

# Errata: Bound for Beyond

This document updates a part of the Bound for Beyond Setting Sourcebook.



## Ship Creation

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In the Beyond, ships take on a crucial role as tools of exploration and combat. Ships have their own set of statistics, which can be tracked on a separate ship sheet (available both online and in an appendix at the end of this book).

To create a ship, follow these instructions:

**1. Select a ship frame.** Choose a ship frame from the ship frame appendix. A frame represents a ship in a stripped-down, fundamental form, and provides a list of base stats. A ship frame can fly and perform the actions listed for any stations on board.

**2. Select upgrades.** Each frame has a number of upgrade slots. These slots can be filled with upgrades from the ship upgrade appendix. These upgrades can modify the ship's base stats or provide additional actions and abilities.

Game masters should feel encouraged to incorporate ship creation as they see fit. Using this framework, you should be able to create a wide variety of ships for both your players and NPCs they will encounter.

# Appendix: Ship Frames

Fighter	
Hull Size: Small	Perception: +4
HP: 40	Initiative: +4
AC: 15	Targeting Range: 6
Speed: 5	Power Supply: 3 Power/Round
Bulk: 1	Upgrade Slots: 3
Stations: Helm	

Scout	
Hull Size: Small	Perception: +5
HP: 20	Initiative: +3
AC: 18	Targeting Range: 6
Speed: 7	Power Supply: 3 Power/Round
Bulk: 1	Upgrade Slots: 3
Stations: Helm	

Smuggler	
Hull Size: Medium	Perception: +5
HP: 100	Initiative: +3
AC: 15	Targeting Range: 10
Speed: 5	Power Supply: 10 Power/Round
Bulk: 3	Upgrade Slots: 8
Stations: Helm, Aux, Void, Engineering, Comms	

Gunboat	
Hull Size: Medium	Perception: +6
HP: 120	Initiative: +2
AC: 14	Targeting Range: 10
Speed: 4	Power Supply: 12 Power/Round
Bulk: 4	Upgrade Slots: 8
Stations: Helm, Aux, Engineering, Comms, Shields	

Freighter	
Hull Size: Large	Perception: +4
HP: 140	Initiative: +0
AC: 12	Targeting Range: 10
Speed: 4	Power Supply: 10 Power/Round
Bulk: 4	Upgrade Slots: 12
Stations: Helm, Aux, Void, Engineering, Comms, Shield	

# Appendix: Ship Upgrades

Upgrade	Slots Required	Other Requirements	Cost (fm)	Effects
<b>Targeting</b>				
Dual Targeting Module	2		1300	Allows an additional target lock to be in place simultaneously.
Automatic Targeting Assist	3		1800	Increase the range of your ship's targeting computer by 4.
Quantum Targeting Assist	3		1800	Increase the range of all vehicle weapons with the target lock trait by 4.
Precision Shot Module	2		1500	Gain advantage on the first target lock check your ships makes each turn.
<b>Damage Prevention</b>				
Countermeasures Module	1		2400	Add the following reaction to Sensors & Comms Station: <b>Deploy Countermeasures.</b> <i>Auxiliary, Cost: 0 Power.</i> As a reaction, when a weapon with the target lock trait makes an attack roll against your ship, perform a DC 10 Computer check. On a success, the attacker suffers disadvantage on the attack roll. Each Countermeasure module holds one charge, which is reset after a long rest.
Tracking Scramble	3		1800	Add +3 to your ship's AC when calculating the DC of enemy target locks.
Integrity Field	2		2600	Add the following action to the Engineering Station: <b>Integrity Field.</b> <i>Cost: 4 Power.</i> As an action, you may make a DC14+Bulk Engineering check to reduce incoming damage. On a success, all incoming damage is reduced by 50% until the start of your next turn. On a failure, the next incoming source of damage is reduced by 50%.
<b>Ship HP</b>				
Hull Plating	1		400	Increase ship HP by 10% rounded up
Ablative Hull Enhancement	2		600	Increase ship HP by 30% rounded up.
Automated Nanorepair Colony	3		1000	At the start of your ship's turn, recover your ship HP by 1d4
Armored Bow Plating	2		800	Reduce collision damage to your ship by 50% when the collision occurs in your forward arc.
<b>Shields</b>				
Shield Battery	2		600	Grants 1 extra power to be used only at the shield console. This cannot be rerouted or used elsewhere with any ability or effect.
Shield Amplifier	3		1200	Allows an additional shield level to be deployed

