

# Savage Spelljamming



## Introduction

Imagine a universe where square worlds spin around gemstone suns. Where planets lie cradled in the roots of an oak tree so vast its leaves twirl around brightly burning suns. Where ships of wood sail the void between worlds, and battle each other with catapult and ballista, spell and sword. Where an asteroid may be a safe harbor, a slaver's den, or a hungry creature eager to devour any that pass by. Where daring swashbucklers and scoundrels race for fantastic treasures and literally touch the stars. Where terrifying beasts with the power to destroy whole worlds roam.

Welcome . . . to the universe of Spelljammer!

In the Spelljammer campaign, the fantastic is possible and one is limited only by the depths of their imagination. Sailing ships, enwrapped in bubbles of air, travel empty Wildspace, moved by the power of their mystic helms. Gravity is a matter of convenience, where a captain can tour the bottom of his ship, and worlds come in all shapes and sizes. Whole solar systems are surrounded by colossal spheres made of an unbreakable, crystal-like substance to protect them from an ocean of swirling light and color, the flammable Phlogiston, which divides the void between stars.

*Adam 'Night Druid' Miller*

## Spelljamming 101

*What is a Spelljammer, anyway?*

A "spelljammer" is any large ship (sometimes other objects, too) that is powered by a helm and can move at nearly unlimited speeds when not hampered by the presence of a significantly large body, or gravity well.

This uber-speed is called "jamming speed" and covers tremendous distances very quickly. It is the default speed of space travel and vessels only slow down when there is an object of significant size nearby. Usually this is a planet of some kind, but it can also be the presence of another ship of some sort. This automatic slow down is an inherent safety feature to prevent ships travelling at great speeds from burning up in large planet's atmospheres, or becoming little more than suicidal rockets waiting to strike a target. This slower, but still extremely fast rate of speed is called "Tactical Movement" and is controlled by the Ships Rating, or SR. While jamming speed is a constant amongst all spelljamming vessels, the SR is a direct measure of the power of the pilot.

The more powerful the pilot and helm, the higher the SR will be.

Every spelljammer is equipped with a helm of some sort. The helm is what makes a spelljammer a spelljammer. Without the helm, it would just be another boat.

*O.K., so what's a helm?*

A helm is a powerful magical artefact crafted by the Arcane, and sold to those who can pay their price in goods, money, or services, and sometimes a combination of all three. There are several helm-types, but the most common are Major and Minor helms. A major helm is one that produces a tremendous SR from the magical energies of the pilot, and a minor one does the same, but to a lesser degree. They are not a simple steering wheel of a vessel - those exist on most vessels, but only for the "mundane" elements of the ship. The spelljamming helm is a chair of elaborate design and intricacy that any spell caster would sit upon to take control of the ship and provide motive force as well as guided manoeuvres. When the helmsman sits, he loses all of his magical abilities until he is able to rest like normal. The mere contact is enough to siphon off the caster's entire potential and power the ship. Once seated, the helmsman can project his consciousness around the ship for various points of view - a sort of limited omniscience exists as long as the helmsman can control what he/she wishes to see. The views, however, are always of the outside of the ship, not the inner chambers.

A helm generates motive forces, but why sails? Why rigging and the like? It is because although the helm generates thrust, it does so in a way that requires guidance and assistance. As a magic item in its entirety, the entire ship radiates of magic. When the helm is installed, even the sails and rigging are enchanted to aid in controlling and directing the motive force generated by the helm. Thus, the sails "catch a magic wind" and the contrivances of the vessel actually become relevant to the ability of the helmsman to steer the ship in the direction it needs to go.

Helms are incredibly durable and nearly indestructible. If a vessel were to be laden with spirits and wine then set aflame, when the fire subsides, the helm will still stand there, pristine and unharmed entirely. If it wasn't apparent, a helm is truly an artefact of great power. As such, they are INCREDIBLY expensive.

