

# FUTURE ARMADA

DELUXE STARSHIP DESIGNS



## VENTURE FREE TRADER

2

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

d20  
system



## Future Armada: Venture

by Ryan Wolfe

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### Overview

The "Venture" is a *Privateer*-class light freighter designed to haul cargo or passengers. This class of vessel is easily modified and has proven very popular with independent traders (and

Like many independently-operated freighters, the Venture has been modified to support a handful of offensive systems. The weapons are meant to dissuade pirates, but they can also serve to fend off over-zealous customs agents should the need arise.

- The Venture has three low-end laser cannons installed. Two are turreted in the center of the ship (one dorsal and one ventral). These can be operated by gunners, or linked and fired by the pilot or copilot. The third cannon is forward-facing and mounted over the cockpit. This is the only weapon system available to the command pod when detached from the main hull.
- Two linked, forward facing missile launchers are housed near the bow of the ship. Each launcher carries eight missiles and reloading requires access to the exterior of the vessel.
- Also, there are a small point-defense lasers situated at strategic locations on the hull. These function automatically and do not require the attention of a dedicated gunner.
- Lastly the Venture has a standard set of grapples installed. These can be used to retrieve cargo in deep space, or to grapple other ships.

The current captain of the Venture is Drake Sinclair – a silver-haired scoundrel who enjoys the freedom of the space lanes and being his own boss. He often says that he won the ship in a card game, but the truth is he worked hard to save up the down payment and still has a sizable mortgage to pay off. What profit doesn't go to the bank, Drake uses to upgrade his ship (which is his pride and joy). So though she may not look like much, the Venture is a fine ship and in excellent condition.

Drake's co-pilot and long time friend is a Weren named Gar'Harune. The large alien is covered in dark fur and sports an intimidating set of claws and tusks. Despite his fierce appearance, Gar is an introspective being who considers himself a mechanic rather than a warrior. Regardless, people always seem surprised when they first hear him speak in a rough but perfectly understandable voice. Like Drake, Gar'Harune comes from a family of long-haulers and has always been at home in space.

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Though d20 statistics are provided, it is hoped that the Venture can be easily customized to fit your particular game system and campaign. You are welcomed and encouraged to make any modifications that you desire.

On the interior maps, one square is equivalent to 5 feet. They can instead be interpreted as 2 meters if that will work more easily for your game system of choice. The Art directory contains a composite image of the interior. If printed out at 150 dpi, this will yield a miniature-scale map which is 24x30 inches. An oversized printer and additional software may be required for this.



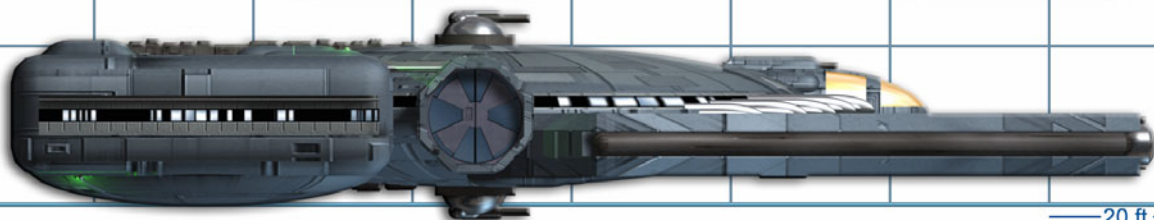
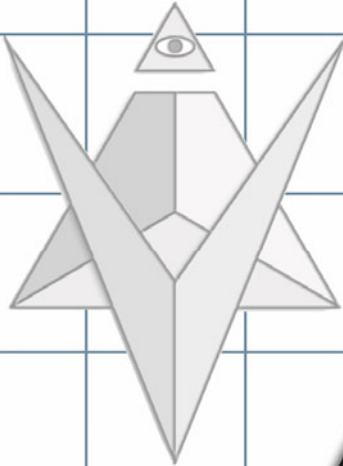


