



content manager:

charles rice and chris davis

layout:

chris davis

proofreading:

donald kiesling, chris davis



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

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

NEW STARSHIP CLASS TEMPLATES

BY PHILIP REED (RONIN ARTS)

One way in which to quickly construct starships is to use starship class templates, an idea originally presented in the SRD rules for starships. With only two templates presented in the SRD starship rules, though, the concept left a lot of the heavy lifting responsibilities in the hands of the players and the GM. The new starship class templates provided in this entry of the *Dispatch* enable the GM to rapidly modify existing starships, giving him a greater selection of starship designs to drop into the campaign as needed.

DEFENDER-CLASS TEMPLATE (PL 7)

The *Defender*-class template can be applied to any ultralight or light starship. The starship's design specs should be adjusted as follows:

Hit Dice: Increase by +6d20.

Engine Upgrade: Induction engine, thrusters (tactical speed + 1,000 feet).

Sensors Upgrade: Class V sensor array (+2 initiative).

Weapons Upgrade: 2 fire-linked quantum cannons (24d8 damage; range incr. 6,000 ft.)

Special System Upgrade: Atmospheric streamlining.

DEFENDER-CLASS ESCORT (PL 7)

Defender-class escorts are long-range patrol craft designed for various missions. Many *Defenders*, due to their firepower, take on the role of combat gunships.

Type: Ultralight

Subtype: Escort

Defense: 7

Flat-footed Defense: 5
Autopilot Defense: 5
Hardness: 30
Hit Dice: 26d20 (520 hp)
Initiative Modifier: +6
Pilot's Class Bonus: +3
Pilot's Dex Modifier: +2
Gunner's Attack Bonus: +2
Size: Colossal (–8 size)
Tactical Speed: 3,500 ft. (7 sq.)
Length: 180 feet
Weight: 900 tons
Targeting System Bonus: +3
Crew: 8 (trained +4)
Passenger Capacity: 24
Cargo Capacity: 30 tons
Grapple Modifier: +16
Base Purchase DC: 52
Restriction: Restricted (+2)
Attack: 2 fire-linked heavy neutron guns –3 ranged (15d8), 2 fire-linked rail cannons –8 ranged (9d12), 2 fire-linked quantum cannons +1 ranged (24d8/20), and CHE missile –8 ranged (6d12/19–20)
Attack of Opportunity: Point-defense system +3 ranged (1d12×10)

STANDARD PL 7 DESIGN SPECS:

Engines: Induction engine, thrusters.

Armor: Vanadium.

Defense Systems: Damage control system (1d10), magnetic field, point-defense system, radiation shielding, sensor jammer.

Sensors: Class V sensor array, targeting system.

Communications: Laser transceiver, radio transceiver.

Weapons: 2 fire-linked heavy neutron guns (range incr. 6,000 ft.),
2 fire-linked rail cannons (range incr. 3,000 ft.), 1 CHE missile launcher (8 missiles).
Grappling Systems: Grapplers.
Special Systems: Atmospheric streamlining.

GOLIATH-CLASS TEMPLATE (PL 7)

The *Goliath*-class template can be applied to any superheavy starship. The starship's design specs should be adjusted as follows:

Hit Dice: Increase by +100d20.

Armor Upgrade: Molecularly-bonded military-grade cerametal/neutronite (hardness 50)

Weapons Upgrade: 2 fire-linked Hyperaccelerated particle beam cannons (40d100 damage; range incr. 4,000 ft.; replaces PL 6 or PL 7 fire-linked weapon systems).

GOLIATH-CLASS DREADNOUGHT (PL 7)

More durable than a standard dreadnought and armed with the "planet killer" hyperaccelerated particle beam cannon, *Goliath*-class dreadnoughts are threatening weapons of destruction capable of wiping out an enemy starship or starbase with a few shots.

Type: Superheavy

Subtype: Dreadnought

Defense: 11

Flat-footed Defense: 7

Autopilot Defense: 7

Hardness: 50

Hit Dice: 1,300d20 (26,000 hp)

Initiative Modifier: +6

Pilot's Class Bonus: +5

Pilot's Dex Modifier: +4

Gunner's Attack Bonus: +4

Size: Colossal (–8 size)
Tactical Speed: 3,500 ft. (7 sq.)
Length: 2,750 feet
Weight: 540,000 tons
Targeting System Bonus: +5
Crew: 2,000 (expert +8)
Passenger Capacity: 1,600
Cargo Capacity: 120,000 tons
Grapple Modifier: +16
Base Purchase DC: 85
Restriction: Military (+3)

Attack: 4 fire-linked quantum cannons +1 ranged (32d8) and battery of 4 heavy mass cannons –1 ranged (10d12/19–20), 2 fire-linked mass reaction missiles –4 ranged (20d8/18–20), and 2-fire linked hyperaccelerated particle beam cannons –1 ranged (40d20/18–20).