*So, if we're up in space, how can we breathe?*

The short answer to this is "gravity." Essentially, every body has its own personal gravity at work that carries with it the air in the immediate area surrounding itself. So, even a naked human carries with him his own limited air supply - enough air to last 2-20 turns worth. Supposing said person had some means of entering space to begin with that's how long his air would last before he'd begin to suffocate.

*What's this gravity business?*

In space, gravity pulls in the "direction which is most convenient" at all times. For the designs of most ships, this means that there is a plane of gravity. For large bodies like asteroids and planets, this means towards the centre of mass of the object. Gravity exists on all things as an attractive force, and the larger the object, the stronger it's gravity will be. The hulls of ships create a flat plane of gravity that is three times as long as the keel length of the vessel (i.e.: the length wise dimension) and three times it's height in all directions. Essentially the vessel takes with it an "air envelope" that supplies the crew with breathable air. Usually, this air supply can last from 4-8 months given the crew requirement and ship sizes as variables.

This also means that in space, a sailor can walk on the bottom of the ship with his "down" pulling him towards the bottom of that gravity plane. So, since gravity takes on a planar form, it pulls "down" from both directions of the plane regardless of the orientation of the ship. A falling object would fall from the "up" side of a plane, fall through it, and then be pulled again by the "down" side of the ship's new gravity resulting in the falling object being brought right back through the gravity plane to it's original point of origin - thus making it appear as if the object has fallen "up" from the bottom of the ship.

Given the definition of convenience, gravity planes exist only as long as no larger, stronger gravity force comes near. So if a ship were to encounter a larger ship, or a planet, the gravity orientation of the larger body takes over and forces the smaller body to feel its (sometimes sudden) effects of gravity.

*Tell me more about this "air envelope"*

The air envelope is a crucial supply for spelljammers of all kinds. Many ships make extra

stops simply to replenish the air envelope on their journey - it's that important. Basically, for every 100 cubic yards of space (roughly 1 ton) there is enough air taken along to support one Medium sized crew member for 4-8 months. Every ship is measured by its tonnage, so a 40 ton ship could support 40 medium crew for 4-8 months.

The longer the ship goes without replenishing the air supply, the more the air quality degrades. It is probably one of the most important jobs of the quartermaster to monitor the current conditions of the air quality of the ship. Under ideal conditions, this is the quality of "good" air and it will last for 4 months. The first degradation is that of "fouled" air. At this point, the carbon dioxide is piling up and the air is getting stale, and begins to take on an unpleasant odour. Air is fouled from the 5th-8th months, and any person operating under foul air conditions suffers a -2 penalty to all attack rolls, skill rolls, or saves. Beyond 8 months, the air becomes deadly and characters will start to fall off like flies due to suffocation effects.

*O.K., we need air, got it. So ... what's space like?*

Difficult question to answer, but the most correct way to answer is like follows: "which one?" Yes, there are two separate, but linked elements of travelling through space. There are two very different mediums and elements that are equally important and relevant. They are called "Wild Space" and "Phlogiston" respectively.

*"Wild Space"?*

Wild space is the area typically referred to as "space" as we would understand it - lots of black nothingness, and stars floating around. This is the area that covers the distances between planets and fills the greater part of the crystal spheres of every system. It lacks an environment or air of its own, but otherwise, this is more or less space as we understand it. The majority of planetary movement and locations take place here, and all space ports call wild space home.

*Then what's this "Phlogiston" stuff?*

The phlogiston is what exists outside of the crystal spheres. It is a rainbow of colours constantly changing and in motion. It is a very magical substance that can not exist within a crystal sphere at all. If it were to be collected and somehow brought into a sphere it would soon be revealed that nothing was actually brought into the sphere at all. All of the crystal spheres float

around in the phlogiston bobbing up and down in constant motion. The phlogiston, or "phlo" as it's commonly referred to by native spacers, has varying degrees of density, and occasionally streams of fast moving phlogiston form rivers that speed spelljamming travel tremendously. Many a map maker has made his fortune simply trying to detail out where and when these streams appear in the phlo. Whether or not the maps are 100% accurate, people are willing to pay for any potential advantage in business.

