DARK MATTER
BASIC RULES

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DARK MATTER™
BASIC RULES

Credits

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On the Cover

Michael Holik renders in abstract a Void portal nestled in the teeth of an ancient and mysterious maw station: the last thing a wayward starship sees before embarking on an epic journey through the cosmos! Adapted from the Dark Matter cover by Martin Kirby.

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Introduction

Too often, the fantastical realms of roleplaying games are confined to the fantasy genre, and a narrow space within that. Dice are rolled almost exclusively where dragons and wizards abound, where rogues steal gold pieces from town guards, and where knights ride on horseback into battle. Surely, this bias originates in the grandfather of all roleplaying games, *Dungeons and Dragons*, which still maintains a firm grasp on the medium, but it need not hold sway over the types of stories we tell at our tabletops, nor the rules we use for them. That's where this book comes in.

Dark Matter builds upon the core rules of 5th edition and transports them to the science fiction genre. You can use these rules in your own campaign, whether it's set in *Dark Matter*, another published setting, or your own campaign world, without setting foot outside the comfortable bounds of 5th edition. These Basic Rules teach you how to play 5th edition, and give you a complete and easy-to-follow rule set to start playing *Dark Matter* specifically. With it at hand, you can dive right into a strange and wonderful science fiction world, and start exploring the furthest reaches of the galaxy.

In this setting, the universe is filled to the brim with huge starships, innumerable alien creatures and planets, and all sorts of blasters, jetpacks, and power armor. It's also populated with dragons, demons, giants, and strange alien creatures to be met and slain. If it belongs in the fantasy realms of traditional roleplaying games, it has a place in *Dark Matter*. Axe-wielding barbarians clad in furs can stand alongside machine-gun toting androids, facing down alien horrors on the deck of a derelict space cruiser; trinket-festooned wizards and power armored space commandos can plot together to take down a dragon that lives in an asteroid made of solid gold; and lute-strumming bards can perform and garner fame in every hive of scum and villainy on the outer rim of the galaxy.

At the core of *Dark Matter* is an inverted Arthur C. Clarke quote: "Any sufficiently advanced magic is indistinguishable from technology." Indeed, all of the fantastical starships and gizmos in *Dark Matter* are powered by refined, mass-produced magic. Those blasters are highly-developed evocation wands, that flying car is using a permanent *levitate* spell, and traveling faster than the speed of light is simply an advanced application of teleportation magic. In this way, *Dark Matter* merges fantasy and science fiction into a single package to create a roleplaying game bigger than either genre.

Note from the Authors

At its core, Dark Matter is a love letter to our favorite science fiction franchises, and an acknowledgment that science fiction in general need not be divorced from fantasy. The best sci-fi, from Star Wars to Dune, is filled with fantastic elements: mystical space-wizards, laser swords, precognition, and unusual alien abilities, to name a few. None of them seem all that out of place in high fantasy, yet the two are irreparably divorced. Of course, the distinction is mostly an aesthetic one—sci-fi outfits its magic in sleek metal, whereas high fantasy uses glowing arcane runes. *Dark Matter* is our attempt to bridge that gap.

If we have succeeded, you'll get to tell a story with your friends which you'll never forget. Your characters will grow, defeat a nemesis, and save the galaxy, but most importantly, you'll make a memory with your friends gathered around a table.

We hope this book provides useful options and storytelling opportunities, whether you're a GM or a player, no matter what campaign you play. May you roll well, explore this book with good company, and enjoy your journey.

Your friends,

Mage Hand Press
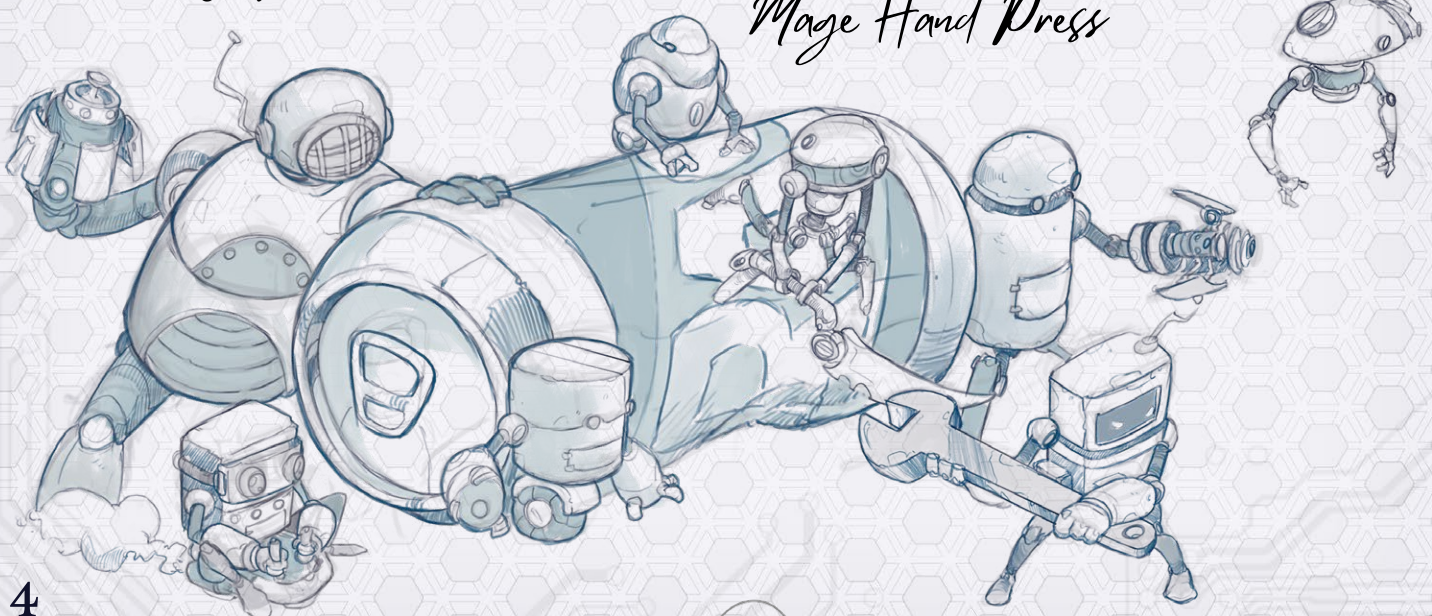
CHAPTER 1
HOW TO PLAY

Dark Matter is a game of intrepid space explorers and strange alien creatures. It's a game about blaster shootouts in gritty spaceport streets, and high political intrigue in fantastical palaces. It's a game with canny interstellar wizards, tough-as-nails space marines, and android spies. Most of all, it's a game about friends gathered around a table telling stories. This game uses rules to facilitate the telling of a grand science fiction tale, whether that be a space opera, a hard sci-fi exploration of morality, a madcap sci-fantasy hybrid, or anything in between.

In *Dark Matter*, players assume the roles of characters in an astounding science fiction world controlled and narrated by the GM. The game centers around an unfolding adventure, which everyone takes part in telling through their characters. Sometimes, this adventure is pre-written, while other times, it's completely improvised. The player characters are the protagonists, whether they're acting as heroic spacers, ruthless bounty hunters, or cunning smugglers. The GM controls every other character in the adventure and helps decide if the players succeed or fail in what they intend to do, and then shapes the world as it reacts to the player characters' actions.

The back-and-forth interplay between players and GM usually unfolds as follows:

1. The GM describes the situation. The GM describes the environment from the characters' perspectives, and gives some idea of the options which are available to them. Perhaps a snarling alien beast is charging down a corridor, and the players can see two doors by which to escape, or a discarded blaster on the floor, if they wish to fight. The players can ask questions to ensure they understand what their characters perceive.

Game Master (GM): *The elevator rockets to the top floor of the spaceport. When the door hisses open, you look down on the bustling spaceport and a few ships that are docked nearby. The first docking bay contains an elven Interceptor, which is a nimble ship grown from ironwood that sort of resembles a yacht in profile. However, its main gun is partially dismantled, and its owner seems to be shouting at some nearby technicians. The next bay contains a beaten-up human Freelancer, a reliable ship which has seen better days.*

2. The players describe what they want to do. A player can describe the actions their character takes, or the actions of the group, in the case that they are traveling as a group. If what a player wishes to do has any chance of failure, the GM decides what happens or—more often—calls for a roll of a die to decide the outcome.

Matthew (Playing Rami): *Well, we need a gun where we're going. I vote we steal the Freelancer.*

Emily (Playing Nano): *I bet we can pull that off. We'll have to get past all those people, though. Think I can rig up a distraction? Maybe shutting off the lights?*

GM: *Okay, to stage a blackout, you'll need to short-circuit the power on this part of the station. Roll an Intelligence check.*

Emily: *Using Technology, right?*

GM: *Bingo.*

Emily (Rolling a d20): *Oh no, that's a 3 on the die 7 total.*

3. The GM describes how the situation reacts. Based on the character's actions or the outcome of a die roll, the GM describes whether or not the character succeeded in what they set out to do, and how the environment reacts to their actions. A character might take damage, move to another place, or even dispatch a threat. Regardless of the outcome, the situation evolves to present a new obstacle for the players to overcome, bringing the game back to step 1.

GM: *Bad luck. You cross two wires and a surge of sparks leaps out. Take (rolls dice) 8 lightning damage. You can try the check again, but this time, you'll have disadvantage.*

Every part of this cycle takes place entirely within the imaginations of the players and GM, and continues to evolve into a story embarked upon by the intrepid player characters. The GM might rely on art, miniatures, music, funny voices, or other tools to help breathe life into their narration, while players are encouraged to be as vivid as possible while describing their characters. In this way, the game takes on a life above and beyond the scope of the tabletop.

GAME DICE

The game uses a set of funny-looking polyhedral dice, referred to by their number of sides. A d6 is a standard die (hence the "d") with 6 sides. The other dice are d4s, d8s, d10s, d12s, and, the king of roleplaying game dice, the **d20**. A pair of d10s can be used together to roll the two digits of any number between 1 and 100 (a 00 counts as 100).

SIX ABILITIES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

Is your character muscle-bound and insightful? Brilliant and light-footed? Charming and built like a tree trunk? **Ability scores** define these qualities—your assets as well as weaknesses. The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores.

Each of your abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses your training and competence in activities related to that ability.

TYPICAL ABILITY SCORES

Scores	Skill Level
1	Abysmal
5	Poor
10	Average
15	Exceptional
20	Peak
25	Superhuman
30	Godlike

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). Because **ability modifiers** affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

ABILITY SCORE MODIFIERS

Ability Score	Modifier	Ability Score	Modifier
1	−5	12–13	+1
2–3	−4	14–15	+2
4–5	−3	16–17	+3
6–7	−2	18–19	+4
8–9	−1	20	+5
10–11	+0		

Rolling a d20

If you want to do something which has any chance of failure, you will need to roll a d20. Then, you add an ability modifier, corresponding to the type of action, to the number rolled. For example, if you want to pry open a door, roll a d20 and add your Strength modifier, because the action depends primarily on your physical prowess. Lastly, if you are particularly skilled in a type of roll, you might add a special **proficiency bonus** to the roll. In summary:

1. Roll a d20
2. Add an appropriate ability score modifier
3. Add your proficiency bonus (if proficient)

If the total meets or succeeds a certain target number determined by the GM, you succeed. Otherwise, you fail.

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have **advantage** or **disadvantage** on an attack roll, ability check, or saving throw. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one.

Ability Checks

An **ability check** tests your innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when you attempt an action (other than an attack) that has a chance of failure. You might make a Dexterity check to maneuver a spacecraft, an Intelligence check to rebuild a machine, or a Charisma check to convince someone to let you pass through a security checkpoint. When the outcome is uncertain, the dice determine the results.

The GM secretly sets a number to beat, called a **Difficulty Class (DC)**. If the total of the roll equals or exceeds the DC, the ability check is a success—you overcome the challenge at hand. Otherwise, it's a failure. You make no progress towards the goal, or make progress combined with a setback determined by the GM.

Monsters and Nonplayer Characters

Like players, monsters and nonplayer characters which are controlled by the GM can make attack rolls, ability checks, and saving throws to perform actions. Monsters always have proficiency in their attack rolls, and sometimes have proficiency in saving throws or skills, as noted in their statistics.

Typical DCs

Difficulty	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30

Contested Checks

Sometimes your efforts are directly opposed to the efforts of a monster or another character. This can occur when both of you are trying to do the same thing and only one can succeed, such as attempting to snatch up a blaster that has fallen on the floor. This situation also applies when one of you is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that you are holding closed. In situations like these, the outcome is determined by a special form of ability check, called a **contest**.

Both participants in a contest make ability checks appropriate to their efforts and they compare their results. The participant with the higher check total wins the contest and succeeds in their intended action. If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default.

Passive Checks

A **passive check** is a special kind of ability check that doesn't involve any die rolls. Such a check is usually used to represent your efforts when you're not deliberately performing an action. Your Passive (Perception) score, for example, determines if you notice something without actively looking for it.