Upgrade	Slots Required	Other Requirements	Cost (fm)	Effects
Heat Sink Module	3		600	Increase Shield Generator HP by 20%
Redundancy System	4	Medium or Large Ship	800	Increase Shield Generator HP by 30%
<b>Check Bonuses</b>				
Magnetic Grappler Shot	1	Medium or Large Ship	800	Grants a +1 bonus to all rolls required for hostile boarding (ie only as part of boarding process)
Localized Nav System	2		800	Grants a +1 bonus to all Piloting checks
Hacking Assist Module	3	Must have Sensors & Comms Station	1000	Grants a +1 bonus to all Computers checks
Aim Assist HUD	3		1000	Grants a +1 bonus to all attack rolls
Harpoon Tether	4	Medium or Large Ship	2000	Grants a +2 bonus to all rolls required for hostile boarding
Footprint Gas Pedal	4		2000	Grants a +2 bonus to all Piloting checks
Dedicated Hack Extension	4		3000	Grants a +2 bonus to all Computers checks
Holographic Gimbol Display	4		3000	Grants a +2 bonus to all attack rolls
<b>Movement</b>				
Impulse Drive	4		5000	Increase your speed by 3
Jump Drive	3		2400	Add the following action to the Helm station: <b>Initiate Jump</b> . <i>Cost: 3 Power.</i> (DC12+Bulk) Piloting Check On a success move 18 spaces in straight line.
Deflector Array	2		1800	Add the following action to the Shield Console station: <b>Deflector Bump</b> . <i>Cost: 2 Power.</i> As a reaction, when your ship is activated, you may choose one adjacent ship or object that is not larger than your ship. Push target object 1 space away form your ship.
Velocity Attenuator	2		3000	Reduce your bulk by 1 (minimum 1)
Momentum Stabilizer	4		7000	Reduce your bulk by 2 (minimum 1)
Engine Capacitor Relay	1		1200	Grants 1 extra power to be used for maneuvers and helm actions only. This cannot be rerouted or used elsewhere with any ability or effect.
<b>Power</b>				
Backup Power Bank	4		8000	Add the following action to the Power Core station: <b>Tap Reserves</b> . <i>Cost: 0 Power.</i> As an action, draw power from backup power bank into main ship systems. Add 3 power to this turn's total. This can be used a number times equal to your proficiency modifier per long rest.
Efficiency Overlay	5		6000	Reduce the power cost of all ship systems by 1 (minimum 1)

Upgrade	Slots Required	Other Requirements	Cost (fm)	Effects
NanoSiphon	2		2600	Add the following action to the Engineering Station: <b>NanoSiphon</b> . <i>Cost: 0 Power.</i> As an action, activate NanoSiphon. You may choose to sacrifice ship HP for power, at a rate of 1 Power per 10 HP sacrificed.
Catch Basin	2		3000	Add the following action to the Engineering Station: <b>Catch Basin</b> . <i>Auxiliary, Cost: 1 Power.</i> As an action, activate Catch Basin. Until the start of your next turn, all failed checks do not consume power.
<b>Sensors</b>				
Target Jammer	1		2400	Add the following action to the Sensor & Comms Station: <b>Target Jamming</b> . <i>Auxiliary, Cost: 1 Power.</i> As a reaction, when a target lock is established on your ship, you may make a DC 15 Computers check to break the target lock.
Sensor Boost	1		1200	While at the sensor station, the scanner sweep may be performed as a bonus action
Targeted Scanning Module	1		400	Whenever you fail a check to acquire a target lock, you may make a second attempt as a bonus action.
Phase Supply	1		600	Grants 1 extra power to be used only at the Sensor & Comms Station. This cannot be rerouted or used elsewhere with any ability or effect.
<b>Other</b>				
Attenuated Graviton Emitter	1		1800	Allows your ship to tow a disabled or non-hostile ship or object that is your ship's size or smaller. These are always installed on a ship's aft. Once in tow, the ship or object will match your ship's speed and stay adjacent to your ship. This can be activated or deactivated as an action at X station.
Ship Docking Bay	2	Medium or Large Ship	1400	Allows a small ship to be docked onto your ship. This ship can be docked or undocked as an action. While docked, your ship gains 1 bulk.
Cargo Bay Expansion	1		600	Double your ship's cargo capacity.
Pressurized Gangway	2		1800	Allows for boarding of disabled or hostile ships
Boarding Clamps	1		600	Allows for boarding of disabled ships

Upgrade	Slots Required	Other Requirements	Cost (fm)	Effects
Weapon Surge	3		1800	Add the following action to the Engineering Station: Power Surge. Cost: Variable. As an action, activate weapon surge. You may choose to exchange available power to increase all weapon damage output until the start of your next turn, with 1 power equalling 2d4 damage.
<b>Roleplay</b>				
Ship ID module	0		400	You can set this module to display any ship identification
Hegemony clearance module	1		1800	Grants a +2 bonus to Deception checks related to flying or landing in secure areas that require Hegemony clearance
Dominion clearance module	1		2400	Grants a +2 bonus to Deception checks related to flying or landing in secure areas that require Dominion clearance
<b>Ship Stations</b>				
Auxiliary	4		1000	Gain all standard effects of station.
Shields	4		1600	Gain all standard effects of station.
Void Navigation	4		3000	Gain all standard effects of station.
Engineering	6		2400	Gain all standard effects of station.
Power Core	6		2400	Gain all standard effects of station.
Sensors & Comms	6		1800	Gain all standard effects of station.

