

Crew Facilities

Now, you can be on a spaceship, and that's cool. But if you want to LIVE on a spaceship, you'll need these.

- Food
 - Rations Stockpile
 - Cafeteria & Kitchen
 - Bar & Buffet
- Recreation
 - Board Games
 - Movie Setup
 - Swimming Pool & Hot Tub
- Computers
 - Terminal
 - Computer Room
 - Mainframe
- Crafting
 - Workshop
 - Fabricator
 - Atomic Reassembler
- Quarters
 - Basic Bunks
 - Individual Rooms
 - Windows & Ergonomics
- Medbays

- Cots & First Aid
- Surgery Room
- Checks & Monitoring

- Training
 - Range & Gym
 - Holographic Targets
 - Simulation Chamber

- Escape/Landing Pods
 - Emergency Drop Pods
 - Landing Pods
 - Transport Rockets

- Cultivation
 - Growbeds
 - Aeroponics

Food

Numnumnum!

Food

Rations Stockpile

Cost $\square 2 \lesssim 1$

Hotplates, packaged meals, and a nutrient paste dispenser allow rations to last for longer journeys. The taste leaves much to be desired.

Food

Cafeteria & Kitchen

Cost $\square 5$ $\diamond 1$ $\sphericalangle 1$

Actually good food! Hearty meals boost all physical skills, giving a +1 item bonus to Acrobatics, Athletics, Stealth and Thievery until you long rest while off the ship. The bonuses come back once you long rest on the ship.

Food

Bar & Buffet

Cost □10 ◇2 ⚡2

Now this is living! After you've been on board the ship for a week or more, gain a consumable free action to use however you please. The larger kitchen can also feed many people at the same time.

Recreation

In order to get in the hot tub, you need a license. Them's the rules!

Recreation

Board Games

Cost $\square 2 \leq 1$

A few board games, a pool table, and a coffee machine to help stave off boredom and exhaustion. While aboard the ship, exhaustion builds half as fast.

Recreation

Movie Setup

Cost $\square 4$ $\diamond 1$ $\heartsuit 1$

A speaker setup with a screen to watch movies and play games is added. Relaxing activities free your mind for conversation, giving a +1 item bonus to Deception, Diplomacy, Intimidation, and Performance until you long rest while off the ship. The bonuses come back once you long rest on the ship.

Recreation

Swimming Pool & Hot Tub

Cost 8 2 2

A whole swimming pool AND a hot tub! When staying on board the ship for a week or more, Inspiration is refilled up to a maximum of 1.

Computers

All the horrors of the internet at your fingertips!

Computers

Terminal

Cost □3 <1

A solitary terminal allowing internet access. It's a bit slow...

Computers

Computer Room

Cost $\square 6$ $\diamond 2$ $\heartsuit 2$

More computers! Better internet access lets you keep up to date on current news and techniques, giving a +1 item bonus to Piloting, Computers, Arcana, Lore, Medicine, Nature, Occultism, Religion, and Society until you long rest while off the ship. The bonuses come back once you long rest on the ship.

Computers

Mainframe

Cost □10 ◇3 ✗3

Lots of computery bits allow for long range hacking, ship to ship or ship to ground. This can be useful for many missions, and is quite versatile.

Crafting

Your favorite place to build bombs!

Crafting

Workshop

Cost □3 <1

Some simple crafting tools for making small or medium projects aboard the ship.

Crafting

Fabricator

Cost $\square 7$ $\diamond 1$ $\sphericalangle 2$

A 3D fabrication printer and more advanced tools let you craft more complex and larger things. The setup also includes several materials for making potions, medicine, and enchantments. The better facilities let you keep up with your craft, giving a +1 item bonus to Crafting until you long rest while off the ship. The bonuses come back once you long rest on the ship.

Crafting

Atomic Reassembler

Cost □12 ◇3 ↗3

A high-tech atomic reassembler allows for fine manipulation of materials. Can turn □12 into ◇1 or ◇1 into □9. Can also convert □1 into □□2 or ◇1 into □□20.

Quarters

Hooonk.... mimimimimimimi... Honooooonk... mimimimimimimimii...

