

SKY ZEPHYRS



**GAUMR AND SATTVA'S COMPREHENSIVE GUIDE
TO AIRSHIPS AND SKY COMBAT FOR 5TH EDITION**

SKY ZEPHYRS

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On the cover: A mysterious ship launches a fiery assault on a fleeing gladius in this art by Aleksandar Kostic.

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INTRODUCTION

SIX YEARS AGO

*Both: *Sitting on the edge of a sky island, swinging their legs and admiring Zephyrs flying in the distance**

Gaumr: How many Zephyrs have you been on?

Sattva: What, like in my life?

Gaumr: Yeah. Rough guess.

Sattva: Dozens and dozens. Probably one hundred or so.

Gaumr: At this point, me too. What about sky battles? Give me another rough number.

Sattva: I mean, we have been caught in the middle of what... Ten battles? Add another ten or twelve-ish that we started. Not to mention all the ones before we became homies.

*Gaumr: Okay, see that's my point. I've got an idea. Another lightning in a bottle moment. Hear me out. I'm a professed and acknowledged expert at Onomancy, correct? *Sattva raises an eyebrow* And, you're one of the best damn chroniclers in the sky, right?*

Sattva: Sure...I like that title, continue.

Gaumr: Well, while we have been chasing our individual dreams, I'd say we have also, somehow, inadvertently gained proficiency, dare I say, mastery, in the nuanced arts of Zephyr Travel and Zephyr Combat.

*Sattva: *Sattva gasps sarcastic shock and then giggles* You're not wrong. I had never thought about it in that way... So what are you suggesting??*

Gaumr: A manual, a codex or something like a survival guide for the people.

Sattva: So by "The People" you mean both for beginners who are starting out their sky adventures and also those old draughty sky dogs who are looking for new tricks.

Gaumr: Exactly. What do you think??

Sattva: Hmm...yikes...let me just check my schedule...

Gaumr: What schedule!?

Sattva: I'm messing with you. Why not? Let's do it!... but what would we call it??

Both: Hhhmmmmmm...

PRESENT

To all the island-lubbing greenhorns and filthy grizzled sky dogs... Whether you're a "privateer or a Deus-damned Imperial...we present you with:

Gaumr and Sattva's Comprehensive Guide to Airships and Sky Combat

We hope that the lessons we've learned, through the mountains of mistakes we have made over decades of sky adventures, will serve you well. Failure was our only way to learn. Thus, we entrust this knowledge to you so that you may take a different path. One that is both more thrilling and much more easy to navigate. So, use this knowledge wisely.

Finally, as we are not musicians, but wanted to contribute something to this world that will last through the ages like an amazing ballad. This tome and the wisdom held within is our love song to you, the people. May you play it on repeat for the rest of your days.

With wind in your sails and all our love,
Gaumr & Sattva



WIND SHEER



TRADE WIND



ZEPHYR MERIDIAN ZONE



SKY CONGESTION



TERRAN ZONE

CH 1
AIR ZONE RULES

Sattva: It still boggles my mind that wind can change direction and power so rapidly as you move up and down in altitude.

Gaumr: True, makes for wild journeys though, eh? But really, Sattva, it all makes total sense. Just basic aeronautical physics when you think about it.

*Sattva: Oh yeah *raises eyebrows*? Well, if it's so basic, why do you always make me pilot the Zephyr?*

*Gaumr: Oh come on you know that spellcasting is extremely rough on my vital summoning digits *does light jazz hands*...*

Sattva: That's funny, because I saw you pulling a keg of Lacrima's Sacred Apple Cider back to the Zephyr last night with no issue whatsoever...?

Gaumr: Cool, Cool, Cool... speaking of which i'm gonna go grab a drink, you're all good here at the helm right?...

In the chapter we discuss the varying effects that one may encounter while flying a Zephyr at different altitudes. To simplify altitude measurements, we've split the flyable airspace into five Air Zones. Air Zones consist of approximately 250 ft. of vertical space. Each Air Zone has differing effects on Zephyrs and their Aircrews. Different types of creatures can gain advantages from certain Air Zones. These advantages come from characters having developed a lot of flight experience in those Air Zones. If your world requires more or different types of Air Zones, we've made sure you have the option to customise and create your own, allowing for a tailored experience. Be safe out there, and remember, a well-practised Zephyr pilot knows whether it's time to fly into the eye of a storm or play it safe.

AIR ZONES

1. TERRAN ZONE

This airspace is dangerously low to the ground, which at times can make it hard to navigate. A knowledgeable pilot navigating down to this Air Zone knows their decision comes with high risk and high reward. Roll 1d6 when entering the Terran Zone to work out, using the table below, what Terra Effect is present in this zone.

Optional Rule: DMs can roll on the Terran Zone Hazards table at the beginning of each combat round if they wish, or just use a couple of specific effects that apply to the terrain the players are flying over. (For those playing in our Sky Realm setting, this Air Zone is called **The Gray Tempest Zone**)

- All players regardless of whether they are manning Stations or not manning Stations do not get to add their proficiency bonus to ranged attacks (unless stated otherwise) in this Air Zone.
- Ranged attacks made with Confrontation Stations in this Air Zone do not get to add those stations' Firing modifier as part of the attack bonus.
- Pirates, Rebels, Bounty Hunters and Sky Military Pilots ignore the penalty to ranged attack in this Air Zone and instead get to double their proficiency bonus on ranged attacks (even if they don't have the Artilleryman feat).
- If your Zephyr falls below this level, it will likely collide with buildings or crash to the ground. In these instances, Zephyrs are considered to be destroyed and unfixable.

2. SKY CONGESTION (DOCKING) ZONE

- With Zephyrs crossing this zone while taking off and others crossing during landing, this is one of the most heavily trafficked Air Zones in the sky.
- When a Zephyr enters this zone, any creatures/ NPCs/players on the Zephyr that are not wearing protective equipment or holding their breath are considered to be **choking** from the congestion fumes. If a player holds their breath as they cross into this zone, Suffocation rules apply.

3. ZEPHYR MERIDIAN ZONE

- Known as "The Highway of the Skies", this Air Zone is the standard transport level for all Zephyrs. The altitude range of this zone makes for ideal conditions to maneuver and travel at a good pace. You will find all manner of vessels at this altitude, from Pirate Junkers on the hunt, to family air caravans setting off for their summer holidays.

4. TRADE WIND ZONE

- Due to the rapid wind currents, Tradesmen, Cargo Zephyrs and Imperial High Risk Prisoner Transporters use this Air Zone to get from A to B much faster. Quicker travel, however, is accompanied by a higher degree of danger.
- You can only roll a 1 or 2 on Wind Direction Checks when entering this zone. Also, the Speed Point increase or decrease is 2 not 1.

