modern dispatch #111

DESTINY STATION
BY PAUL KING

After years of warfare, most notably the Jovian Wars, the governments and mega-corporations in the Sol system began to work together. The unified Sol government began to dispatch Aegis-class ships out into the universe to chart new territory. These are now the days of the Aegis Expeditionary Fleet (AEF). Destiny Station has been dispatched to one edge of known space to serve and protect the colonies in that area.

DESTINY STATION (PL 7)

Destiny Station is a military outpost ship that has been stationed on the fringes of space. She serves as both a military outpost for the AEF and as a gathering place for commerce. Commodore Cole is kept busy overseeing the military personnel on while also keeping the civilians civil. Because of the nature of its mission, Destiny Station has been equipped with some state of the art gear to help it survive. Its fighting space takes up 36 500-foot squares (a 6-square by 6-square area).

In addition to her normal cargo capacity, Destiny Station holds up to 72 Lighting-class fighters. The listed crew complement does not include the ace pilots who fly these fighter craft. Col. Harding is the commandant of the Destiny Station fighter flight. (The pilots count against the passenger capacity). Destiny Station can deploy up to 6 ultralight craft as a move action.

Type: Superheavy	**Size:** Colossal (-8 size)
Subtype: Military Outpost	**Tactical Speed:** 3,500 ft. (7 sq.)
Defense: 11	**Length:** 11,000 feet
Flat-footed Defense: 7	**Weight:** 5,000,000 tons
Autopilot Defense: 7	**Targeting System Bonus:** +5
Hardness: 40	**Crew:** 4,000 (expert +8)
Hit Dice: 3,600d20 (72,000 hp)	**Passenger Capacity:** 26,000
Initiative Modifier: +6	**Cargo Capacity:** 2,000,000 tons
Pilot's Class Bonus: +5	**Grapple Modifier:** +16
Pilot's Dex Modifier: +4	**Base Purchase DC:** 75
Gunner's Attack Bonus: +4	**Restriction:** Military (+3)

STANDARD PL 7 DESIGN SPECS

Attack: battery of 5 mass reaction missiles +5 ranged (20d8/17-20), battery of 5 heavy plasma cannons +5 ranged (18d8/18-20), 4 variable linked heavy plasma cannons +1 ranged (36d8/19-20 – all or 24d8/19-20 – 2), battery of 5 heavy mass cannons +5 ranged (10d12/18-20), 4 variable linked antimatter guns +1 ranged (20d8/19-20 – all 4 or 15d8/19-20 – 2)

Attack of Opportunity: point defense system +5 ranged (5d12x10)

STANDARD PL 7 DESIGN SPECS:

Engines: Induction engine, thrusters
Armor: Neutronite
Defense Systems: chaff bundle (x20), chaff launcher (x4), displacer, improved autopilot system, light fortification, magnetic field, nanite repair array, particle field, point-defense system, radiation shielding, repair drones, stealth screen
Sensors: Achilles targeting software, improved targeting system, class V sensor array
Communications: drive transceiver, drivesat comm array, mass transceiver
Weapons: battery of 5 heavy mass cannons, battery of 5 heavy plasma cannons, battery of 5 mass reaction missiles, 4 variable linked antimatter guns, 4 variable linked heavy plasma cannons
Grappling Systems: Tractor emitter

LIGHTNING–CLASS FIGHTERS (PL 7)

Type: Ultralight	**Size:** Gargantuan (–4 size)
Subtype: Assault fighter	**Tactical Speed:** 3,500 ft. (7 sq.)
Defense: 19	**Length:** 32 feet
Flat-footed Defense: 13	**Weight:** 36,000 lb.
Autopilot Defense: 6	**Targeting System Bonus:** +4
Hardness: 40	**Crew:** 1 (ace +12)
Hit Dice: 9d20 (180 hp)	**Passenger Capacity:** 1
Initiative Modifier: +8	**Cargo Capacity:** 1,200 lb.

Pilot's Class Bonus: +7	**Grapple Modifier:** +8
Pilot's Dex Modifier: +6	**Base Purchase DC:** 48
Gunner's Attack Bonus: +8/+3	**Restriction:** Military (+3)

STANDARD PL 7 DESIGN SPECS

Attack: 2 fire-linked quantum cannons +8/+3 ranged (24d8)
Attack of Opportunity: None
Standard PL 7 Design Specs:
Engines: Induction engine, thrusters
Armor: Neutronite
Defense Systems: Improved damage control (2d10), light fortification (25% chance to ignore a critical hit), stealth screen
Sensors: Class V sensor array, improved targeting system
Communications: Drivesat comm array, mass transceiver
Weapons: 2 fire-linked quantum cannons (range incr. 6,000 ft)
Grappling Systems: Tractor emitter

COMMODORE CALVIN COLE

The commander of Destiny Station, Cole is the grandson of a famous starship commander from the Age of Expansion and seeks to live up to his famous ancestor's reputation. By overseeing such an important mission of exploration and discovery, Cole hopes to escape the shadow of his grandfather and write his own chapter in the annals of history.

