

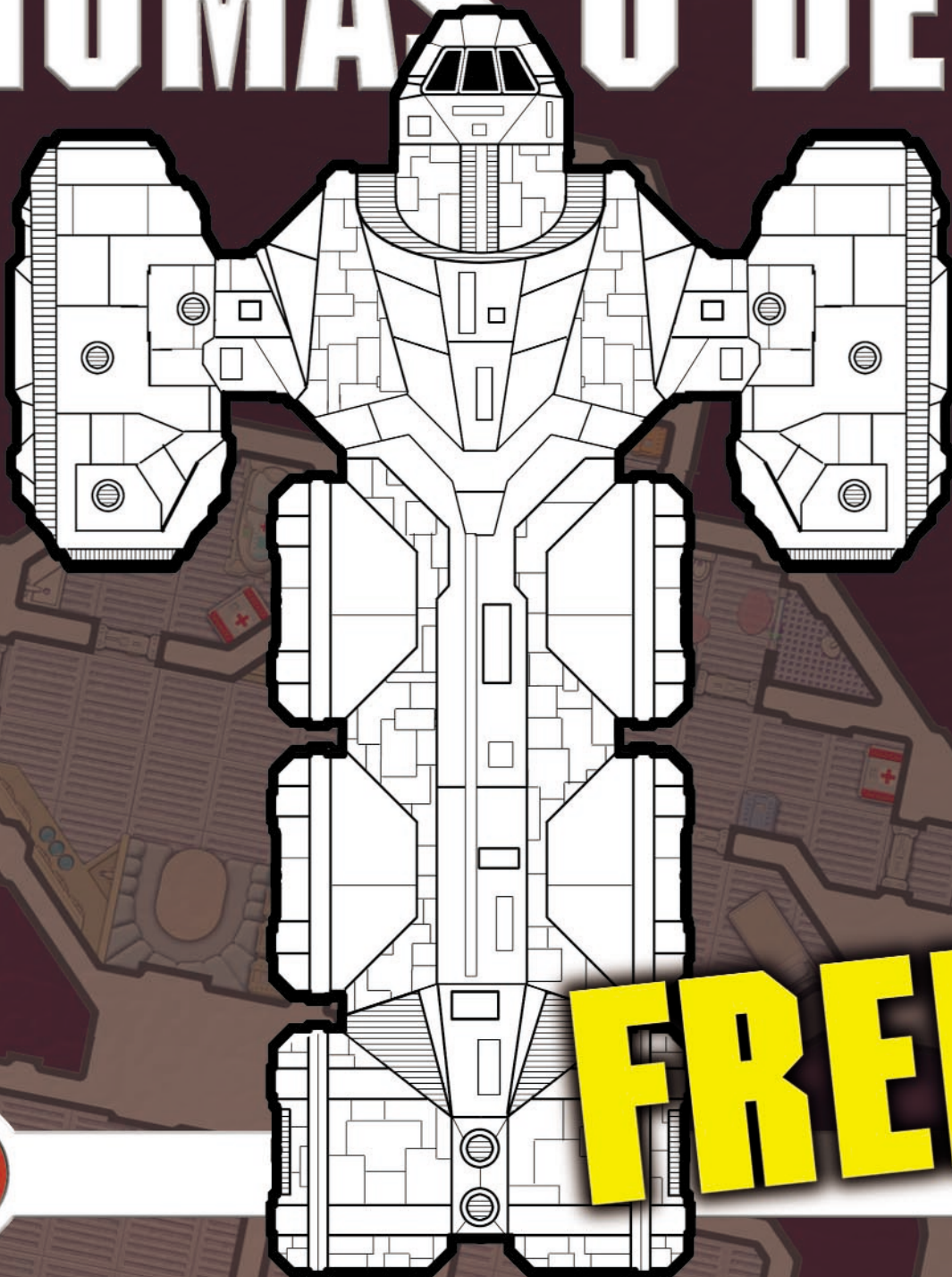
FUTURE



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

STARSHIP 10

THOMAS O'DELL



FREE!



INTRODUCTION

Welcome to Ronin Arts' *Future: Starship 10 – Thomas O'Dell*, the tenth in a series of PDFs for use with futuristic D20 System campaigns. This series makes some assumptions about your campaign; the starship designs in this series will be most useful in campaigns in which the following statements are true:

- The campaign is not a “hard” science setting. Campaigns that are more space opera/adventure movie are the intended target for this series.