The VENTURE				
Progress Level	6		Size	Colossal (-8 size)
Type	Ultralight		Tactical Speed	3,500 ft. (7 squares)
Subtype	Free Trader		Length	140 ft.
Defense	10		Weight	1500 tons
Flat-footed	7		Targeting Bonus	+3
Autopilot	5		Crew	2
Hardness	30		Passenger Capacity	4
Hit Dice	18d20 (360 hp)		Cargo Capacity	300 tons
Initiative	+3		Grapple Modifier	+16
Pilot's Class Bonus	+5		Base Purchase DC	52
Pilot's Dex Modifier	+3		Restriction	Restricted (+2)
Gunner's Attack Bonus	+3		Grappling Systems	Grapplers
Engines	Ion Engine, Thrusters	Armor	Vandium Plating	
Sensors	Class II sensor array, Targeting system	Communications	Laser transceiver, Radio transceiver	
Defense Systems	Autopilot system, chaff launcher, damage control (1d10), magnetic field, point-defense system, sensor jammer.			
Weapons	2 fire-linked lasers (range increment 3,000 ft.) 2 fire-linked CHE missile launchers (8 missiles each), 1 laser (range increment 3,000 ft.)			
Attacks	2 fire-linked lasers -2 ranged (6d8) and 2 fire-linked CHE missiles -7 ranged (9d12 / 19-20) 1 laser -7 ranged (6d8)			
Attack of Opportunity	Point-defense system -2 ranged (1d12x10)			





# THE VENTURE



20 ft.



## **Interior Areas**

### **Air Locks & Corridors**

Passenger air locks are situated on either side of the main hull and ramps can extend from these to ground level for easy access. The air locks and the corridors beyond are spartan and worn but clean and well maintained.

Just inside each main air lock are a pair of equipment lockers. These hold pressure suits, tool kits, and basic side arms.

### **General Storage**

Basic equipment, including tools, food, and ammunition is stored in this room – either in small transport crates or on the metal shelves lining the walls. While the large bays are used for transporting commercial cargo, this area holds those items needed in the day to day operations of the Venture.

### **Secure Storage**

Though not a vault, this small room has a reinforced door with a high quality electronic lock. The interior is also monitored by security sensors and a camera. Valuable items or delicate cargo can be securely stored in this chamber. In a pinch, it can instead serve as a cell for transporting troublesome passengers.

### **Bathroom**

A basic refresher and toilet facilities occupy this room. Everything is clean and serviceable, but not fancy. A small panel outside of the door indicates if the room is occupied.

### **Crew Quarters**

There are two sets of bunk beds and a pair of storage cabinets here, as well as a common table shared by the occupants. The room is rather crowded when occupied by four people, but usually only one or two are present on any given journey.

Note that the captain and co-pilot have private quarters and so the beds in here are for additional crew or passengers.

### **Command Pod**

The command pod is the bridge area for this ship. From here the pilot and copilot can operate all of

the ship's systems and weapons. Often Gar will remove the third chair and utilize both support workstations simultaneously while Drake pilots from the fore-most seat.

The aft section of the pod holds four passenger couches - present because the command pod can also serve as a launch. Sliding up from the hull it can operate independently, though only at sub-light speed. The launch carries enough fuel to make planet fall and then return to the Venture and re-dock. While the command pod is away the main hull is left to operate on auto-pilot, though it can be guided somewhat using the workstation in the engineering section.

Lockers in the rear of the pod contain survival equipment – placed here in the event that the launch has to be used as an escape pod.

### **Medical**

As the medical facility for the ship, this room holds both a rejuvenation chamber and a small operating theater (which doubles as an examination area). There are a wide assortment of testing and treatment devices crowded in here and the usual array of pharmaceuticals on the shelves.

### **Tech Lab**

Gar'Harune has outfitted this room to serve as a repair shop and electronics lab. There are complete tools and facilities available for doing mechanical or electrical crafting and repair work. Cabinets full of spare parts line one wall and a micro-fusion forge keeps the room a bit on the warm side. Many of the tools are of alien design, but all are top quality.

### **Officer's Quarters**

Both the pilot and the copilot have quarters adjacent to the lounge. Inside is a bed and simple cabinet. Drake's room (on the starboard side) is decorated with various souvenirs and photos from past romances. Gar's chamber is fairly empty of adornment except for a faint but disturbing odor.

### **Lounge**

The central section of the main hull holds the crew's lounge (which is also available to passengers if any are aboard). Food dispensers are built into the wall, as is a large video screen.