Commodore Calvin "Polygraph" Cole (Dedicated Hero 3/Charismatic Hero 3/Explorer 3/Field Officer 6): CR 15; medium-size humanoid; HD 3d6+3 plus 3d6+3 plus 3d8+3 plus 6d8+6; HP 78; Mas 13; Init +0; Spd 30 ft (20 ft in armor); Defense 22, touch 18, flatfooted 22 (+4 equipment, +8 class); BAB +11; Grap +10; Atk +10 melee (1d6-1, metal baton), or +11 ranged (2d10, plasma pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL none; SV Fort +9, Ref +7, Will +15; AP 12; Rep +6; Str 8, Dex 10, Con 13, Int 14, Wis 16, Cha 14.

Occupation: Astronaut Trainee (Computer Use, Pilot)

Skills: Bluff +20, Computer Use +17, Diplomacy +17, Intimidate +17, Knowledge (behavioral sciences) +11, Knowledge (civics) +8, Knowledge (earth and life sciences) +8, Knowledge (physical sciences) +6, Knowledge (tactics) +14, Listen +14 (+29 to avoid surprise), Navigate +7, Pilot +9, Search +7, Sense Motive +18, Spot +14 (+29 to avoid surprise), Survival +8

Feats: Aircraft Operation (spacecraft), Alertness, Armor Proficiency (light, medium, powered), Combat Expertise, Dedicated Plus (Aware, Intuition), Guide, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Spacer, Starship Gunnery, Track

Talents (Dedicated Hero): Aware, Empathy, Intuition, Skill Emphasis (Search)

Talents (Charismatic Hero): Coordinate, Inspiration

Talents (Explorer): Explorer Lore, Survivalist, Resolve, Skilled Searcher

Talents (Field Officer): Leadership, Uncanny Survival, Tactical Expertise, August Leadership

Possessions: Metal Baton, Plasma Pistol, Medium Combat Armor (Space Combat suit during major engagements)

CAPTAIN FRED MASON

For much of her career, Winifred "Fred" Mason has been dogged by the reputation for being too impulsive, too rash, to make a good command officer. Once dubbed "the finest officer I would never want to see in command" by a superior, many were stunned when Commodore Cole chose her to be his second in command at Destiny Station and placed her in command of the station's marine regiment.

To those who knew Cole well the move was anything but a surprise and his reputation for developing fine commanding officers is again on display, as Mason has matured considerably as a combat commander, officer and administrator under his guidance. Still there are those who doubt whether she could handle the pressure of actually commanding the station during a crisis, something she has (for now) not had the opportunity to prove.

Captain Winifred "Fred" Mason (Tough Hero 3/Starship Marine 4/Charismatic Hero 3): CR 10; medium-size humanoid; HD 3d10+6 plus 3 plus 3 plus 4d10+8 plus 4 plus 3d6+9; HP; Mas 16; Init +2; Spd 30 ft (15 in armor); Defense 25, touch 16, flatfooted 23 (+9 equipment, +0 size, +2 Dex, +4 class); BAB +6; Grap +7; Atk +7 melee (2d8+0, concussion rod), or +8 ranged (3d10+0, plasma rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL none; SV Fort +9, Ref +7, Will +2; AP 10; Rep +4; Str 13, Dex 14, Con 16, Int 10, Wis 9, Cha 12.

   Occupation: Military (Hide, Knowledge [tactics])
   Skills: Bluff +4, Climb +4, Demolitions +3, Diplomacy +7, Drive +8, Hide +8, Intimidate +10, Knowledge (civics) +3, Knowledge (tactics) +9, Spot +2, Survival +8
   Feats: Advanced Firearms Proficiency, Armor Proficiency (light, medium, powered), Double Tap, Personal Firearms Proficiency, Point Blank Shot,

Simple Weapons Proficiency, Teamwork (Marines), Toughness
   Talents (Tough Hero): Robust, Second Wind
   Talents (Starship Marine): Beachhead +1, Tough as Nails, First Wave +1
   Talents (Charismatic Hero): Coordinate, Inspiration
   Possessions: Concussion Rod, Plasma Rifle, 1 power pack (50 shots), Space Combat Armor

COLONEL STEPHEN HARDING

Stephen Harding's family has been in the military for generations. He can trace his family back to the Jovian wars, with very ancestor serving somewhere in the military. Stephen takes pride of his military heritage, and was following his father, Michael (now a retired admiral), with every base transfer. Unlike his father and grandfather, Stephen wasn't interested in working directly on the large capital ships. Instead, Stephen found he had an affinity for attach craft. He graduated with top honors from the military academy, with impressive marks for his piloting skills. When he received his captain's bars, he was sent to Top Gun to hone his skills further. With relations with the Sitarra as rocky as they are, he was assigned as the commandant of Destiny Station's fighter flight.

