

SKIFF RACING RULES

SKIFF RACING

Disclaimer Skiff racing is a new rule set that we are developing, releasing the current version for feedback so that it can be improved for future iterations. Our intention is to develop this more in tandem with player feedback so that the lore, world, and mechanics based around skiff racing can be improved for the launch of our next large Sordane project.

The race takes place on a set track surrounding Haggler's Court district of Ezdin. The track is 35 spaces in length, and requires a total of 6 laps to complete. All movement and attacking components of the race are converted to list range and movement in spaces for ease of use.

Modular Hulls.

The race involves 4 racing skiffs, 3 of which, the Bashen, Hasta, and Linx class skiffs are modular allowing them to be customized to by your characters depending on which they use.

Each racing skiff has a certain number of Sordalite Points available to it, representing the total power the skiffs sordalite crystal can provide, which can be seen both below and in the Sordalite Crystal section of the corresponding ships stat block. A skiff that exceeds this number cannot function, and must change its attachments until it is within the crystals limit.

When equipping a racing skiff, its movement based attachments need to be balanced. As such, if a spell jet thruster is equipped to a skiff's port (left) side, the skiff requires another thruster to be equipped to its starboard (right) side. The thruster does not need to be the same type however.

Initiative.

Like normal combat, skiff racing tracks the order in which ships move by using initiative. At the start of the race, each racing skiff makes an Initiative check by rolling 1d20 and adding their hull's Initiative modifier. For example the hasta class skiff would roll 1d20 and add 5 to their roll.

Crewmembers do not have their own initiative during the race, instead they can perform an Action during the racing skiff's turn.

Actions.

During the race, the crew aboard a racing skiff are able to perform up to 3 Actions, choosing from the Actions available to their racing skiff. The hull attachments equipped to the racing skiff determines what these Actions are.

It is suggested that the characters work together to determine the best use of their airship's Actions, and what to do during the race. In addition to this, the crew can forgo using 1 of their Actions, reserving it for use as a Reaction.

The crew aboard a racing skiff can forgo using as of the ship's components, choosing to spend one of the airships Actions on an ability they can perform. For example,

a crewmember can choose to use one of the airship's Actions to perform an attack by firing their zap gun.

Note. When performing an attack or ability, it cannot be a melee action. Additionally, an action with a range of 50 or less counts as 1 space, and an action with a range of 100 or less counts as 2 spaces, etc. Attacks can either be aimed at skiffs in front of or behind the attacker.

The following are the actions that can be taken (though others may be available depending on your characters abilities):

Move, Fire weapon, Hold Action, Activate attachment ability, Crewmember action (weapon, spell, or ability).

Moving.

A racing skiff's movement is determined by two factors. The first is the skiff's hull and how heavy it is. Heavier and larger skiffs have more attachment points but are slower, for example the bashen class racing skiff can equip 7 attachments however whenever they perform the Move action, they have a -4 modifier to its total. On the other hand, the hasta class skiff can only equip 5 attachments and has a weaker sordalite crystal but has a +2 modifier to its movement.

The second factor is the thrusters equipped. All racing skiffs have a base 1d6 movement speed, with each thruster adding an additional 1d6 to the skiffs total movement.

The most common Action taken during a race is the Move action, however, an airship only building movement and flying away limits the interactions during the race. After performing the Move action once during its turn, each subsequent use of the Move action is halved (rounded down).

If after moving a skiff would end in the same space on the racing track as another skiff, they instead move to the next open space available behind them.

Crew.

Each racing skiff must have a minimum of 2 crew members and can have up to a maximum of 4. In addition to the 4 crew, each ship is allowed to have 1 drone. There are 3 drones available, pilot drones, shield drones, and supply drones, each providing a different bonus by being aboard the racing skiff. Each racing skiff requires a Spell-driver (caster class) or a Pilot Drone in order to operate and steer.

Crashing and Death.

Racing skiffs crashing and, or, the crew dying are both regular occurrences in skyskiff racing events. Those that die are treated as heroes who went out in a blaze of glory, and any damage to the surrounding buildings is covered by the race coordinators.