5. WIND SHEAR ZONE

- Due to ice cold air, high altitude and violent storms, few are brave enough to fly up here as it is much more perilous than lower zones.

d6	Terra Effects	Zephyr Effects
1	B.A.S.E. Obstacles and Large, Huge or Gargantuan Creatures.	The Zephyr must make a Dex Saving Throw. On a failed save the Zephyr collides with the Obstacle causing Bludgeoning Damage equal to half of the Zephyr's Forward Momentum x 10. (DM to decide Dex Saves DC based on terrain)
2	Glare	All crew members must make a Con Saving Throw. On a failed save all crew suffer the Blinded Condition until the next round of combat. (DM to decide Con Saves DC based on what is causing the Glare and how bright it is)
3	Thermal Current	The Zephyr must make a Dex Saving Throw DC 15. On a failed save the Zephyr is forced to return to the Docking Zone due to hot thermal air resistance. (possible crew Dex Save)
4	Dust Jam	If the Zephyr has fans, the dust enters the fans' blades jamming their mechanism. The fans suffer the Compromised Condition until repaired by the crew.
5	Low Flying Obstacles (small flying creatures, projectiles, etc.)	If there are any crew on exposed parts of the Zephyr (i.e. top deck, on the balloon...etc) they must make a Dex Saving Throw; whoever rolls the lowest is hit by the Low Flying Obstacle. This crew member takes 2d6 Bludgeoning Damage.
6	Acceleration Stream	The Zephyr slips into a perfect flow of air giving it a speed boost of 1 extra Speed Point per round, until another Terra Effect becomes present.

- When a Zephyr enters this Air Zone any creatures/ NPCs/Players on the Zephyr must make a DC 14 CON Saving Throw. On a failed Save the players suffer from the Poisoned condition for 2 rounds due to Altitude sickness. They also take 2d6 of Cold Damage.
- All players who are either manning or not manning Stations in this Air Zone do not get to add their proficiency bonus to ranged attacks.
- When making a Wind Direction Check, you enter a Storm on a roll of 3 and 4 in this Air Zone.
- Zephyrs cannot fly above this zone as their engines begin to malfunction due to the extreme cold temperatures at this altitude. Even if a Zephyr's engine could withstand the cold, the storms are so cataclysmic that any Zephyr would also be torn apart within seconds in any attempt to ascend.

Creating More Air Zones

(Optional rule)

You can create and change Air Zones as you see fit to suit your setting/world. We want the sky to have as much flavor and continuity within your world as the ground below does. This optional rule provides a guide for when you are creating your very own custom Air Zones.

Follow these steps to create your Air Zones:

- 1. Choose a name for your new Air Zone.**
Selecting a name can sometimes be easier when done later in the process, once you know your new zone's characteristics and effects. We suggest choosing a name that relates to the lore of the zone (e.g. **Zephyr Meridian Zone**), the reason for why one would fly in that zone (e.g. **Trade Wind Zone**) or the altitude of the zone (e.g. **Terran Zone**)
- 2. Choose the type of Environment/Atmosphere that your new Air Zone consists of.**
We suggest creating zones that differ from others around them to make changing Air Zones in combat more dynamic and strategic. You can base the Environment/Atmosphere of your new zone on its altitude in the sky, the reason people fly in your new zone or it can simply be a fun idea you have. (e.g. **Trade Wind Zone:** Due to the rapid wind currents, Tradesmen, Cargo Zephyrs and Imperial High Risk Prisoner

Transporters use this Air Zone to get from A to B much faster. Quicker travel, however, is accompanied by a higher degree of danger.)

3. Decide if and how Zephyrs are realistically affected in your new Air Zone.

First consider realistic effects your new zone may have on a Zephyr based on the Environment/Atmosphere you choose above. Make sure you take into account the other zones and their effects that sit directly above and below your new zone. (e.g. **Wind Shear Zone:** When a Zephyr enters this Air Zone any creatures/ NPCs/Players on the Zephyr must make a DC 14 CON Saving Throw. On a failed Save the players suffer from the Poisoned condition for 2 rounds due to Altitude sickness. They also take 2d6 of Cold Damage.)

4. Decide if and how any special effects in your new Air Zone affect Zephyrs.

If you wish to include a special effect in your new zone, we suggest choosing something you feel adds an element of fun, danger or whimsy. This could be something as simple as a Saving Throw or Skill Check or it could be something a bit more complex like a random effect roll table. (e.g. **Wind Shear Zone:** When making a Wind Direction Check, you enter a Storm on a roll of 3 and 4 in this Air Zone.)

5. If your new zone is the top or bottom Air Zone in your sky why can't beings fly above or below it?

The answer could simply be below your new zone is the ground and therefore Zephyrs cannot fly below it. However, it gets more complex when you're talking about the top Air Zone in your sky. You have to be a bit more inventive with your reasoning. (e.g. **Wind Shear Zone:** Zephyrs cannot fly above this zone as their engines begin to malfunction due to the extreme cold temperatures at this altitude. Even if a Zephyr's engine could withstand the cold, the storms are so cataclysmic that any Zephyr would also be torn apart within seconds in any attempt to ascend.)

WIND DIRECTION CHECK

Wind is a formidable force in the sky. It dictates things like lift, resistance and flow. This makes Wind Direction an important factor in Sky Zephyr combat.



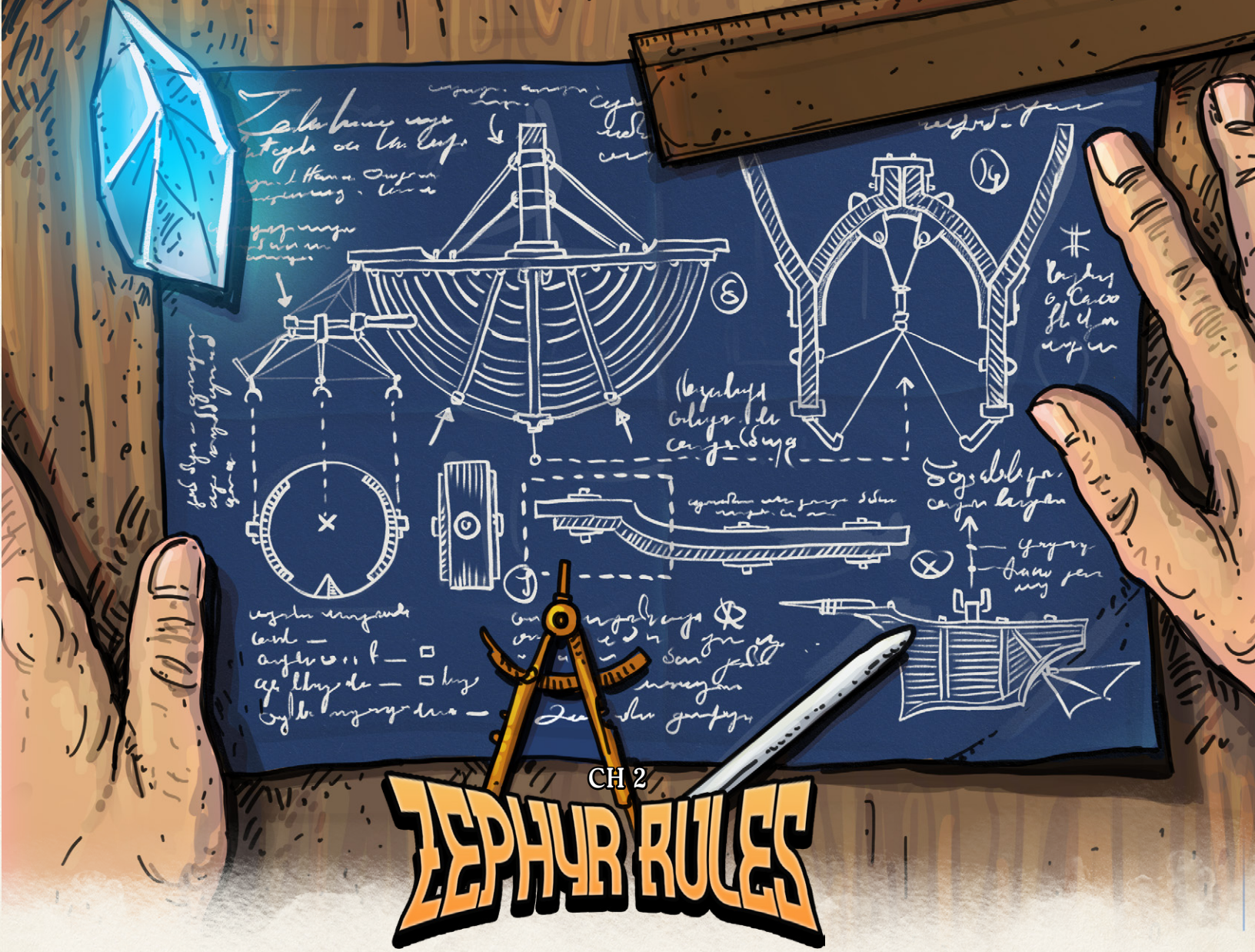
Predicting and using Wind Direction is something many spend a lifetime trying to master. Very few succeed. Wind being Favourable or Unfavourable can make or break a combat encounter for a Zephyr crew. Choose your flight altitude carefully as you soar across the skies.