Colonel Stephen Harding (Fast Hero 3/Dogfighter 10): CR 13; Medium-size humanoid: HD 3d8 plus 10d8; HP 59; Mas 10; Init +4; Spd 30 ft; Defense 26, touch 23, flatfooted 22 (+0 size, +4 Dex, +9 class, +3 equipment); BAB +9; Grap +8; Atk +8 melee (2d8-1, concussion rod), or +13 ranged (2d10, plasma pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL AEF, Destiny Station; SV Fort +4, Ref +13, Will +5; AP 6; Rep +4; Str 8, Dex 18, Con 10, Int 14, Wis 12, Cha 13

   Occupation: Military (Knowledge [Tactics], Survival)
   Skills: Balance +8, Craft (electronic) +10, Craft (mechanical) +10, Drive +10, Knowledge (Current Events) +8, Knowledge (Tactics) +18, Knowledge

(Technology) +9, Navigate +12, Pilot +20, Repair +9, Survival +17, Tumble +8

Feats: Action Boost, Armor Proficiency (Light), Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Spacer, Starship Battle Run, Starship Dodge, Starship Gunnery, Starship Mobility, Starship Operations (Ultralight), Starship Strafe, Zero-G Training

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Dogfighter): Defender of the Universe; Shake, Rattle and Roll 1/day; To the max!; Shake, Rattle and Roll 2/day; Keep It Together; Shake, Rattle and Roll 3/day

Possessions: light combat armor, concussion rod, plasma pistol

MIMEK SULOK

Mimek is the ranking member of the Booliton House Mahal on Destiny Station. House Mahal is one of the five major families in Booliton society. Mimek starting out as a typical Booliton working his way up in one of his father's companies. His skill was noted, and he advanced to lead his own trading teams. In time, he was granted a license to trade on Booliton station, the waypoint for all inbound and outbound traffic to the Booliton worlds. When the AEF stationed Destiny Station in the area, he quickly moved to establish himself on her.

Mimek Sulok (Booliton Charismatic Hero 5/Merchant 10): CR 15; Small Humanoid; HD 5d5+5 plus 10d6+10; HP 58; Mas 12, Init –1; Spd 20 ft; Defense 19, touch 19, flatfooted 19 (+ size, -1 Dex, +5 class, +4 competence); BAB +7; Grap +2; Atk +8 melee (2d6, small concussion rod), or +7 ranged; FS 5 ft by 5 ft; Reach 5 ft; SQ combat bonuses; AL House Mahal; SV Fort +7, Ref +5, Will +8; AP 7; Rep +7, Str 10, Dex 9, Con 12, Int 16, Wis 10, Cha 18

Occupation: Hauler (Knowledge [Business], Pilot)

Skills: Bluff +22, Diplomacy +26, Gather Information +24, +3 Hide, Intimidate +22, Knowledge (Business) +21, Knowledge (Current Events) +21, Knowledge (Popular Culture) +21, Knowledge (Streetwise) +21, Pilot +17, Profession +2, Sense Motive +2

Feats: Arsenal, Armory, Banter, Black Market, Charismatic Plus (Dazzle, Favor), Henchmen, Information Network, Salvage, Trusted Associate (House Mahal), Trustworthy, Simple Weapons Proficiency, Windfall (x2)

Talents (Charismatic Hero): Fast-talk, harm, Coordinate, Dazzle, Favor

Talents (Merchant): Market (Mahal City), Ear to the Ground, Market (Booliton Station), Money Talks, Distribution Network, Market (Destiny Station), Market Leverage

Possessions: small concussion rod

BOOLITON

The Boolitons are known as merchants throughout the edge of space. They have a knack of finding things that many other people can't they don't go core-ward often, as they prefer to live and work on the fringe of space.

Physical description: Boolitons are small, blue-skinned creatures. They have a pig-shaped snout that has developed over the centuries to help them resist olfactory "attacks"…such as perfumes or pheremones.

Relations: Boolitons get along well with everyone. They see disagreements as getting in the way of profits. If someone tries to steal from a Booliton, or goes back on an agreement, then the Booliton in question will go out of their way to seek vengeance.

SPECIES TRAITS

The Boolitons have the following traits

Type: Humanoid

Size: Small. As a small creature, a Booliton gains a +1 size bonus to Defense, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks. They suffer a –4 size penalty on grapple checks. Boolitons must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.

Base speed: 20 feet

Preferred Occupation: Boolitons prefer life in trade and working as business middlemen. If a Booliton selects his starting Occupation from the following list, he gains an extra class skill and a +1 bonus to either Reputation or Wealth: Asteroid Prospector, Hauler, Scavenger

Ability Modifiers: Boolitons receive species ability modifiers of –2 Strength, -2 Constitution, +2 Intelligence and +2 Charisma

Save Bonus: Boolitons receive a +2 species bonus on saves against aerosol attacks due to their improved nasal cavities.

Skill Bonus: Boolitons receive a +2 species bonus to Diplomacy, Profession and Sense Motive checks

Bonus Feat: Boolitons gain Trustworthy as a bonus feat

Free Language skills: Read/Write Common (or local language), Read/Write Booliton, Speak Common (or local language), Speak Booliton

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