*O.K., you keep talking about "spheres." What are they?*

The crystal spheres are circular, ceramic-like, gigantic three dimensional spheres. Each system, from the central object of the system, to the outermost orbiting object are fully contained within the entirety of the crystal sphere. Additionally, the sphere is two times as large as that same distance in terms of diameter. For instance, our own solar system would have the sun at its centre, and Pluto (scientists be damned on their reclassification of the planet) at the end. If, after reaching Pluto, you were to travel the same distance to the sun heading past Pluto then you would reach the walls of the crystal sphere.

Although the material is ceramic-like, it is clearly not ceramic. The material is of a much stronger stuff than anything seen in all of the known realities. When seen up close, the surface of the spheres appear to be completely flat from the perspective of spacefarers because the curvature is so slight given the small size of the ships relative to the spheres.

Every "system" is contained fully within it's own crystal sphere. Oerth has it's own sphere, as well as Toril and Krynn. There are countless others out there just waiting to be discovered. The phlogiston, then, is a boundless sea of magical, rainbow coloured ether that has all manner of crystal spheres floating around inside of it somewhere. The phlogiston stretches out in every direction, and rivers and streams in the phlo can likewise lead in any direction, though almost always to a sphere directly.

In some sphere's, the stars are direct openings into the outside of the sphere to the phlogiston. In others, they are painted on the inner surface of the spheres, and at still other spheres stars are

portals to elemental planes of fire and/or light.

Hold on a second. Are you saying that to get into and out of a sphere we need to fly into a star!?!?

Not quite. There are actually a few ways to get into and out of crystal spheres. Naturally occurring portals aligned with "stars" on the shells are simply one way. Another is to use portal location magic to track a portal down and go through it, and another is to use gate magics to simply cause a portal to appear. There are specific spells that do both, and they will be detailed in the section covering "New Spells" for the game. In fact, the option of flying into stars is really more of a last resort technique rather than a preferred option ... just in case the map was wrong, or the helmsman plotted the wrong course.

*So what happens to the gods when you leave the sphere?*

The short answer is nothing - nothing at all happens to them. The gods continue to exist as they always have, tied to the system they belong to. So the gods of Oerth remain in Greyspace (as it's called by spacers), and so on. However, when the priests of these gods leave the sphere they come from, they are sort of cut off from their divinity and can not access any spell levels greater than 2. This means that conversion of new people is of paramount importance to most clerics as they need to readily convert the masses in order to establish a proper connection to their native gods in a sphere where they are not yet worshipped. Once a following is established within a sphere, generally the dieties are now able to channel to and commune with the inhabitants of that sphere, so they can now grant upper level clerics access to his/her full spell list.

There is one god, however, that seems to have influence in every crystal sphere: Ptah. Ptah is an Egyptian-flavored god of travel and as such he primarily makes use of the ethereal plane - one that is common to nearly every crystal sphere. Due to his ethereal connection, Ptah is generally able to readily grant access to his worshippers no matter what sphere they happen to come across. Ptah, however, is unique and exceptional in this regard.

*The Speaker in Dreams*

The year is OC 5039.

# Chapter One: Characters

## Gear

Assume 1\$ equals 1gp when purchasing *Savage Worlds* gear unless otherwise stated.

Weapons and armour use the *Savage Armoury* rules.

## Races

The following races are available for *Savage Spelljammer*.

### Dracons

### Dwarves

As described in SWD:EE p.20.

### Elves

Elves in *Spelljammer* tend to be shorter than those described in the *Savage World* rules, rarely being more than 5' tall.

