
Components	Computer
Duration	Concentration, up to 8 hours
Scale	Personal
Description	Each robot within range must succeed in an Intelligence save or become utterly beholden to your commands for the duration.

Mass Wound Treatment

Level 5

School	Medical
Target	30 foot sphere
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Up to 6 living creatures within the area regain a number of hit points equal to 3d8 + your gambit pulling ability modifier. + 1d8 hit points healed for each additional level slot used.

Masterful Coordination

Level 9

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Squad members have advantage on all attacks made against any target another squad member has already attacked during the same round. Hits against those targets deal damage as though the target were vulnerable to all damage dealt.

Medical Marvel

Level 6

School	Medical
Target	Living creature
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Target regains 70 hit points and is cured of blindness, deafness, and any diseases it suffers. +10 hit points recovered for each additional level slot used.

Mending

Trick

School	Engineering
Target	Item
Range	Touch
Pull Time	Action
Components	Any tools
Scale	Personal
Description	You repair a mundane (non-Superscience) item you touch, such as a piece of equipment, a weapon, or a set of armor. Will not work on vehicles or other complex machines.

Meteor Swarm

Level 9

School	Engineering
Target	40 square tall, 20 square radius cylinder
Range	200 squares
Pull Time	Action
Components	Science tools
Scale	Personal and Vehicles
Description	Creatures and vehicles within the target area take 20d6 heat and 20d6 bludgeoning damage, Dexterity save for half damage.

Mind Transplant

Level 6   **[Experiment]**

School	Medical
Target	2 Living creatures
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	1 hour
Scale	Personal
Description	Two willing or unconscious creatures have their minds swapped for the duration, with personality going into the new body, taking only skills and proficiencies with it. All Ability scores, powers, and gambits remain in the old body for use by the other mind.

Minor AI

Level 6

School	Splicing
Target	Computer
Range	Touch
Pull Time	1 hour
Scale	Personal
Description	You create a digital creature with an alignment and personality of your choice. The creature resides within the target computer, controlling it like a body.

Misdirection

Level 5

School	Deception
Target	Creature
Range	10 squares
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	The target must succeed in an Intelligence save or be misled into travelling to a location of your choice within 1 mile, thinking that going there is crucial to their plans or immediate desires.

Mobile Shot

Trick

School	Arsenal
Target	Self
Pull Time	Action
Components	Ranged weapon
Scale	Personal and Vehicles
Description	Take a Disengage action and then make a ranged attack against a target within the weapon's range.

Mockery

Trick

School	Influence
Target	Creature
Pull Time	Action
Duration	1 round
Scale	Personal
Description	You sling insults at a target who can hear and understand you. The target must succeed in a Charisma save or take 1d4 psychic damage and suffer disadvantage on its next attack roll made during the duration.

Mutagenics

Level 4

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	1 hour
Scale	Personal
Description	For the duration, the target gains a single trait from a beast you have encountered before, such as Darkvision, Flying, or Immunity to Poison. An unwilling target must be hit with a melee gambit attack.

Network Blast

Level 9

School	Splicing
Target	Computer network
Range	Touch
Pull Time	Action
Components	Security tools
Scale	Personal
Description	Every terminal of target computer network explodes (except for the one you are using). Any creatures within 5ft of a terminal must succeed in a Dexterity save or take 8d10 electricity damage.

Never Lost

Trick

School	Survival
Target	Self
Pull Time	Action
Scale	Personal and Vehicles
Description	You learn your location in relation to known landmarks, including planetary poles.

Nondetection

Level 3

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	8 hours
Scale	Personal and Vehicles
Description	The target does not show up on sensors and cannot be found or tracked through the use of gambits or features.

Nuclear Option

Level 9

School	Arsenal
Target	100ft high, 50ft diameter cylinder
Range	500 feet
Pull Time	Action
Components	Explosives
Duration	3 days
Scale	Personal
Description	All targets within area take 4d6 heat and 4d6 radiation damage. Living targets must succeed in a Constitution save or suffer an additional 4d6 poison damage and be poisoned for the duration.

Observation

Level 1

School	Survival
Target	Creature or vehicle
Range	20 squares
Pull Time	Action
Components	Science tools, survival kit, or sensors
Scale	Personal and Vehicles
Description	You learn the vulnerabilities and resistances of the target.