- Starships are not rare or unusual. All of the starships in this series assume that space travel is a standard and common occurrence – individuals either fly their own ships or ride on passenger ships. Starships and space travel are as common for characters as a plane ride is for people of our reality.

- Space combat is not uncommon. It's just another exciting adventure when the player characters have to engage the enemy while fleeing from some world or other.

- The campaign is packed with action. If things aren't exploding, how much fun can the game really be?

Most of the starships in this series are designed to fill full pages. This is so that you can print the pages – back-to-back if you wish – and drop them into a binder. This introduction, and the page of new starship equipment and assorted information, can

also be printed separately and added to your binder. The schematic and silhouette page is designed to be used as a player handout – it's what flashes up on their ship systems when they attempt to ID a ship – and GMs need only give the players the page when they encounter a ship from this series.

ABOUT THE AUTHOR

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit www.michaelhammes.com.

E-FUTURE TILES

The *Thomas O'Dell* design is based on *SkeletonKey Games' e-Future Tiles: Star Freighter* tile set. While this PDF can be easily used on its own you will get a lot more use out of it in your game sessions if you construct the ship – at miniatures scale – using the printable tiles.

To learn more about SkeletonKey Games please visit their website at www.skeletonkeygames.com.

BASIC INFORMATION

By the middle of the Gravity Age, humanity has spread among the stars in thousands of colonies. Big and small, near and far, primitive and advanced, pious and hedonistic; every kind of colony imaginable exists. While some colonies are wealthy and established, most scrape out a precarious existence at the very edge of humanity's reach.

Out there, far from Earth and the Inner Systems, the colonists live much like their 2nd Millennium forefathers did. And like their forefathers, they rely on ships for many of their needs. One such ship is the *Thomas O'Dell*.

A former Fusion Age fast freighter, the *Thomas O'Dell* is typical of the kinds of vessels that keep commerce, the lifeblood of the frontier, flowing. Bought as a hulk from the Illuyrian shipyards and outfitted there

with whatever parts her crew could scrape together and afford, she was made space-worthy again and immediately set out for the frontier, far from the guild-controlled shipping lanes of the Inner Systems.

Currently, the *Thomas O'Dell* makes its rounds among the sixteen colonies and three planets of the Vinkuel chain, transporting machinery, tools, vehicles, and other finished and luxury goods from Port Tooamah, the chain's largest city and colony, to the outlying colonies and returning with grain, processed ores, and other raw materials.

While the ship has a skin of updated armor and a new engine, the rest of her systems are woefully out of date and it is the crew's will and desire, and not a small bit of luck, that keeps the *Thomas O'Dell* traveling among the stars.

GAME STATISTICS

THOMAS O'DELL (PL 7)

Type: Ultralight
Subtype: Fast Freighter
Defense: 7
Flat-footed Defense: 5
Autopilot Defense: 7
Hardness: 30
Hit Dice: 26d20 (520 hp)
Initiative Modifier: +2
Pilot's Class Bonus: +3
Pilot's Dex Modifier: +2
Gunner's Attack Bonus: +2
Size: Colossal (-8 size)
Tactical Speed: 4,000 ft. (8 squares)
Length: 180 feet
Weight: 750 tons
Targeting System Bonus: +3
Crew: 4 (trained +4)
Passenger Capacity: 0
Cargo Capacity: 500 tons

Grapple Modifier: +16
Base Purchase DC: 52 (53 as equipped)
Restriction: Restricted (+2)
Attack: 2 fire-linked heavy lasers -3 ranged (12d8) and 2 fire-linked heavy lasers -3 ranged (12d8) and 2 fire-linked heavy lasers -3 ranged (12d8)
Attack of Opportunity: Point-defense system +3 ranged (1d12+10)

PL 7 DESIGN SPECS:

Engines: Particle impulse engine, thrusters
Armor: Cerametal
Defense Systems: damage control system (1d10), improved autopilot system, point-defense system
Sensors: Class II sensor array, targeting system
Communications: Mass transceiver, radio transceiver
Weapons: 3 turrets of 2 fire-linked heavy lasers (range incr. 4,000 ft.)
Grappling Systems: Grapplers

STARSHIP KEY

1. Cockpit - The cockpit is a typical commercial layout. The pilot has the center station while the co-pilot can occupy either of the other two stations. The three stations in the cockpit are able to access the following functions: sensors, navigation, engineering, and gunnery for one set of 2 fire-linked heavy lasers.