The metal table in the center of the room can retract into the floor – providing an open area for exercise or other activities.

## Engineering

The engineering room allows direct access to the ship's drive systems. The walls and ceiling are the casings for various engine components, some of which extend well into the room. There is a multi-purpose workstation in the center of the chamber and a myriad of controls and access panels throughout the area.

The entrance to engineering is a pressure door, allowing the chamber to maintain atmosphere even if the main habitation section is breached. The doors from the interior into the cargo bays have the same function.

When the command pod is detached, the workstation here can be used to pilot the ship in a limited manner. Under these conditions the Venture flies in autopilot mode but will follow basic instructions. There are no gunnery controls at this station however - the missiles cannot be fired, but the turreted lasers can be manned and fired manually.

Most of the engines, life support apparatus, fuel tanks, and other critical systems are housed in the forward tines, or in the main hull above and below the habitable area. Access is possible from the interior by removing floor or ceiling tiles but, as with most craft, it is more usual to gain access to these areas by removing exterior hull plating (best done in space dock).

The corridor immediately outside of the engineering room also sports a number of access panels and controls. It also contains the ladder which allows access to both the dorsal and ventral turrets.

## Cargo Bay

The default configuration for the Venture has a large cargo bay on either side of the aft part of the ship. Magnetic conductors in the floor are used to clamp down the metal freight boxes. The controls for these (and the lights, cargo doors, and environmental systems) are all on a workstation just inside the interior door. The cargo doors also have redundant controls at the aft end of the chamber.

## Alternative Configurations

The *Privateer* class of freighters was built to be versatile. As such, it is possible (with about an hour in space dock) to detach an entire cargo bay and replace it – either with a different bay, or with a special purpose module. Freight facilities usually lease these modules out for a minimal charge (though they do keep the original bay as collateral).

Map sections for two common special-purpose modules are provided so that you can customize the Venture somewhat, but keep in mind that these modules replace the cargo bays. It is possible to have two different modules (i.e. one cargo bay and one passenger area) but the Venture can only have two total modules installed at any given time.

### Hangar Bay

This modification of the basic cargo bay has larger doors and facilities for fueling and repairing craft. While it is possible to haul vehicles in a cargo bay, they are not really suited for use as launch facilities.

Depending on your tech-level, the bay doors may also sport a force field – allowing craft to enter and exit while maintaining atmosphere in the bay (where as the standard cargo module would decompress should the doors ever open in a vacuum).