Winds can either be Favourable, Unfavourable, Neutral or Storm. Roll 1d4 to find out the Wind Direction once a Zephyr is in flight. Also, roll 1d4 when a Zephyr enters a new Air Zone for the first time to determine the Wind Direction in that zone. During combat Wind Direction effects of a new Air Zone are first applied to the movement of a Zephyr in the first round combat during the Zephyr Movement Phase. These same effects then continue to apply to all the Zephyr movements in this Air Zone for every round they remain in the zone. Once the Wind Direction has been determined in an Air Zone it remains the same for an entire combat encounter. Out of combat the Wind Direction of an Air Zone can change once per short rest. Using these

rules can enhance the dynamics and fun of changing Air Zones during combat and general flight.

- **Favourable Wind:** Your Zephyr gains 1 Forced Speed Point while in this zone. Your Zephyr must spend this Forced Speed Point every round towards its Forward Momentum. When you have Favourable Wind, you cannot come to a stop. The extra Forced Speed Point you gained from the wind will continue to move you 20ft per round.
- **Unfavourable Wind:** Your Speed Points decreases by 1 Forced Speed Point while in this zone. To move your Zephyr from a stop you must spend 2 Speed Points instead of 1.
- **Neutral:** All stats are normal.
- **Storm:** Roll on Storm table for the effect of the storm at the beginning of each round of combat.

d6	Storm Effects	How this affects the Zephyrs
1	Lightning Strike	Lightning immediately strikes a Station or Part of the Zephyr chosen at random. The Station or Part suffers the Compromised Condition until repaired.
2	Harsh Winds	Your Zephyr is turned in a random direction (at the end of the Zephyr Movement Phase) and all creatures aboard the Zephyr must succeed on a DC 16 Dexterity Saving throw or fall prone and take 3d6 Bludgeoning damage.
3	White Out	All creatures immediately have the Blinded condition until the next Storm roll.
4	Little Gust Wind	The Zephyr is immediately moved 20 feet in a random direction. All crew members must make a DC 12 Dexterity saving throw. On a fail they are moved 5ft backwards, then anyone holding items who was moved must succeed on a DC 10 Strength saving throw or drop the items in their hands.
5	Wind Hail	All creatures take 2d4 Bludgeoning and 2d4 Cold damage.
6	Calm in the Storm	Nothing happens.



Gaumn: Hey Sattva, come here quickly. Look at this!

Sattva: Coming, what is it?

Gaumn: An Imperial Dreadnought... Look how big that bad boy is!

Sattva: Holy Deus, that's freakin' massive... How many Power Gems do you think are fueling that thing?

Gaumn: Hundreds of tiny ones, or one really big one. What's your bet??

Sattva: I reckon one really big one because the Imperials have got that COIIINN!

Gaumn: Is that cannon, Cataclysm the Zephyr Bane?

Sattva: *Dives for cover*

Gaumn: Man, look at the Arcane output coming from its muzzle.

Sattva: GET DOWN YOU FOOL!!! Stay low and tell Renala to get us the 9 hells out of here before they notice us!!

In this chapter you will find classifications for various sized Zephyrs that can be built, discovered or modified. You will also find our default power source "Serulianite Power Gems" and their play ready lore. All Zephyrs are designated a size classification from Tiny to An Island. This classification dictates the type/number of Stations and Parts any one Zephyr may have or is composed of. We break down the fundamental three Sections of every Zephyr. Those Sections are divided into functional/mannable Parts and Stations, allowing for clear organization of pieces that make up a Zephyr. These classifications and regulations will also help with building your own Zephyr later in this book. We aim to allow a huge diversity of Zephyrs to be created and exist in any one world.

Size of Zephyr	Maximum Aircrew Capacity (does not include Players)	Maximum Creature Carry Capacity (includes aircrew)	Minimum size of Serulinite Power Gem	Base movement
Tiny Zephyr/Glider	0	2	1 Tri Gem	16 Speed Points (can be modified to higher)
Small Zephyr	6	14	1 Nona Gem	16 Speed Points (can be modified to higher)
Medium Zephyr	12	25	1 Octo Gem	12 Speed Points (can be modified to higher)
Large Zephyr	30	40	1 Hexadec Gem	8 Speed Points (can be modified to higher)
Huge Zephyr	70	80	1 Triacon Gem	4 Speed Points (can be modified to higher)

In this table you will find general sizes and specifications for the different Zephyrs in the sky. This table and the paragraphs below will aid you in understanding the basic types of Zephyrs and the requirements needed to pilot and man various aspects of these sky vessels. You will find everything from things like how many Aircrew can be transported all the way to the Base Movement Speed of Zephyrs.

Sky Zephyrs come in different shapes and sizes. Each Zephyr is unique in its own way. Be it through design, materials, performance and/or a particular “personality”, the captain and crew can become attached to their Zephyr like they would a familiar. Zephyrs are often christened with a name of someone beloved by the owner. Knowing the capabilities and limits of your Zephyr is important to ensure maximization of performance. For a new crew, having flying experience and general knowledge about Zephyrs of various sizes is a great starting point.

Personal Zephyrs: These are smaller vehicles built and owned by individual entities like small factions, individual creatures and families. They are typically used for the mundane tasks of everyday life like commuting, carrying small and personal goods. You will find some personal Zephyrs “customised/modified” to get optimal performance or to stand out in a fleet with their own unmistakable stylings and markings.

Commercial Zephyrs: These Zephyrs vary greatly in size and application. From very large transport vehicles and pleasure cruisers to small taxis accommodating a driver and one passenger. Your imagination and budget are the only limitations on commercial usage. Typically, commercial vehicles have professional markings uniform with the rest of

their fleet to signify the entity that owns them.