Here's how to determine your total for a passive check:

10 + all modifiers that normally apply to the check

If you have advantage on the check, add 5. For disadvantage, subtract 5.

Working Together

When you and one or more other characters team up to attempt a task, the character with the highest ability modifier can make the ability check with advantage. In combat, this requires the Help action. You can only help another character if you are also capable of attempting the task, and the task is one that becomes easier with help. For example, if you have no skill in magic, you would be no help for a character deciphering arcane runes. Furthermore, only one character can fruitfully thread a needle or throw a stone.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a **group ability check**. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.
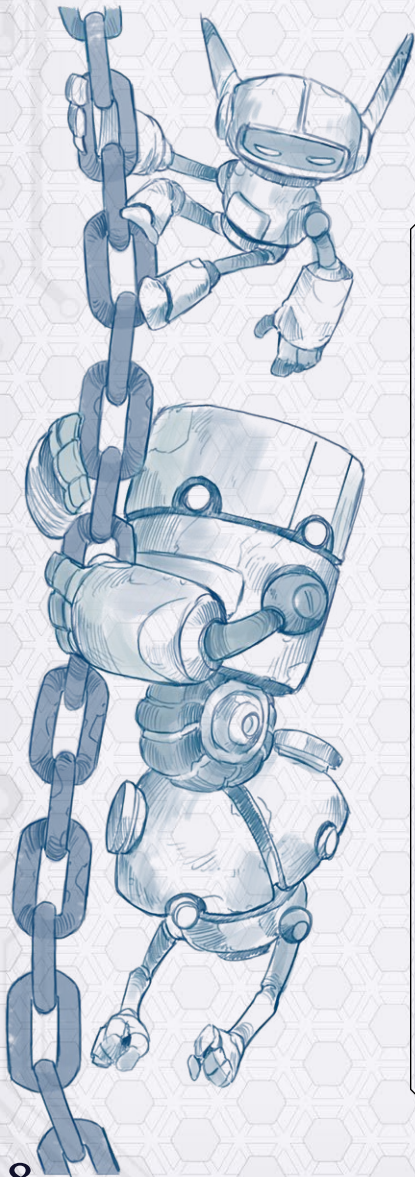
Skills

Strength
- Athletics

Dexterity
- Acrobatics
- Piloting
- Sleight of Hand
- Stealth

Intelligence
- Arcana
- Data
- History
- Investigation
- Nature
- Religion
- Technology

Wisdom
- Animal Handling
- Insight
- Medicine
- Perception
- Survival

Charisma
- Deception
- Intimidation
- Performance
- Persuasion

Skills

Each ability covers a broad range of capabilities, including skills that you can be proficient in. A **skill** represents a specific aspect of an ability score, and your proficiency in a skill demonstrates a focus on that aspect. For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to maneuver a starship, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Piloting, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, you might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means you can add your proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, you simply make a normal ability check. For example, if you attempt to climb up a dangerous cliff, the GM might ask for a Strength (Athletics) check. If you are proficient in Athletics, you add your proficiency bonus to the Strength check. If you lack that proficiency, you just make a Strength check.

Strength Checks

Even in a far-flung setting of robots and blasters, there's sometimes no replacement for brute strength. Your Strength check covers your ability to push, drag, lift, run, jump, and break things, and your Athletics check reflects specific types of Strength checks.

Athletics. Your Strength (Athletics) check covers any physically imposing situation, from lifting heavy objects, to running, swimming, or climbing. This might extend to various activities during zero-gravity spacewalks or high-gravity environments. Of course, a high Strength (Athletics) check might also be used to overpower or disable a construct that would otherwise have the upper hand.

Dexterity Checks

When high-power blasters can melt holes in steel plates and a twitch maneuver in a zero-gravity dogfight can mean the difference between life and death, it pays to have a deft hand and fast reflexes. Your Dexterity checks govern your ability to be swift, quiet, or precise, skills which have become exponentially more important with advancing technology.

Acrobatics. Your Dexterity (Acrobatics) check determines how nimble you are and governs your body control in specific circumstances, such as balancing on a narrow ledge, performing a flip, or keeping your footing in a tricky situation. Your GM might ask for these checks to avoid

falling when your ship is hit by an unshielded blast, when you try to balance on the ledge of a tall building, or when you try to move quickly in zero-gravity.

Piloting. Your Dexterity (Piloting) check covers how well you maintain control over a ship in difficult circumstances. You don't need proficiency in Piloting to fly a ship (be it an aircraft or a spacecraft), but proficiency in this skill can help when you need to make a crash landing or pull off a risky maneuver in a dogfight. The GM might call for a Dexterity (Piloting) check when you attempt to fly a ship through an electromagnetic storm that disrupts the controls, or when you wish to perform a hard stop or pull a high-G turn.

Sleight of Hand. This skill determines how well you can conceal objects on your person, slyly pilfer them into your pockets, plant objects on others, and otherwise furtively move small things about. The GM might call for a Dexterity (Sleight of Hand) check to hide a blaster on your person, draw and aim a blaster at a close target without their knowledge, swap a datapad with a fake, or use any gadget or magic item stealthily.

Stealth. Whereas Sleight of Hand governs how to sneakily move objects, Stealth governs how well you sneakily move or hide yourself. Dexterity (Stealth) checks are required to sneak around a hostile ship, hide in the flora of a jungle world, carefully creep up on a guard, or slip out a door unnoticed.

Constitution Checks

Constitution measures your bodily toughness, your ability to take a punch, and your ability to withstand pain. Though there are no skills directly tied to Constitution, this score determines your all-important hit points, and is therefore indispensable in any campaign.

Intelligence Checks

An acute mind, technical insights, and an expansive education are invaluable assets in any spacefaring adventure. The Intelligence score, which measures acuity, logic, and memory, is both the method by which you understand textbook facts and your singular tool for exploiting technology.

Arcana. The Arcana skill reflects your knowledge on a wide range of magical subjects, from understanding the theory and practice of spellcasting, to comprehending the planes of the multiverse, to recalling lore about magic items. Importantly, however, the Arcana skill doesn't govern magical technology, which includes ships and most of the magic items that are included in this book—that knowledge is encompassed in the Technology skill.

Data. This skill governs how well one can manipulate a technological interface and gain access to information or other functions. Your Intelligence (Data) check encompasses

Hiding and Vision

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or firing a blaster. An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet. In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception: When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

What Can You See?: One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be lightly or heavily obscured, as explained in the "The Environment".

Attacking a Target You Can't See: When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

your knowledge of software and its exploits, more than hardware (which is covered by the Technology skill), and so will only be used when you use technology that has an interface, like a datapad, an arcane terminal, a ship's computer, or other control technology, like a door control or the computers that govern a shield generator or ship weapon. If a piece of technology doesn't have an interface, an interface rig is required to interact with it. The GM should call for an Intelligence (Data) check whenever you attempt complicated operations on a data system, when you attempt to reprogram a construct, or when you attempt to hack a device.

History. This skill encompasses history from all across the galaxy, as well as xenogeography, the study of distant worlds. An Intelligence (History) check can reveal facts about recent or ancient wars, insights about important figures, living and dead, the different worlds that are controlled by the elves or avia-ra, or the differences between the Hegemony and Lakshay. Additionally, if you are marooned on a strange planet, this can help determine the planet's identity, provided the planet has been noted in historical record.

Investigation. Your Intelligence (Investigation) check measures your active attempts to search for something, and governs your deductions about what you find. This check covers detective work of all kinds, from finding hidden objects, patterns, or clues, to determining what kind of blaster made a particular blast mark, to analyzing a ship for structural weaknesses.

Nature. The Nature skill covers knowledge of animals, plants, and terrain, from all across the galaxy. For those exploring the outer reaches of the galaxy, this skill is indispensable. An Intelligence (Nature) check might be used to determine if an alien atmosphere is poisonous, to recall or deduce information about an unusual alien plant or creature, to understand the strange day-night or weather cycles of an alien world, or to determine what kind of foods are edible on that world. Additionally, this skill can be used to determine the identity of a planet, provided the planet has been visited before and has some sort of unique natural characteristic.

Religion. Your Intelligence (Religion) check measures your ability to recall lore from thousands of different religions and myths from across the 'verse. This includes both modern dogma, like that held by the avia-ra or the Temple of the Chosen, and ancient traditions, like the old gods of High Terra or the honored dwarven pantheon. A successful check can help you identify the iconography of a cult, recall the burial rites of the avia-ra, or identify the signs of divine magic.

Technology. Your Intelligence (Technology) check measures your ability to understand the inner workings of technological devices. Most devices are powered by some form of magic, but plenty of intricate design goes into channeling that magic into useful effects. Use this skill to understand unfamiliar or complex technology or to modify or repair devices. The GM may call for an Intelligence (Technology) check when you attempt to modify a blaster, repair your ship's shield generator, disable a rogue android, or sabotage an arcane terminal.

Wisdom Checks

In many ways, Wisdom is the silent ability score. It governs your connections to the world at large, and your experience within it, which in turn influences your intuition, awareness, and decision-making skills, especially when a gut call needs to be made or a moral conundrum presents itself.

Animal Handling. Your Wisdom (Animal Handling) check governs how you interact with animals, both terrestrial and extraterrestrial, domesticated and wild. This check applies to a myriad of alien beasts and might be useful when attempting to ride a strange alien horse-bird or when calming down a baby spaceshark.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. You use a Wisdom (Medicine) check to stabilize dying allies and to diagnose illnesses. The result of this check chiefly reflects your medical experience, but can also be used to make guesses about alien biology or pathology.

Perception. You use a Wisdom (Perception) check when you attempt to notice, detect, spot, or hear something. This skill is often contrasted with the Intelligence (Investigation) check, which is used when you're searching for something specific (or checking if something specific is present), whereas the Wisdom (Perception) check measures whether or not you've noticed something out of the ordinary. You can use this skill to check for the sounds of an ambush, notice the tell-tale signs of ships flying overhead, or sense if someone is getting ready to fire a concealed blaster.

Survival. The Survival skill is critical for those exploring the universe, especially when touching down on strange, alien planets. This skill is used to hunt, follow tracks, and gather food, but can also be used to determine which types of alien plants and animals are edible, dangerous, or intelligent, to navigate unseen alien environments, and to predict the weather (and weather-like phenomena) on alien worlds. Additionally, this skill can be used to determine the identity of a planet, provided the planet has been visited before and has some sort of unique natural characteristic.

Charisma Checks

The power of persuasion is guaranteed to make you coin and friends anywhere, whether it's in a Halfling Hearthstation or in the halls of the Solar Citadel. Adventurers and traders who have a forceful personality are often referred to as "Faces" for their ability to put a friendly face on any situation.

Deception. Your Charisma (Deception) check determines how well you can lie, withhold information, or otherwise mislead others. This skill can cover everything from lies of omission, to misrepresenting true facts, to full-scale con jobs. You might use this skill to fast-talk your way onto a starship without registering, lead inspectors away from smuggled cargo, disguise yourself on a hostile world, conceal your intentions from a sepulcher knight, or tell a blatant lie to an orcish warlord.

Intimidation. When you choose to use direct threats, physical coercion, or even subtle statements of future retribution, your GM might ask you to use a Charisma (Intimidation) check. You might employ these tactics when interrogating a Tower agent for information, shaking down a shopkeep for a few coins, or when you intend to frighten a petty thug into leaving you be.

Performance. Whether it's singing a ballad or entertaining a crowd with some simple magic tricks, your Charisma (Performance) check determines how well you can enthrall an audience and entertain individuals.

Persuasion. When diplomacy is in order, you can influence someone using the Persuasion skill, pulling out all manner of charm, tact, and convincing arguments in order to influence someone. Your Charisma (Persuasion) check is normally used as a catch-all for convincing someone through conversation, as long as your methods don't more appropriately fall under Deception, Intimidation, or Performance. You might use this skill to win allies to your side with a *quid pro quo* argument, convince an intelligent monster to delay consuming you until after it has taken a long nap, or convince an amoeboid scientist to share its research with you.

Saving Throws

A **saving throw**—also called a **save**—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. As with skill proficiencies, proficiency in a saving throw lets you add your proficiency bonus to saving throws made using a particular ability score.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Combat

A chaotic shower of blaster fire, the hiss of a laser sword cutting the air, and the bellow howl of an alien beast: thrilling, life-or-death combat is part of everyday life for many spacers.

This section provides you with all the rules you need for characters and monsters to engage in combat, from short firefights, to protracted battles across an entire space station. These rules govern both the players, who control characters in combat, and the Game Master, who controls monsters and nonplayer characters.

The Order of Combat

The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a **round**, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

1. **Determine Surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish Positions.** The GM decides where all the characters and monsters are located. Given the characters' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are?how far away and in what direction.
3. **Roll Initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take Turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the Next Round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

The GM determines who might be **surprised**. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the **initiative order**) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. Additionally, various class features, spells, and other abilities let you take an additional action on your turn, called a **bonus action**. You can order your action, bonus action, and movement in any way you choose on your turn. Moreover, if you choose, you can forgo moving, taking an action, or doing anything at all on your turn.

