

Spelljammer Skills

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The following abbreviations may be used in this document:

- 3rd Edition Player's Handbook (PHB)
- The Complete Spacefarer's Handbook (CSH)
- Concordance of Arcane Space (CAS)

Cartography (Int)

Source: CSH p64

Characters with cartography are skilled at making maps. They can make maps to scale and can represent complex land formations through the use of perspective drawing and coastal outlines.

A successful skill check indicates that the map is correct in every detail. A failed roll indicates that some details, possibly some significant ones, are in error. A roll of exactly 1 indicates that the map contains a serious error that invalidates it. The success roll for this skill should be made by the DM and kept secret from the player.

DC	Situation
10	Easy type (i.e. building), character is familiar with location
+5	Difficult type (i.e. coastline, forest)
+5	Unfamiliar location but visited at least once
+5	No orientation (sun obscured by trees, underground): This can be canceled with 5 or more ranks in Intuit Direction (PHB p70)

Fortune Telling (Cha)

Source: CSH p63-64

This skill allows the character to use popularly known methods of predicting the future to perform a divination. The character has no way to predict the *real* future using this skill, but he can put on a convincing show. He might even get lucky and actually be right!

On a successful roll, the character is able to convince his customer that the divination is real. The character must make up the fortune; there is no magic associated with this skill.

A Fortune Telling check is opposed by the target's Sense Motive check. See Bluff on p64 of PHB.

Knowledge (Heraldry – Space) (Int)

Source: CSH p64

The knowledge of heraldry enables the character to identify the crests and symbols that denote different persons and groups. In space, this is a matter of

interpreting the decorations and pennants on ship hulls, knowing the various types of ships and which races use them.

Thus, on a successful skill check, the character could identify the pennant at the mast of a nearby hammership as the dread captain Clive the Fearsome of Realmspace.

DC	Information Known
10	Easy Questions
15	Basic Questions
20+	Tough Questions

Looting (Dex)

Source: CSH p64

This skill represents a knack for grabbing the best loot in the shortest time. It is most useful in seizing treasure from a spelljamming vessel that is breaking up or about to plunge into an atmosphere. If the character's skill check is successful, he is able to recognize and stuff into his pack the most valuable combination of items, given the limitations of time and space.

If the character has at 5 or more ranks in Appraise he gets a +2 bonus to looting checks

DC	Situation
10	Many valuable items in plain sight
15	Items in several rooms, time limit
+5	Items hidden
+5	Very little time (less than 5 minutes per 30' by 30' room)

Navigation (Wildspace) (Int)

Source: CSH p64

The character has learned the art of navigating through wildspace, avoiding hazards and using planetary motion to improve speed over long journeys. A successful skill check allows the character's spelljamming vessel to arrive at its destination 10% faster than normal. Thus if it would take 10 days to make a trip normally, the character can steer a course that will take only nine days. An unsuccessful roll indicates that no time is saved.

DC	Situation
10	Familiar with destination and current location in a familiar crystal sphere
+5	Unfamiliar crystal sphere (with map)
+10	Unfamiliar crystal sphere (no map)
+15	Current location unknown
-2	1 hour spent plotting course

Navigation (Phlogiston) (Int)

Source: CSH p64

This is the art of navigating from one sphere to another, a separate skill from navigating within a single crystal sphere. It is a difficult and risky activity, but it is sometimes necessary when a planetary locator is not available.

A spelljamming ship that enters the Flow normally moves randomly, arriving at some other crystal sphere within 10d10 days. With a successful skill check from the ship's navigator, the ship arrives at the chosen destination within that time. Of course, the destination must be one that is normally reachable; if there is no path from the current sphere to the desired one, this skill will not create one.

On a failed roll, the ship arrives at a random sphere. (The DM should make the roll so that the player does not know if he succeeded or not.)

DC	Situation
10	Familiar with destination, current location, and route
+5	Unfamiliar current location (with map)
+10	Unfamiliar current location (no map)
+10	Unfamiliar but common destination
+15	Current location unknown
+30	Never traveled to destination (no map)
-2	1 hour spent plotting course

Planetology (Int)

Source: CSH p65

A character with the planetology proficiency has studied the various types of planets that may be found within crystal spheres. He is able to identify signs of groundling civilization from space and can determine the climate and probable inhabitants of a world by studying it for a short time (and making a successful check: DC 15).

Profession (Spacemanship) (Dex)

Source: CSH p 66

The character with this proficiency is familiar with spelljamming ships. He is qualified to work as a crewman, although he cannot actually navigate. Trained spacemen have general knowledge of all parts of their ship, can recognize the insignia of all ship's ranks know basic information about air consumption, gravity plane orientation, and phlogiston safety, as well as being trained to perform common shipboard tasks. Crews of trained spacemen are necessary to manage any spelljamming ship. See also the Profession skill PHB p72.

Ranks Quality

0 - 2	Green
3 - 5	Average
6 - 8	Trained
9+	Crack

Signaling

Source: CSH p65-66

This skill gives the character the ability to use signaling equipment to send complex messages across wildspace. While any character can use a red smoke grenade to signal danger, a character with this proficiency can send coded messages to other ships using a signaling mirror, light, or flags. The signal transmitted by this method will cross up to 10 miles of wildspace, although it must travel in a straight line.

To send a message and have it understood, the sender and receiver must both have this skill.

Like Speak Language, only one rank in this skill is necessary.