2. Sick Bay - Getting the proper medicines and hospital equipment on the frontier is no sure thing and, although the ship's crew does its best, the sick bay is far from fully stocked. While able to handle most basic first aid, the antiquated medical program is not much help when it comes to more unusual problems (it provides only a +5 equipment bonus to any Treat Injury skill).

3. Head - Arguably the most important space on the Thomas O'Dell, the bathroom is fully equipped with a sink, shower, and toilet.

4. Engineering and Gunnery (E & G) Bays - Each of these bays (port and starboard) contains an engineering (aft) and a gunnery (fore) station.

Each engineering station monitors the performance of its adjacent engine as well as the various ancillary systems (artificial gravity, life-support, water-reclamation, etc.). The bays also contain the access panels to the engines and ancillary systems as well as a full set of maintenance tools (electrical and mechanical).

Each of the gunnery stations controls one set of 2 fire-linked heavy lasers contained in rotating unmanned turrets mounted on the ship's hull.

5. Dining Area - When not on a mission, the crew enjoys hanging around the dining area. Unlike standard vessels that stock irradiated or dehydrated food, which due to a lack of processing plants are scarce on the frontier, the Thomas O'Dell's kitchen is stocked with the freshest produce available. While this makes for arguably better-tasting meals, it does mean that the ship can only hold enough perishable goods in the refrigerator and freezer to last the crew for one week.

USING THE MEDICAL PROGRAM

The medical program on the Thomas O'Dell is a standard medical suite that includes diagnosis and analysis programs. In essence, an operator enters in symptoms and other information and the program does its best to determine the cause of the problem and suggest remedies. A medical program always has a surgical program that can direct an individual in how to perform most common types of surgery.

Such programs are standard equipment on all starships, and while adequate, they are no substitute for someone trained in the medical profession. The equipment bonus to Treat Injury provided by such programs does not stack with an individual's Treat Injury bonus; an individual can choose to use either the medical program's bonus or the bonus of an individual with the Treat Injury skill, hopefully whichever is higher.

Note that the program only makes diagnoses, suggests remedies, and gives instructions; it is not able itself to dispense medications or perform surgery. Note that unless an individual performing surgery has the Surgery feat, he or she still suffers the standard -4 penalty.

6. Crew Quarters - This cabin contains four single bunks, one for each crewmember. In addition to the wall lockers, each bunk has drawers underneath for added storage space.

7. Cargo Holds - The majority of the ship is taken up by these large cargo holds. Able to hold 80 tons of cargo each, they are usually filled with all manner of items in transit from one colony to the other.

Common items that could be found here include: livestock, packages, luggage, tools, farm implements, machinery (usually farm), small vehicles, spare parts for machines, grain, processed ores, fuel, weapons, building materials, portable generators, pre-fab houses; in short, just about any kind of legal (and illegal?) cargo the GM can dream up.