On your turn, you can (in any order):

- *Take 1 **action** (make an attack, cast a spell, drink a potion, etc.)*
- *Take 1 **bonus action** (provided by a special ability)*
- ***Move** up to your movement speed*
- *Perform a **minor interaction** (draw a weapon, open a door)*

Actions

Your **action** can be anything you wish to do in combat, from throwing a chair, or wrestling a blaster from a burly thug. The GM decides if an action you wish to take can be accomplished as an action, and what sort of d20 roll it requires, if any. The GM might decide that an action is so small that it's free, or that it takes more than one turn to accomplish. Most often, players attack, cast a spell, or take one of the other actions detailed in the Actions in Combat section later in this chapter.

Bonus Actions

Specific abilities let you take a **bonus action** on your turn, in addition to your action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can only take a bonus action when a special ability, spell, or other feature of the game states that you can do something as a bonus action. Otherwise, you don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity On Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move. You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or enter a passcode into a terminal.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A **reaction** is an instant response to a trigger of some kind, which can occur on your

turn or on someone else's. The opportunity attack is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Movement

Your speed—sometimes called your walking speed—is noted on your character sheet. On your turn, you can use as much or as little of your movement speed as you like. You can move before or after taking an action, or even break up your movement, taking some of it before and after an action. If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks.

Your movement can include jumping, climbing, or swimming, or in rare cases, flying or burrowing. You can switch back and forth between these movement types, as long as the total distance you move between them doesn't exceed your total movement speed.

Moving Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you. Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

Other Movement

Maneuvering across the deck of a wrecked spaceship or between cover in a massive firefight is rarely as easy as walking in a straight line. You might need to jump, crawl, climb, and stumble through the battlefield to position yourself properly in combat.

Difficult Terrain

When footing is unsure or something generally impedes movement, you'll encounter **difficult terrain**. Rubble, high gravity, dense undergrowth, steep stairs, and standing water are typical examples of difficult terrain you might encounter. The space of another creature, whether hostile or not, also counts as difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.
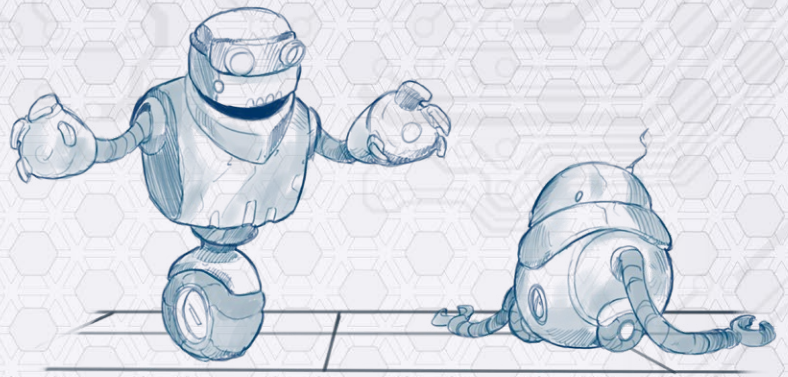
Climbing, Swimming, and Crawling

While you're climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless you have a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Being Prone

In a firefight, you'll often find yourself lying on the ground, either because you are taking cover from a flurry of blaster fire, or because you were knocked down. In the game, they are prone. You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0. To move while prone, you must **crawl** or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Long Jump

When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump

When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists. With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks. Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

Casting a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash. Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in the Appendix) or if your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the android steps on the trapdoor, I'll press the button that opens it," and "If the alien wolf steps into view, I take a shot with my blaster."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round. When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs.

To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *hold person* spell and ready *magic missile*, your *hold person* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use An Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Making An Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. *Choose a Target.* Pick a target within your attack's range: a creature, an object, or a location.

2. *Determine Modifiers.* The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. *Resolve the Attack.* You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's **Armor Class (AC)**, the attack hits. The AC of a character is shown on their character sheet, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. Strength is the ability modifier used for melee weapon attacks, and Dexterity is the ability modifier used for ranged weapon attacks. Weapons that have the finesse or thrown property break this rule. Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a **critical hit**. If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Ranged Attacks

When you make a ranged attack, you fire a blaster or a sunstaff, hurl an antimatter dagger, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a repeater or a standard carbine, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

You can also engage in two weapon fighting with two light blasters. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters** cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a parked Landrunner, a half-closed window, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Injury and the risk of death are constant companions of adventuring characters.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

Your current **hit points** (usually just called hit points) can be any number from your **hit point maximum** down to 0. This number changes frequently as you take damage or receive healing.

Whenever you take damage, that damage is subtracted from your hit points. The loss of hit points has no effect on your capabilities until you drop to 0 hit points.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a normal **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. When attacking with a **blaster**, however, you do not add your ability modifier to damage.

A **spell** tells you which dice to roll for damage and whether to add any modifiers. If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a bard casts *shatter*, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with an antimatter dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types. The damage types are acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, and thunder.

As a rule, bludgeoning, piercing, and slashing damage are dealt by physical weapons, such as swords, hammers, and arrows, whereas force, radiant, and necrotic are dealt by blasters and other energy weapons.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure wounds* spell or a *potion of healing* can mend in an instant.

When you receive healing of any kind, hit points regained are added to your current hit points. Your hit points can't exceed your hit point maximum, so any hit points regained in excess of this number are lost. If you die, you can't regain hit points until magic such as the *revivify* spell have restored you to life.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws. Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum. For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see the Appendix). This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20: If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw. You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. If the creature takes any damage, it stops being stable, and must start making death saving throws again. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack or a ranged weapon with the Nonlethal property, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you. Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

> ### Ships: Repairing a Ship
>
> Repairing a ship is a difficult process requiring many hours of work. During your downtime, you can perform repairs on your ship. For each day you spend performing repairs, you make a DC 15 Intelligence (Technology) check. If you have proficiency in ship maintenance tools, you can add your proficiency bonus to the check, or double your proficiency bonus if you are also proficient with Technology. On a success, the ship regains mega hit points equal to your proficiency bonus + your Intelligence modifier. Alternatively, the ship can be repaired completely in one day at port for a fee of 2 credits per mega hit point lost.

Resting

Intrepid as you might be, you can't spend every hour of the day battling aliens and manning the bridge of your spacecraft. You need rest—time to sleep and eat, tend your wounds, refresh your mind and spirit for spellcasting, and brace yourself for further adventure.

Characters can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

You can spend one or more Hit Dice at the end of a short rest, up to your maximum number of Hit Dice, which is equal to your character level. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You regain hit points equal to the total. You can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which you sleep or perform light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—you must begin the rest again to gain any benefit from it.

At the end of a long rest, you regain all lost hit points. You also regain spent Hit Dice, up to a number of dice equal to half of your total number of them (minimum of one die). For example, if you have eight Hit Dice, you can regain four spent Hit Dice upon finishing a long rest.

You can't benefit from more than one long rest in a 24-hour period, and you must have at least 1 hit point at the start of the rest to gain its benefits.

The Environment

Explorers on the Galactic Frontier explore planets which are dark, inhospitable, and fraught with danger. This section covers some of the most important ways in which you interact with the environment in such places.

Extreme Temperature

Very hot and very cold terrestrial temperatures generally call for you to make Constitution saving throws (the DC varying based upon the temperature) to avoid exhaustion and other hazards, such as frostbite and sunburns. However, extreme temperatures, such as those found in space, are immediately life threatening.

If you are exposed to extreme heat or cold while unprotected, you take 1d6 cold or fire damage at the beginning of your turn. If you are still exposed at the beginning of your next turn, you take 2d6 damage, and 3d6 damage at the beginning of the turn following that, and so on, up to a maximum of 10d6. Even more extreme temperatures will begin damage with a higher number of damage dice, at the GM's discretion.

Falling

A fall from a great height is one of the most common hazards facing a spacer. At the end of a fall, you take 1d6 bludgeoning damage for every 10 feet you fell, to a maximum of 20d6. You land prone, unless you avoid taking damage from the fall.

Suffocating

You can hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum of 30 seconds).

When you run out of breath or are choking, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). At the start of your next turn, you drop to 0 hit points and are dying, and you can't regain hit points or be stabilized until you can breathe again.

For example, if you have a Constitution of 14, you can hold your breath for 3 minutes. If you start suffocating, you have 2 rounds to reach air before you drops to 0 hit points.

Vacuum

The vacuum of space is the apex of hazards; its extreme temperature and complete absence of air are universally lethal. No creature can hold its breath in a vacuum. Upon entering a vacuum without a breathing apparatus, you can survive a number of rounds equal to 1 + your Constitution modifier (minimum 2 rounds). At the start of your next turn, you drop to 0 hit points and are dying.

Even if you have a breathing apparatus, you might still be subject to Extreme Temperature if you don't have other protective equipment.

Casting a spell with a verbal component is impossible in a vacuum.

Variable Gravity

Though it's natural to take gravitational forces for granted while on a planet or within a ship with artificial gravity, the 'verse abounds with different gravitational environments, each of which pose a unique challenge to spacers and explorers.

Zero Gravity

Whenever your ship loses its life support system while in space or you decide to go on a spacewalk, you experience zero gravity. In zero gravity environments, creatures and objects hang in the air until they are moved. In such an environment, you can move only by pushing or pulling against a fixed object or surface within your reach (such as a wall or a ceiling), which allows you to move as if you were climbing. Your speed is otherwise reduced to zero. Once a creature or object is set into motion, it can't stop moving until it collides with an obstacle. You automatically continue your movement at the same speed at the beginning of your turn, and an object set in motion moves with the same speed each round after it was moved.

Creatures and objects in an area of zero gravity have no weight, but still may require some strength to push.

Low Gravity

Planetoids, asteroids, and moons with any sort of gravity will have low gravity, which only tenuously draws objects to the surface after allowing them to linger in the air for some time.

In low gravity, the weight of all creatures and objects is halved. In such an environment, you can jump twice the normal height and distance. Additionally, you take half damage from falling.

High Gravity

High gravity conditions are common in the 'verse, as it is the default environment for large and dense planets, though it also occurs whenever your ship strays too close to a massive object, such as a star or a black hole.

Each foot of movement in high gravity, including flying, jumping, and climbing, costs 1 extra foot. This can be combined with difficult terrain, so that each foot of movement costs three feet. If you are prone in high gravity and wish to stand up, you must succeed a DC 12 Strength check. On a failure, you can't move at all on your turn.

Objects in the area, including those being worn or carried, weigh double their usual weight, which therefore may cause creatures to become encumbered or cause load-bearing spells like mage hand to fail. You take double damage from falling.

Extreme Gravity

While high gravity can be tolerated for some time, extreme gravity is outright lethal. Extreme gravity carries all the penalties of high gravity, but you make all Strength and Dexterity ability checks and saving throws with disadvantage. Additionally, in high gravity, you take bludgeoning damage at the beginning of your turn based on your size: you take 1d4 bludgeoning damage if you are Small, 1d6 bludgeoning damage if you are Medium, 1d8 bludgeoning damage if you are Large, 1d10 bludgeoning damage if you are Huge, and 1d12 bludgeoning damage if you are Gargantuan.

Vision and Light

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, you have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. You effectively suffer from the blinded condition when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision

Many creatures in the 'verse, especially those that dwell in the Black, have darkvision.

Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Furthermore, the creature can see into the Ethereal Plane.

Across the 'verse, new advances are constantly pushing the pinnacle of technology. Blasters have replaced conventional firearms, armor can deflect energetic assaults, as well as physical ones, and constructs, living and otherwise, have become a mundane sight. Such high technology will be invaluable to spacers and explorers and explorers, who risk their lives daily in the harsh expanse of space.

This chapter details the futuristic armor, weaponry, and gear used by spacers and mercenaries in the 'verse.
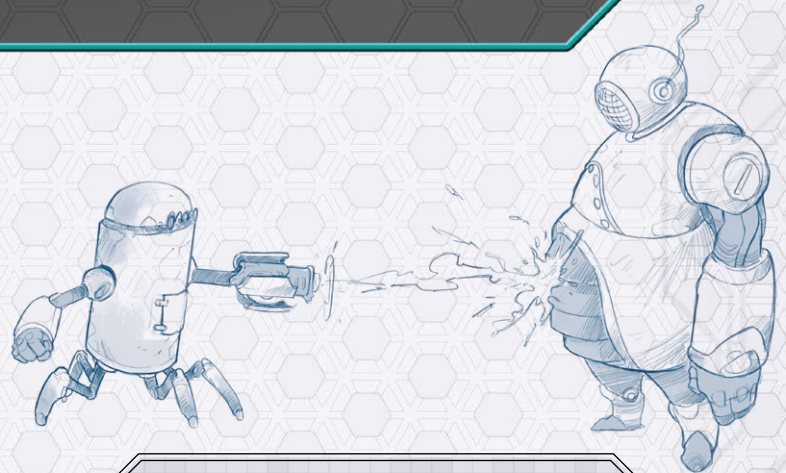
Armor and Shields

Spacers have access to a variety of armor types, separated into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

Armor Proficiency

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor

Armor	Cost	AC	Weight
Light Armor			
Nanofiber Vest	10 cr	11*	10 lb.
Tactical Nanofiber Vest	45 cr	12*	13 lb.
Medium Armor			
Environ Suit	20 cr	12†	12 lb.
Carbonic Suit	50 cr	13†	20 lb.
Triplate Suit	400 cr	14†	20 lb.
Heavy Armor			
Ferrofiber Hardsuit	30 cr	14‡	40 lb.
Tactical Carbonic Hardsuit	75 cr	16‡	55 lb.
Starshield Hardsuit	200 cr	17‡	60 lb.
Shield			
Shield	10 cr	+2	6 lb.