General Zephyrs: These Zephyrs are typically utilitarian in their operation. Governments and other large businesses will transport people and goods in these starkly designed vehicles. They may also be used to tow and push larger vehicles or obstacles. Built more for durability and longevity rather than performance or aesthetics, these are the workaday vehicles in the sky. A catchall category of vehicles that are not personal, commercial or military.

Military Zephyrs: Depending on the needs of the government entity procuring these vehicles, their objectives may vary. The design philosophy of these vehicles will depend on whether their priority is speed, maneuverability, defending a valued asset, stealth, firepower, intimidation, symbolism of strength, deception and/or any other objective deemed important by the entity behind its militaristic service. As such, the variety of materials used to manufacture these Zephyrs will vary widely. One thing remains consistent, these ships will be armed with weapons and defences.

Tiny Zephyrs: Typically these little Zephyrs are personal vehicles piloted and crewed by one or two creatures with no sleeping capacity. These nimble vessels are perfect for quick and short journeys across the sky. They are also great for outmaneuvering larger Zephyrs, conducting stealth-based operations and navigating difficult flight paths like large scale sky battles. However, due to their small size, they usually don’t have much in the way of defences and can be destroyed fairly easily. For this reason, tiny Zephyrs struggle greatly with Storm conditions. As they are usually quite cheap to construct, many entrepreneurs, farmers and engineers build their own Zephyr from scraps and/or purchased materials/parts.

Small Zephyrs: These personal vehicles are piloted and crewed by a minimum of 2 creatures and a maximum of 14 creatures (6 Aircrew + Players + Named NPCs). These vessels are perfect for carrying a small crew and cargo on medium-length journeys across the sky. They are great for any operation that requires you to get in and out quickly. Most Small Zephyrs are better built than Tiny Zephyrs with all the benefits of enhanced defences while also retaining excellent maneuverability and nimbleness. Small Zephyrs are often the preferred vehicle size for mercenaries, lowly pirates, bounty hunters and family caravans. These Zephyrs can be fairly cheap to construct from scraps. As they are personal vehicles, most creatures keep their small Zephyrs well looked after. In general, creatures would prefer buying low to middle end parts and materials to build and tune up their Small Zephyrs.

Medium Zephyrs: Zephyrs of this size are typically General and Commercial vehicles. If you have a personal medium-sized Zephyr you're likely to be more wealthy. Typically these vehicles are piloted and crewed by a minimum of 4 creatures and a maximum of 25 creatures (12 Aircrew + Players + Named NPCs). These vessels are perfect for transporting smaller groups of creatures or cargo from Point A to Point B. Many clusters of islands use Medium Zephyrs as public transport options. You will see pirates or thieves using these medium Zephyrs for "smash and grab" type operations. Governments also choose to use them as protection for larger Zephyrs or fleets. Of all the sizes, Medium Zephyrs have the best "defence to maneuverability" ratio. Accordingly, these vehicles are not cheap to build and tune up. Due to their size, obtaining generic parts (or customized parts specifically made for your Zephyr) is much easier than trying to mismatch odds and ends. Also, with all the extra space on deck, larger and more powerful Confrontation Stations can be equipped to these vessels for better protection when crossing the skies.

Large Zephyrs: Zephyrs of this size are almost always general, commercial or military vehicles. If you own a personal large-sized Zephyr, you're likely to be at the top of the wealth ladder along with heads of state, royals, oligarchs, etc. Typically these vessels are piloted and crewed by a minimum of 8 creatures and a maximum of 40 creatures (30 Aircrew + Players + Named NPCs). They are ideal for carrying larger groups of creatures like troops,

or cargo for longer journeys. Governments and/or corporations often use these as freighters and battle Zephyrs. Small communes use Large Zephyrs as portable towns. Large Zephyrs can have many defences and fortifications, making them very hard to destroy. With an increased weight and size, these vehicles usually become less maneuverable. Due to their scale, Zephyrs of this size are not cheap to tune or build. Unless you plan on leaving this type of Zephyr bare in order to store more cargo, fitting any degree of defences and/or modifications to make owning a Zephyr of this size worth it, will set your finances back even more. Procuring parts and materials can be easier and cheaper per unit of measurement in a Zephyr this size, as they can be ordered in bulk quantities.

Huge Zephyrs: Zephyrs of this size are almost entirely used as state vehicles. There are likely not many of these in existence. Typically they are piloted and crewed by a minimum of 15 and a maximum of 80 creatures (70 Aircrew + Players + Names NPCs). These Zephyrs are usually hard to maneuver but can withstand most attacks and weather conditions, making them ideal for transporting royalty and their courts on very long voyages. Alternatively, they can be used as dreadnaughts of the sky. Some even use these huge vessels as sky stations or permanent floating bases of operation that remain stationary in the sky. Zephyrs of this size are formidable forces in the sky; many smaller Zephyrs will avoid them so as not to be accidentally mistaken for an enemy and threatened or even attacked by their many defences. Huge Zephyrs take an exceedingly long time to construct. Thus, they cost a colossal sum of currency for parts, materials and workers. Finally, these vessels are usually purpose and custom built so there aren't many places that sell bulk quantities of parts.

OVERCROWDING

A Zephyr is considered to be Overcrowded if the amount of creatures exceeds the Maximum Creature Carry Capacity. If a Zephyr is considered to be Overcrowded, the Aircrew gets a -1 to all ability checks, saving throws and attack rolls per creature over the limit. This remains the same until the number of creatures on the Zephyr is reduced back to the Zephyr's Maximum Creature Carry Capacity or below.



GM Note: When allowing your Players to build or choose their own Zephyr consider the levels of the Player's characters. It is unlikely that a party of level 3 characters would have a Huge Zephyr like a dreadnought. They are far more likely to have access to Zephyrs of Small or Medium size. A great way to mitigate this is giving your Players a budget of how much they may spend on Parts and Stations for their Zephyr (costs found on the Part & Station table). However, a party of level 15 Players may have access to the money and resources needed to construct or purchase Zephyrs of Large or Huge size. So, simply adjust what's available to your Players based on your world's economy, the resources in the region of the world you Players exist in, your Player levels and in-game balancing.

OVERALL ZEPHYR SECTIONS

(All Zephyrs are split into four sections)

Foundation: The Foundation Section contains the Parts of the Zephyr that are vital to maintaining its flight, structural integrity and power output.

Propulsion: The Propulsion Section contains the Parts of the Zephyr that are vital to the physical movement and flight altitude.

All Propulsion Stations and Parts are labelled either Control or Lift.

Confrontation: The Confrontation Section contains the Stations and Parts of the Zephyr used for ranged and melee combat.

All Confrontation Stations, unless stated otherwise, have a 180 degrees firing radius and may be reloaded using either an action or bonus action. You may only fire a Confrontation Station using an action. And once fired a Confrontation Station must be reloaded. Each Player may only fire 1 Confrontation Station per round of combat.

The attack bonus when firing a Confrontation Station equals your relevant Ability Score modifier + the Station's Firing modifier (Both are stated in the Station's information) + any special modifiers from feats.

Recreation: The Recreation Section contains the Stations and Parts of the Zephyr that are used for recreational activities.

Zephyr Stations:

These are objects or areas that allow a Player to control or defend their Zephyr.