A racing skiff crashing is generally the leading cause of death during these races, as most crews target the hull instead of the opposing crew. If the hull is reduced to 0 hit points roll 1d6 for each thruster attachment, each crew member aboard suffers bludgeoning damage equal to the rolls total x 1d6, as the ship slams into a building and crashes.

Should all of the crew aboard a racing skiff die or fall unconscious, the skiff is no longer able to move, becoming a floating obstacle on the race course.

Winning.

Winning a racing event regardless of its size is always a big deal in Sordane. Most citizens spend their whole life training in hopes they can join a skiff team, as the costs associated with outfitting and repairing a racing skiff is too high for the common person.

The team that wins a race is quickly approached by tavern owners offering room and board as long as they are in town. As the crowds will quickly follow to throw away their hard earned coin to spend time with the winners.

In addition to this, each event will offer a prize for the winner depending on the race's size. It is common for small races to offer prize pools starting at 5,000 gp, increasing to hundreds of thousands of gold for the largest events.

AIRSHIP HULL BASHEN CLASS

Armor Class: 17
Initiative: 0
Ship HP: 200
Crew Required: 4
Class: Heavy
Base Speed: 1d6 - 4
Attachment Ports: 7
Sordalite Points: 20
Minimum Thruster Attachments: 3

AIRSHIP HULL HASTA CLASS

Armor Class: 15
Initiative: 5
Ship HP: 150
Crew Required: 4
Class: Light
Base Speed: 1d6 + 2
Attachment Ports: 5
Sordalite Points: 15
Minimum Thruster Attachments: 1

AIRSHIP HULL LINX CLASS

Armor Class: 16
Initiative: 2
Ship HP: 175
Crew Required: 4
Class: Medium
Base Speed: 1d6 - 1
Attachment Ports: 5
Sordalite Points: 17
Minimum Thruster Attachments: 2

Drones:

Each skiff can have 1 drone choosing from the 3 options below:

PILOT DRONE

These drones are designed to take the role of pilots for skiff racers, providing a small bonus to the skiffs base speed.

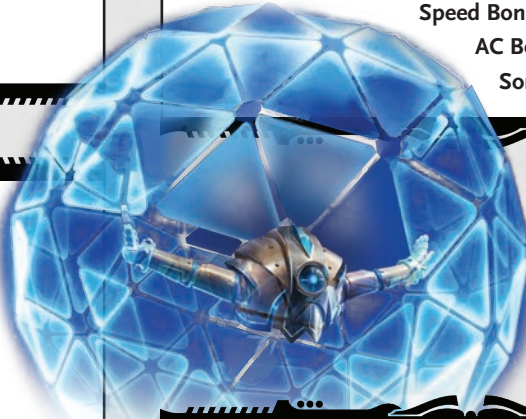
Speed Bonus: +2
AC Bonus: +0
Sordalite Points: +0



SHIELD DRONE

Shield drones are used to protect skiffs from opposing fire. While aboard a skiff they are able to produce a limited energy field, enhancing the ships defenses.

Speed Bonus: +0
AC Bonus: +3
Sordalite Points: +0



SUPPLY DRONE

Inbuilt with a secondary sordalite crystal, these drones provide a small bonus to a racing skiff's energy pool, giving the skiff more options for the hulls attachments. The sordalite point bonus is applied to the racing skiff's energy total prior to adding attachments.

Speed Bonus: +0
AC Bonus: +0
Sordalite Points: +3





Propulsion Attachments:

FLAME THRUSTER

Flame thrusters are a considerably weaker version of the spell jet thruster that is used almost exclusively for skyskiff racing. When activated the flame produced by the thruster is able to emit a thick trail of smoke behind it, obscuring the enemy's view.

Speed Bonus: +1d6

AC Bonus: +0

Smokescreen (1 Charge per Flame Thruster). As an action the thruster releases a thick smoke trail behind you. All attacks targeting you from behind have disadvantage as long as the smoke remains. The smoke lasts until the start of your next turn.