> #### Coinage and Credits
> The world of Dark Matter uses two interchangeable types of currency: hard currency, in the form of precious metals, and Credits, a secure digital currency managed by the Galactic Bank.
>
> The most common forms of hard currency are gold pieces (gp), silver pieces (sp), and copper pieces. One gold piece is worth ten silver pieces, and one silver piece is worth ten copper pieces. This currency is accepted on most Low Worlds, where technology hasn't progressed to the stars, and Frontier Worlds, far from the galactic core.
>
> Credits, on the other hand, are more secure and far more convenient. One credit is worth the same amount as one gold piece, and a single credit can also be broken up into hundredths, making it possible to represent copper and silver pieces as well. Credits are stored digitally on a network of arcane terminals, accessible through personal datapads.

* You add your Dexterity modifier to your Armor Class.

† You add your Dexterity modifier, to a maximum of +2, to your Armor Class.

‡ If you wear heavy armor, you do not add your Dexterity modifier to your Armor Class, and you have disadvantage on Dexterity (Stealth) checks.

Shields

A shield usually projects an energetic barrier, and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Weapons

Name	Cost	Damage	Weight	Properties
Simple Blasters				
Avia-Ra Sunstaff	150 cr	2d6 radiant	6 lb.	Blaster (range 100/400), special, two-handed
Ion Cannon	250 cr	2d6 radiant	6 lb.	Blaster (range 30/90), scatter (2d8), two-handed
Repeater	100 cr	2d6 radiant	3 lb.	Blaster (range 60/240)
Standard Carbine	250 cr	2d6 radiant	7 lb.	Automatic, blaster (range 80/320), two-handed
Swarm Pistol	100 cr	2d4 radiant	2 lb.	Automatic, blaster (range 30/120), foregrip, light
Martial Blasters				
Antimatter Carbine	400 cr	2d6 necrotic	4 lb.	Automatic, blaster (range 30/120), foregrip
Blitz Cannon	800 cr	2d8 lightning	7 lb.	Blaster (range 10/30), heavy, scatter (2d10), two-handed
Concussion Rifle	800 cr	2d8 thunder	8 lb.	Blaster (range 150/600), sighted, two-handed
Diode Beam	2,000 cr	2d8 radiant	80 lb.	Blaster (range 120/480), heavy, mounted, special, two-handed
Magnus	800 cr	2d8 radiant	6 lb.	Blaster (range 70/280), heavy, overheat
REC Gun	1,500 cr	2d8 radiant	120 lb.	Automatic, blaster (range 100/400), heavy, mounted, two-handed
Simple Melee Weapons				
Antimatter Dagger	100 cr	1d4 necrotic	1 lb.	Finesse, light
Ballistic Gloves	50 cr	1d4 force	1 lb.	Fist, light
Laser Claws	75 cr	1d4 radiant	1 lb.	Fist, light, finesse
Skathári Warclub	10 cr	1d8 piercing	10 lb.	Two-handed
Void Shackles	50 cr	1d4 necrotic	1 lb.	Fist, light
Martial Melee Weapons				
Battlefist	150 cr	1d6 lightning	2 lb.	Special
Battlefist	75 cr	1d8 bludgeoning	3 lb.	Special
Laser Halfsword	150 cr	1d6 radiant	2 lb.	Finesse, light
Laser Sword	450 cr	1d8 radiant	3 lb.	Finesse, special, versatile (1d10)
Photonic Lash	150 cr	1d4 radiant	2 lb.	Finesse, reach
Repulsor Gauntlet	150 cr	1d10 force	4 lb.	Heavy
Rocket Hammer	200 cr	1d10 bludgeoning	18 lb.	Heavy, special, two-handed
Wrenchinator	30 cr	1d12 bludgeoning	10 lb.	Heavy, two-handed

Carrying Capacity

Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.
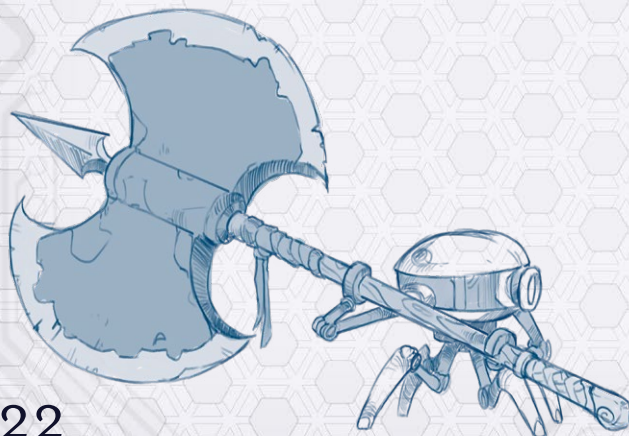
Weapons

The Weapons table shows the most common weapons used in *Dark Matter*, their price in credits, their weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either a melee weapon or a blaster. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **blaster** (as well as other **ranged weapons**) are used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon.

Weapon Properties

As shown in the Weapons table, weapons in *Dark Matter* share a number of special properties:

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance.

Blaster. A weapon with the Blaster property is a ranged weapon that requires no ammunition. Unlike other weapons, you don't add your ability modifier to the damage roll of a blaster unless otherwise stated.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Fist. Attacks made with this weapon are treated as unarmed strikes.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal range increases by 50 feet and its long range increases by 200 feet.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Overheat. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

Range. A weapon that can be used to make a ranged attack has a range as well as the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons").

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Special Weapons

Weapons with special properties are described here:

Avia-Ra Sunstaff. This weapon can also be used as a simple melee weapon, which deals 1d6 bludgeoning damage and has the Versatile (1d8) property.

Arc Baton. When a creature is hit with this weapon, it can't take reactions until the start of its next turn.

Battlefist. This weapon acts as an oversized, articulated gauntlet. It can hold and manipulate objects, though you can't attack with your battlefist while you're holding an object with it.

Diode Beam. As an action, this weapon can be fired continuously in a beam, affecting a 100-foot long, 5-foot wide line in a direction you choose. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 14 Dexterity saving throw or take 4d6 radiant damage.

At the beginning of each of your subsequent turns, roll a d20. On a 5 or lower, the weapon overheats and can't be fired until the end of your next turn. If you roll higher than 5, you can use your action to continue firing the beam and can change the direction the line faces from you.

Laser Sword. Depending on this weapon's construction, it can deal force, necrotic, or radiant damage. Once the weapon is created, this damage type doesn't change.

Rocket Hammer. Once per turn, when you make an attack with this weapon, you can engage its thrusters to deal an additional 1d4 bludgeoning damage on a hit.

Improvised Weapons

Sometimes you don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as a steel pipe, broken bottle, a data pad, or an unsuspecting halfling. Blasters used for melee attacks also count as improvised weapons. An improvised weapon deals 1d4 damage, if wielded in one hand, or 1d6 damage if wielded in two (the GM assigns a damage type appropriate to the object.) A thrown improvised weapon has a normal range of 20 feet and a long range of 60 feet.

Item	Cost	Weight
Backpack	2 cr	5 lb.
Bandolier	3 cr	1 lb.
Bedroll	1 cr	7 lb.
Binoculars	15 cr	1/2 lb.
Blanket	.5 cr	3 lb.
Circuitry kit	50 cr	5 lb.
Clothes, common	5 cr	3 lb.
Clothes, fine	15 cr	6 lb.
Comm set	10 cr	1 lb.
Component pouch	25 cr	2 lb.
Concussion grenade	75 cr	2 lb.
Crowbar	2 cr	5 lb.
Datapad	50 cr	1 lb.
Flare	1 cr	1 lb.
Flashlight	35 cr	1 lb.
Grappling hook	2 cr	4 lb.
Hammer, sledge	2 cr	10 lb.
Healer's kit	5 cr	3 lb.
Holo-sphere	150 cr	2 lb.
Holster	1 cr	1/2 lb.
Holy symbol	5 cr	1 lb.
Igniter	5 cr	—
Interface rig	25 cr	3 lb.
Life suit	200 cr	20 lb.
Log keeper	25 cr	3 lb.
Mechanist's tools	85 cr	30 lb.
Mess kit	.2 cr	1 lb.
Omnitool	25 cr	1 lb.
Potion of healing	50 cr	1/2 lb.
Playing cards	.5 cr	—
Pouch	.5 cr	1 lb.
Quadcorder	85 cr	1 lb.
Rations (1 day)	.5 cr	2 lb.
Rope, hempen (50 feet)	1 cr	10 lb.
Rope, silk (50 feet)	10 cr	5 lb.
Ship's maintenance tools	150 cr	50 lb.
Shovel	2 cr	5 lb.
Signal whistle	.5 cr	—
Spellbook	50 cr	3 b.
Tactical vest	15 cr	6 lb.
Vent tape	.1 cr	1/2 lb.
Wristwatch	5 cr	—

GEAR

High technology comes in a wide degree of forms, from legendary artifacts of unspeakable complexity, to the humble life suit. Practical technology might not be the most glamorous, but it's certainly indispensable: no ship could travel far in the 'verse without functioning life suits, and explorers would literally be in the dark without flashlights. Of course, adventurers and explorers still make use of conventional gear, much of which has evolved with the march of progress: healer's kits and grappling hooks have all changed considerably, but they still serve the same purpose. Other things, like backpacks, have hardly changed at all.

The following devices are considered magical technology: comm sets, concussion grenades, datapads, flashlights, holo-spheres, igniters, interface rigs, life suits, log keepers, quadcorders, and wristwatches. All of the following gear should be considered commonplace in any science fiction setting.

Circuitry Kit. A circuitry kit contains a soldering iron, spare wire, and dozens of spare arcane components, such as abjurators, illusiometers, evocation shifters, and conjuration processors—everything necessary to rewire a piece of magical technology. Proficiency with this kit allows you to add your proficiency bonus to any checks you make to build, modify, and repair handheld gadgets, such as blasters, which contain an arcane battery.

Comm Set. Using this handheld device, you can verbally communicate with any creature within 1-mile that also has a comm set. A comm set can be connected to a headset worn on the ear or can be talked into directly. Its signal can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Component Pouch. A component pouch is a small, watertight belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Concussion Grenade. This spherical device, dotted with blinking lights, explodes in a wave of concussive force. As an action, you can throw this grenade up to 20 feet, which detonates a moment after impact. Make a ranged attack against a creature or object, treating the grenade as an improvised weapon. On a hit, the target takes 1d8 thunder damage and is deafened until the beginning of your next turn. Additionally, each creature within 10 feet of the target must make a DC 12 Dexterity saving throw or also take this damage and be deafened for the same duration.

Crowbar. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Datapad. A common gadget that is used to store personal information, search for data on arcane terminals, communicate with others, and transfer credits. You can enter text by hand into a datapad or draw in it using a stylus as if it were a notebook with 2,000 pages. You can also search these notes with one-word queries. If the datapad is within 1 mile of an arcane terminal or ship's computer, you can use it to communicate with other datapads that are also within that range, provided both datapads have exchanged a comm number. This communication is limited to one text-based message (128 characters) every minute. Lastly, datapads are often used to access an account with the Galactic Bank, where your wealth is stored as credits on their server. When you get a datapad, you also lock it with a password that you likely keep secret. Only someone with the password can access the datapad (barring unauthorized access, which can be accomplished with a successful DC 18 Intelligence (Data) check to hack the datapad). If the datapad is connected by cable to an arcane terminal or ship's computer, you can use it to perform advanced operations on systems connected to it. This might be necessary to operate some systems, like the research devices on a science satellite.

Flare. A flare is a foot-long, brightly colored stick with a plastic cap. You can strike the bottom of the flare as an action, causing the flare to burst into a bright, colored flame, matching that of the stick. This flame burns for 10 minutes, emitting a 40-foot radius of bright light and dim light for an additional 20 feet. A flare will still burn underwater or in a vacuum.