Attack of Opportunity: Point-defense system +5 ranged (5d12×10)

STANDARD PL 7 DESIGN SPECS:

Engines: Induction engine, thrusters

Armor: Molecularly-bonded military-grade cerametal/neutronite

Defense Systems: 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), displacer, improved autopilot system, improved damage control (6d10), light fortification, magnetic field, particle field, point-defense system, radiation shielding, repair drones, self-destruct system

Sensors: Class V sensors, improved targeting system

Communications: Drivesat comm array, mass transceiver

Weapons: 1 battery of 4 heavy mass cannons (range incr. 6,000 ft.), 4 fire-linked quantum cannons (range incr. 6,000 ft.), 1 battery of 2 mass reaction missile launchers (60 missiles each), 1 minelayer (100 gravitic mines with displacers, magnetic fields,

and particle fields; 10d10×10 damage), 2 fire-linked hyperaccelerated particle beam cannons (range incr. 4,000 ft.).

Grappling Systems: Tractor beam emitter

LUCIFER-CLASS TEMPLATE (PL 7)

The *Lucifer*-class template can be applied to any PL 6 starship. The starship's design specs should be adjusted as follows:

Engine Upgrade: Induction engine, thrusters (tactical speed +1,000 feet).

Defense System Upgrade: Magnetically reinforced hull, repair drones.

Sensors Upgrade: Class V sensor array (+2 initiative).

Grappling System Upgrade: Tractor beam emitter (replaces grapples).

LUCIFER-CLASS SCOUT (PL 7)

Lucifer-class scoutships are better able to withstand the rigors of space exploration. With a magnetically reinforced hull and a team of spider-like repair drones, the *Lucifer*-class can resist damage and, when damaged, repair it faster.

Type: Ultralight

Subtype: Scout

Defense: 7

Flat-footed Defense: 5

Autopilot Defense: 5

Hardness: 35

Hit Dice: 15d20 (300 hp)

Initiative Modifier: +4

Pilot's Class Bonus: +3

Pilot's Dex Modifier: +2

Gunner's Attack Bonus: +2

Size: Colossal (–8 size)

Tactical Speed: 3,500 ft. (7 sq.)

Length: 150 feet
Weight: 600 tons
Targeting System Bonus: +3
Crew: 8 (trained +4)
Passenger Capacity: 8
Cargo Capacity: 30 tons
Grapple Modifier: +16
Base Purchase DC: 52
Restriction: Military (+3)
Attack: 2 fire-linked heavy neutron guns –3 ranged (15d8) and 2 CHE missiles –8 ranged (6d12/19–20)
Attack of Opportunity: None

STANDARD PL 7 DESIGN SPECS:

Engines: Induction engine, thrusters.
Armor: Vanadium
Defense Systems: Autopilot system, damage control system (1d10), magnetically reinforced hull, radiation shielding, repair drones, self-destruct system, sensor jammer
Sensors: Class V sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 2 fire-linked heavy neutron guns (range incr. 6,000 ft.), 2 CHE missile launchers (8 missiles each)
Grappling Systems: Tractor beam emitter.

SHADOW-CLASS TEMPLATE (PL 8)

The *Shadow*-class template can be applied to any ultralight fighter or assault fighter. The starship's design specs should be adjusted as follows:

Hit Dice: Increase by +3d20.
Engine Upgrade: Plasma acceleration drive.
Defense System Upgrade: Cloaking screen.
Communications Upgrade: Drive transceiver.

Weapons Upgrade: 2 fire-linked maser cannons (18d8 damage; range incr. 6,000 ft.; replaces PL 6 or PL 7 fire-linked weapon system) and 1 starload missile (20d8 damage; range incr. –).

SHADOW-CLASS ASSAULT FIGHTER (PL 8)

The *Shadow*-class assault fighter is a hit-and-run combatant, taking advantage of its increased firepower and cloaking screen to confuse and, eventually, obliterate targets. The plasma acceleration drive provides the *Shadow*'s pilot with a quick means of escape if something goes wrong during a flight.