- **Agile:** Elves start with d6 Agility instead of d4. <sup>(+2)</sup>
- **Anemic:** Elves suffer -2 to Fatigue checks. <sup>(-1)</sup>
- **Keen Vision:** Elves have +2 to Notice by sight. <sup>(+1)</sup>
- **Low Light Vision:** Elves ignore attack penalties for Dim and Dark lighting. <sup>(+1)</sup>
- **Racial Enemy:** Elves suffer a -4 penalty when dealing with Orcs and related races (and vice versa). <sup>(-1)</sup>

### Giff

Giff are a race of 9' tall humanoids with heads resembling that of a hippopotamus. They are a regimented, militaristic race who frequently serve as mercenaries. Giff have an inordinate fondness for explosions and favour smoke-powder weapons.

- **Arcane Incompetance:** Giff cannot take the Arcane Background Edge. <sup>(-1)</sup>
- **Arcane Resistance:** as the edge (SWD:EE p. 35) <sup>(+2)</sup>
- **Flawed:** Giff must take an extra 3 points of Hindrances. <sup>(-3)</sup>

- **Hard-headed:** A Giff's thick skull provides 2 points of armour to the head and causes Str+d6 damage when used to headbutt. <sup>(+2)</sup>
- **Large:** Standing on average 9' tall, Giff have Size +1 and Toughness +1. <sup>(+2)</sup>
- **Thick-headed:** Giff must spend two points per step to raise their Smarts during character generation and must dedicate two advances to raising the attribute during game play. <sup>(-3)</sup>
- **Very Strong:** Giff start with a d8 Strength attribute instead of a d4, and may raise it to a d12+2 via normal advancement; the Expert and Master Edges may raise it to a d12+4. <sup>(+3)</sup>

### Gnomes

- **Small:** Gnomes average only 3' 6" tall. This gives them a Size -1 and subtracts 1 from their Toughness. <sup>(-2)</sup>

### Gnomes, Tinker

- **Tinker:** Tinker gnomes gain the Arcane Background (Weird Science) Edge.
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### Goblins

- **Infra-vision:** Goblin vision extends into the infrared spectrum, halving attack penalties (round down) for bad lighting. <sup>(+1)</sup>
- **Photophobic:**
- **Small:** Goblins average only 3' 6" tall. This gives them a Size -1 and subtracts 1 from their Toughness. <sup>(-2)</sup>

### Grommam

### Hadozee

### Half-Elves

As described in SWD:EE p.20.

## Half-Orcs

As described in SWD:EE p.20.

## Hin (Half-Folk)

Hin resemble half-folk.

- **Archer:** Hin start with d6 skill in Shooting. (+1)
- **Resistant:** Hin gain a +4 bonus on Vigor rolls to avoid poison and disease. (+1)
- **Short:** Hin average only 3' tall (4' for Tallfellows, less than 3' for Stouts). This gives them a Size of -1 and subtracts 1 from their Toughness. (-2)
- **Spirited:** Hin are generally optimistic beings. They start with a d6 Spirit instead of a d4. (+2)

## Kobolds

Kobolds can live for up to 135 years.

- **Nimble-Fingered:** Kobolds start with d6 skill in Repair. (+1)
- **Dragonkin:** gain +5 Power Points if they choose Arcane Background (Magic). (+2)
- **Infravision:** Kobold vision extends into the infrared spectrum, halving attack penalties (round down) for bad lighting. (+1)
- **Small:** Kobolds average only 3' tall. This gives them a Size -1 and subtracts 1 from

their Toughness. (-2)

## Lizardmen (Saurians)

As described in SWD:EE p.20.

## Rastipedes

A race of centauroid anthropods, Rastipedes are consummate helmsmen.

- **Natural Helmsman:** Restipedes count their Spellcasting skill as 2 steps higher when determining the speed of whatever ship they are helming.

## Tabaxi (Rakashans)

## Xix-chill

### Skills

The Boating skill is of major importance in *Savage Spelljammer*, a *Helmsman* will use their Boating skill to fly their ship, with assistance from the crew. It is also used for celestial navigation.