Flashlight. This device produces a 60-foot cone of bright light, and dim light for an additional 15 feet. It can provide light for up to 4 hours, after which it must recharge for 8 hours.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holo-Sphere. As an action, you can activate this 6-inch wide sphere and deploy it within 15 feet of you. The sphere then captures a 5-foot cube holographic recording of the events of the next 30 seconds, which can be replayed on it later. In spite of the high technology, the image leaves something to be desired: the sphere produces a roughly one-foot high monochromatic hologram of the subject it recorded, often with a considerable amount of static. High volumes of magic disrupt recording with even more static, often creating an unrecognizable holographic mess.

Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be an avia-ra ankh, symbolizing the Sun Above, an amulet or emblem of a human or dwarven god, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol to replace the material

components of spells, except for those which specify a cost. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Interface Rig. An interface rig includes everything necessary to connect to a device without an accessible interface: a datapad accessor loaded with complicated algorithms, a plethora of wires and connectors, and a heavy magnet, in case things get dire. Such a rig is necessary to gain unauthorized access to many systems.

Mechanist's Tools. This kit contains a wide variety of tools used for metalworking and robotics, including a compact saw-grinder-mill tool, a welding torch and mask, an auto-hammer, and a lathe. It also includes enough scrap metal to begin and end most inexpensive projects. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to build, repair, and modify constructs and complex machines.

Life Suit. This one-piece jumpsuit comes equipped with a glass, domed helmet. While wearing it, you can breathe normally and survive underwater or in the vacuum of space without ill effect for up to 24 hours at a time. The suit must be removed for 2 hours to replenish its air supply. While wearing it, you are immune to the effects of inhaled poisons, gases, and pathogens. You can wear the suit under armor.

Omnitool. This multipurpose gadget contains a plethora of useful tools: small knives of various sizes, a small hammer, screwdrivers, a file, a bottle opener, a small saw, a wrench, a can opener, a wire-cutter, and a small set of pliers.

Potion of Healing. You regain 2d4 + 2 hit points when you drink this potion. Drinking or administering a potion takes an action.

Quadcorder. This handheld scanning device has four prominent sensors (each looking like a small radar dish) on its operating end. When directed at an object within 5 feet as an action, the device measures and displays many of that object's intrinsic properties, including its temperature, density, boiling point, freezing point, conductivity, and viscosity.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Ship Maintenance Tools. These tools are essential for keeping starships spaceworthy and repairing them after combat. Each component in this extensive set of tools is intricate and extremely specialized, and can be used to fix virtually every part of a ship, from disabled systems, to external hull damage, to problems in the Dark Matter engine itself. Proficiency with this kit helps you repair ships more quickly and easily, adding your proficiency bonus to checks you make to repair your ship.

Spellbook. Essential for wizards, a spellbook is a leather-bound tome with 100 blank pages suitable for recording spells.
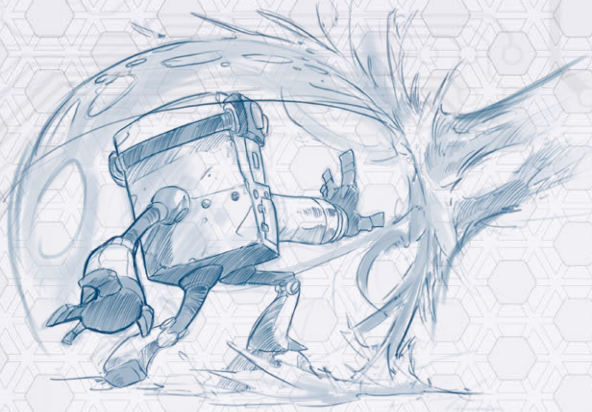
Magic Items

This section contains a number of magic items, especially powerful pieces of equipment that you can acquire on your wayward adventures. It isn't essential that characters gain magic items on their adventures, but they make enticing rewards and fulfilling objectives for your science fiction stories.

While all technology in *Dark Matter* is fueled by arcane batteries, true magic items are sophisticated and rare, not mass produced and disposable. As such, each magic item entry describes the item's rarity, which is an indication of its relative power, as well as how difficult it will be to procure.

Ankh of Ra
Wondrous item, uncommon (requires attunement)

This golden holy symbol, blessed by the Sun Above, shields you from death. When you drop to 0 hit points as a result of taking damage while you are attuned to the ankh, you instead regain 4d10 hit points. The ankh then loses its luster and becomes nonmagical.

Dome Projector
Wondrous item, uncommon

Throwing this egg-shaped device at the ground as an action activates it, creating a dome of force as if you had cast the spell *geodesic shield*. The projector burns out and becomes non-magical after 10 minutes as the dome of force collapses.

Encyclopedia Multiplanaria
Wondrous item, legendary

This datapad is enchanted to hold an incredible wealth of information. However, the data is not indexed, so the datapad only provides data that it believes will be useful at any given moment. The datapad has 3 charges, and regains all charges daily at dawn. You can use your action to access the datapad when you make an Intelligence check to gain a +20 bonus to the roll.

Energy Shield Bracer
Armor (shield), common (requires attunement)

This metal bracer has a sophisticated energy projector on its back. While wearing it, you can use a bonus action on your turn to cause a shield composed of shimmering, translucent energy to appear on your wrist. While in this form, it functions like a normal shield, except you can't drop it or be disarmed of it. The shield lasts until you use a bonus action to collapse it again.

Gamestation-7331
Wondrous item, common

This special version of datapad is scaled down and packed with dozens of digital amusements and diversions that test your reflexes and puzzle-solving skills. If you spend a short rest playing on this gamestation, you gain a +1 bonus to the next attack roll you make until you take a short or long rest.

Jetpack
Wondrous item, uncommon

This device is a miniature version of the impulse engines used in starships, which has been fitted with straps and a small handheld controller. While wearing it on your back, you gain a flying speed equal to your walking speed. You can fly with a jetpack for a total of 1 minute each day, after which it can't be used until it recharges at dawn.

Ring of Spacewalking
Ring, uncommon (requires attunement)

While attuned to this ring, you can breathe normally and survive underwater or in the vacuum of space without ill effect. While in a zero-gravity environment, you can fly with a speed of 15 feet.

Universal Translator
Wondrous item, rare

This handheld device, a necessity for distant voyages, translates any spoken language. While you hold it, you can understand any spoken language you hear. Moreover, any creature that knows at least one language and can hear you can understand what you say.

Zipgun
Weapon (special), uncommon

This one-handed blaster is designed to be fired only once, but at far above nominal power. You can only fire it by first charging it as an action on your turn, during which time it makes a quiet zipping sound. On your next turn, you can use your action to make an attack with the blaster. If you don't make an attack with the blaster when it is charged, it harmlessly discharges and overheats.

An attack with the blaster creates a blast 100-foot long by 5-foot wide line in a direction that you choose. Each creature in the line must make a DC 14 Dexterity saving throw. A creature takes 6d6 radiant damage on a failed save, or half as much damage on a successful one. After the blaster is fired, it smolders and becomes nonmagical.

Be it for planet-hopping exploration, high-stakes smuggling, or white-knuckle dogfighting, no campaign in *Dark Matter* is complete without a starship. This chapter details which components make up a ship, how to understand their statistics, and how to engage in the theater of ship combat.

FREELANCER
Human (Hegemony) transport

Armor Class 15
Mega Hit Points 84
Shield Points 20
Engines Dark Matter (Class 3), Impulse (3,000 feet): Maneuverability (90)
Systems Arcane cannon, communications, fabricator, hypercapacitor, life support, sensors, shield generator, shuttle, sickbay, umbilicus
Crew Captain, Dogfighter (Sabre), Engineer, 3 Gunners, Pilot, 5 passengers
Cargo 70 tons
Cost 21,200 gp
Challenge 5 (1,800 XP)

High-G Turn. This ship can rotate the direction it faces before it moves, instead of after it moves.

Innovative Design. The crew of this ship has advantage on initiative rolls.

WEAPONS

Auto Turret. *Ranged Weapon Attack:* +7 to hit, range 3,000/9,000 ft., one target. *Hit:* 7 (3d4) mega radiant damage.

Pulse Cannon. *Ranged Weapon Attack:* +7 to hit, range 6,000/18,000 ft., fixed front, one target. *Hit:* 13 (3d8) mega radiant damage.

Arcane Cannon (fire bolt). *Ranged Spell Attack:* +7 to hit, range 10,000 ft., one target. *Hit:* 11 (2d10) mega fire damage.

SHUTTLE
Miscellaneous fighter

Armor Class 10
Mega Hit Points 8
Engines Impulse (1,500 feet): Maneuverability (180)
Systems Communications, life support, sensors
Crew Pilot, 8 passengers
Cargo 1 ton
Cost 5,000 gp
Challenge 0 (10 XP)

PARTS OF A SHIP

The common saying goes: "No two ships in the 'verse are alike." Though any mechanic will tell you that this isn't exactly true, the meld of magic and technology spacefaring vessels employ to cross the gulfs of space vary in thousands of ways.

SHIP CLASSIFICATION

Ships are categorized according to their Size Classification, which generally determines other important aspects: its crew size, top speed outside of void jumps, maneuverability, and durability. For example, a larger ship might be able to carry more men and guns, but a smaller ship can outrun and outmaneuver it.

SIZE CLASSIFICATION

Classification	Dimensions (feet)	Dimensions (squares)
Fighter	Less than 100	Less than 1 x 1
Personal	250 x 250	Less than 1 x 1
Transport	500 x 500	1 x 1
Corvette	1,000 x 1,000	2 x 2
Frigate	1,500 x 1,500	3 x 3
Light Cruiser	2,000 x 2,000	4 x 4
Heavy Cruiser	2,5000 x 2,500	5 x 5
Capital	4,000 x 4,000	8 x 8

SABRE
Human (Hegemony) fighter

Armor Class 13
Mega Hit Points 35
Engines Impulse (3,500 feet): Maneuverability (180)
Systems Communications, life support, sensors
Crew Pilot, 1 passenger
Cargo 1,000 lb.
Cost 1,100 gp
Challenge 5 (1,800 XP)

Innovative Design. The crew of this ship has advantage on initiative rolls.

WEAPONS

Pulse Cannon. *Ranged Weapon Attack:* +5 to hit, range 6,000/18,000 ft., fixed front, one target. *Hit:* 13 (3d8) mega radiant damage.

Engines

Ships generally have two Engine types, a **Dark Matter** engine to perform void jumps, and an **Impulse** engine, used to maneuver when not in the Void.

Impulse Engines

Each impulse engine has a given **Speed** in hundreds of feet per turn and a **Maneuverability** score, measured in degrees, which determines a ship's cone of movement. Each ship faces a particular direction, which is normally in 45-degree intervals, and can be approximated using the eight cardinal directions. To approximate momentum, each ship's movement is limited to a cone of movement, which extends in the direction your ship is facing and is as wide as the ship's Maneuverability score.

Sublight Speeds. When a pilot wants to travel within a star system, such as between a planet and its moon or between two planets, they can achieve a cruising speed by accelerating in a straight line for 1 minute. While traveling at cruising speeds, the ship's speed increases to a maximum of 1/20th the speed of light, and it can make only gradual course corrections. The ship requires 1 minute to safely decelerate. A ship of Frigate size or larger takes 10 minutes to accelerate or decelerate.

Dark Matter Engines

Dark Matter engines can only jump twice a day, and most can maintain a void jump for only a short time before needing time to cool down and recharge. Therefore, Dark Matter engines are organized into Classes, from 1–9, based upon the length of their jumps. These Classes are detailed in the Dark Matter Engine Classes table. If a spellcaster directly powers the engine using their magic, they can cause a Dark Matter engine to jump two more times on a given day. However, progressively more powerful engines require more arcane magic. A Class 1 engine can be powered by a 1st level spell slot, but a Class 2 engine requires a 2nd level spell slot, and so on. Engines with the lowest classes are ostensibly system-hoppers, allowing a small starship to jump around a single system, or to go on longer journeys between nearby systems.

Charging a Dark Matter Engine. All Dark Matter engines, regardless of type, require significant energy to charge-up before a jump. Older or worn models of engine can take several hours of warm-up time, during which they must be fed a continuous stream of magical energy. In general, assume that an engine requires 1 minute of warm-up time prior to a jump.

Unassisted Jump. An unassisted, or "Blind," jump carries a significant risk. Often, it's preferable to assured death, but one can never be too sure when they will jump into a star, an asteroid field, or into a dangerous orbit around a black hole.

When making a blind jump, the ship's pilot chooses a destination within range of the ship's jump distance and rolls on the Blind Jump table.

Blind Jump

d100	Jump
01–20	**The Black.** Your ship emerges from its jump in deep space. You are no closer to your destination.
21–50	**Off Target.** Your void jump sends you wide of your intended target. At the GM's discretion, there is a 10% chance that you encounter an undiscovered planet, derelict spacecraft, spatial anomaly, or other significant location. You are up to 50% closer to your destination than you began.
51–80	**Near Target.** You are close enough to your target to reach it with 10 minutes of sublight travel.
81–00	**Perfect Jump.** Your ship emerges from the void jump precisely where you intend to, often near a spaceport or in orbit around a planet.

