

# 13 STARSHIP DEVICES

BY PHILIP REED

One of the most popular tools in any star-faring campaign is the starship. Throughout books, comics, movies, and even gaming people love distinctive, original starship designs.

It is with that in mind that I present ***Future: 13 Starship Devices***. (Those of you that have already counted will notice 14 devices – I hope you won't mind the extra.) If there is a demand for more I'll go through my notes and release a sequel to this PDF – if you're interested in more please let me know at the Ronin Arts forums (see below).

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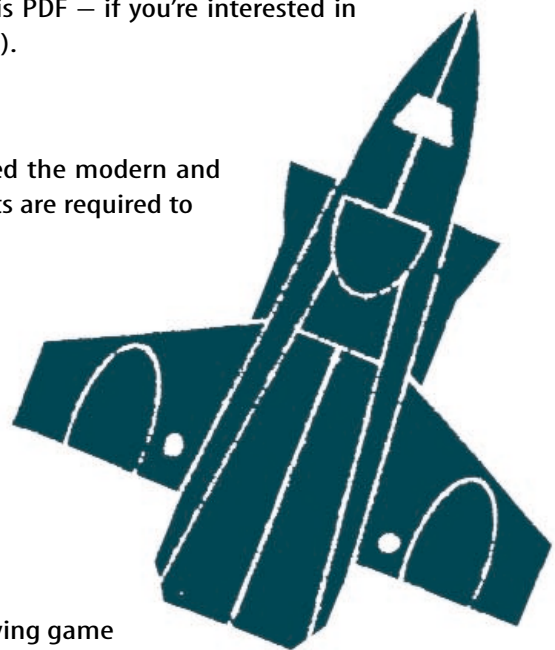
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## ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit [www.philipjreed.com/php](http://www.philipjreed.com/php) and [www.roninarts.com](http://www.roninarts.com). The approved Ronin Arts fan forum can be found at [www.raforums.com](http://www.raforums.com).



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# ENGINES

## ADVANCED SURGE BURNERS (PL 7)

A starship equipped with this device may perform a surge forward maneuver as a move action (see the *Starship Move Actions* section of the SRD). Advanced surge burners carry enough fuel for six uses – after that the system must be refueled (requiring 30 minutes and a purchase DC of 12) in order for it to be used (when the fuel supply is depleted the ship may still perform a surge forward maneuver but it requires a full-round action, as per the basic rules for the maneuver).

Advanced surge burners are not powerful enough to move a starship on their own; the starship must also be equipped with a standard engine.

**Minimum Ship Size:** Huge.

**Tactical Speed Bonus:** See text.

**Purchase DC:** 18.

## TL9X TELEPORT DRIVE (PL 9)

This highly advanced teleportation field generator enables a starship equipped with the device to teleport as a move action. The starship may teleport from one point to another anywhere within a single star system, though the pilot must make a successful Navigate check (DC 25) to arrive at the desired location. For each point by which the check fails the starship arrives one-hundred miles off from the desired location (in a random direction, as determined by the GM).

Once activated the teleport system requires one hour to recharge.

While a starship could be constructed with a teleport drive as its only means of movement it is not advisable.

**Minimum Ship Size:** Gargantuan.

**Tactical Speed Bonus:** None.

**Purchase DC:** 65.

**Restriction:** Military (+3).

# DEFENSE SYSTEMS

## AUTOMATIC FIRE CONTROL SYSTEM (PL 5)

This system consists of numerous smoke and heat detectors and automated chemical sprayers that dump fire retardant foam once the system detects a possible fire. Each area of the starship – every access tunnel, cargo bay, storage room, mess; all of the areas in the ship – is equipped with its own system so that in the event of a fire the fire

control system can smother only the affected areas in the fire retardant foam. The system requires two rounds from when it detects smoke until it has filled the affected area – moving through an area covered in this foam is difficult (each square counts as two).

Once the system no longer detects the possibility of fire then vacuums mounted within the floors drain the foam from the area, leaving behind a tacky mess. There is a 10% chance per item that

any sensitive computer or electronic devices caught in the foam are destroyed.

**Purchase DC:** 18.

**Restriction:** None.

## ADVANCED SENSOR JAMMER (PL 7)

This upgraded sensor jammer is identical to the Information Age sensor jammer (see the future

SRD) except that it works against Class I through Class IV sensor systems. Sensor checks made against a ship equipped with an advanced sensor jammer by Class I or Class II systems suffer a –8 penalty while checks made by Class III or Class IV systems suffer a –5 penalty.