Cost: 3 points

SPELL JET THRUSTER

Spell jet thrusters pull their massive power requirement from the sordalite crystal of the ship. They vary greatly in size and style, but typically provide the same benefit relative to the size of ship they are installed on.

Speed Bonus: +1d6

AC Bonus: +1

Cost: 3 points

TWIN CRYSTAL THRUSTER

Twin crystal thrusters are an upgraded version of the standard spell jet thruster, drawing power from the ships sordalite crystal along with a suthalite crystal. They aren't as powerful as spell jet thrusters, however, they are able to draw on the unstable nature of suthalite crystals to produce a temporary but unreliable burst of speed.

Speed Bonus: +1d6

AC Bonus: -1

Twin Crystal Burst: As an action, you activate the suthalite within each twin crystal thruster attached to the skyskiff, causing the skyskiff to make a Constitution saving throw (DC 10 + 1 for each use of the Twin Crystal Burst ability). On a success, each twin crystal thruster automatically rolls a 6 on its Movement speed check for the rest of the turn. On a failure, each twin crystal thruster stalls until the end of the skyskiffs next turn.

Cost: 4 points

Weapon Attachments:

BURST CANNON

Fire: A skiff you can see within 2 spaces of you and its crew must make a DC 16 Dexterity saving throw, taking 22 (4d10) damage of the chosen type on a failed save, or half as much damage on a success.

You can choose from the following damage types: Acid, Cold, Fire, Force, Lightning, Necrotic

Cost: 3

Range: 2 spaces

DRAIN CANNON

Fire: *Ranged Weapon Attack:* +6 to hit, range 3 spaces, one target. *Hit:* 16 (3d10) piercing damage and the target is impaled. At the start of its turn, if an airship is impaled by the drain cannon's harpoon it must make a DC 15 Constitution saving throw. On a failure, the impaled airship's sordalite crystal is disrupted causing one of its attachments (chosen by the attacker) to lose power until the end of its next turn.

Cost: 2

Range: 3 spaces

SKIFF CANNON

Fire: *Ranged Weapon Attack:* +6 to hit, range 5 spaces, one target. *Hit:* 22 (5d8) bludgeoning damage.

Cost: 2

Range: 5 spaces

THUNDERCLAP BLASTER

Fire: A skiff you can see within 3 spaces of you and its crew must make a DC 16 Constitution saving throw, taking 27 (5d10) thunder damage on a failed save, or half as much damage on a success.

Cost: 4

Range: 3 spaces

Defense Attachments:

PROTECTION

Protective Warding: You ward the ship against danger, until the start of the ship's next turn, anytime it is targeted by a harmful attack or spell, the attacker must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This ward doesn't protect the ship from area effects, such as the explosion of a *fireball*. If the ship or its crew make an attack or cast a spell that affects an enemy creature, the warding ends.

Cost: 4

SHIELDS

Force Barrier: As a reaction you cause a magical barrier to protect the ship. Until the start of the ship's next turn, it gains a +5 bonus to AC, including against the triggering attack.