- The cost to man or unman a Station is half of your movement speed.
- Each Station has a Threshold. When surpassed with damage, these Thresholds cause the Compromised Condition to occur (such as disabling a Station or the catastrophic failure of a Station).
- While manning a Station that is attacked, you take 50% of the damage dealt to the Zephyr. If the damage dealt is above the Station's Threshold, you and the Zephyr take the full damage.
- While using a Station you are considered to have half-cover.
- All Zephyr Stations are considered to be magical objects.
- In the event that a Station is required to make a saving throw, it would be rolled using the Zephyr's ability score. All Stations are immune to effects that require Intelligence, Wisdom, or Charisma saving throws or checks.
- If Recreation Stations are targeted in attacks, use your Hull Part's AC and Threshold to calculate if they are hit and if damage is dealt.

Zephyr Parts:

- These are objects and areas that comprise a Zephyr.
- Each Part has a Threshold. When surpassed with damage, these Thresholds cause the Compromised Condition to occur (such as disabling a Part or the catastrophic failure of a Part).
- All Zephyr Parts are considered to be magical objects.
- In the event that a Part is required to make a saving throw, it would be rolled using the Zephyr's ability score. All Parts are immune to effects that require Intelligence, Wisdom, or Charisma saving throws or checks.
- If Recreation Parts are targeted in attacks use your Hull Part's AC and Threshold to calculate if they are hit and if damage is dealt.

LORE ABOUT POWER GEMS

There is a myth that when the gods first created the material plane they injected life into the land and the creatures through the spreading of these gems. The gems could carry divine and arcane power. However once the cycle of life was started, the gems were no longer needed by the gods and thus lay dormant waiting to be discovered. The locations where veins of these gems exist are considered pure lands by people who have religious beliefs, which is why you will find large religious communities and hubs around Serulinite mines. Once creatures discovered the gems and their power to store arcane and divine energy, they quickly became a hot commodity. Serulinite became a versatile tool used by many. One such halfling by the name Ulgen Hancen discovered that these power gems could be used to fuel one of his own inventions that he called an "engine". From that moment forth, the sky was no longer the limit; it took 3 years from Ulgen's first discovery for someone to use one of his engines to power a flight machine. The rest, as they say, is history. Now you'll see Zephyrs soaring across the sky day in and day out.

These extremely sought after gems are naturally occurring. Whether grown on the tail of an Amethyst Sky Ray or formed in the cavernous depths below the planet's surface, these gems are hard to come by and take quite some work to acquire from nature. Thus, most people trade or purchase them from the ZPG (Zephyr Pilots Guild). However, they can be procured on the black market and through other dingy deals as well... though the quality of the gems is likely to be in question. Companies and governments will mine the stones and sell them to the ZPG who then make sure they are safe to use and sell to the public. Some countries even have mining prisons set up for the collection and distribution of Serulinite gems.

Charging a Serulinite Power Gem: To charge a Serulinite Power Gem, a creature can expand a spell slot. If they do, the Power Gem regains charges equal to 3 times the spell slot used. For instance, if a 3rd level spell slot is used, the Power Gem would regain 9 charges. All charges past the Gem charge max are lost.

Charges in use: You must have the minimum amount of Power Gems and charges as stated above to start your Zephyr. Once started, each charge in your Power Gem, or collective Power Gems, gives the Zephyr 1 hour of either stationary or moving flight.

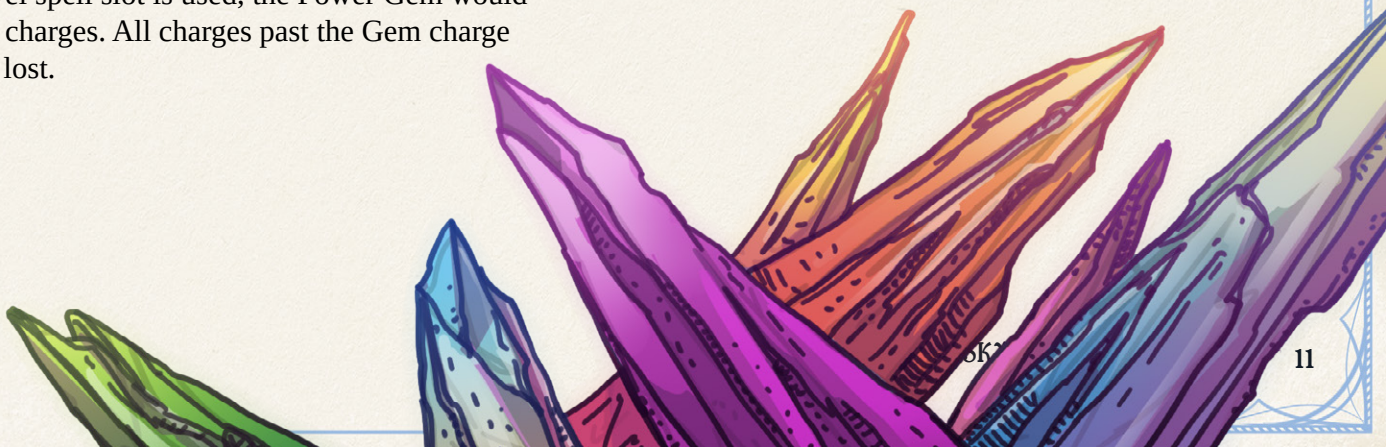
If you drain a Power Gem to empty there is a chance that it may crack and shatter, rendering it unusable. (see Serulinite Power Gem items) To fuel their own arcane magic, a few very powerful arcane users are able to wield special abilities (they have learned or gained) to extract the power from Serulinite Power Gems. (see Arcane Fuelman Feat).

JURY RIGGED POWER SUPPLY

In some instances, with the perfect touch, you can Jury Rig an engine to function using multiple smaller Power Gems instead of its intended larger Power Gem requirement. To do this you must succeed on an appropriate ability or skill check that is DC 10 + the number of Serulinite Power Gems you are attempting to Jury Rig the engine with. On a failure of this Jury Rig attempt, half of the Gems used break and shatter rendering them unusable, and unable to power the Zephyr.

Examples of appropriate ability or skill checks:

- Sleight of hand skill check: If they are trying to slide the Power Gems gently into place within the engine.
- Strength ability check: If they are trying to force the Power Gems into place within the engine.
- Masons' or Jewelers' Tool proficiency check: If they are trying to alter the Power Gems so they fit within the engine.
- Arcana skill check: If they are trying to use the magic inside the Gems to fuse them to make a conjoined larger Gem.





Gaumr: What do you think about Kegstin swabbing the decks?

Sattva: They might be better suited carrying ammunition to the trebuchet and harpoon Stations.

Gaumr: Ehh, look at Renala with her map. Seems like she knows her way around a helm.

Sattva: Maybe. What's the old saying, proof is in the parking... or docking... or whatever. Either way, they are a motley bunch. You're gonna need to train them up really quick if we're to hit our departure date.

Gaumr: You want ME to train them up? after last time ?

*Sattva: Last time?... Oh yeah. I almost forgot. *Lets out a small giggle* Okay, so if I'm gonna play the Bad Imperial, what Imperial are you?*

Gaumr: I'm the Hype Imperial. My natural charisma and Onomancy will go a long way towards boosting their morale to perform extraordinary feats of sky pillaging.

Sattva: How about before we worry about "extraordinary feats," you make sure they nail the basics. The three Cs. Say them with me.