Old Friend

Level 5

School	Deception
Target	Creature
Range	10 squares
Pull Time	Action
Duration	Concentration, up to 3 hours
Scale	Personal
Description	Target sapient creature that can see you must succeed in a Charisma save or believe you are an old acquaintance for the duration, during which time they are charmed by you and will fight by your side.

Outmaneuver

Level 8

School	Vehicles
Target	Vehicle
Range	5 squares
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Vehicles
Description	The target's pilot must succeed in a vehicle use skill roll against your gambit save DC whenever it wishes to use an ability or gambit that grants movement, while within range. Attacks made against the target by gunners on your vehicle have advantage.

Personal Shield

Level 3

School	Engineering
Target	Self
Pull Time	Action
Components	Science tools
Duration	8 hours
Scale	Personal
Description	You benefit from 3/4 cover for the duration.

Pick Pocket

Trick

School	Deception
Target	Self
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Personal
Description	For the duration, you may make a Sleight of Hand roll to steal from someone as a Reaction whenever they come within 5 feet of you on their turn.

Pincer

Level 8

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Whenever a squad member attacks a target that is directly between them and another squad member, the target is vulnerable to all damage inflicted on the attack.

Plant Explosive

Level 4

School	Engineering
Target	Vehicle or structure
Range	Touch
Pull Time	Action
Components	Explosives
Duration	12 hours
Scale	Personal and Vehicles
Description	You plant an explosive charge which deals 7d10 concussion damage to the target and any other creatures and items within 25 feet of that point, whenever you choose to detonate it during the duration. Detonation takes your bonus action.

Play Dead

Level 3	**[Experiment]**
School	Deception
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Disguise kit
Duration	1 hour
Scale	Personal
Description	Target appears dead to those who fail a Wisdom save upon examining the "body", which is paralyzed for the duration.

Playing God

Level 9

School	Medical
Target	Dead creature
Range	Touch
Pull Time	Action
Components	Medical tools, 25,0000 cr in materials that are expended
Scale	Personal
Description	Target dead creature is restored to life at full hit points, recovered of poisons and diseases, and restored of any missing limbs. If a body for the creature no longer exists, you clone a new one.

Poisonous Aerosol

Trick

School	Medical
Target	Living creature
Range	10 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Target must succeed in a Constitution save or take 1d12 poison damage. This gambit's damage increases by 1d12 when you reach 5th, 11th, and 17th casting levels.

Protection from Energy

Level 3

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal and Vehicles
Description	The target has resistance to one damage type of your choice: acid, cold, heat, electricity, force, or concussion for the duration.

Push the Limit

Trick

School	Engineering
Pull Time	Action
Components	Weapon
Scale	Personal and Vehicles
Description	Make an attack with a weapon, dealing 2 additional heat damage on hit. If you roll a 1 on the attack, the weapon breaks.

Quick Assist

Trick

School	Tactics
Target	Creature
Range	10 squares
Pull Time	Bonus action
Scale	Personal
Description	You Help a target that can hear you on a skill or attack roll.

Quick Fix

Level 1

School	Engineering
Target	Item
Range	Touch
Pull Time	Action
Components	Any tools
Scale	Personal and Vehicles
Description	You repair 1d10 + your gambit pulling modifier hit points on the item. +1d10 hit points repaired for each additional level slot used.

Rally

Level 1

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal
Description	Squad members are cured of fear effects and may add 2 squares to their speed if their movement brings them closer to you.

Ramming Speed

Level 6

School	Vehicles
Target	Self
Pull Time	Action
Duration	1 round
Scale	Vehicles
Description	Take the Dash action. Any collisions your vehicle suffers for the duration deals 3 times normal damage to the other vehicles involved.

Rapid Deployment

Level 5

School	Tactics
Target	Squad
Range	Communications
Pull Time	Reaction at the start of combat
Scale	Personal and Vehicles
Description	Squad members may immediately move up to their speed and have advantage on initiative rolls at the start of combat.

Rapid Egress

Level 5

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	1 round
Scale	Personal and Vehicles
Description	Squad members may immediately move up to 7 squares in a single direction you choose for the squad. Attacks made against squad members are at disadvantage for the duration.

Read the Room

Level 5

School	Influence
Target	Self
Range	60 feet
Pull Time	Action
Scale	Personal
Description	You learn the alignment and emotional state of every living creature within range that you can see, as well as their disposition towards you (friendly, hostile, etc.).