### Hindrances

### Edges

Enchanter/Artificer

Helmsman

Master Helmsman

## Chapter Two: Ships and Spacefaring

### Spelljamming Helms and other Propulsion Systems

(This is mostly derived from Hackjammer)  
Helm and other propulsion systems have the following statistics:

**Top Speed (SR):** The maximum speed the helm can move the ship, in units of 1 hex (500 yards) per round. SR converts to TS by multiplying by 250

**Acceleration:** How fast the helm can change speed.

**Top Reverse Speed:** How fast the helm can move the ship backwards.

**Maximum Tonnage:** How big a ship can the helm push, where 1 'ton' equals 1,000 cubic feet.

**Minimum Tonnage:** What is the smallest ship the helm can push.

**Required Edge:** What edge is required to operate the helm.

**Required Skill:** What skill(s) is required to operate the helm.

**Cost:** in gp.

**Size/Description:** how big the helm is, and what it looks like (usually).

### Major Helm

**Top Speed (SR):** Helmsman's Spellcasting Skill/2

**Acceleration:** Helmsman's Spellcasting Skill/2

**Top Reverse Speed:** Helmsman's Spellcasting Skill/2

**Maximum Tonnage:** By type

**Minimum Tonnage:** 1

**Required Edge:** Arcane Background (Magic or Miracles)

**Required Skill:** Faith or Spellcasting, Boating

**Cost:** By type

**Size/Description:** Large chair

A major Spelljamming Helm is powered by the user's (aka. the helmsman) magical abilities. A character with either of the appropriate arcane backgrounds can attune to the helm and concentrating for a few minutes (this might require application of the dramatic task rules in an emergency). Once attuned, the user's becomes sensitive to the state of the ship (but not that of any passengers) and can see events outside as if they were standing on any point outside it (and can change this viewpoint at will).

The user cannot use their arcane background while attuned to the helm, but can break the attunement at any time by merely standing up (a free action). The helmsman may make boating

skill rolls to pilot the ship, and the crew can cooperate in these rolls.

Spelljamming consumes 1 PP per hour of cruising. Power points are not recovered while the user is 'helming' a ship.

### Minor Helm

**Top Speed (SR):** Helmsman's Spellcasting Skill/3

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** By type

**Minimum Tonnage:** 1

**Required Edge:** Arcane Background (Magic or Miracles)

**Required Skill:** Faith or Spellcasting, Boating

**Cost:** By type.

**Size/Description:** Large chair.

A more restricted, but cheaper, version of the standard helm.

### Table XX: Major and Minor Helm Types

Type	Maximum Tonnage	Cost	
		Major	Minor
Type I	25	30,000	25,000
Type II	50	32,000	27,000
Type III	100	34,000	29,000
Type IV	150	36,000	31,000
Type V	200	40,000	35,000
Type VI	270	45,000	40,000

### Artifurnace

**Top Speed (SR):** 5

**Acceleration:** 5

**Top Reverse Speed:** 5

**Maximum Tonnage:** Unknown, possibly up to small planets.

**Minimum Tonnage:** 10

**Required Edge:** None

**Required Skill:** Boating

**Cost:** Priceless

**Size/Description:** Large stove.

A near-mythical helm powered by an artifact, each can unleash the powers of the enclosed artifact, as well as powering a ship.

### Bardic

**Top Speed (SR):**

**Acceleration:**

**Top Reverse Speed:**

**Maximum Tonnage:** By type

**Minimum Tonnage:** 5

**Required Edge:**

**Required Skill:** Boating

**Cost:**

**Size/Description:** Large musical instrument.

## Crown of the Stars

**Top Speed (SR):** Helmsman's Spellcasting Skill/3

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** 100

**Minimum Tonnage:** None

**Required Edge:** Arcane Background (Magic or Miracles)

**Required Skill:** Faith or Spellcasting, Boating

**Cost:** 35,000 or more

**Size/Description:** Large piece of jewelry (bigger than a ring).

A portable, weable helm, if used on a ship for longer than a week, bonds to it, and must be removed from that ship for at least a week for it to be usable on another ship.