### Passenger Module

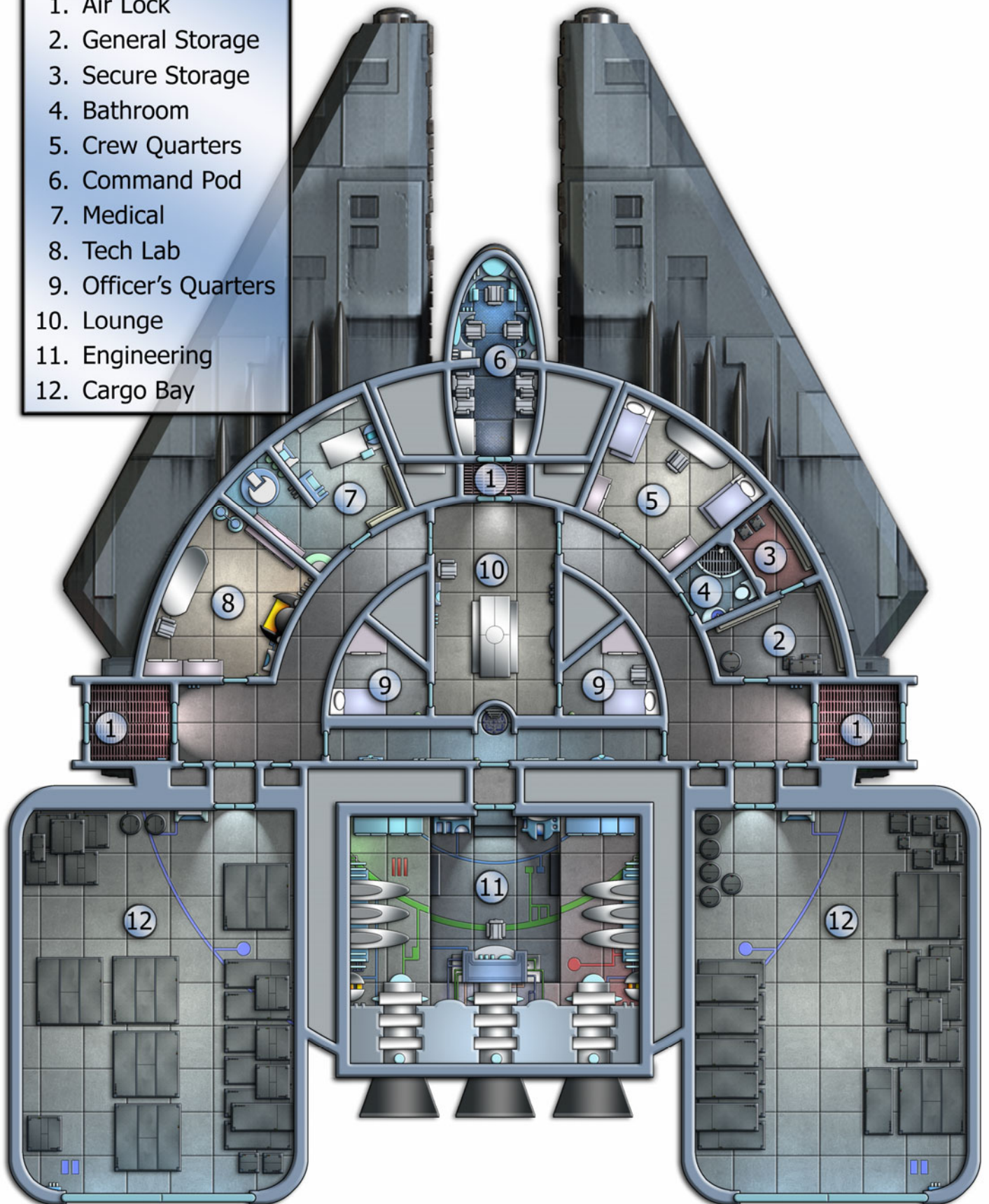
This special purpose module is designed for hauling people in style. In addition to two suites and a central dining area, there is an additional bathroom and escape pod present to support the extra passengers.

Storage closets used for luggage, entertainment equipment, or mechanical servants, line the entrance hall. The dining area has its own wall-sized video screen and food dispensers, and the suites have comfortable beds and cozy lounge areas (each with a nice view of the stars outside).





1. Air Lock
2. General Storage
3. Secure Storage
4. Bathroom
5. Crew Quarters
6. Command Pod
7. Medical
8. Tech Lab
9. Officer's Quarters
10. Lounge
11. Engineering
12. Cargo Bay





## Crew

The Venture can operate with just two crew (pilot and co-pilot) but has bunks for six. Always willing to help out someone looking for work, Drake will often hire an additional engineer or medic for long hauls. If high-paying passengers are being transported, a steward may be added as well.

### Pilot (Drake Sinclair)

#### Fast 2/Smart 4

CR 6; Medium-size human; HD 2d8+2 plus 4d6+4; HP 29; Mas 13; Init +3; Spd 30 ft; Defense 18, touch 18, flatfooted 15 (+0 size, +3 Dex, +5 class); BAB +3; Grap +5; Atk +5 melee (1d4+2, Hydrospanner), or +6 ranged (2d8, Laser Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +8, Will +2; AP 3; Rep +2; Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 14.

**Occupation:** Transporter (Navigate, Pilot)

**Skills:** Computer Use +5, Craft (mechanical) +4, Drive +10, Forgery +5, Gather Information +6, Knowledge (Business) +5, Knowledge (Streetwise) +6, Knowledge (Technology) +5, Navigate +10, Pilot +14, Profession (Privateer) +4, Repair +3, Sense Motive +1

**Feats:** Personal Firearms Proficiency, Point Blank Shot, Double Tap, Lightning Reflexes, Spacer, Starship Gunnery, Starship Operations (Ultralight), Vehicle Expert

**Fast Talents:** Evasion

**Smart Talents:** Linguist, Trick

**Possessions:** Hydrospanner, Two Laser Pistols; Wealth +6

### Co-Pilot (Gar'Harune)

#### Tough Ordinary 3/Smart Ordinary 2

CR 6; Large-size Weren (giant); HD 3d10+9 plus 2d6+9; HP 42; Mas 16; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (-1 size, +0 Dex, +3 class); BAB +3; Grap +8; Atk +7 melee (1d6+5, Claw), or +2 ranged (3d8, Laser Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +7, Ref +1, Will +2; AP 2; Rep +2; Str 20, Dex 10, Con 16, Int 14, Wis 9, Cha 8.