Both: Cooking, Cleaning and Carnage...

In this chapter you will find mechanics and rules on how to run your Zephyr's Aircrew. You will find options to level up your Aircrew and track/manage their Morale Levels over time. We break down how Aircrews are Commanded and also how they may die during combat. These Commands give Players extra resources and options while fighting off foes in the sky.

Aircrew are the non-specific NPCs that you can hire or befriend to maintain and operate your Zephyr. They exist and work in the background until Commanded, at which point they will jump to immediate action, pushing themselves to the limit to accomplish their assigned tasks. These Aircrew can be a Zephyr's family, and like a family, dysfunction can seep into the cracks if not addressed (or bribed early). It is vital to keep your Aircrew's spirits high. If their level of Morale dips too low, disobedience will be the least of your problems. So, care for your Aircrew and, in return, they will love and obey you.

GM Note: If you and your table wish to use each Aircrew member as an individual for maximum crunch, you may do so (see below). However, if you wish to streamline combat rounds, we strongly recommend considering the Aircrew to be either Basic or Normal and doing their individual jobs in the background to keep the Zephyr functioning (both in and out of combat), unless otherwise Commanded to do so. This way you can keep the initiative to just Players, enemies and possibly named NPCs.

BASIC AIRCREW AND COMMANDS

Basic Aircrew are the greenest to Zephyr life and sky combat. They are usually just average people who are in need of some extra cash. Thus, they are not the most robust individuals. But, as an Aircrew, they will serve any Zephyr well and can be relied upon. Generally, Basic Aircrews can be hired from most cities/towns at the cost of 1 Gold Piece per Aircrew member per day. The price depends on the economy of the area from which the Aircrew is procured. This can usually be negotiated. When manning a Confrontation Station, Aircrew members get a +1 (Do not include ability modifiers) plus any Station Firing Modifier to the attack rolls made using the Station. This rule applies to all Aircrew unless you have chosen to use our optional



BASIC AIRCREW

Medium Humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Confrontation Prepared. Basic Aircrew get a +1 when making an attack roll using a Confrontation Station but do not include ability modifiers.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Aircrew Levelling mechanics (see below). In that case, you apply the appropriate bonus based on the stat block of your levelled Aircrew (see below).

On a Player's turn in combat they may use a Bonus Action to issue a Command to the Aircrew. This Command may be given verbally or with a hand gesture. As long as the Zephyr still has Aircrew alive on it they will perform the task on the same turn as the Command is issued. Players may only issue each Command once per round. For example, if the *Reload a Confrontation Station* Command is issued by one Player, that Command can no longer be used by any other Players until the next round of combat.

All Players have access to the Basic Aircrew Commands when aboard a Zephyr. However, Players with any Zephyr based Features gain access to additional Special Commands which are listed in each Feature.

All Commands have prerequisites that must be met for the Command to function.

Deafening Cacophony (Optional rule): If there is a lot of noise on a Zephyr because, for examples, it is in a storm, receiving damage from another Zephyr or an on-deck melee combat is taking place, you may need the Aircrew to make a Perception check to determine if they are able to hear or see the Command given.

BASIC AIRCREW COMMANDS

(each can only be used once per round)

Retrieve/Give an Item:

Prerequisites:

- 1 Aircrew alive
- The item must weigh no more than 300lb
- You must name the item and the location/person where you would like the item to be brought.

Once this command has been issued, an Aircrew member will carry, push or pull an item of your choosing to a location or person on the Zephyr.

Reload a Confrontation Station:

Prerequisites:

- 3 Aircrew alive
- The chosen Confrontation Station must not have the Compromised Condition.
- You must state which Confrontation Station you would like to be reloaded.

Once this command has been issued, 3 Aircrew members will reload a Confrontation Station of your choice, ready to be fired by a Player or named NPC.

Take Cover:

Prerequisites:

- 1 Aircrew alive

Once this command has been issued, all Aircrew members will hide and/or shelter themselves. Any Aircrew deaths that may be caused by a Zephyr's Total Hit Point Threshold being surpassed or an Area of Effect (AoE) spell/attack, are reduced by half (rounded down) for 1 round.

If this command is issued, no other Aircrew commands may be given for this round of combat.

Abandon Zephyr:

Prerequisites:

- 1 Aircrew alive

Once this command has been issued, all Aircrew members will, if possible, grab any available Life Preservation items/gear (i.e. Glider Suit, Serulianite Gravity Suit, Parachute or Tiny Zephyr) before abandoning the Zephyr in the safest manner possible. If this command is issued, no other Aircrew commands may be given until there are Aircrew back onboard the Zephyr.

Intimidating Cry:

Prerequisites:

- 5 Aircrew alive

Once this command has been issued, all Aircrew members will let out a vicious battle cry in an attempt to intimidate enemies. Any enemies in a 60ft range that can hear the battle cry, must succeed on a Wisdom saving throw DC 12 or be Frightened for 1d4 rounds.

Primal Wail (Optional Command Rule): For every 10 Aircrew members alive on your Zephyr you may increase the saving throw DC by 2.

AIRCREW LEVELING

(Optional Rule)

Over time and through the perils of adventure, Aircrews can become better trained and accustomed to Zephyr life. Alternatively, another option for Players is to hire more experienced and better trained Aircrew from the start, which, of course, would be more expensive. Having a better trained Aircrew reduces the chance of decreasing their Level of Morale. It also gives them bonuses to attacks and other actions. Better trained Aircrew are more durable and able to survive the trials and tribulations of sky combat and travel.

What follows is an optional levelling system with different levelled Aircrew member stat-blocks.

Over time, you may increase an Aircrew's level. This can be accomplished as long as the Aircrew on your Zephyr meets the Levelling Up Prerequisites. Once an Aircrew meets the Levelling Up Prerequisites they will level up during the party's next Downtime phase. It is at that time the Aircrew will level up and gain the benefits and new Levelling Up Prerequisites of a more experienced Aircrew. However, Players may need to negotiate a new payment contract with any Aircrew alive on their Zephyr when they level up. To perform this negotiation, Players or a named NPC must make a DC 15 minus the current Level of Morale of the Aircrew Persuasion check.

If the check is passed, the current Aircrew's wages remain the same.

If the check is failed, the Players must pay the full amount designated by the new level of their Aircrew. (as stated below).

All Aircrew hired are assumed to be the same level as any current Aircrew on the Zephyr, unless stated otherwise by Players during the hiring of new Aircrew members.



Sattva: Zodiac Freebooters above! Everybody to your battlestations!

Loud arcane explosion hits the helm

Sattva: Ahhh! Renala got it hit! Crew Mate overboard! Quick, Gaumr, get to the Helm Station!

*Gaumr: *Scrambles to grab the wheel* Hang on, we're going down. I'm going after her!*

Sattva: It's too late! She's gone. We've gotta get out of here or fight! Either way we are taking too much fire!

Loud arcane explosion destroys a Trebuchet Station

Gaumr: Damn, wish I prepared feather fall today...

Fine! All Aircrew "Take Cover". We're going up! Brace for impact!

Sattva: Wait! We're going to ram them!?

Gaumr: Yeahhh! We didn't pick up that Dragon-Tipped Hull for nothing!