## Death Helm

**Top Speed (SR):** Victims Vigor/3

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** by type

**Minimum Tonnage:** 1

**Required Edge:** None

**Required Skill:** Boating

**Cost:** as equivalent minor helm

**Size/Description:** large chair

This sinister variant of the Lifejammer ensorcelles the victim into willingly helming the ship unless they succeed in a Spirit roll (target number 6). A victim used as a helmsman in this way requires no Arcane Background, but suffers the same life draining effect as that inflicted by a Lifejammer (q.v.).

## Forge

**Top Speed (SR):** 1 per 100 dwarves

**Acceleration:** 1 per 100 dwarves

**Top Reverse Speed:** 1 per 100 dwarves

**Maximum Tonnage:** 7,000

**Minimum Tonnage:** 800

**Required Edge:** None (but must be a dwarf or cyclops)

**Required Skill:** Repair, Boating

**Cost:** 100,000

**Size/Description:** 20 tons per 50 dwarves

A giant forge that powers ships dependent upon the massed creative power of dwarven or cylopsian smiths.

## Furnace

**Top Speed (SR):** 2 or 3 (see text)

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** 270

**Minimum Tonnage:** 1

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 10,000

**Size/Description:** Large furnace

A magical furnace that consumes magical items to provide power, requiring 1,000gp of such items (usually scrolls) each week. By burning two items in the furnace simultaneously, the ships speed is temporarily increased to SR 3 for the remainder of the combat. This, however, risks overloading the helm; there is a 25% chance the helm will explode, inflicting 3d6 damage in a medium burst template centred on the helm.

If a furnace helm is taken into the Phlogiston, it automatically explodes, as described above, but using a large burst template.

## Major Mechanical Helm

**Top Speed (SR):** Helmsman's Weird Science Skill/2

**Acceleration:** Helmsman's Weird Science Skill/2

**Top Reverse Speed:** Helmsman's Weird Science Skill/2

**Maximum Tonnage:** By type

**Minimum Tonnage:** size+1

**Required Edge:** Arcane Background (Weird Science)

**Required Skill:** Weird Science, Boating

**Cost:** By type

**Size/Description:** type in tons

A mechanical helm is the 'weird science' counterpart to the more normal helm types. Like all weird science gizmos, a mechanical helm is subject to the usual malfunction rules (SWD:EE p.120). To build a mechanical major helm costs 4 pp + 1 per type (thus a type III mechanical major helm costs 7pp).

An 'off the shelf' mechanical major helm can be purchased at half the cost of an equivalent major helm, but the helmsman will suffer a -2 penalty on all dice rolls to use it until they have 'tuned' it to their requirements, which requires them to spend half the number of power points that it would require them to build it themselves.



## Minor Mechanical Helm

**Top Speed (SR):** Helmsman's Weird Science Skill/3

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** by type

**Minimum Tonnage:** size+1

**Required Edge:** Arcane Background (Weird Science)

**Required Skill:** Weird Science, Boating

**Cost:** special

**Size/Description:** type in tons

The mechanical minor helm is the 'weird science' counterpart to the normal minor helm, except where noted above, it functions the same as a mechanical major helm.

To build a new mechanical minor helm costs 2 pp +1 per type.

## Lifejammer

**Top Speed (SR):** Victims Vigor/3

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** 50 (and see below)

**Minimum Tonnage:** 1

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 18,000 or more

**Size/Description:** large chair or coffin or rack

This evil helm functions by draining the life of a victim placed within it. For each day a victim is left in the helm they suffer d8 damage and must succeed a Spirit roll or die instantly. Wounds inflicted by the helm do not heal for as long as the victim remains in the helm.

Up to six lifejammers can be linked in series to move ships of up to 300 tons in size. When such a series lifejammer is in use, the ship's SR is based upon the average of the vigor of all victims within the helms.