Reap the Whirlwind

Level 7

School	Vehicles
Target	Vehicle
Range	10 squares
Pull Time	Action
Scale	Vehicles
Description	Your chaotic piloting allows you to move your vehicle and any other vehicles within range up to 3 squares from their current location.

Rebuilding

Level 5

School	Engineering
Target	Machine
Range	Touch
Pull Time	1 hour
Components	Any tools
Scale	Personal
Description	Target machine turns into another similar machine. Must be the same type (weapon, armor, vehicle). A vehicle must be within 2 CR of what it is turned into.

Recruitment

Level 4

School	Tactics
Target	Up to 5 willing creatures/vehicles
Range	10 squares
Pull Time	Action
Duration	3 hours
Scale	Personal and Vehicles
Description	Target creatures or vehicles are added to your squad for the duration.

Regenerate

Level 7

School	Medical
Target	Living creature
Range	Touch
Pull Time	1 minute
Components	Medical tools
Duration	1 hour
Scale	Personal
Description	The target regains 4d8 + 15 hit points. For the duration of the gambit, the target regains 1 hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes.

Remote Bomb

Level 5

School	Engineering
Target	5ft square
Range	Touch
Pull Time	Action
Components	Explosives
Duration	Concentration
Scale	Personal
Description	You plant an explosive charge at target location, which goes off when you end your concentration, dealing 8d6 concussion damage to creatures and objects inside or adjacent to the target square, Dexterity save for half damage. Creatures hit by this explosion are knocked prone.

Remote Treatment

Level 1

School	Medical
Target	Living creature
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Target regains a number of hit points equal to 1d4 + your gambit pulling ability modifier. +1d4 hit points healed for each additional level slot used.

Reprogram

Level 3

School	Splicing
Target	Robot
Range	Touch
Pull Time	Action, plus 5 rounds of concentration
Components	Computer
Scale	Personal
Description	Target robot you touch must succeed in an Intelligence save or be reprogrammed by you. Completing the reprogramming takes 5 rounds of concentration after the initial action, at which point you may design the robot's personality, alignment, and disposition towards you.

Resistance

Trick

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	Concentration
Scale	Personal
Description	Target has advantage on a saving throw of their choice made before this gambit ends.

Restoration

Level 5

School	Engineering
Target	Machine
Range	Touch

Pull Time	Action
Components	Any tools
Scale	Personal and Vehicles
Description	Recovers 5d8 Hit Points on item touched. If a vehicle, restores all systems to operational condition.

Resurrection
Level 7

School	Medical
Target	Dead creature
Range	Touch
Pull Time	1 hour
Components	Medical tools, 1000 cr in materials that are expended
Scale	Personal
Description	The target is restored to life at full hit points, recovered of poisons and disease, and restored of any missing limbs. You and the target are at disadvantage on all rolls until you take a long rest.

Reveal Weakness
Level 6

School	Tactics
Target	Creature
Range	10 squares
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	Target must succeed in a Constitution save or become vulnerable to a damage type of your choice for the duration.

Robotic Command
Level 1

School	Splicing
Target	Robot
Range	10 squares
Pull Time	Action
Components	Computer
Duration	1 round
Scale	Personal and Vehicles
Description	You issue a one word command to target robot, which must succeed in an Intelligence save or immediately do as you command.

Robotic Scrambler

Level 7

School	Arsenal
Target	Machine creatures
Range	100 feet
Pull Time	Action
Duration	1 hour
Scale	Personal
Description	All machine creatures within range must succeed in a Constitution save or become unconscious for the duration.

Root Control

Level 6

School	Splicing
Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Scale	Personal
Description	You gain complete control over target computer, with full access to all data, functions, and connected systems. Only a gambit or Super Science item could remove your access. You can access this computer remotely from any other computer.

Sacrifice

Level 6

School	Tactics
Target	Willing member of your squad
Range	10 squares
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Attack rolls made against the target have advantage for the duration. Attacks made against other members of your squad are made with disadvantage.

Sand in the Eyes

Level 2

School	Deception
Target	Creature
Range	5 feet
Pull Time	Action
Duration	1 minute
Scale	Personal
Description	Target must succeed in a Constitution save or become blinded for the duration.

Scissor Maneuver

Trick

School	Vehicles
Target	Self
Range	1 square
Pull Time	Action
Scale	Vehicles
Description	You move to the opposite side of a vehicle of your vehicle's size or smaller within range. A member of your vehicle's crew may make an attack on that vehicle as you pass.