*Sattva: ... Fine! Galiad, juice the engine to maximum power *under his breath* Sweet Deus, save us all*

In this chapter you will find all the information any beginner Pilot and Aircrew would need to navigate combat encounters in the sky. With mechanics for three dimensional movement, taking and dealing damage, ramming and repairing a Zephyr, the sky is no longer your limit.

Combat in the sky can become a dynamic swashbuckling chess match where Zephyrs and their crews are trying to outwit, out maneuver and destroy each other. Knowing the correct moment to use an Adjusting Altitude Maneuver, Ram an enemy Zephyr or Repair a Compromised Station, for example, could be the difference between life and death for a Zephyr and the creatures aboard. Using various well-linked and well-timed combinations of the mechanics in this chapter your party can accomplish incredible aerial feats never before seen by a creature.. But, before you can become the next Masters of the sky, let's start with the basics.

ORDER OF COMBAT

This is our recommended Order of Combat. This new Order is actually ninety percent the same as the normal Order of Combat you have come to know and love with an added Zephyr movement phase.

- 1. Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The DM decides where all the Zephyrs, characters and monsters (if any are present) are located. Given the adventurers' marching order or their stated positions on their Zephyr, the DM figures out where the adversary's Zephyrs are - how far away and in what direction.
- 3. Roll initiative.** Everyone involved in the combat encounter rolls initiative as normal, determining the order of combatants' turns.
- 4. Take turns.** Each participant in the battle takes a turn in initiative order. (Any participants using a Helm Station can set their Zephyrs movement for that turn using an action.)
- 5. Zephyr movement phase.** When everyone involved in the combat has had a turn, just before the round ends all the Zephyrs involved in the combat take their movement at the same time.
- 6. Begin the next round.** Once the Zephyr movement phase has been resolved the round ends. Repeat steps 4 and 5 until the fighting stops.

CINEMATIC ORDER OF COMBAT

(Optional Rule)

You can, if you want a different more chaotic cinematic style of combat, follow steps 1 and 2 as normal. Then at step 3 roll initiative for each Zephyr instead of each participant. For step 4, each Zephyr in the battle takes a turn in initiative order. During step 4 all the creatures on each Zephyr take their turns at the same time (players can decide amongst themselves who acts first). This allows for you to track less participants in the initiative order but means turns get more chaotic. However, if done right this method of play can feel very cinematic with things happening simultaneously instead of periodically during player turns. This also will allow for more roleplay opportunities during the turns. We recommend after all players have all taken actions during their Zephyr's turn, that the GM describe that Zephyr's turn as a little scene for players. Then follow steps 5 and 6 as normal.

TAKING AND DEALING DAMAGE

During sky combat it is rare that your Zephyr will take zero damage. However, whether or not you deal any damage to an enemy Zephyr comes down to your skill, experience, grit, teamwork and if you have the Gods' good will on your side.

GM Note: With time and experience, a Player's Zephyr will become like a best friend; one of the party... (hopefully). So, as your Players get to know their Zephyr they will be forced to acknowledge their Zephyr's strengths, weaknesses and boundaries. Your Players will learn when their Zephyr is at its breaking point and when they can push it just that little bit further. Understanding the various methods their Zephyr can become compromised, allows Players to decide which Stations or Parts of their Zephyr are most valuable and thus needing the most protection. It also helps prioritise which Stations or Parts are to first be repaired when damage is taken. However, you will also learn the strengths, weaknesses and boundaries of your Player's Zephyr. This is a great tool to help scale the difficulty of the combat encounters you create for your Players.

ZEPHYR TOTAL HIT POINTS AND TOTAL HIT POINTS THRESHOLDS

Every Zephyr has Total Hit Points and Total Hit Point Thresholds. These Total Hit Point Thresholds are surpassed as your Zephyr takes damage throughout combat. When you surpass a Total Hit Point Threshold the Zephyr must make a Constitution Saving Throw. On a fail, the Zephyr Station or Part that was last targeted by an enemy attack suffers from the Compromised Condition. Also, when a Total Hit Point Threshold is surpassed, one of the Players must roll to see how many of their Zephyr's Aircrew have died from the damage. (see Losing Aircrew)

In the event that a Zephyr's Total Hit Points are reduced to 0, all Parts and Stations are considered to have the Compromised Condition. The Zephyr immediately begins to plummet, falling 1 Air Zone per turn. If you manage to get a Zephyr to land with 0 Total Hit Points, it can be repaired by spending a number of days equal to the number of Parts and Stations on the Zephyr.

KATO - THE MUTE MONK

Race: Human

Role: Boarding Crew and Martial Arts Specialist

BACKGROUND

Before being “born again” as a part of the Thunderbolt pirate crew, Kato had a heavy drug addiction. He lost many years of his adolescent life and his ability to talk due to his substance abuse. He is now CLEAN, SILENT and LETHAL. These days Kato’s core focuses are the mastery of the martial arts (“Way of The Fist”), following his captain’s orders and, most importantly, his loving relationship with Fiori. Kato, at heart, is a gentle soul who only follows the gruesome orders of his maniacal captain as penance for helping him to get clean.

