

COMPUTER

ARTIFICIAL INTELLIGENCE COMPUTER SYSTEM

This starship is equipped with and Artificial Intelligence to help with the common and mundane tasks that would normally be done by a starship's pilot and crew. This system can be used in conjunction with any computer, except Sentient Artificial Intelligence Computer System and Synthetic Bioneural Circuitry.

Bonus: +1; **Nodes:** 1; **PCU:** 10; **Cost (in BP):** 1

SENTIENT ARTIFICIAL INTELLIGENCE COMPUTER SYSTEM

Starship is equipped with and Sentient Artificial Intelligence to help with the several tasks that would be done by a starship's pilot and crew. This system can be used in conjunction with any computer, except Artificial Intelligence Computer System and Synthetic Bioneural Circuitry.

Bonus: +1/+1; **Nodes:** 2; **PCU:** 10; **Cost (in BP):** 2

SYNTHETIC BIONEURAL CIRCUITRY

Synthetic Bioneural Circuitry adds synthetic bioneural circuitry to a circuitry module designed to organize information more efficiently and speed up response time for the starship and crew. During Starship Combat, the starship gains a +2 bonus to one specific check to any of the crew actions in combat.

Bonus: None; **Nodes:** 0; **PCU:** 10; **Cost (in BP):** 3

EXPANSION BAYS

ADVANCED BRIG

This expansion bay is a small holding cell capable of holding up to four Medium-size characters or creatures. Included within the cell are four 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.

This expansion bay includes a neural scrambler field that interrupts the brainwave activity of anyone within the cell, making the docile and open to suggestions as under the effect of *Suggestion* spell at a CL 11.

Minimum Ship Size: Large; **PCU:** 8; **Cost (in BP):** 4

BRIG

This expansion bay 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.

Minimum Ship Size: Medium; **PCU:** 7; **Cost (in BP):** 3

PHASED CLOAKING DEVICE

Initial started as a new experimental type of cloaking starships, it developed into a technology to make it possible for not only the starship to be invisible to sight and electronic sensors, but would also alter the ship's atomic structure to allow it to pass through ordinary matter. For gaming, a starship equipped with this equipment is not only invisible (see spell, *invisibility*) but can ignore any solid material including asteroids, meteoroids, direct fire weapons, and even other starships. Tracking weapons will affect the starship with this devices as normal. Due to the massive amounts of energy needed to power this device, it can only be used for a maximum of 3 rounds before it needs to be recharged for 20+2d6 rounds.

Minimum Ship Size: Large; **PCU:** 10; **Cost (in BP):** 9

SHIELDS

EMP SHIELDED

Starships with this device have had had its major operational systems protected and reinforced from all various types of EMP special properties. Starship with this device gains a +5 to all rolls when dealing with EMP attacks and/or effects.

PCU: 25% of the shields PCU; **Cost (in BP):** +8

SHIELD MUTATION SYSTEM

In a way to make starship shields more effective, scientists have developed ways to vary the shield frequencies and harmonics in a rotation making it harder for those who are have discovered a way to adapted or bypass the starships protective shield systems including the Adaptive Energy Weapon System. In gaming terms, this system will negate the effects of a weapon equipped with an Adaptive Energy Weapon System. This system can only be attached with a starship with shields.

PCU: 20% of the shields PCU; **Cost (in BP):** +5

WEAPON SPECIAL PROPERTIES

ADAPTIVE ENERGY WEAPON SYSTEM

Any weapon equipped with this system will, over time, progressively become smarter and adapt to any and all force fields, starship shield or any other starship defense systems. Every time this weapon systems fires on a target, both the attacker and the defender will roll 2d6. If the attacker and the defender roll different numbers, the Adaptive Energy Weapon System has not adapted to the protective field and its protection will perform as normal against the attacker's attack. But, the Adapted Energy Weapon System will remember any and all the numbers it rolled prior. If a remembered number from the Adaptive Energy Weapon System comes up again by the defender in future rolls, the systems has adapted to the defender's protection and the protection will no longer have no effect against the attack's attacks with any weapons with an Adaptive Energy Weapon System.

PCU: +5 of the Starship weapons's base PCU; **Cost (in BP):** +3

ARMOR DEFEATING WEAPON SYSTEMS

This weapon system has come into play more and more often in recent years with stronger and tougher structural armor. The basic nature of this weapon system makes it quite valuable and wanted by many. All weapons on a starship equipped with this weapon system when attacking will reduce their target starship's AC by -5.

Cost (in BP): +3

ENVELOPING WEAPON SYSTEMS

The energy enveloping of the target Starship does massive damage to their startship's shields. All any one light, heavy and capital direct fire weapon that hits will envelop the target on all the shield arcs of the starship. In gaming terms, a target hit by a direct fire weapon with an enveloping weapon system will cause all damage from direct fire weapon to effect all arcs of the startship's shields.

PCU: +8 of the Starship weapons's base PCU; **Cost (in BP):** +6

MIRV TRACKING SYSTEM

A multiple independently targetable re-entry vehicle, or MIRV, tracking system is a collection multiple tracking weapons that are launched together with the effect of having multiple missiles attacking one target. In gaming terms, starships that are equipped with this system will gain an additional 50% damage to a target when using their tracking weapons for Light, heavy, capital starship weapons.

PCU: +6 of the Starship weapons's base PCU; **Cost (in BP):** +4

OVERLOADED MISSILE SYSTEM

All tracking weapons on this starship have been rewired to produce a monstrosly more powerful explosive effect upon detonation. Tracking weapons with the overload missile system will cause all damage from missile to be doubled.

PCU: +10 of the Starship weapons's base PCU; **Cost (in BP):** +7

PULSED DIRECT FIRE SYSTEM

With this weapon system, any one light, heavy and capital direct fire weapons on the starship will have their weapon range reduced to short and the weapon will cause an additional 50% damage to a target.

PCU: +10 of the Starship weapons's base PCU; **Cost (in BP):** +8

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