Type: Ultralight
Subtype: Assault fighter
Defense: 19
Flat-footed Defense: 13
Autopilot Defense: 6
Hardness: 20 (ballistic) or 40 (other damage forms)
Hit Dice: 12d20 (240 hp)
Initiative Modifier: +8
Pilot's Class Bonus: +7
Pilot's Dex Modifier: +6
Gunner's Attack Bonus: +8/+3
Size: Gargantuan (–4 size)
Tactical Speed: 4,500 ft. (9 sq.), see text
Length: 32 feet
Weight: 36,000 lb.
Targeting System Bonus: +4
Crew: 1 (ace +12)
Passenger Capacity: 1
Cargo Capacity: 1,200 lb.
Grapple Modifier: +8
Base Purchase DC: 49
Restriction: Military (+3)
Attack: 2 fire-linked maser cannons +8 ranged (18d8), plasma missile +3 ranged (18d8/19–20); and starload missile +3 ranged (20d8/19–20)
Attack of Opportunity: None

STANDARD PL 8 DESIGN SPECS:

Engines: Induction engine, thrusters, plasma acceleration drive.
Armor: Deflective.
Defense Systems: Autopilot system, improved damage control (2d10), cloaking screen.
Sensors: Class V sensor array, improved targeting system
Communications: Drive transceiver.
Weapons: 2 fire-linked maser cannons (range incr. 6,000 ft.), 1 plasma missile launcher (8 missiles; range incr. 5,000 ft.), and 1 starload missile (8 missiles; range incr. –).
Grappling Systems: None

NEW STARSHIP SYSTEMS

In order to make the new starship class templates especially useful, all of the ones presented in this entry of the Dispatch include at least one new piece of starship equipment.

NEW STARSHIP ENGINE

PLASMA ACCELERATION DRIVE (PL 7)

These small accelerant boosters redirect plasma energy from an inertial capacitor through energy rockets, increasing the starship's tactical speed for a short period of time. A plasma acceleration drive may only be mounted on a ship equipped with PL 7 or greater engines and if those engines are damaged, the acceleration drive will not function.

Activating the plasma acceleration drive is a full-round action for the ship's pilot. A plasma acceleration drive provides its boost for 2d4 rounds after which the drive cuts itself off and cannot be reactivated again for one hour (the drive needs one hour to properly charge

the inertial capacitor). A ship can mount multiple plasma acceleration drives – the effects of multiple drives do not stack.

Minimum Ship Size: Huge.

Tactical Speed Bonus: +500 feet (+1 square) for 2d4 rounds, see text.

Purchase DC: 10 + one-half the base purchase DC of the starship.

NEW STARSHIP ARMOR

MOLECULARLY-BONDED MILITARY-GRADE CERAMETAL/NEUTRONITE (PL 7)

This military-constructed armor blends neutronite and cerametal into overlapping sheets. The two materials are bonded together at the molecular level and reinforced with vanadium struts that are run cross-wise through the individual armor plates.

Hardness: 50

Tactical Speed Penalty: -500 ft. (-1 sq.)

Weight: One-quarter the weight of the starship (rounded down).

Purchase DC: 20 + one-half the base purchase DC of the starship.

Restriction: Military (+3)

NEW STARSHIP DEFENSE SYSTEM

MAGNETICALLY REINFORCED HULL (PL 7)

An electric charge courses through the starship's outer hull, the energy output at an advanced wavelength that magnetizes the entire hull. This magnetically reinforced hull helps keep the ship's armor plates firmly locked together and strengthens the armor of the ship; the starship's hardness is increased by 5.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

NEW STARSHIP WEAPON

HYPER ACCELERATED PARTICLE BEAM CANNON (PL 7)

This oversized heavy particle beam projector is actually comprised of a dozen such weapons mounted along a single tracking mount. The weapons fire linked and their energy output is channeled through an accelerator device that strengthens the overall damage of the attack. For all purposes, this is treated as a single weapon.

The weapon is prone to overheating and requires 3d6+1 rounds after firing to recharge. A DC 30 Computer Use check can override the weapon's systems and allow it to fire before it is recharged – doing so burns out and completely destroys the weapon after it fires one last blast. The weapon is beyond repair and must be completely replaced.

Damage: 40d100 (2200)

Critical: 18-20

Damage Type: Energy

Range Increment: 4,000 ft.

Rate of Fire: Single, see text

Minimum Ship Size: Superheavy ship

Purchase DC: 65

Restriction: Military (+3)

NEW STARSHIP SPECIAL SYSTEM

While defensive, weapon, armor, engine, and various other types of starship systems are easily classified there is 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.

ATMOSPHERIC STREAMLINING (PL 6)

Smaller starships can be constructed to operate efficiently in a planetary atmosphere. Such ships feature wings and maneuvering foils and are designed more like an aircraft than a starship. When flying a starship outfitted with atmospheric streamlining in a planetary atmosphere, the pilot of the starship gains a +2 equipment bonus to Pilot checks.

Maximum Ship Size: Only light and ultralight ships may use atmospheric streamlining.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: –

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Dispatch #12 2004, Ronin Arts; Author Phil Reed

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, Darwin’s World, Blood and Guts, Blood and Fists, Blood and Vigilance, Blood and Circuits, Blood and Relics.

Designation of Open Gaming Content: The following sections of *Modern Dispatch #12* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

All text in this document is open content.