## Orbus

**Top Speed (SR):** 1 each (maximum 5)

**Acceleration:** By ship

**Top Reverse Speed:** By ship

**Maximum Tonnage:** 20 each (maximum 100)

**Minimum Tonnage:** 1

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 30,000 each

**Size/Description:** 3' diameter sphere

A form of 'living helm' used almost exclusively by

the beholder races, an orbus appears as a stunted, blind, beholder. Up to a maximum of 5 orbi can be used to move a ship. How a non-beholder helmsman would control an orbus-powered ship is left as an exercise for adventurous helmsmen.

## Ornery Oars of Spelljamming

**Top Speed (SR):** 2

**Acceleration:** 1

**Top Reverse Speed:** 2 or by ship, whichever is worse

**Maximum Tonnage:** 10 per pair, up to 200 for 20 pairs

**Minimum Tonnage:** None

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 2,000 per pair

**Size/Description:** a pair of oars

Magical oars, usually used to power a small ship's boat, or, in multiples, to power galleys or longships. Each pair requires a rower, or each oar if used on larger ships.

## Non-magical 'helm'

**Top Speed (SR):** 1 (tactical only)

**Acceleration:** 1

**Top Reverse Speed:** 1

**Maximum Tonnage:** varies

**Minimum Tonnage:** None

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 5,000

**Size/Description:** varies

Any non-magical form of ship propulsion, it is incapable of reaching cruising speed, and is thus impractical for long journeys.

## Pool Helm

**Top Speed (SR):** 5

**Acceleration:** 5

**Top Reverse Speed:** 5

**Maximum Tonnage:** 200+ (possibly as high as 500)

**Minimum Tonnage:** 20

**Required Edge:** Arcane Background (Psionics), only used by illithid brain-pools

**Required Skill:** Psionics, Boating

**Cost:** 100,000

**Size/Description:** large pool

A development of the illithid psionic series helm, the pool helm allows an illithid brain-pool to use its immense psionic abilities to propel a large spelljamming ship.

## Psionic Series Helm

**Top Speed (SR):** sum of user's Psionics skills/12

**Acceleration:** sum of user's Psionics skills/12

**Top Reverse Speed:** sum of user's Psionics skills/12

**Maximum Tonnage:** 25 per helm, to a maximum of 125

**Minimum Tonnage:** 5

**Required Edge:** Arcane Background (Psionics), needs at least 2 users

**Required Skill:** Psionics, Boating

**Cost:** 15,000 each

**Size/Description:** 2-5 large chairs

A helm type originally developed by the illithids, this helm is powered by the user's psionic abilities. To function at least two of the helms chairs need to be occupied by psionic beings.

## Rudder of Propulsion

**Top Speed (SR):** 2

**Acceleration:** 1

**Top Reverse Speed:** 2 or by ship, whichever is worse

**Maximum Tonnage:** 6

**Minimum Tonnage:** None

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 10,000

**Size/Description:** a boats rudder

A magical rudder that can propel small boats and ships. A Rudder of Propulsion requires no Arcane Background to use, but cannot be used to escape any planet larger than size A.

## Splendid Sails of Spelljamming

**Top Speed (SR):** 1

**Acceleration:** 1

**Top Reverse Speed:** 1

**Maximum Tonnage:** 10 each, up to 100 for 10

**Minimum Tonnage:** None

**Required Edge:** None

**Required Skill:** Boating

**Cost:** 10,000 each

**Size/Description:** a set of sails

Magical sails that allow a ship to spelljam, a ship will need a set of sails for every 10 tons of size, which will require sufficient masts.



Say 1 round = 2 seconds

## Chapter Five: Powers

Trappings: Illusion

Arcane Background (Illusionist)

Arcane Background (Enchanter)

Arcane Background (Diviner)

Arcane Background (Necromancer)

Arcane Background (Bard)

Arcane Background (Invoker)

Arcane Background (Summoner)

Arcane Background (Transmuter)

Arcane Background (Abjurer)

Arcane Background (Wild Magic)

Arcane Background (Ki)