Assisted Jump. Spacers have devised many ways to circumvent the inherent unpredictability of Dark Matter engines. One method is the spell astrogation, which is expensive, and requires a trained arcanist. Far cheaper, but much more hazardous are "Roaches", ten-legged insectoid creatures, which, when consumed, mimic the effect of an *astrogation* spell. Long-term consumption of roaches is addictive and deadly. Lastly, starship pilots can purchase a pre-mapped star chart from a major starfaring guild, which allows safe travel from a specific start to a specific destination.

Systems

A ship relies on a myriad of technological systems to provide most of its noncombative functions. All ships have a ship computer which provides executive function to all its other systems, and nearly all possess a life support system.

Each system has 10 mega hit points. If a strategic attack on a system reduces it to 0 hit points, it is disabled and doesn't function until it is repaired (generally requiring the work of a trained engineer).

Arcane Cannon

This immensely sophisticated station focuses and magnifies a spellcaster's power, allowing them to cast spells that lay waste to entire fleets. To use an arcane cannon, you must be a spellcaster and be in the Gunner role. The cannon allows you to see ships as if you were on the bridge, which enables you to target ships with spells.

To use the arcane cannon, you must first use your action to charge it for one round. Charging the cannon doesn't expend a spell slot, but if the cannon is not used on the next round, it discharges harmlessly and must be charged again.

If you use your action to cast an evocation spell into the charged arcane cannon, you can choose a ship as a target instead of a creature. The spell must have a duration of Instantaneous and a range of 5 feet or greater. The GM can decide if a spell is inappropriate to be magnified by the cannon.

The arcane cannon transforms the spell into a mega spell; as such, this spell fails if it is cast within an area of gravitation. Its range and the dimensions of its spell effects are multiplied by 100, to a maximum range of 10,000 feet. Also, the spell deals mega damage instead of normal damage.

If a spell cast through the arcane cannon targeting a ship calls for a saving throw, the pilot makes that saving throw on behalf of the ship itself. Abilities like Evasion don't affect this type of saving throw.

Communications

For two ships to communicate, they must both have a functioning communications system and be within 1,000 miles of one another. This system normally transmits only audio communication, and most systems also translate it to the listener's language.

Fabricator

Though most ships carry rations for long journeys, many employ a magic fabricator which replicates the effects of the *create food and water* spell to provide a reliable source of nourishment for the entire crew. Indeed, many view this type of system as being a part of life support itself.

Hypercapacitor

A hypercapacitor is an immense secondary power cell, which slowly charges itself until it contains a staggering quantity of arcane energy. The engineer can discharge the hypercapacitor in place of supplying a spell slot of 5th level or lower to power a void jump or overcharge the engine. Once discharged, it takes 24 hours to charge, but a spellcaster can use their action and expend a spell slot of the same level as the Dark Matter engine's class to charge it early. A ship can have no more than two hypercapacitors installed at one time.

Life Support

Providing a ship with air, heat, and artificial gravity, a life support system is the most integral part of a ship for its crew. If a life support system is disabled, a temporary life support system will typically be engaged, providing the ship with air and heat for up to an hour, but not restoring artificial gravity.

For less conventional starships, such as those shaped as galleons or which are built within great trees, the life support system extends a bubble of heat and atmosphere around the entire ship.

It is possible to survive for some time without a functioning life support system, as long as crew members have functioning life suits, but these alternatives are frequently a temporary stop-gap while the life support is repaired.

A crew member with sufficient privileges with the ship computer aboard the bridge of a ship can normally disable the life support manually as an action. Depending on the ship, this may allow them to vent atmosphere from the ship, disable the artificial gravity (rendering the entire ship a zero-gravity environment, if it's in space), disable the ship's heaters, or do all of those things to all or part of the ship.

Sensors

The vast majority of ships are equipped with an array of sensors used to pinpoint ships and other obstacles within 100 miles. If these sensors are missing or disabled, a ship can only see and make attacks within its cone of movement.

Shield Generator

A massive arcane projector, pulsing with waves of abjuration magic, a shield generator is required for a ship to have a directional shield. If it is disabled, a ship loses all of its shield points until it is repaired.

Shuttle

Like fighters, shuttles are smaller ships which can be deployed from a parent ship as an action to perform a number of operations. Whereas fighters are strictly offensive, however, shuttles aren't typically equipped with weapons, and can instead hold a more sizable crew and a larger capacity of cargo. Shuttles are usually used to ferry people and goods between the main ship and a planet's surface, and make for a cheap and effective alternative to teleportation. The statistics for a shuttle are included above.

Sickbay

Illness and injury are bound to happen on a starship, and without a dedicated healer onboard, a sickbay is a critical facility on any starship. This system has a pool of 6 medical dice, which are d8s. Each of these dice recharge 24 hours after being used. You can spend 1 minute in a sickbay and expend one or more of these dice to cause you or another creature in the sickbay to regain hit points equal to the value rolled. Alternatively, you can expend 3 medical dice to cure yourself of any disease or poison afflicting you or another creature in the sickbay.

Umbilicus

An umbilicus is a long, hollow cable which extends from one ship to another (a maximum of 100 feet), allowing the transport of people and goods between the two without compromising the hull of either ship. An umbilicus is required to board another ship.

Ship Combat

Combat between starships is a deadly and unforgiving game, for the loser is subjected to the lifeless, infinite void of space. Ship combat follows most of the same rules and conventions as ordinary combat; for example, ships follow an initiative order and generally play on a 2D plane.

Ship movement is covered in the Pilot role and ship attacks are covered in the Gunner role. The Captain, Dogfighter, and Engineer roles are optional; a captain provides extra actions to the crew, the engineer manages power flow and shields, and a dogfighter detaches from the main ship to target the weak points on enemy craft.

Initiative

When ship combat begins, each character must take a role on the ship to participate. A character's actions with regards to the ship are limited to the role they choose. Entire enemy ships act on a single turn of the initiative order, whereas individual characters act separately. However, if a character is in the role of the Captain, the entire crew can act on a single turn of the initiative order.

Character Roles

Each character on a starship chooses one of the following roles when they roll initiative. Depending on the ship, some roles, such as Gunner, might be occupied by one character, more than one character, or might not exist at all. By contrast, roles like Pilot are usually occupied only by one character. A character can switch roles with another character or can switch to an unoccupied role as an action.

Captain

As the captain, you direct the ship's operations and manage the crew. If you choose to be the captain when the ship rolls initiative, you roll initiative for the entire ship. The entire party acts on that turn in the initiative order while you are captain, and you can choose in which order the crew members take their turns. If you leave the Captain role or fall unconscious, the party rolls initiative separately at the end of the next initiative order. As a captain, you can use the following actions:

Boarding Party. When the conditions for Boarding are met, you can use your action as the captain to form a boarding party (which you can choose to be a part of) and deploy the umbilicus.

Brace for Impact. You can use your action to brace the ship for damage. Each time your ship takes damage before the beginning of your next turn, you can roll 1d6 and subtract the number rolled from the mega damage your ship takes, to a minimum of 1.

Deep Scan. If your ship is equipped with sensors, you can use your action to order a deep scan of a specific object of interest within range of the sensors. This allows you to make an Intelligence (Investigation) check to examine that object.

Fire at Will. You use your action to declare a barrage. One gunner of your choice can then use its reaction to make one attack with a ship weapon.

Full Speed Ahead. You use your action to push the engines. The pilot can then use its reaction to move the ship half its movement within the cone of movement.

Dogfighter

You deploy in a lighter, more maneuverable vessel to disable enemy fighters and target the vital locations of hostile ships. You can use your action to launch your fighter-sized ship from the main ship or to dock with it while you are adjacent to it. You can only switch roles while your fighter is docked with the main ship. Once launched, you can move your fighter's entire speed on its turn and use your action to fire its weapons. Movement and weapon attacks follow the same rules as the Pilot's Move action and the Gunner's Open Fire action, except that moving your fighter doesn't require an action. You can also take the Pilot's Dogfighting action. If your fighter drops to 0 hit points and is destroyed, you can use your reaction to eject from the craft in a life pod to survive the explosion. While acting as a dogfighter, you can take the following special action:

Targeted Attack. While you are within 1,000 feet of another ship, you can use your action to attempt to disable one of that ship's systems. When you do so, make an attack targeting the ship with disadvantage. On a hit, you deal damage directly to a system of your choice, a weapon of your choice, or the ship's impulse engines. If the attack is blocked by a shield, the damage is subtracted from the target ship's shield points before it damages any system. Systems, weapons, and engines have 10 mega hit points each. Damage to systems is also deducted from the target ship's hit points. If a system or weapon drops to 0 hit points, it is disabled. Any creature operating a weapon when it is destroyed takes normal damage (as opposed to mega damage) equal to the damage dealt. If the engines drop to 0 hit points, the ship is crippled and can only move at half speed.

Engineer

As the engineer, you can direct power around the ship and position the ship's directional shield. By default, the shield is forward-facing and active. The ship's shield covers only one of the ship's four sides. As a bonus action, you can switch the direction the shield faces. If an attack hits the ship on its shielded side, damage is subtracted from the ship's shield points, rather than its hit points. At the beginning of the

initial order, the shield regains half its maximum shield points, rounded up. As an engineer, you have the following actions available to you:

Directing Power. You can use your action to deactivate the shield and direct its power elsewhere: either to the impulse engines or into one of the ship's weapons. If you invest the power in the ship's engines, the ship's movement speed increases by half until the beginning of your next turn. If you invest the power in one of the ship's weapons, a gunner can make one additional attack using that weapon when they take the Open Fire action. Alternatively, you can draw power from the ship's weapons and invest it in the ship's shields. When you do so, until the beginning of your next turn, the ship's shields cover two of its consecutive sides, instead of only one, and it regains all of its shield points at the beginning of the initiative order, instead of only half. In exchange, each gunner makes one weapon attack fewer than normal when they take the Open Fire action.

Overcharge. If you are a spellcaster, you can use your action to expend a spell slot with a level greater than or equal to the Dark Matter engine's class to overcharge the engine. The shield recharges completely, and until the beginning of your next turn, power is invested in the ship's engines (increasing the ship's movement speed by half) and every gun (allowing each gunner to make one additional attack using that weapon when they take the Open Fire action on their turn). Once you use this ability, you can't use it again for 1 minute.

System Repair. You can use your action to repair a ship system or weapon that has 0 hit points and is deactivated. When you do so, make a DC 15 Intelligence (Technology) check. On a success, the system or weapon regains 1 mega hit point and reactivates at the beginning of your next turn.

Void Jump. You can begin the charging process for a void jump. Once a Dark Matter engine has begun to charge, it will jump in 1 minute. No intervention can stop or slow this process; once it is begun, nothing short of destroying the ship can interrupt the jump. The pilot is responsible for guiding the ship on the jump itself and rolls on the Jump Navigation table when the jump begins.

Gunner

Acquiring targets and calculating ranges, you fire the shipboard weapons on hostile targets. Many ship weapons don't have any facing rules, but those which do are normally mounted to the front or to one of the sides of the ship. If a weapon is mounted in a fixed position, it can only be fired in a 90-degree cone in the direction in which it was mounted.

While you are in the Gunner role, you can only operate one of the ship's weapons at a time. You can use a bonus action on your turn to switch between weapons. You add your proficiency bonus and Dexterity modifier to an attack roll you make with a ship's weapon, but you don't add any ability modifier to the weapon's damage rolls. Weapon entries ships descriptions include an example attack bonus, to be used only if the GM controls the ship as an NPC. As a gunner, you can take the following actions:

Open Fire. You can take the Attack action on your turn to attack with one of the ship's weapons. You can make multiple attacks with this weapon if you have a feature, such as Extra Attack, that gives you extra attacks.

Readied Attacks. You can use your action to ready an attack with a ship's weapon, just as you would ready an attack with a normal weapon. Often, this readied action is used to target deployed weapons, such as neutron torpedoes, the moment they are launched, or to strike another ship the moment it opens fire.

Pilot

As the pilot, you navigate and direct the ship's movement. Each ship has a given speed in hundreds of feet per turn, and a maneuverability score, which is given in degrees. Additionally, each ship faces a particular direction, which is normally in 45-degree intervals, and can be approximated using the eight cardinal directions. To approximate momentum, each ship's movement is limited to a cone of movement, which extends in the direction your ship is facing and is as wide as the ship's Maneuverability score, measured in degrees. As the ship's pilot, you can use the following special actions:

Move. You use your action to move the ship up to its speed within the ship's cone of movement. Once you have finished moving, you can rotate the direction your ship is facing by up to its maneuverability score.

Evasive Maneuvers. If your ship is Corvette-sized or smaller, you can use your action to perform evasive maneuvers instead of moving normally. When you do so, until the beginning of your next turn, you add your Dexterity modifier to the ship's AC and have advantage on Dexterity saving throws you make on behalf of the ship.