Quarters

Basic Bunks

Cost □2 <1

Some basic bunks in a room, allowing for (mostly) comfortable sleep while aboard the ship.

Quarters

Individual Rooms

Cost $\square 6 \leq 1$

Now you can really unwind! Personal rooms allow you to gain your class' hit die as temporary HP when you long rest onboard. This bonus health lasts until you long rest while off the ship.

Quarters

Windows & Ergonomics

Cost □7 ◇1 ↗2

Further expanded rooms with ergonomic furniture and windows that accept the ship's exterior camera feeds. Feeling well rested and content provides you with a +3 status bonus against emotion based saving throws.

Medbays

AGHH, I **NEED** A MEDIC BAG!!!

Medbays

Cots & First Aid

Cost $\square 3 \leq 1$

Simple cots to rest up in, as well as first aid equipment such as bandages and AEDs. Medicine checks within receive a +1 circumstance bonus. You can sleep in the beds short term, but the atmosphere of the room gets uncomfortable after a day or two.

Medbays

Surgery Room

Cost $\square 5$ $\diamond 1$ $\nearrow 1$

A room for doing surgeries, allowing the installation of bionics without a required check. Improved equipment stabilizes health and provides a +2 circumstance bonus to medicine checks made inside the module.

Medbays

Checks & Monitoring

Cost □10 ◇3 ✂3

Advanced monitoring and implants for all crew members allow those within the communication range of the ship to gain a +2 circumstance bonus to death saves, and prevents critically failed death saves.

Training

Just like the simulations.

Training

Range & Gym

Cost $\square 3 \leq 1$

Simple firing range with armored dummies of various species and 0-G gym. Getting a feel for your weapons really helps you to keep feeling them. After long resting aboard the ship, receive a +1 circumstance bonus to resist getting disarmed. This bonus lasts until you long rest while off the ship.

Training

Holographic Targets

Cost $\square 4$ $\diamond 2$ $\heartsuit 2$

Holographically projected targets show weak points and simulate damage taken.

Getting used to common enemy weaknesses allows you to score a critical hit even if you are only 9 above their AC instead of 10. This bonus lasts until you long rest while off the ship.

Training

Simulation Chamber

Cost □6 ◇3 ↗3

Room containing modular terrain and full holographic coverage for full training scenarios. Running a simulation of a specific faction or location provides a +1 circumstance bonus to either hit them (faction) or to your AC (location). Training is a downtime activity and takes a day. It also requires either direct data of the faction/location (combat techniques, blueprints, comprehensive photos with notes) or a successful computers check by someone who has seen the faction fight or examined the location in detail. The more details you know, the easier the computers check will be.

Escape/Landing Pods

Attention. Hull failure imminent. All personnel abandon ship.

Escape/Landing Pods

Emergency Drop Pods

Cost 3

8 person sized drop pods that can be used one time each to land on a planet the ship is in orbit of. The pods are inaccurate and cannot be steered. Use in case of emergency (or if you want to hurl towards a planet at terminal velocity). It costs 2 to restock all 8 drop pods.

Escape/Landing Pods

Landing Pods

Cost □4 ◇1 ↗1

10 landing pods that fall fast and eject the occupant for combat quickly after landing. Pick a spot to land on the ground, and you can steer the pod to that exact spot, knocking back any who are adjacent to the pod when it lands. In a pinch it can be piloted clumsily in space, having 1 day of life support capabilities. The design is more streamlined, so it is only □1 to restock all 10 pods.

Transport Rockets

Cost □6 ◇2 ↗1

3 rockets that can hold up to 4 people each. They land vertically and can relocate elsewhere or fly back to the ship using □1 out of its internal reserve of 3□, taking a minute to calculate its flight path. If they are destroyed or misplaced, they can be rebuilt for □1 per rocket.

Cultivation

Eat your leafy.

Cultivation

Growbeds

Cost $\square 3$ $\diamond 1$ $\nearrow 1$

Some space to cultivate and grow a variety of plants for crafting or for eating. Food supplies aboard the ship will last 50% longer.

Cultivation

Aeroponics

Cost 4 2 2

Using precise growing techniques, enough food can be grown here to sustain the whole crew almost indefinitely.