Scorched Earth

Level 8

School	Arsenal
Target	20ft high, 10ft radius cylinder
Range	100 feet
Pull Time	Action
Components	Explosives
Scale	Personal
Description	All creatures within area must succeed in a Dexterity save or take 7d10 heat damage; those who succeed take half damage.

Scramble

Level 4

School	Splicing
Target	Vehicle
Range	10 squares
Pull Time	Action
Components	Sensors
Scale	Vehicles
Description	Target vehicle must succeed in an Intelligence save or have one randomly selected system become scrambled.

Search Pattern

Level 2

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

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

Security Procedures

Level 2

School	Splicing
Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Duration	1 hour
Scale	Personal
Description	Target computer loses the scrambled condition and becomes cured of a virus, or has a single user of your choice banned from access for the duration.

Seeker Missiles

Level 1

School	Arsenal
Target	One or more creatures or vehicles
Range	25 squares
Pull Time	Action
Components	Explosives
Scale	Personal and Vehicles
Description	You launch three missiles, each dealing 1d4 + 1 concussion damage to a target within range. Missiles may hit one target or several. +1 missile for each additional level slot used.

Shadowy Manipulations

Level 4

School	Influence
Target	Self
Range	10 feet
Pull Time	Action
Duration	Concentration, up to 3 hours
Scale	Personal
Description	You become invisible to anyone outside of this gambit's range. You have advantage on persuasion skill rolls made against any creature within the gambit's range. The gambit ends if you take a hostile action.

Shield Pass

Level 3

School	Engineering
Target	Creature
Range	Touch
Pull Time	Action
Components	Any tools
Duration	10 minutes
Description	Target creature becomes able to pass through all forms of energy shields / force fields. The target's melee and unarmed weapon attacks ignore shields as well, providing a +2 bonus to attacks against shielded targets.

Shock and Awe

Level 5

School	Tactics
Target	Hostile creatures within range
Range	10 squares
Pull Time	Action
Duration	1 round
Scale	Personal and Vehicles
Description	Targets must succeed in a Wisdom save or become stunned for the duration or until they take damage.

Shoot First

Level 5

School	Arsenal
Target	Self
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal
Description	While you maintain concentration you may go first in combat regardless of your initiative score, so long as your action includes making a ranged attack.

Shunt Power

Level 2

School	Engineering
Target	Vehicle
Pull Time	Action
Components	Engineering station
Scale	Vehicles

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

Side Swipe

Level 3

School	Vehicles
Target	Vehicle
Range	1 square
Pull Time	Action
Scale	Vehicles
Description	The target vehicle must succeed in a Dexterity save or suffer damage as though your vehicles had suffered a colision with each other.

Silver Tongue

Trick

School	Influence
Target	Self
Pull Time	Action
Duration	Concentration, up to 1 hour
Scale	Personal
Description	For the duration you have advantage on persuasion skill checks against non-hostile creatures.

Situational Awareness

Level 4

School	Vehicles
Target	Self
Pull Time	Action
Duration	Concentration, up to 1 hour
Scale	Vehicles
Description	Your vehicle is immune to system targeting attacks, or attacks designed to hit a particular spot on your vehicle.

Slave Robot

Level 2

School	Splicing
Target	Robot
Range	60 feet
Pull Time	Action
Components	Computer
Duration	1 hour
Scale	Personal
Description	Target robot must succeed in an Intelligence save or become completely under your command, following your orders and attempting to anticipate your needs for the duration.

Sow Chaos

Level 4

School	Influence
Target	4 square diameter sphere
Range	10 squares
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles
Description	Creatures or vehicle pilots within the area must succeed in a Charisma save or become irratic. An irratic creature cannot take reactions and either attacks a random target or does not act on its turn (flip a coin). An irratic creature may make a Charisma save at the end of each of its turns to end the effect.

Speculative Fire

Level 3

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal and Vehicles
Description	Squad members may make attacks against invisible targets for the duration at no attack penalty, so long as the correct square is picked to fire into.

Spinning Fire

Level 5

School	Vehicles
Target	Self
Range	1 square
Pull Time	Action
Components	Piloting and Gunnery station
Scale	Vehicles
Description	You may make one attack from your gunnery station against each vehicle within range, as your vehicle spins wildly.