## Ship Weapons

Weapon	Tags	Arc	Range	Damage	Power Usage	Upgrade Slots	Cost (fm)	Special Abilities
Disruptor Shot	Auxiliary	Fixed	10/20	1d8 radiant	1	2	500	
Flak Cannon		Turret	3/9	1d4+1	1	1	250	-
Fusion Beam	Helm, Auxiliary	Variable	5/15	1d6+1	2	1	500	-
Ion Pulse Caster	Target Lock	Fixed	5/15	1d8	1	1	250	
Plasma Gatling	Multi-fire (3)	Turret	3/9	1d6	1	1	250	
Anti-Proton Beam		Fixed	6/18	3d4	2	2	1000	-
Arc Lightning Cannon	Multi-fire (2)	Fixed	5/15	1d8+2	2	2	1000	
Dark Energy Cannon		Turret	6/18	2d6	2	2	1000	-
Disintegrator Ray	Target Lock, Multi-fire(3)	Fixed	5/15	1d10	2	2	1000	
Gauss Cannon		Variable	8/20	2d8 bludgeoning	2	2	1000	
Graviton Emitter	Crosshairs	Fixed	6/18	1d10	2	2	1000	
Graviton Rod		Fixed	10/20	1d8 piercing	2	2	1000	Gravity Well: On a successful hit, the target's movement is reduced by 50%
Gravity Well Generator		Variable	3/9	-	2	2	1000	

Nanite Cloud Launcher	Ammo(5)	Fixed	8	2d6	2	1	500	Reduces enemy AC by 2 on hit
Neutrino Pulse Cannon	Target Lock	Fixed	3/9	1d10+1	2	2	1000	
Neutron Cannon	Penetration	Fixed	4/12	2d6	2	2	1000	
Phaser Array	Target Lock	Variable	4/12	2d8	2	2	1000	
Phase Disruptor		Fixed	3/9	2d4	2	1	500	-
Time Distortion Beam	Target Lock	Fixed	4/12	1d10	2	2	1000	
Void Ray		Turret	6/18	1d8+1	2	2	1000	-
Antimatter Launcher	Target Lock		4/12	1d12	3	3	2250	-
Particle Thrower	Target Lock	Fixed	4/12	2d12	3	1	750	
Plasma Cannon		Variable	4/12	2d10	3	3	2250	-
Plasma Ejector	Ammo(6)	Variable	5/15	3d6	3	2	1500	
Plasma Lance		Fixed	3/9	1d12	3	3	2250	-
Plasma Thrower	Helm	Fixed	10/20	2d8 radiant	3	1	750	
Plasma Torpedo	Target Lock, Ammo(3)		4/12	3d6	3	3	2250	
Pulsar Blaster	Crosshairs		10/24	2d8 fire	3	2	1500	
Quad-Laser Turret	Multi-fire (4)	Turret	8/16	1d6 radiant	3	4	3000	
Singularity Blaster		Fixed	6/18	2d8	3	3	2250	-
Weapon	Tags	Arc	Range	Damage	Power Usage	Upgrade Slots	Cost (fm)	Special Abilities
Sonic Lance	Multi-fire (2)	Variable	9	2d8	3	3	2250	Deals an extra 1d4 radiant damage to shields
Starfire Lance	Helm, Penetration	Fixed	3/9	2d10	3	3	2250	
Vortex Missile	Target Lock, Ammo(3)		5/20	4d8 fire	3	2	1500	
Warp Missile	Target Lock	Turret	8/20	2d10	3	3	2250	
EMP Missile	Target Lock		10/15		4	3	3000	EMP Blast: On a successful hit, the target's power is reduced to 1 until the end of their next turn.
Neutronium Missile	Ammo (2)	Turret	8/20	4d6	4	4	4000	
Nova Cannon		Fixed	5/15	4d4	4	3	3000	-
Phase Cannon	Ammo(6)	Fixed	4/12	4d6	4	3	3000	
Plasma Cutter	Penetration	Variable	4	4d4	4	2	2000	
Quantum Torpedo	Target Lock		4/12	4d10	4	3	3000	
Rail Gun	Crosshairs	Fixed	12/24	4d8 piercing	4	2	2000	
Ion Beam	Target Lock		12/24	4d8	5	4	5000	
Quantum Disruptor	Crosshairs	Fixed	7	3d8	5	3	3750	

**Ship Name**

Size	Speed	Bulk

Hit Points

Upgrade Slots

Armor Class

Slot 1

Slot 2

Power

Slot 3

Slot 4

Initiative

### Onboard Stations

Helm

Slot 5

Slot 6

Auxiliary

Engineering

Slot 7

Slot 8

Power Core

Sensors & Comms

Slot 9

Slot 10

Shields

Void Navigation

Slot 11

Slot 12

**Death Saves**  
Successes      
Failures

**Attached Mods**



## **Cargo**

## **Additional Upgrade Slots & Mods**

## **Appearance**

## **Backstory**

## **Associations**