Dogfighting. If your ship is Corvette-sized and a ship of the same size classification is behind you within 1,000 feet, you can use your action to perform a complex maneuver. Make a Dexterity (Piloting) check, contested by the other ship. On a success, following several tight turns, you switch places with that ship. The direction both ships face remains the same.

Hard Turn. If your ship is Corvette-sized or smaller, you can use your action to pull a hard turn, rotating your ship almost on the spot. You move your ship 500 feet in any direction and rotate to face any way you choose.

Ships: Destroyed Ships

When a ship drops to 0 hit points, it becomes a blazing wreck. All of its systems, including weapons, engines, and life support, cease to function, and it can't regain hit points. Escape craft, like fighters, life pods, and shuttles can still eject from a blazing wreck. The ship is on a tipping point of complete disaster; it might soon explode outright, or otherwise become a derelict wreck.

Explosion Saving Throws. If the ship is a blazing wreck at the end of the initiative order, one character makes a unique saving throw, called an explosion saving throw. This saving throw isn't tied to any ability score; it is purely dependent on chance. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, the ship becomes a derelict wreck; it is adrift, and all its systems are still disabled, but it is no longer at risk of exploding and can, with extensive efforts, be repaired. On your third failure, the ship explodes, immediately killing any creatures still onboard. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind.

Damage at 0 Hit Points. If your ship takes any damage while it is a blazing wreck, it suffers an explosion saving throw failure.

Match Speed. Your ship attempts to move at the same rate and direction as another ship instead of moving normally. Choose one ship that you can see. Until the beginning of your next turn, your ship moves when that ship does and attempts to maintain the same distance from it and angle to it. If the target ship moves faster, is more maneuverable, or uses Hard Turn to perform a movement you are not normally capable of, this effect ends.

Ram. If your ship is Frigate-sized or smaller (and you feel particularly foolhardy), you can ram your ship directly into a target by moving up to your speed within your cone of movement and entering a ship or mega creature's space. Your ship and the target each take 2d10 mega bludgeoning damage. Larger ships deal and take more damage in a ram: Transport ships deal 3d10, Corvettes and Frigates deal 4d10.

NPC Ships

The GM doesn't play the individual roles of an NPC ship separately. Rather, each NPC ship rolls its own initiative and can perform all its relevant actions on its turn. In addition, rather than calculating the statistics of gunners, NPC ships use the attack bonuses included in weapon entries and typically have one gunner at each weapon. The GM also decides the relevant ability checks and saving throws for NPC crewmen.

If an NPC ship has a Captain role, the GM can also allow the ship to take an additional action on its turn.

Most GMs have NPC ships immediately explode when dropping to 0 hit points. Common exceptions include when one or more player characters have boarded the ship, or when an important NPC or villain is aboard it. Alternatively, the GM can rule that the characters in question escape aboard a life pod or a shuttle shortly before the ship's explosion.
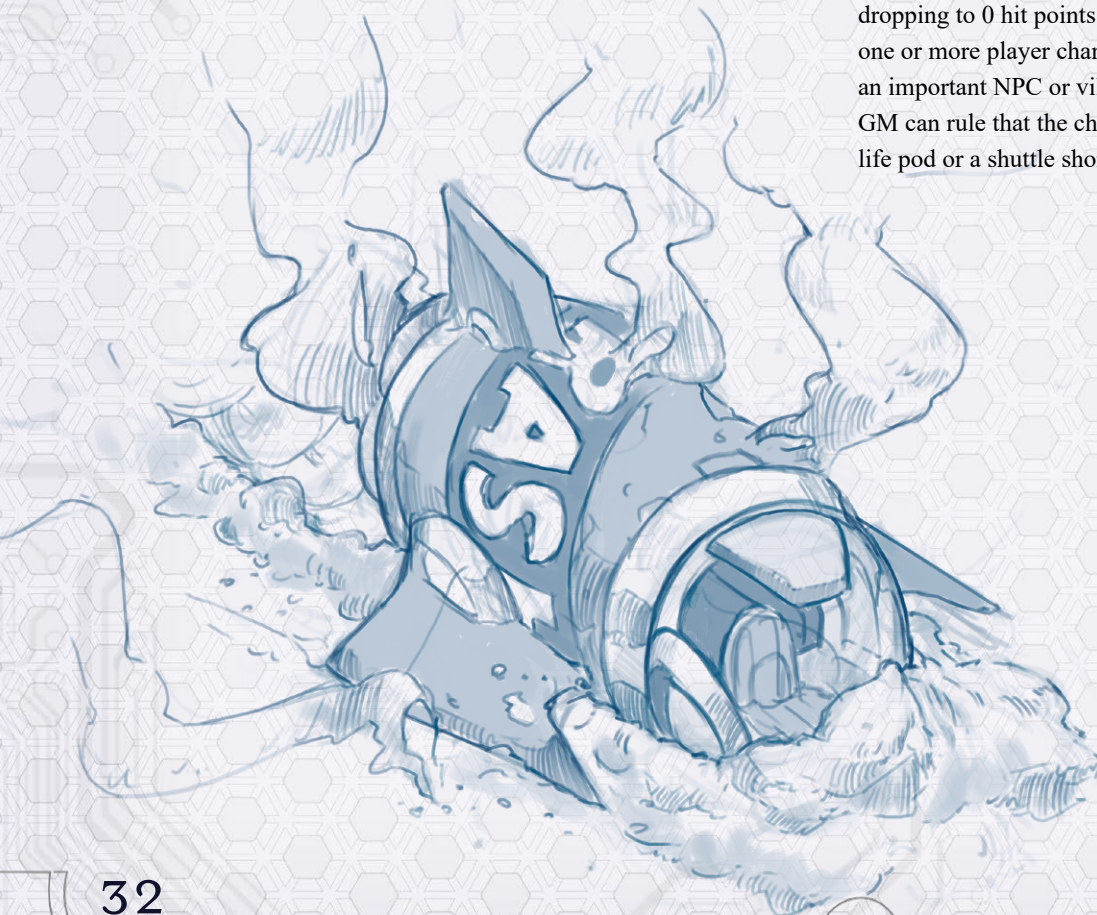
Any sufficiently advanced magic is indistinguishable from science; such is arcana of the far future. This chapter contains everything you need to understand spellcasting and magical effects in *Dark Matter*.

WHAT IS A SPELL?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see the Appendix), drain life energy away, and restore life to the dead.

SPELL LEVEL

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the earth-shaking *wish* at 9th.

Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

KNOWN AND PREPARED SPELLS

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind. Some spellcasters, such as clerics and wizards, undergo a process of preparing spells. In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level. Characters can change their list of prepared spells when they finish a long rest. Preparing a new list of spells requires time spent in study or meditation: at least 1 minute per spell level for each spell on the list.

SPELL SLOTS

Regardless of how many spells you know or prepare, you can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each character sheet shows how many spell slots of each spell level the character can use. For example, the 3rd-level wizard Rami has four 1st-level spell slots and two 2nd-level slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 9th-level spell fits only in a 9th-level slot. So when Rami casts *magic missile*, a 1st-level spell, she spends one of her four 1st-level slots and has three remaining. Finishing a long rest restores any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using spell slots.

CASTING A SPELL AT A HIGHER LEVEL

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Rami casts *magic missile* using one of her 2nd-level slots, that *magic missile* is 2nd level. Effectively, the spell expands to fill the slot.

CANTRIPS

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0.

RITUALS

Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

Each spell description begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast.

Bonus Action

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells (including spells cast as rituals) require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts. Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self. Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect"). Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of *silence*, such as one created by the *silence* spell, can't cast a spell with a verbal component.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** (found in "Equipment") in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's

material components—or to hold a spellcasting focus—but it can be the same hand that he or she uses to perform somatic components.

DURATION

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

INSTANTANEOUS

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

CONCENTRATION

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a laser sword and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

AREAS OF EFFECT

Spells such as *burning hands* and *fireball* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.
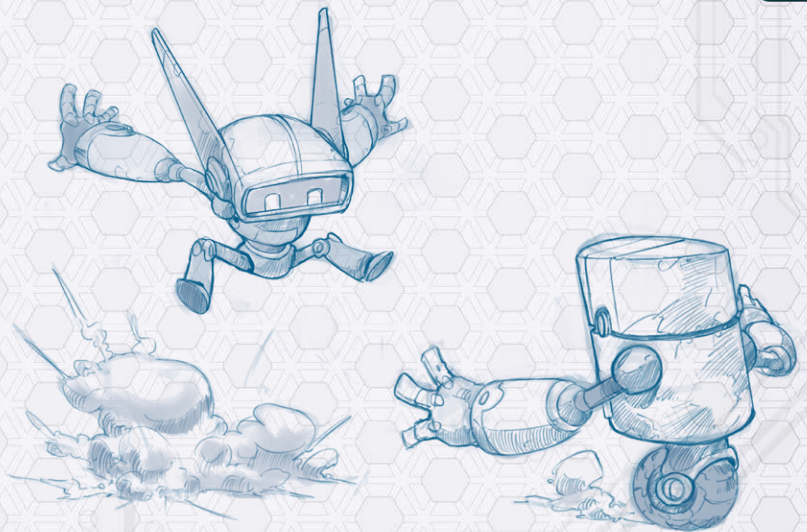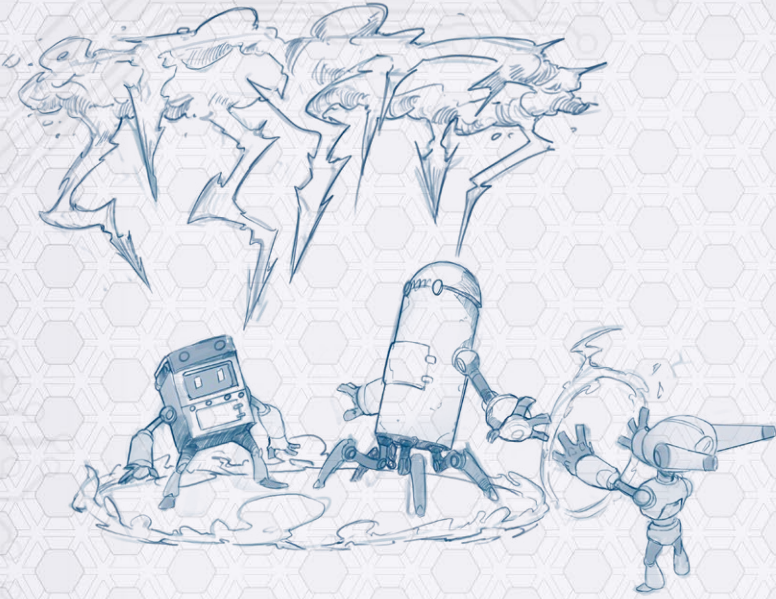
Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

Schools of Magic

Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity. The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Abjuration spells are protective in nature. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

Conjuration spells involve the transportation of objects and creatures from one location to another.

Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment spells affect the minds of others, influencing or controlling their behavior.

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

Illusion spells deceive the senses or minds of others.

Necromancy spells manipulate the energies of life and death.

Transmutation spells change the properties of a creature, object, or environment.

Spells

The following spells are listed in alphabetical order.

Alarm
1st-level abjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny bell and a piece of fine silver wire)
Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Astrogation
7th-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (rare spices and incense worth at least 100 credits, which the spell consumes)
Duration: Concentration, up to 1 minute

By burning rare spices and incense, you can briefly determine your course through the universe. If you perform a void jump while this spell is in effect, you automatically make a perfect jump.

Bless
1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (A sprinkling of holy water)
Duration: Up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Burning Hands
1st-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Charm Person
1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can target one additional creature for each slot level above 1st. The creatures you target must be within 30 feet of each other when you target them.

Cheat
Divination cantrip

Casting Time: 1 bonus action
Range: Self
Components: S, M (a weighted die)
Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this spell could influence a game of poker, but not the result of a magic deck of cards.

CREATE FOOD AND WATER
3rd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The water is clean and doesn't go bad.

CRYPTOGRAM
Conjuration cantrip

Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a small written message)
Duration: Instantaneous

You send a small scroll with a short message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. This scroll will hover in front of the recipient, drop into their pocket, or appear sitting on something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). You can send only one scroll to a single target each day.

CURE WOUNDS
1st-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DETECT THOUGHTS
2nd-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a copper piece)
Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large on its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast this spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it still must be within range.

DISGUISE SELF
1st-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

DOMINATE PERSON
5th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link issue command to the creatures while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, ir defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against this spell. If the saving throw succeeds, the spell ends.

At Higher Level. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

ELDRITCH BLAST
Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A beam of crackling energy streaks towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a seperate attack roll for each beam.