**Occupation:** Transporter (Pilot, Repair)

**Skills:** Computer Use +7, Craft (electronic) +6, Craft (mechanical) +8, Disable Device +4, Intimidate +5, Knowledge (Streetwise) +4, Knowledge (Technology) +4, Navigate +4, Pilot +8, Repair +14, Survival +5, Treat Injury +2

**Feats:** Builder (mechanical, electronic), Gearhead, Great Fortitude, Personal Firearms Proficiency, Starship Operations (Ultralight)

**Tough Talents:** Robust, Remain Conscious

**Smart Talents:** Savant (Repair)

**Possessions:** Laser Rifle; Wealth +6







The statistics below can be used to represent the random additional crew that may be aboard, though specific individuals could vary from these generalizations – especially in the case of specialized skills.

## Ship's Medic

### Dedicated Ordinary 2

CR 2; Medium-size human; HD 2d6+-2; HP 5; Mas 9; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +1; Grap +1; Atk +1 melee (1d4+0/19, scalpel); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +1, Ref +2, Will +3; AP 1; Rep +1; Str 10, Dex 14, Con 9, Int 13, Wis 12, Cha 10.

**Occupation:** Emergency Services (Knowledge [Behavioral Sciences], Treat Injury)

**Skills:** Craft (pharmaceutical) +8, Knowledge (Behavioral Sciences) +6, Knowledge (Earth and Life Sciences) +6, Knowledge (Physical Sciences) +6, Profession +6, Treat Injury +8

**Feats:** Medical Expert, Surgery

## Additional Crew

### Dedicated Ordinary 2

CR 2; Medium-size human; HD 2d6+0; HP 7; Mas 11; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +1; Grap +1; Atk +2 melee (1d6+0 non-lethal, fist); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +2, Will +2; AP 1; Rep +1; Str 10, Dex 14, Con 11, Int 12, Wis 10, Cha 9.

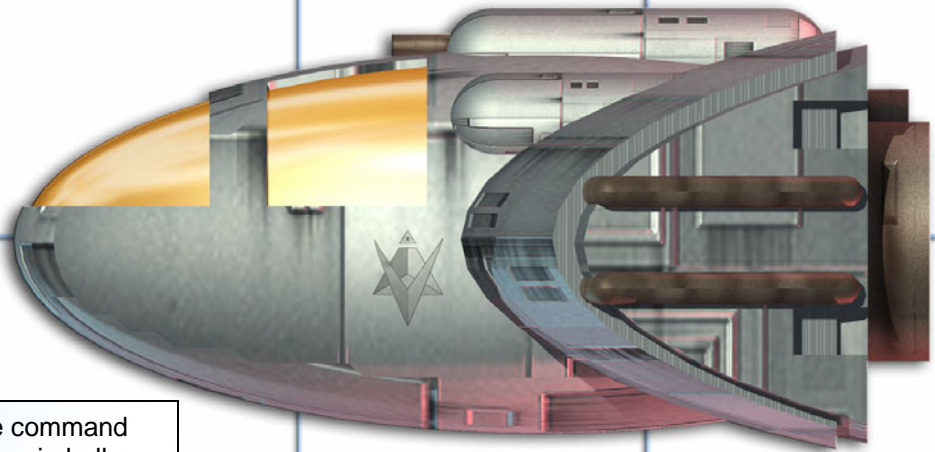
**Occupation:** Technician (Computer Use, Craft [electronic], Repair)

