

Points remaining: 35 STR: DEX: CON: INT: WIS: CHA: AC: HP:

#	Attachment	Function	HP	Cost	Used
1	Mechanical Joints	Runs and reinforces inner mechanics. Ship STR score. 1 mech = 4 STR score up to 20.	15	1	x0
2	Hydrodynamic Plating	Surrounds ship and provides speed and protection. Ship DEX score and AC. 1 plate = 4 DEX score up to 20 and 4 AC.	15	1	x0
3	Air Tank	Provides air to the cabin so that party can breathe. Ship CON score. 1 air tank = 4 CON score up to 20.	15	1	x0
4	Wave Readers	Interpret movements in the water as information. Ship INT score. 1 reader = 4 INT score up to 20.	15	1	x0
5	Anti-Magic Enchantments	Enchantments that protect those inside from magical attacks. Ship WIS score. 1 AME = 4 WIS score up to 20.	15	1	x0
6	Dope Blueprint	Refinement of engineering and planning for a ship. Ship CHA score. 1 blueprint = 4 CHA, with a bonus +4 for a cohesive theme.	15	1	x0
7	Hookshot	Opposing ship must make a DC 14 DEX saving throw or be pulled into close range.	30	2	x0
8	Elemental Hatch	Can dump / expel an element as selected: <i>Acid, electricity, fire (disadv to hit but other ship weak to fire damage), force, ice</i> ; + INT to hit, 2d8 + INT damage. Close range.	20	2	x0
9	Spinning Blade	Melee attack that does 3d6 + DEX slashing damage. Close range.	30	3	x0
10	Focus Casting Window	Allows a single caster to focus their magic through the class and make spell attacks. Spells use ship's WIS score.	15	1	x0
11	Arm	Can perform sabotage by attacking certain parts of the other ship (DC 13 STR to inflict damage, DC 20 to completely disable on first attack) Medium Range.	25	3	x0
12	Hydroprop	Allows the ship to disrupt waves in front of	15	2	x0

		it without being disrupted itself, moving the other ship to Long Range. INT contest.			
13	Repair Kit	Allows a party member to repair a ship part for 1d10 + CON. Must be in Long Range to use.	-	1	x0
14	Unity Controls	Allows the entire party to make a single, powerful attack, using CHA for attack modifier. Does 3d12 + CHA damage.	20	5	x0
15	Harpoon	Allows for Long Range attacks. 2d8 + STR damage.	10	2	x0
16	Net Gun	Shoots a net onto the other ship. DC 13 DEX for partial hit (other ship must use next action to remove net) and DC 18 DEX for complete capture (advantage on attacks until the other ship can roll to escape the net.)	10	2	x0
17	Feature	Belongs to a theme. Allows for a custom panel that can be for Short, Medium, or Long range and uses CHA rolls to attack.	tbd	tbd	x0

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2

16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10

Roll	Hours
1	20
2	19
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11

11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1

Building

Time	Grana	Koramith	Yyvon	Gobe
1				
2				
3				
4				
5				
6				
7				

8				
9				
10				
11				
12				
13				
14 -EOD-				
15				
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30 -EOD-				
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39				
40				