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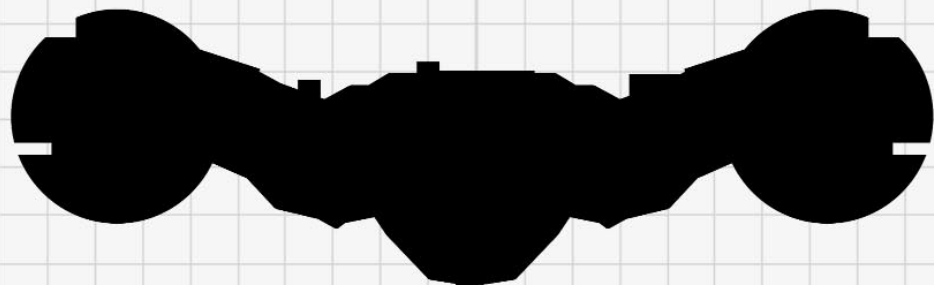
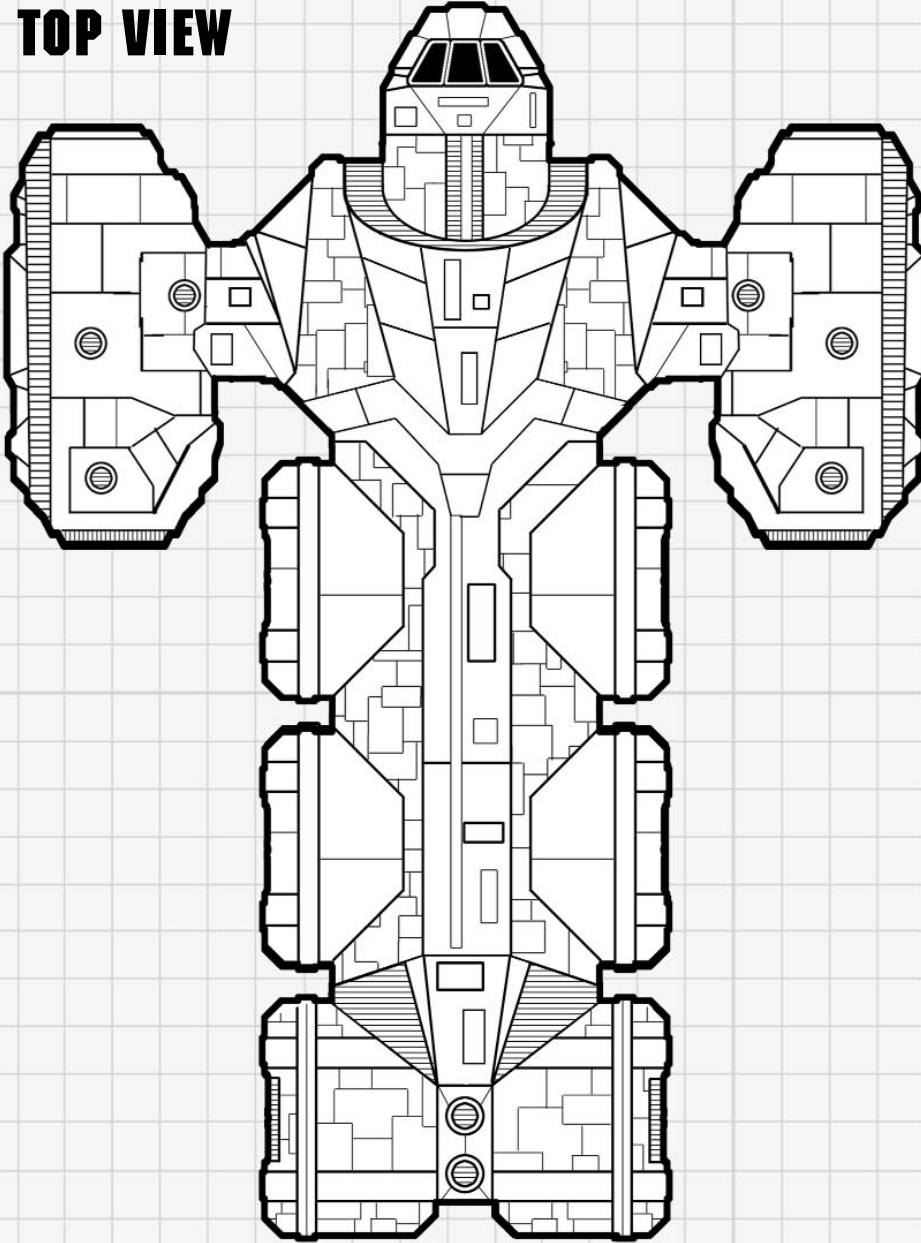
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THOMAS O'DELL