Spray Fire

Level 2

School	Arsenal
Target	5 square line
Range	Weapon range
Pull Time	Action
Components	Ranged weapon
Scale	Personal and Vehicles
Description	Make one ranged attack against up to five creatures or vehicles within a 5 space line within range.

Squad Armaments

Level 9

School	Arsenal
Target	Squad
Range	5 feet
Pull Time	Action
Duration	3 hours
Scale	Personal
Description	All squad members within range gain +3d6 to the base damage of their ranged weapons for the duration.

Stabilization

Trick

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Target that has 0 hit points regains 1 hit point.

Stay On

Level 3

School	Vehicles
Target	Vehicle
Range	1 square
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles
Description	Whenever the target moves, you move along with them. The target ends this gambit if it takes the Disengage action.

Stealth Mode

Level 2

School	Deception
Target	Self
Pull Time	Action
Components	Science tools
Duration	Concentration, up to an hour
Scale	Personal
Description	You become invisible and utterly silent for the duration of the gambit, or until you attack or pull another gambit.

Strafing Run

Level 7

School	Vehicles
Target	Self
Pull Time	Action
Components	Piloting and Gunnery station
Duration	1 round
Scale	Vehicles
Description	Make the Dash action. For the duration, including the movement from the Dash, you may make one weapon attack from your gunnery station against any vehicle that you move to within 3 squares of.

Straight Faced Lie

Level 5

School	Deception
Target	Creature
Range	10 squares
Pull Time	Action
Scale	Personal
Description	Target creature that can hear and understand you believes one statement you make as part of this action, no matter how outlandish the lie, unless they succeed in a Charisma save.

Suggestion

Level 2

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

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

Summons

Level 9

School	Influence
Target	Creature
Range	The entire galaxy
Pull Time	Action
Scale	Personal
Description	Target person you have met must succeed in a Charisma save or become compelled to immediately find you and come within 20ft of your presence.

Sun Dive

Level 9

School	Vehicles
Target	Vehicle
Pull Time	Action
Duration	Concentration, up to 5 rounds
Scale	Vehicles
Description	For the duration, your vehicle is immune to damage.

Sunblind

Level 2

School	Vehicles
Target	Vehicle
Range	10 squares
Pull Time	Action
Duration	Concentration, up to 10 minutes
Scale	Vehicles
Description	Move your speed positioning yourself between your target and the sun in your star system. So long as you remain between the sun and your target, you are invisible to the target.

Superscience

Level 9

School	Engineering
Target	Armor or weapon
Range	Touch
Pull Time	1 minute
Components	Any tools
Duration	8 hours
Scale	Personal
Description	For the duration, the target mundane item gains the properties of a Superscience item of your choice of the same type (armor or weapon).

Suppressive Fire

Level 3

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Components	Ranged weapon
Duration	1 round
Scale	Personal and Vehicles
Description	You make a ranged attack with disadvantage. Hostile creatures or vehicles may not willingly move towards members of your squad for the duration.

Surprise Drill

Level 3

School	Tactics
Target	Squad
Range	Communications
Pull Time	Reaction at the start of combat
Duration	Concentration
Scale	Personal or Vehicles
Description	Attacks made against the squad are not made with advantage due to surprise or hiding for the duration.

Survey

Level 5

School	Survival
Target	Location
Range	1000 squares
Pull Time	Action
Components	Sensors or science tools
Duration	Concentration
Scale	Personal and Vehicles
Description	You cast your senses to the location selected within range, spying upon the area for so long as you concentrate.

Survivable Surrender

Level 2

School	Deception
Target	Creature
Range	10 squares
Pull Time	Action
Scale	Personal and Vehicles
Description	Target must succeed in a Wisdom save or accept your surrender, taking you prisoner without doing significant harm.

Switcheroo

Level 3

School	Deception
Target	Willing creature or vehicle
Range	6 squares
Pull Time	Action
Scale	Personal and Vehicles
Description	You switch places with a willing target the same size as you (or your vehicle if at Vehicles scale).

Take Aim

Trick

School	Arsenal
Target	Creature or vehicle
Range	Weapon range
Pull Time	Action
Components	Ranged weapon
Duration	Concentration, up to 1 minute
Scale	Personal and Vehicles
Description	You have advantage on your next ranged attack roll against the target, so long as the gambit hasn't ended.