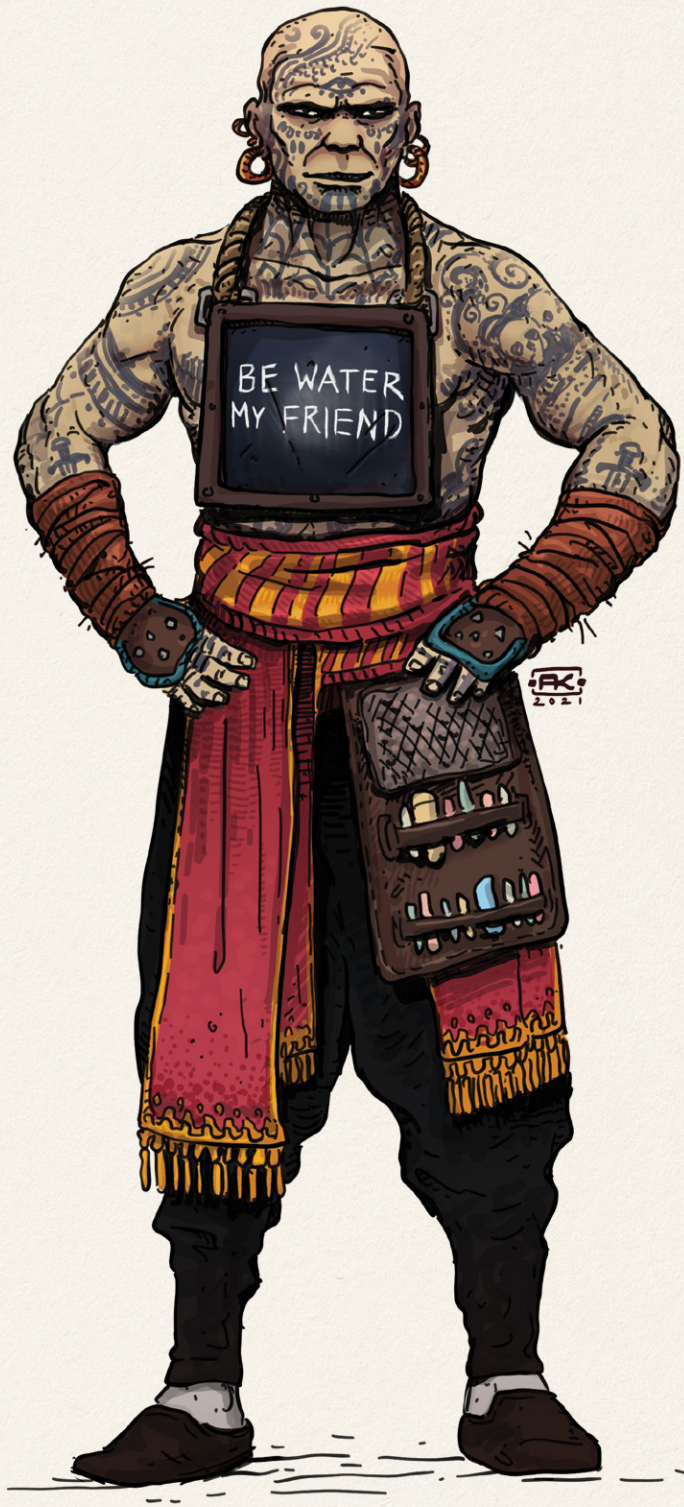
SPECIAL FEATURES

Chalkboard/Chalk Belt: Due to excessive drug abuse, Kato lost his ability to communicate using sound or language. Hence, he wears a chalkboard around his neck to communicate with those around him, and to deliver the final words his enemies read before he sends them to their eternal resting place. He carries a variety of different colors and types of chalk, to convey emotions and also to crumble and use as a blinding agent during combat.

“Way of The Fist” Battle Wraps: Kato dons traditional Way of The First battle wraps along his forearms ending with spiked fist guards. This type of battle wrap has been used for the martial art, Way of The Fist, for hundreds of years. Way of The Fist is a sub-branch of The Art of 8 Limbs (Muay Thai). Way of The Fist combines the foundational techniques of The Art of 8 Limbs with the close quarters hand fighting of the Singing Spring Style (Wing Chung). These battle wraps provide Kato with the best protection possible, so as to not break his hands or arms, while allowing him to inflict maximum damage upon his enemies.

Personality: Kato is, at this point, very monastic in the way he acts and carries himself. It is very rare that he is found without Fiori by his side. This is primarily so she can translate for him but also because their bond of love is one of the strongest in existence. They are inseparable. When Kato communicates, he loves making jokes. Often his final word to his victims will be a pun or joke that he crudely scribbles on his chalkboard.

Kato is ruthless in combat and only cares for the safety of his true love and his fellow crew. To him nothing else matters. Kato does not care about wealth or power, he simply wants to live amongst his pirate friends, doing as they please, until his debt is paid.



KATO

Medium humanoid (Human), Chaotic Neutral

Armor Class 17

Hit Points 75 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	6 (-2)

Saving Throws Dex +7 Con +8

Skills Athletics +5, Acrobatics +7, Sleight of Hand +7, Insight +6, Medicine +6, Perception +6, Survival +6

Damage Resistances Psychic, Poison

Senses Passive Perception 16

Languages Understands Common but cannot speak it, a rare type of sign language

Challenge 9

Proficiency Bonus +4

Addicts Resolve. Kato has advantage on saving throws against becoming poisoned and charmed.

Numb to the Pain. While Kato is wearing no armor and not wielding a Shield, his AC equals 10 + his Dexterity modifier + his Constitution modifier.

Residual Matrix. Kato can use an action to slip back into memories of his days of drug abuse and enter a state of pure nirvana. This state lasts for 1 minute or until he takes lightning damage. While in this state, his attacks do an additional 1d4 psychic damage, and he has resistance to all damage types and his movement speed is increased by 20ft.

In addition, when a ranged weapon attack hits Kato, he can use his reaction to attempt to catch the projectile (given it would fit in his hands). When he uses his reactions to do this he must make a Dexterity saving throw. The DC is equal to the total of the attack roll of the attack. On a success, he catches the projectile in his hand and the attack's damage is reduced to 0.

Once this state ends, he takes 2 levels of exhaustion. Levels of exhaustion acquired this way cannot be removed any way other than by a long rest. Kato's Intelligence score decreases by 1 for each level of exhaustion acquired this way.

Damaged Psyche. Kato is immune to any effect that would sense his emotions or read his thoughts. Wisdom (Insight) checks made to ascertain Kato's intentions or sincerity made with disadvantage.

Write on the Board. Kato cannot speak but communicates (with everyone but Fiori) by writing on the chalkboard around his neck. At the start of his turn, he can use a bonus action to write up to 8 words on the board at once, to erase some or all of them, or both. He can only have 8 words on the board at any given time. If he uses his bonus action to do so, he can only make one Unarmed Strike attack this turn.

Actions

Multiattack. Kato can make three attacks: Two with his Unarmed Strike and one other Melee attack.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage.

Nunchaku. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage. The target must succeed on a DC 15 Dexterity Saving throw or be knocked prone.

Chalk Marks the Spot (5/Day). Kato targets a creature within 5ft of him and tries to discern a past injury or weak point on their body. The target must make a contested Charisma (Deception) check against the Kato's Wisdom (Insight) check.

If Kato wins, He strikes the weak point dealing 5 (1d4+3) bludgeoning damage, and the chalk on his hands rubs off on the target exposing a weak point for other creatures to see. The next attack that hits the target is treated as a critical hit. The target can use an action to pat the chalk off of them.

If Kato loses the contested check, a weakness is not found, and he may still make one Unarmed Strike attack this turn.

Chalk Burst (Recharge 5-6). Kato crushes some chalk in his hand and then blows it in the face of a creature within 5ft. of him. That creature must succeed on a DC 15 Constitution saving throw or be blinded till the beginning of Kato's next turn.

Reactions

Sway of a Past Life. When a creature misses a melee attack roll against Kato, he can use his reaction to cause that attack to hit one creature of his choice, other than the attacker, that he can see within 5ft of him.

GUNSO - STANDARD GUARD

Race: Any Race

Rank: Gunso (middle rank of guard)

INFORMATION

Gunso are middle ranked guards. Once you have been a Junsu for 3 years you are eligible to apply for a promotion to the rank of Gunso. The Junsu that apply must then complete a series of physical and mental tests and have their file checked before they are promoted to Gunso. Gunso get to choose their assignments and what precinct they work out of. You can find them at crime scenes investigating as the head field operative. They are often the first mate on State Zephyrs and they also lead groups of Junsu during city emergencies or large public events.

SPECIAL FEATURES

Katana: All Gunso upon ranking up are gifted a standard katana. Nothing fancy but still a lethal and versatile tool in the right hands.

Rank Colors: As the guards increase in ranks they are forced to wear different colored uniforms, Masks of Silence and belt sashes. This requirement is to indicate their rank to other guards and members of the public. It also means superiors can easily spot their subordinates and thus bark commands at the correctly ranked guards.

GUNSO

Medium humanoid (any race), Lawful Neutral

Armor Class 17 (half plate)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The guard makes two longsword or two scimitar attacks.

Katana. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. **Hit:** 7 (2d6 +1) slashing damage.

Razor Hat. Ranged Weapon Attack: +3 to hit range 20/60ft, one target. **Hit** 5 (1d8 +1) Slashing damage. On a miss, the Razor Hat returns to the thrower's hand.