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FAST FREIGHTER

TOP VIEW

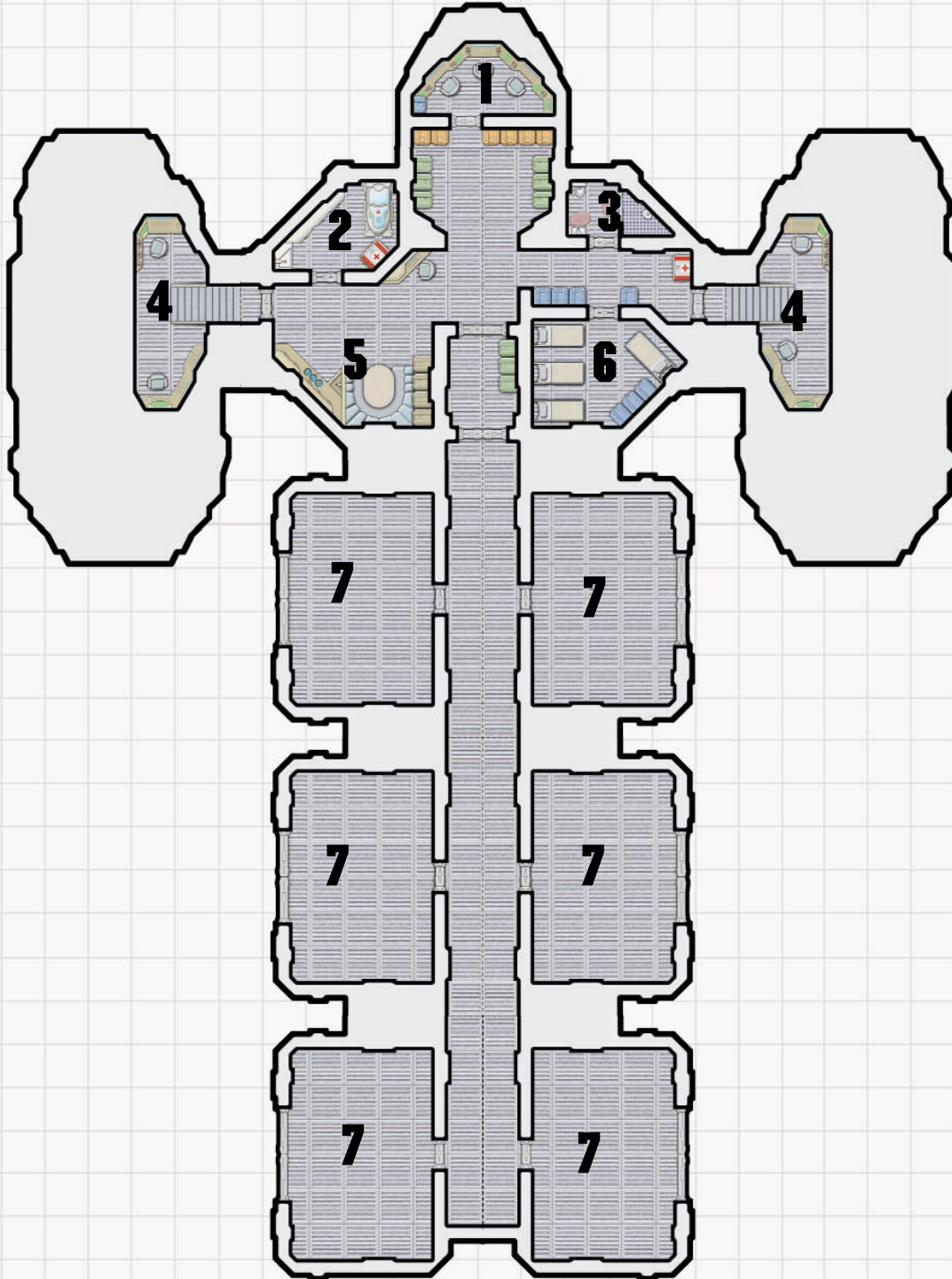


SILHOUETTE VIEW – FRONT

THOMAS O'DELL

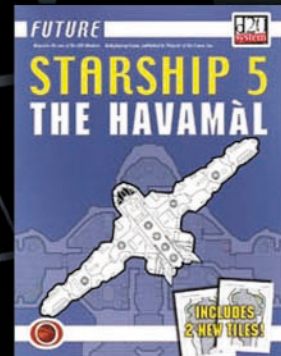
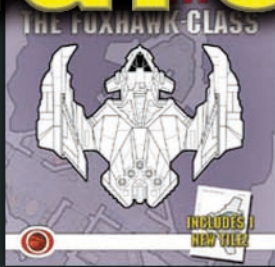
FAST FREIGHTER

DECK PLAN



- 1. Cockpit
- 2. Sick Bay.
- 3. Head
- 4. Engineering and Gunnery (E & G) Bays
- 5. Dining Area
- 6. Crew Quarters
- 7. Cargo Holds

Starship Action!



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