Tame Beast

Level 4

School	Survival
Target	Beast
Range	Touch
Pull Time	Action
Duration	3 days
Scale	Personal
Description	Target beast becomes friendly to you for the duration. This gambit is broken if you attack the beast in any way.
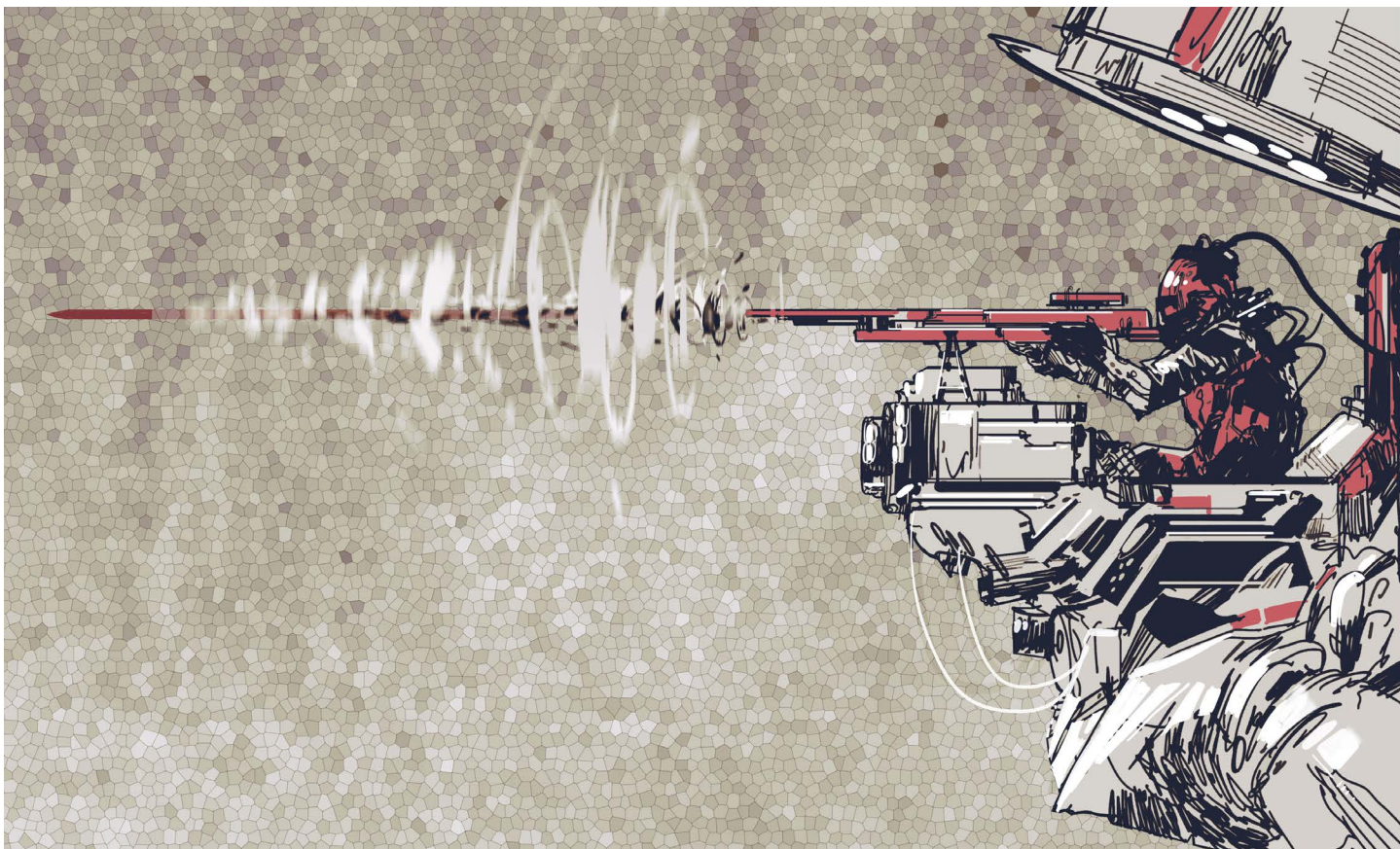
Targeted Attack

Trick

School	Engineering
Pull Time	Action
Components	Weapon
Scale	Vehicles
Description	Make an attack with a weapon against another vehicle. On a hit, you disable a vehicle system of your choice on the target.