**Skills:** Computer Use +6, Craft (electronic) +6, Knowledge (Technology) +6, Profession +5, Repair +6

**Feats:** Brawl, Salvage



## Command Pod

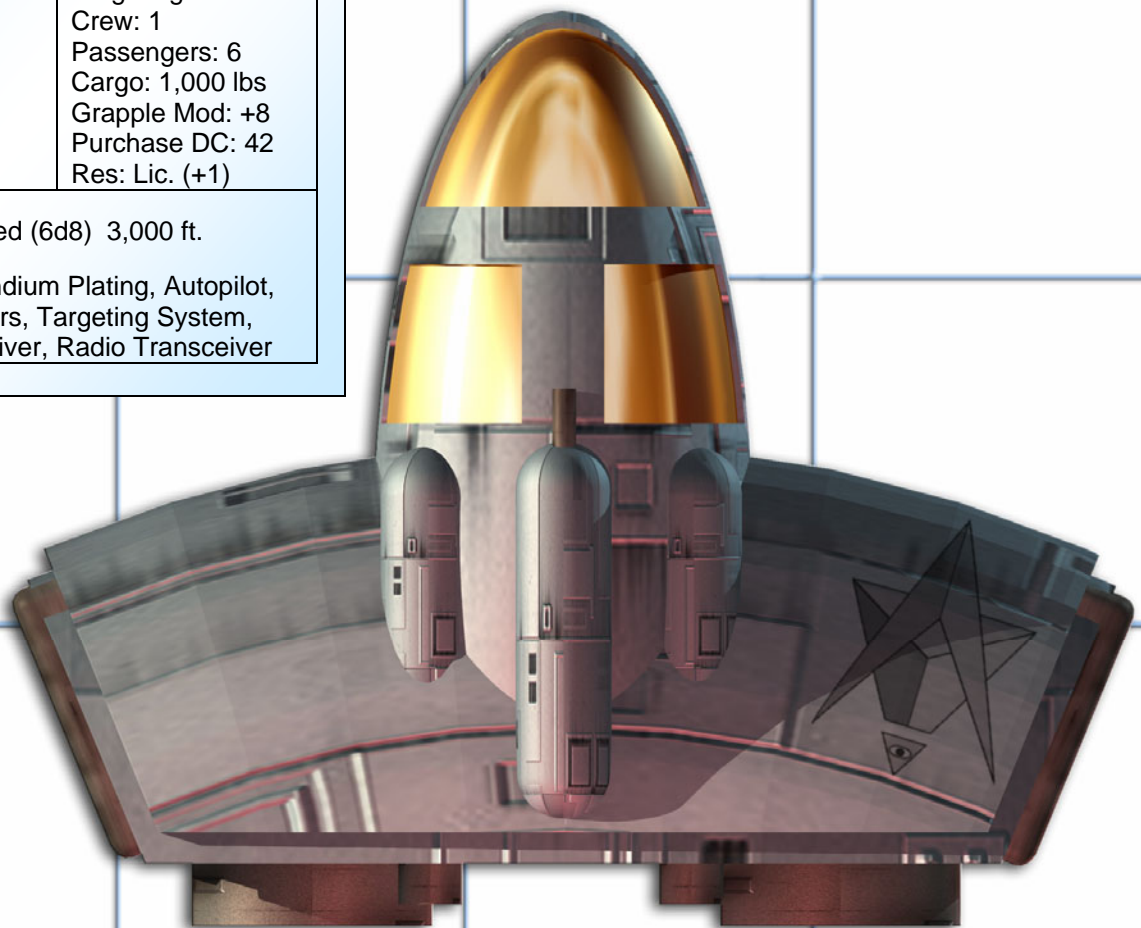


These are the statistics for the command pod when separated from the main hull.

Type: Ultralight	Size: Huge
Subtype: Launch	Speed: 3,500 ft.
Defense: 16	Length: 25 ft.
Flat: 13 Auto: 9	Weight: 60 tons
Hardness: 30	Targeting: +1
Hit Dice: 4d20	Crew: 1
Hit Points: 80	Passengers: 6
Initiative: +3	Cargo: 1,000 lbs
Pilot Class: +5	Grapple Mod: +8
Pilot Dex: +3	Purchase DC: 42
Gunner: +3	Res. Lic. (+1)

Laser +4 ranged (6d8) 3,000 ft.

Thrusters, Vandium Plating, Autopilot, Class II Sensors, Targeting System, Laser Transceiver, Radio Transceiver



(10 ft squares)



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