**Purchase DC:** 6 + one-half the base purchase DC of the starship.

**Restriction:** Military (+3).

# SENSORS

## PROXIMITY SENSORS (PL 6)

This specialized sensor system monitors the space surrounding the starship and, if an object enters the immediate area, sets off an alarm that instantly notifies the pilot and crew of the potential hazard. A starship equipped with proximity sensors may withdraw or jump to cruising speed—if the pilot makes a successful Pilot check (DC 15 + the opposing pilot's number of ranks in Pilot) — without provoking an attack of opportunity (see *Provoking an Attack of Opportunity* in the starship section of the future SRD). Other actions that may provoke an attack of opportunity are unaffected by proximity sensors.

**Purchase DC:** 22 (Huge), 27 (Gargantuan), 32 (Colossal).

**Restriction:** Restricted (+2).

## SYNCHRONIZATION COMPUTER (PL 7)

This advanced computer system must be mounted within each starship of an ultralight wing for it to be effective. If all four starships in a wing are equipped with synchronization computers the wing commander gains a +2 equipment bonus to attacks, a +4 cover bonus to Defense and all wingmen gain a +1 cover bonus to Defense.

The system only works on ultralight starships.

**Purchase DC:** 25.

**Restriction:** Military (+3).



# COMM SYSTEMS

## Holo Transceiver (PL 8)

In the advanced society of the Energy Age, a galaxy-wide network of satellites and comm. arrays enables the near-instant transmission of holographic messages. A holo transceiver is a large, expensive piece of equipment typically only seen

on military command ships. Near the end of the Energy Age holo transceivers become more common, but eventually the ansible becomes the preferred means of communication between starships.

**Purchase DC:** 30.

# WEAPONS

## MagRam (PL 7)

This Gravity Age weapon is an electromagnetic beam projector that is used during starship ram actions (see *Move Actions* in the starship section of the future SRD). Triggered the instant the weapon impacts with another item (MagRams are mounted in the forward section of a starship), the MagRam increases the die multiplier of the damage caused to the opposing starship to x12 while reducing the die multiplier of the damage caused to the MagRam-equipped starship to x6.

*Example: A gargantuan starship equipped with a MagRam rams a colossal starship. The rammed starship suffers 6d6x12 damage while the MagRam-equipped starship suffers 6d6x6 damage.*

If two MagRams are involved in the same collision they cancel each other out and the starships

## STELLAR HAZARD: SOLAR STORM

A solar storm is an usually powerful form of solar flare (see the future SRD or Ronin Arts' *Future: 13 Xenobiological and Stellar Hazards*) that functions exactly like a solar flare except the Fortitude save DC to resist the radioactive effects of the storm is increased to 30.

Starships caught in a solar storm have a 15% chance of suffering computer and electrical systems failure. If this happens the ship is rendered helpless until the systems can be repaired (requiring a successful Repair check (DC 15 + 1 for every minute the ship remains in the solar storm, making these repairs requires three hours). The chance of suffering computer and electrical systems failure increases by 1% for each round the ship remains within the storm.

A typical solar storm lasts for only 3d6 rounds.

suffer standard damage from the collision (as detailed under *Move Actions* in the starship section of the future SRD).

**Damage:** Special, see text.

**Critical:** —.

**Damage Type:** Special, see text.

**Range Increment:** —.

**Rate of Fire:** See text

**Minimum Ship Size:** Gargantuan.

**Purchase DC:** 30.

**Restriction:** Military (+3).

## SOLAR STORM GENERATOR (PL 8)

This Energy Age weapon is extremely rare, still in the prototype stage throughout most of the Energy Age. When fired the solar storm generator unleashes an intense burst of electromagnetic energy that is specifically designed to mimic the effects of a solar storm (see box). If the attack hits its intended target trace a line between the target and the attacking ship — all starships that fall within any square along this path suffer the effects of an instantaneous, man-made solar storm.

A starship may not move and fire this weapon in the same round because this weapon is a terrible drain on a starship's energy supply. Once fired the starship loses all engine power (may not move) for 2d4 rounds, during which time the solar storm generator may not be fired. Once the ship's engines recover from the drain the starship may elect to fire the weapon again or move.

**Damage:** Special, see text.

**Critical:** —.

**Damage Type:** Special, see text.

**Range Increment:** 5,000 ft.

**Rate of Fire:** Single, see text.

**Minimum Ship Size:** Superheavy ship.

**Purchase DC:** 85.

**Restriction:** Military (+3).

# SPECIAL SYSTEMS

While defensive, weapon, armor, engine, and various other types of starship systems are easily classified there are a selection of items that do not fit neatly into an existing category. For simplicity, unusual systems that defy categorization in the existing areas are presented here, as special systems.