Cost: 3

STABILIZING WINGS

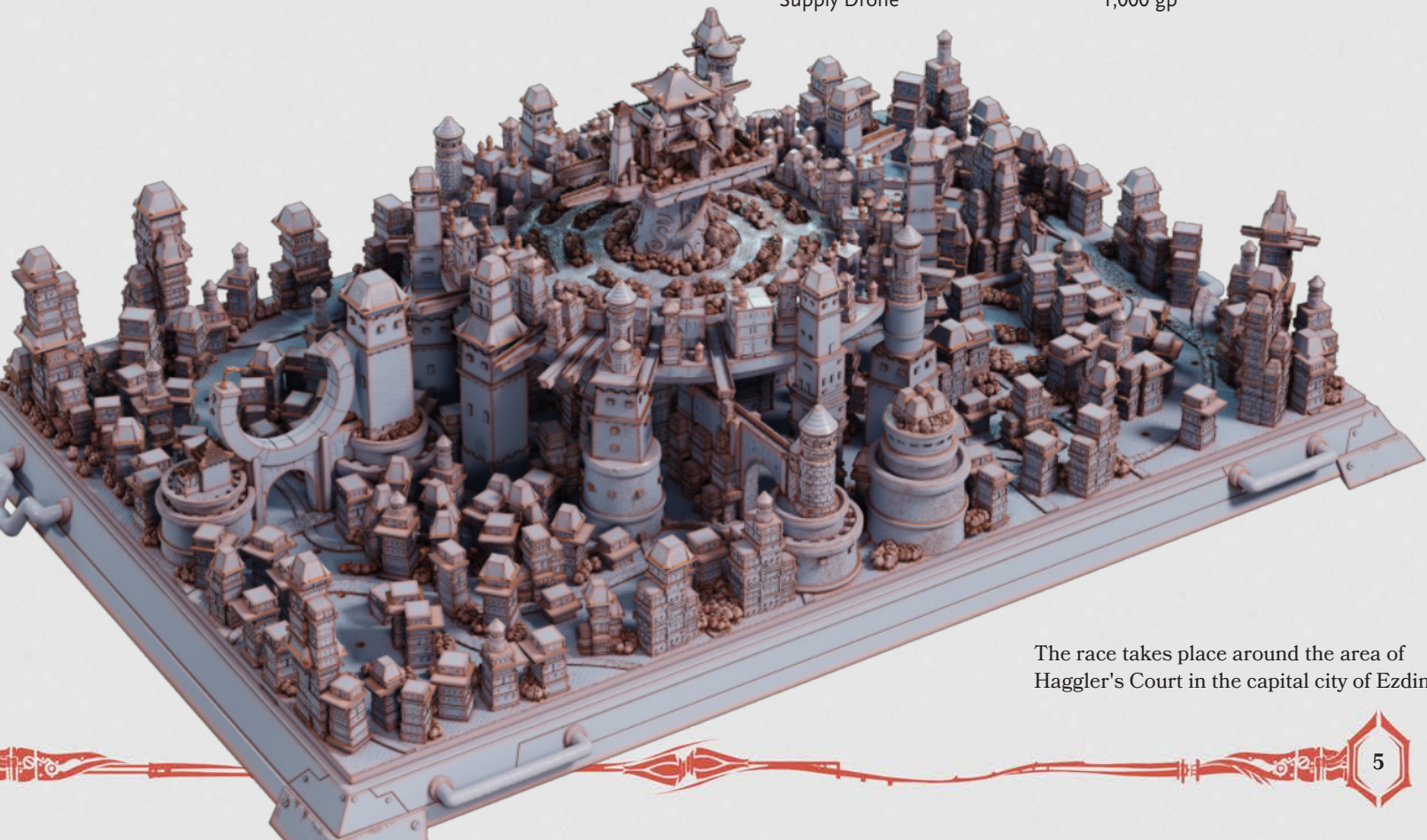
Improves ships stability, increasing armor and saving throws.

Cost: 1 (requires 2 hull slots)

Improvement: Ship AC increases by 2.

Pricing:

Movement	Price
Flame Thruster	3,500 gp
Spell Jet Thruster	5,000 gp
Twin Crystal Thruster	7,000 gp
Weapon	
Burst Cannon	2,000 gp
Drain Cannon	1,500 gp
Skiff Cannon	1,300 gp
Thunderclap Blaster	2,200 gp
Defense	
Protection	2,000 gp
Shields	2,500 gp
Stabilizing Wings	1,200 gp
Drones	
Pilot Drone	1,200 gp
Shield Drone	1,000 gp
Supply Drone	1,000 gp



The race takes place around the area of Haggler's Court in the capital city of Ezdin.



Sample Racing Skiffs

BASHEN CLASS SKIFF

Gargantuan vehicle (25 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 3 Left (Port), 3 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 17 (17 reinforced hull + 2 for two spell jet thrusters - 2 for two twin crystal thrusters)

Hit Points. 200

Initiative. 0

HELM

Move up to the speed of the ship's thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

DRONE BONUS

The airship has a pilot drone aboard, granting it a +2 bonus to its movement speed (included in its Speed).