ENLARGE/REDUCE
2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of powdered iron)
Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Eye of Anubis
Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: M (a holy symbol)
Duration: Instantaneous

A beam of tenebrous moonlight streaks from your left eye toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and can't take the Disengage action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

Eye of Ra
Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: M (a holy symbol)
Duration: Instantaneous

A beam of furious radiance erupts from your right eye, directed at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage and can't take the Hide action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your left eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

Finger Guns
Evocation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a spell attack roll against one creature you can see within 60 feet, dealing 1d8 force damage on a hit.

Your finger gun is considered to be a blaster (but not magical technology) for spells and effects which influence blasters.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Fireball
3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Fly
3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Greater Invisibility
4th-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Guiding Bolt
1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Hardlight Blaster
1st-level conjuration

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (an emerald ring worth 30 gp)
Duration: Instantaneous

You wave your hand and conjure a sophisticated arcane weapon, constructed of brilliant compressed light, which hovers in the air in an unoccupied space within 10 feet of you. The weapon fires a crackling beam of energy at a target you choose within 60 feet of it, making a ranged spell attack using your spell attack bonus. The weapon is the point of origin for this attack; therefore, the attack can target a creature that isn't within your line of sight, as long as it is within the weapon's line of sight. On a hit, the target takes 3d6 force damage. After this attack, this weapon dissipates.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 force damage for each slot level above 1st.

Hardlight Frame
5th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (an emerald ring worth 30 gp)
Duration: Concentration, up to 10 minutes

Plates of shimmering compressed light swarm your body, landing in the precise positions to form an intricate suit of power armor. For the duration, you gain the following benefits:

- Your AC equals 16, if it was lower.
- You gain 40 temporary hit points. If these temporary hit points are reduced to 0, the spell ends. If any of them remain when the spell ends, they are lost.
- Your size becomes Large, if it was smaller.
- You have advantage on Strength checks and saving throws.
- The armor confers the benefits of a life suit.
- The armor has two integrated battlefists. You have proficiency with these weapons. When you attack with

them, you make a melee spell attack against a target within 10 feet of you. On a hit, the battlefists deal force damage equal to 2d12 + your spellcasting ability modifier.

- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the temporary hit points bestowed by the spell increases by 10 points for each slot level above 5th.

Hold Person
2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Invisibility
2nd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Lesser Restoration
2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Light

Evocation cantrip

Casting Time: 1 action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mage Armor

1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Major Image

3rd-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Misty Step
2nd-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Perforating Smite
2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make an attack with a blaster before this spell ends, the shot is charged with an incredible amount of power. Instead of making an attack roll against a single target, the shot becomes a 5-foot wide line that extends from you out to the weapon's normal range. Each
creature in that line must make a Dexterity saving throw. A creature takes the weapon's normal damage on a failed save, or half as much damage on a successful one.

Produce Flame
Conjuration cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Repulsor Ring
2nd-level abjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a piece of chalk)
Duration: Concentration, up to 1 minute

You outline a 5-foot diameter circle on the ground, which is warded against intruders. Only creatures you choose can step within the circle. Any ranged attack roll made against a target within the circle has disadvantage. If a hostile creature makes a melee attack against a target within the circle, the attacker is pushed back 10 feet immediately after the attack.

Revivify
3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamonds worth at least 300 credits, which the spell consumes)
Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Shield
1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell
Range: Self
Components: V, S
Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Silence
2nd-level illusion (ritual)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Spare the Dying
Necromancy cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

SUGGESTION
2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

TECHNICAL DIFFICULTIES
1st-level transmutation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a bit of frayed wire)
Duration: Concentration, up to 1 minute

This spell causes lights to flicker, blasters to malfunction, and arcane terminals to crash. Choose a piece of magical technology within range. The device malfunctions in unpredictable ways, such that it is unusable for the duration.

TECHNOMANCY
Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

With a complex input gesture, you can manipulate a technological device you can see within range. You can use this ability to perform any basic operation on the device, including, but not limited to, pressing an external button, entering a dozen keystrokes of data, performing an authorized operation (such as opening an unlocked door), dimming or brightening a screen, or muting a device that has a speaker. You can't disconnect or reconnect wires, or perform an unauthorized operation, such as crashing a device or changing its password without knowing the original.

VOIDLIGHT
Conjuration cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

For the briefest possible instant, you open a portal into the Void, revealing the hideous lights beyond. Choose one creature you can see to make a Constitution saving throw. The target has advantage on this roll if it can't see you. On a failed save, the target takes 1d8 radiant damage. If you roll an 8 on any damage die, you can roll an additional d8 and add its damage to the total, rolling again if this die is also an 8, and so on. You can roll a total number of damage dice for this cantrip equal to twice the number of damage dice you initially rolled.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

WORLDSEEK
1st-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a spyglass)
Duration: Concentration, up to 1 hour

This spell reveals the path to the nearest planet to you. For the duration, you know the direction and the distance to the nearest planet, planetoid, or moon. If you cast this spell while you're on a planet, planetoid, or moon, the spell fails.

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).

- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. Also, being raised from the dead reduces a creature's exhaustion level by 1.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
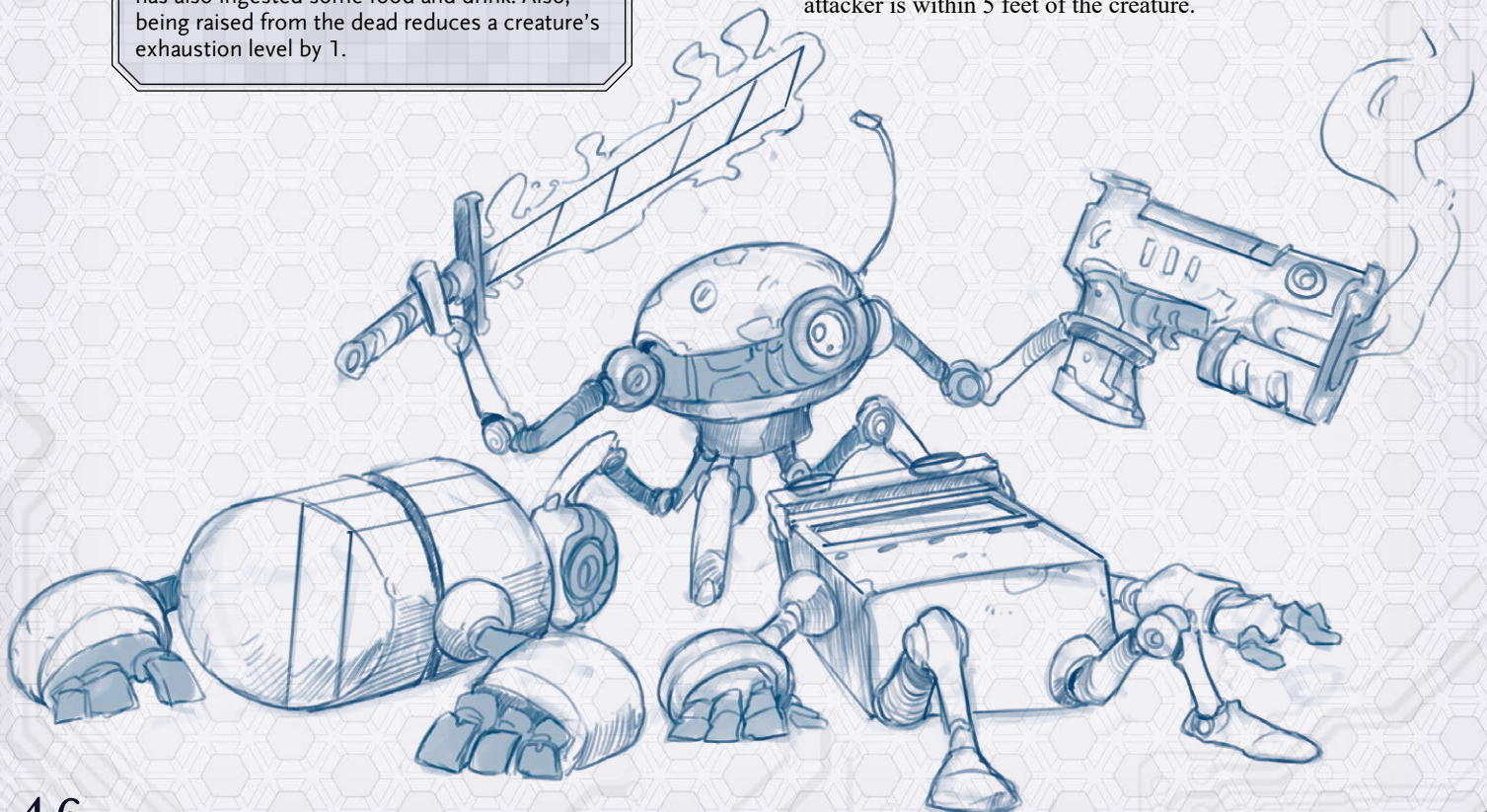
Spacer Lingo

Thousands of dialects are spoken on maw stations and at spaceports across the verse, but spacers, adventures, and explorers who spend most of their time traveling between these places have developed a particular way of speaking. Melding words from some languages with technical jargon, brand names, and copious amounts of slang, spacer lingo can seem like a language all its own.

  This appendix contains a selection of words and phrases spacers regularly use:

Aughtime: (n) From "aught time," this regulated 24-hour time zone is synchronized with times on High Terra. Since human shipping lanes have become prevalent, most spacers (human and otherwise) now synchronize to aughtime on long travels. Ex: "You lost six hours since taking off. Set your clock to aughtime and take a nap."

Bugging Out/Roach Raging: (v) A term for the maniacal symptoms caused by withdrawal from *Ocoulori Radavitis*. Ex: "He's totally bugging out.", "Suspect appears to be roach raging, advise caution."

Broker: (n) Not to be confused with a Soul Broker, one who works with the Cabal and trades souls, a broker is an individual who collects secrets and trades information for money. Brokers are known as a surefire way of learning tidbits on important or elusive topics, but are exorbitantly expensive, associate with shady characters, and are always accompanied by burly hired thugs. Ex: "Trail's gone cold. No option now: we've got to see the broker."

Comma (or CommA): (n) A booming genre of electronic music popularized by comm sets capable of automatically generating original streams of this music. The name originates from the setting used to generate it: "Play: Comm: A," which gradually became "Comm A," and then "CommA." Ex: "Grooving down to some comma? Kids these days don't know the classics!"

Going Dark: (v) A phrase meaning to engage a void jump using a Dark Matter engine, likely originating from the closing of metal shutters and dimming of lights during jumps. Ex: "Going dark in three minutes, buckle up."

Hopper: (n) A ship with at most a Class 1 or 2 Dark Matter engine, so called because it is only good for hopping between planets within one system. Ex: "The dealer was only selling hoppers; nothing that'd get us to the Citadel and back."

Krash: (n) A popular brand of canned fizzy drink, so enjoyed by spacers that it has become a generic term for soft drinks in general. Its biggest competitor, Orc-a-Cola, sells fewer than half the number of drinks KrashCorp. does in a given year. Ex: "While you're out, could you grab some Krash?" "Sure, Krash Zero, Tropi-Krash, or Orc-a-Cola?"

Locals: (n) Native inhabitants of a world which have not encountered space travelers before. Ex: "Head back to the shuttle; keep your blasters ready, but mind the locals."

Marbles: (n) The small, bland, pellets dispensed by most cheap shipboard meal fabricators. Though nutritious, they're far from desirable. Ex: "I'd kill for a nice steak. Or even a bad steak. Anything that isn't marbles."

Meeb: (n) Slang for amoeboid.

Murmurs: (n) Distant, indistinct voices heard among the static between stations on basically all communication devices, from huge etheradio stations to personal comm sets. No consensus explanation exists for this phenomenon, but some believe they can understand the murmurs. Ex: "Sometimes, when I go to sleep, I put on the murmurs to relax."

Praise the Sun: (v) While rude to utter while in avia-ra company, this refers to the single-minded pursuit of an unusual line of thought or course of action. In other words, insanity. Ex: "Why would he do something so odd?" "He's praising the sun."

The Pins: (n) The nauseous disorientation caused by being compressed into the space of an atom for a fraction of a millisecond, which spacers feel shortly after conducting a void jump. With time, veteran spacers grow accustomed to the pins, but new-timers almost always vomit. "Guh, I never get used to the pins. I'll need something to settle my stomach."

Seven O' Seven: (n) A very good deal, which one would be a fool to refuse. This phrase is in reference to Unit 707, the vect commander which offered aid to the nearly defeated elven armada during the Night Crusade. Ex: "The Firm gave him a seven o' seven: skip town or see the business end of a repeater."

Slag: (v) Originally a reference to the molten debris left behind when a ship is destroyed with lasers, this phrase has become synonymous with "kill" or "destroy." Ex: "Do you wanna get slagged?"

Solaris Vult: An avia-ra war cry, a mantra repeated during holy Crusades. Ex: "Solaris Vult! Solaris VULT! SOLARIS VULT!"

Space Madness: (n) A joke often played on first-time spacers normally involving one or more persons pretending to become infected with said "madness". Ex: "Look out! He's got the Space Madness!"

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