To build a special system from scratch, a character must succeed at a Craft (electronic) check (DC 30) and a Craft (mechanical) check after investing 60 hours in its assembly. A character without an electrical or mechanical tool kit takes a —4 penalty on the appropriate skill check. The character must also make a Wealth check against the system's purchase DC.

Installing a special system requires a successful Craft (mechanical) check (DC 30) after investing 30 hours. A character without a mechanical tool kit takes a —4 penalty on the skill check.

Different types of special systems are detailed below.

**Minimum Ship Size:** The minimum size the starship must be to use this type of special system.

**Purchase DC:** The purchase DC of the system.

**Restriction:** The level of license required to purchase the system legally.

## BRIG (PL 5)

This is a small holding cell capable of holding up to two Medium-size characters or creatures. Included within the cell are two cots, a head, and absolutely nothing else. The cell's door is locked (DC 35) and the cell itself is equipped with recessed and protected cameras so that the ship's crew can monitor activity within the brig.

A PL 6 version of this device includes a neural scrambler field that interrupts the brainwave activity of anyone within the cell, making the docile and open to suggestions. (See the *Gear* section of the future SRD.)

**Minimum Ship Size:** Huge.

## SPECIAL SYSTEMS

**Purchase DC:** 16 (PL 5), 22 (PL 6).

**Restriction:** None (PL 5), Restricted (+2) (PL 6).

### LUXURY ACCOMMODATIONS (PL 5)

A starship outfitted with luxury accommodations is a toy of the wealthy. Every surface, from the floors to the walls to the upholstery on the crew stations and passenger couches, is covered in only the finest of materials. Every square inch of the ship, including maintenance access points and storage closets, is gone over by experts in style until the ship is a mobile palace moving amongst the stars. A ship equipped with luxury accommodations is rarely used as a common workhorse but is, instead, a pleasure ship, a star yacht, if you will.

This starship device has absolutely no effect on game mechanics.

**Minimum Ship Size:** No minimum.

**Purchase DC:** 6 + one-quarter the base purchase DC of the starship.

**Restriction:** None.

### IMPROVED MANEUVERING FOILS (PL 6)

These computer-assisted wings, each equipped with a small thruster that ties into the ship's engines, provide the starship with a greater degree of maneuverability. This device grants the pilot a +4 equipment bonus on all Pilot checks.

**Minimum Ship Size:** Huge.

**Purchase DC:** 15 + one-quarter the base purchase DC of the starship.

**Restriction:** Licensed (+1).

### MECHA MAINTENANCE BAY (PL 6)

This complete mecha garage is equipped with all of the tools, diagnostic systems, and spare parts necessary to keep almost any mecha design functioning at peak efficiency. A mecha maintenance bay is situated adjacent to the starship's outer hull and a single bay door (locked, DC 35) allows mecha entrance into the starship. The only door that connects the bay to the rest of the starship stands 8 ft. tall, far too small for all but a Medium mecha to use to enter the common areas of the starship.

Repairs, upgrades, and maintenance performed with a mecha maintenance bay gain a +5 equipment bonus to Craft and Repair skill checks.

When first installed the size mecha that the mainte-

nance bay can support must be designated. The exact number of mecha that a bay can hold depends completely on the size of the mecha, as shown in the table below.

Mecha Size	Number of Mecha Supported
Medium	8
Large	4
Huge	2
Gargantuan	1*
Colossal	1*
Immense	1**

\* This mecha is too large for any starship smaller than a heavy.

\*\* This mecha is too large for any starship smaller than a superheavy.

**Minimum Ship Size:** Colossal.

**Purchase DC:** 35.

**Restriction:** Restricted (+2).

### STARSHIP PSICORE (PL 8)

This advanced tech system locks into the basic power core of an existing starship design, rerouting all electrical and computational functions through the PsiCore device. Once the device is installed any psionic-capable pilot is granted the ability to channel his psionic power into the starship, augmenting the machine's abilities. Just a few of the ways in which the pilot's psionic power can be used to empower the starship include:

- Gain a +2 bonus to attack rolls when firing any one of the starship's weapons for a number of rounds equal to the character's level. 1 pp.

- Gain a 50% increase to the starship's tactical speed (round down) for a single round. 1 pp.

- Wrap the starship in a protective shield of psi-energy that protects it from all physical attacks (a bonus to Defense equal to the character's level for one round). 2 pp.

GMs are encouraged to create their own uses for this device.

**Minimum Ship Size:** None.

**Purchase DC:** 38.

**Restriction:** Military (+3).

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