SORDALITE CRYSTAL

The airship is constructed with a 25 lb. sordalite crystal, however, due to the amount of power its mounts require, the output of the crystal is limited. The sordalite crystal powering the bashen class racing skiff is able to supply 20 points worth of energy.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new actions or improve the ship's momentum.

Port Mounts. This airship has 3 port side mounts: 2 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Twin Crystal Thruster*
- **Lower Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Skiff Cannon*

Starboard Mounts. This airship has 3 starboard side mounts: 2 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Twin Crystal Thruster*
- **Lower Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Drain Cannon*

Stern Mounts. This airship has 1 stern mount.

- **Lower Stern:** *Flame Thruster*

SHIP COMPONENTS

Helm

- **Crew Minimum:** 1 spelldriver

Drain Cannon

- **Cost:** 2 sordalite points
- **Range:** 3 spaces

Skiff Cannon

- **Cost:** 2 sordalite points
- **Range:** 5 spaces

Flame Thruster

- **Cost:** 3 sordalite points
- **AC Bonus:** +0

Spell Jet Thrusters (2)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

Twin Crystal Thrusters (2)

- **Cost:** 3 sordalite points
- **AC Bonus:** -1

ACTIONS

On its turn, the airship's captain can command the ship's crew to take three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 1 flame thruster, 2 spell jet thrusters, and 2 twin crystal thrusters. The ship can use its helm to move with its thrusters. The ship must already have been moving under its spelldrivers' momentum spelldriving mode.

Speed: 19 (6d6 - 2) spaces

Fire Drain Cannon: *Ranged Weapon Attack:* +6 to hit, range 3 spaces, one target. *Hit:* 16 (3d10) piercing damage and the target is impaled. At the start of its turn, if an airship is impaled by the drain cannon's harpoon it must make a DC 15 Constitution saving throw. On a failure, the impaled airship's sordalite crystal is disrupted causing one of its attachments (chosen randomly) to lose power until the end of its next turn.

Fire Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 5 spaces, one target. *Hit:* 22 (5d8) bludgeoning damage.

Smokescreen (1 Charge per Flame Thruster). As an action the thruster releases a thick smoke trail behind you. All attacks targeting you from behind have disadvantage as long as the smoke remains. The smoke lasts until the start of your next turn.

Twin Crystal Burst (2). As an action, you activate the suthalite within each twin crystal thruster attached to the skyskiff, causing the skyskiff to make a Constitution saving throw (DC 10 + 1 for each use of the Twin Crystal Burst ability). On a success, each twin crystal thruster automatically rolls a 6 on its Movement speed check for the rest of the turn. On a failure, each twin crystal thruster stalls until the end of the skyskiffs next turn.

BASHEN CLASS SKIFF



HASTA CLASS SKIFF



LINX CLASS SKIFF



HASTA CLASS SKIFF

Gargantuan vehicle (25 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 19 (15 natural armor + 4 for four spell jet thrusters)

Hit Points. 150

Initiative. 5

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

DRONE BONUS

The airship has a pilot drone aboard, granting it a +2 bonus to its movement speed (included in its **Speed**).

SORDALITE CRYSTAL

The airship is constructed with a 25 lb. sordalite crystal, however, due to the amount of power its mounts require, the output of the crystal is limited. The sordalite crystal powering the hasta class racing skiff is able to supply 15 points worth of energy.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new actions or improve the ship's momentum.

Port Mounts. This airship has 2 port side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Spell Jet Thruster*

Starboard Mounts. This airship has 2 starboard side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Spell Jet Thruster*

Stern Mounts. This airship has 1 stern mount.

- **Central Stern:** *Protection*

SHIP COMPONENTS

Helm

- **Crew Minimum:** 1 spelldriver

Protection

- **Cost:** 4 sordalite points

Spell Jet Thrusters (4)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

ACTIONS

On its turn, the airship's captain can command the ship's crew to take three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 4 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldrivers' momentum spelldriving mode.