Targeting Systems

Level 3

School	Splicing
Target	Gunnery Battle Station
Range	Touch
Pull Time	Action
Duration	Concentration, up to 5 rounds
Scale	Vehicles
Description	Your attacks with target gunnery station are made with advantage for the duration.

Thrill of Battle

Level 1

School	Influence
Target	Creature or vehicle
Range	5 squares
Pull Time	Action
Duration	10 minutes
Scale	Personal and Vehicles
Description	Target onlooker to a battle must succeed in a Charisma save or join in on the fight, taking whatever side they are partial to.

Toughening

Level 4

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Duration	1 hour
Scale	Personal
Description	For the duration, the target gains resistance to bludgeoning, piercing, and slashing damage from mundane (non-Superscience) sources of damage.

Trace Source

Level 1

School	Splicing
Target	Machine
Range	10 squares
Pull Time	Action
Components	Computer
Scale	Personal and Vehicles
Description	You discover the location of the computer from which the target machine is being controlled, such as a terminal on another floor or an orbiting starship.

Track Creature

Level 4

School	Survival
Target	Creature or vehicle you know of
Range	50 squares
Pull Time	Action
Components	Sensors or science tools
Scale	Personal and Vehicles
Description	You discover the direction of the target's location. Can find a specific creature/vehicle, or a certain kind you name.

Traversal

Level 2

School	Survival
Target	Willing creature
Range	Touch
Pull Time	Action
Components	Survival kit
Duration	1 hour
Scale	Personal
Description	The target's speed is not hindered by terrain or climbing for the duration.

True Seeing

Level 6

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

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

Tunneling Blast

Level 6

School   Arsenal
Target   50 cubic feet of material
Range   100 feet
Pull Time   Action
Components   Explosives
Scale   Personal
Description Target area explodes, removing all matter in a plume of dust. Creatures within 10 feet of the blast zone take 6d6 concussion damage; Dexterity save for half damage.

Under the Radar

Level 4

School   Vehicles
Target   Self
Pull Time   Action
Duration   Concentration, up to 1 hour
Scale   Vehicles
Description Your vehicle is invisible for the duration. End this gambit if your vehicle moves more than its speed in a round or makes an attack.

Unfair Trade

Level 2

School   Deception
Target   Creature
Range   5 feet
Pull Time   Action
Scale   Personal
Description Target with an object in one hand must succeed in a Strength save or swap the object held with another object you hold in one hand. *Example: A pistol they hold is traded for a sandwich you hold.*

Unfathomable Plans

Level 9

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

Urban Legend

Level 7

School	Influence
Target	Self
Pull Time	Action
Duration	Concentration, up to 3 hours
Scale	Personal
Description	For the duration, sapient creatures take 1d6 psychic damage whenever they successfully hit you with an attack. A creature which takes 10 or more points of damage from this gambit becomes frightened of you for 10 minutes.

Vertical Assault

Level 7

School	Tactics
Target	Squad
Range	Communications
Pull Time	Action
Duration	Concentration
Scale	Personal
Description	Squad members will not fall due to a failed Climb or Jump roll, they simply cling to the nearest surface or rope. Attacks squad members make from an elevated position have advantage and deal 2 additional points of damage.

Virulent Disease

Level 6

School	Medical
Target	Living creature
Range	60 feet
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Target must succeed in a Constitution save or take 14d6 necrotic damage and has its maximum hit points reduced by that amount. Save for half damage. Effects that remove disease restore the creature's hit point maximum.

Virus

Level 1

School	Splicing
Target	Computer
Range	Touch
Pull Time	Action
Components	Security tools
Duration	2d10 rounds
Scale	Personal
Description	Target computer becomes scrambled by an electronic virus, causing uses of the machine to be made with disadvantage. For the duration, one additional computer, Battle Station, or machine connected to an infected device becomes infected and scrambled at the beginning of each round.

Weapons Platform

Level 6

School	Vehicles
Target	Self
Pull Time	Action
Duration	Concentration, up to 1 minute
Scale	Vehicles
Description	For the duration, gunners on your vehicle other than you have advantage on attacks and may make an additional attack as a bonus action. This gambit ends if your vehicle moves at all.

Wound Treatment

Level 1

School	Medical
Target	Living creature
Range	Touch
Pull Time	Action
Components	Medical tools
Scale	Personal
Description	Target regains a number of hit points equal to 1d8 + your gambit pulling ability modifier. +1d8 hit points healed for each additional level slot used.