

## BONUS CLASS FEATURES

A player character's class features aren't originally designed for mounted combat or vehicle combat. These bonus class features help bridge the gap between regular combat and space combat, by ensuring player characters get to do the things their characters are great at regardless of whether they're in a 20-foot-wide room, or in the void of space.

### ARTIFICER

#### PATCH-UP WORK 3RD LEVEL

When you finish a long rest, if you are on a vehicle, you can repair it. The vehicle regains a number of hit points up to 10 times your Intelligence modifier.

As an action, you can remove one mishap currently affecting a vehicle. Once you use this ability, you can't use it again until you finish a short or long rest.

### BARBARIAN

#### AIR DROP 3RD LEVEL

When you jump off of a moving vehicle or mount, your speed and your long jump's maximum distance are increased by half of the vehicle or mount's current speed, until the end of your turn. Additionally, if jumping from a vehicle or mount would cause you to take falling damage lower than twice your barbarian level, you are not knocked prone.

### FIGHTER

#### SPACE SENTINEL 1ST LEVEL

While you are the only creature on a mount or a vehicle, the reach of your opportunity attacks increases to 30 feet.

#### HEAVE HO 5TH LEVEL

When you use your action to use a vehicle's station, you can use that station twice, or use two different stations of that vehicle.

The number of stations you can use increases to three when you reach 11th level as a Fighter, and to four when you reach 20th level as a Fighter.

### MONK

#### ASTRAL STEP 2ND LEVEL

When you use Step of the Wind in an environment without gravity, you gain a flying speed equal to double your speed until the end of your turn.

#### DEFLECT GREATER MISSILE 3RD LEVEL

You can use your Deflect Missile feature when the vehicle or mount you are on is hit by a ranged weapon attack, protecting it from damage instead of yourself. If you throw the projectile back, it has the same range as the original attack's.

### PALADIN

#### RADIATING AURA 7TH LEVEL

In the emptiness of space, your aura radiates without obstruction. While you are in an environment with no air, your aura's range is increased to 30 feet. At 18th level, it is increased to 180 feet.

### RANGER

#### ROUGH RIDER 3RD LEVEL

If you are mounted on a creature, your mount's speed is increased by 60 feet.

### ROGUE

#### CRACKSHOT 2ND LEVEL

You can use a bonus action to grant advantage to your next attack if it uses a vehicle's weapon, before the start of your next turn.

#### CUNNING MANEUVER 2ND LEVEL

Your mount can take a bonus action to take the dash, hide, or disengage action.

### FEATS

#### OLD SALT

You have sailed many seas, and crewed many ships - astral or otherwise. Choose one of the following class features: Patch-Up Work, Space Sentinel, Rough Rider, or Crackshot. You gain the chosen class feature.