Speed: 21 (5d6 + 4) spaces

Protective Warding: You ward the ship against danger, until the start of the ship's next turn, anytime it is targeted by a harmful attack or spell, the attacker must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This ward doesn't protect the ship from area effects, such as the explosion of a fireball. If the ship or its crew make an attack or cast a spell that affects an enemy creature, the warding ends.

LINX CLASS SKIFF

Gargantuan vehicle (25 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 19 (16 natural armor + 2 for two spell jet thrusters - 1 for one twin crystal thruster + 2 for one shield drone)

Hit Points. 175

Initiative. 2

HELM

Move up to the speed of the ship's thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

DRONE BONUS

The airship has a shield drone aboard, granting it a +2 bonus to its AC (included in its Armor Class).

SORDALITE CRYSTAL

The airship is constructed with a 25 lb. sordalite crystal, however, due to the amount of power its mounts require, the output of the crystal is limited. The sordalite crystal powering the linx class racing skiff is able to supply 17 points worth of energy.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new actions or improve the ship's momentum.

Port Mounts. This airship has 2 port side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Lower Stern:** *Thunderclap Blaster*
- **Upper Bow:** *Spell Jet Thruster*

Starboard Mounts. This airship has 2 starboard side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Lower Stern:** *Skiff Cannon*
 - **Upper Bow:** *Spell Jet Thruster*
- Stern Mounts.** This airship has 1 stern mount.
- **Central Stern:** *Twin Crystal Thruster*

SHIP COMPONENTS

Helm

- **Crew Minimum:** 1 spelldriver

Skiff Cannon

- **Cost:** 2 sordalite points
- **Range:** 5 spaces

Thunderclap Blaster

- **Cost:** 4 sordalite points
- **Range:** 3 spaces

Spell Jet Thrusters (2)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

Twin Crystal Thruster

- **Cost:** 3 sordalite points
- **AC Bonus:** -1

ACTIONS

On its turn, the airship's captain can command the ship's crew to take three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 2 spell jet thrusters and 1 twin crystal thruster. The ship can use its helm to move with its thrusters. The ship must already have been moving under its spelldrivers' momentum spelldriving mode.

Speed: 13 (4d6 - 1) spaces

Fire Thunderclap Blaster: A skiff you can see within 3 spaces of you must make a DC 16 Constitution saving throw, taking 27 (5d10) thunder damage on a failed save, or half as much damage on a success.

Fire Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 3 spaces, one target. *Hit:* 22 (5d8) bludgeoning damage.

Twin Crystal Burst. As an action, you activate the suthalite within each twin crystal thruster attached to the skyskiff, causing the skyskiff to make a Constitution saving throw (DC 10 + 1 for each use of the Twin Crystal Burst ability). On a success, each twin crystal thruster automatically rolls a 6 on its Movement speed check for the rest of the turn. On a failure, each twin crystal thruster stalls until the end of the skyskiffs next turn.

FALCON CLASS SKIFF

Gargantuan vehicle (20 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 21 (16 natural armor + 5 for five spell jet thrusters)

Hit Points. 174

Initiative. 2

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new actions or improve the ship's momentum.

Port Mounts. This airship has 2 port side mounts on the stern of the hull.

- **Central Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Spell Jet Thruster*

Starboard Mounts. This airship has 2 starboard side mounts on the stern of the hull.

- **Central Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Spell Jet Thruster*

Stern Mounts. This airship has 1 stern mount.

- **Central Stern:** *Spell Jet Thruster*

SHIP COMPONENTS

Helm

- **Crew Minimum:** 1 spelldriver

Spell Jet Thrusters (5)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

ACTIONS

On its turn, the airship's captain can command the ship's crew to take three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 5 spell jet thrusters. The ship can use its helm to move with its thrusters. The ship must already have been moving under its spelldrivers' *momentum* spelldriving mode.

Speed: 17 (5d6) spaces

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