FUTURE ARMADA

DELUXE STARSHIP DESIGNS

GRYPHON
MERCENARY FOR HIRE

12

d20 system

Future Armada: Gryphon

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Overview

"Gryphon" is a customized Kestrel-class transport designed and built by Vuldan Yards. While the design is solid, the company's financial problems prevented many Kestrels from being built. The handful that are still plying the void are notable mainly as collector's items – desired for their style and craftsmanship more than their utility. The basic model does not have enough cargo space to be a good freighter, enough cabins to carry passengers, or enough firepower to be a ship of the line. The Kestrel was designed as Jacks-of-all-Trades and it does well in that role. These ships are also easy to upgrade and maintain, making them popular with solo pilots and do-it-yourself captains.

Gryphon was bought at auction twenty years ago and refit to serve as a mercenary vessel – meant to take a small team through a wide variety of dangerous missions. The current owner, Lucinda Starke, inherited the ship from her parents and uses it as the base of operations for her own freelance enterprise. With a small crew of "security specialists", Lucinda (known as "Lucky" to her friends) is willing to work for anyone who can pay. In between jobs Gryphon is not above bounty hunting, smuggling, or even the occasional robbery. Thus far the ship and crew have avoided getting a warrant, or bounty, placed upon themselves – but it's only a matter of time before ConFed Security gets some solid evidence against them.

Lucinda Starke is the child of two successful mercenaries who made a name (and a fortune) for themselves over the years. Born aboard Gryphon, Lucinda grew up in the space lanes; traveling with her folks or staying with friends planetside when mom and dad were off 'working'. At the age of 17, she enrolled in the Delkyr Academy and earned degrees in starship engineering while training as a pilot.

As a graduation present her parents left her Gryphon while they themselves retired to an undisclosed location to live out their lives in anonymous luxury. Since that day, Captain Lucinda Starke has sought to follow in her their footsteps. Putting together a decent crew is an ongoing project. She struggles to stay clear of the law but overall is quite happy with her lot in life.

Though the ship can be flown by one, and run efficiently by two, Gryphon's crew complement is usually six. At the moment, however, it is down to four. Lucinda flies the ship, the 'brothers' Mark and Erik man the guns, and Alun fills in everywhere else (the two crew recently lost were a computer tech and a mechanic).

Gryphon's current crew includes the following:

Lucinda "Lucky" Starke (23) - an attractive young lady in her mid-twenties. Her eyes are green and her hair would be auburn if she let it grow longer than a military-fuzz. Lucinda has a boisterous and likeable personality but can turn deadly serious and intractable when it comes to business or her ship. It took a little while for her to prove herself to the hired guns but now the crew is comfortable with her in charge.

She is ambitious and enjoys adventure – never turning down a challenge. An excellent pilot and skilled negotiator, Captain Starke has friends, rivals, and paramours at nearly every starport in civilized space. Though she carries a high-tech katana and a plasma pistol, Lucky prefers to let others do her fighting - considering herself 'management' rather than labor.

Note that she has failsafes built into the ship's computer system – allowing her to shut down the engines or take control of the computer with a voice-input code. She hasn't had any problems with loyalty but figures 'better safe than sorry'.

Alun Lewis (38) - the newest addition to the crew; an average looking middle-aged man. He is a quiet person with an unassuming disposition and usually wears a white lab coat while onboard. Alun hired on as a medic and financial advisor and, thanks to his cybernetic brain implant, is able to act as a back up pilot, navigator, and repair technician as well. He is quite smitten with the young Captain Starke – a fact which she skillfully uses to her advantage.

While the soldiers on board initially disliked the accountant, they have come to value his skill with a scalpel. In addition to healing up battle damage, Alun installs and maintains the cyberwear which Mark and Erik have come to rely upon. Unbeknownst to them, Alun has implanted some programming into that cyberwear which will allow him to blind and immobilize the former marines with a secret com-code.

Mark Flanagan & Erik Iskakov (28 & 29) - former ConFed marines who became mercenaries after mustering out of the armed forces. Calling themselves blood-brothers, they are both experienced, hard-core, soldiers who enjoy their work a little too much. They fight hard and play hard, always covering each other's back. Since signing on to Gryphon, they have become proficient with the ship's weapon systems and act as gunners when necessary.

While both are large and tough, they are easy to tell apart (at least when out of armor) as Mark is pale skinned and red-headed while Erik is swarthy, with his black hair worn in braids. Both have chrome eye implants and the body mass that speaks of internal augmentation. Mark Flanagan has recently had a Rage Implant installed. This greatly enhances his melee combat abilities but further exacerbates his already violent personality.

Please feel free to modify this material however you desire to fit your game and story. On the interior maps, one square is equal to 5 ft. or its rough equivalent in your system of choice.

The Art directory contains a large image of Gryphon's interior. If printed out at 150 dpi, this will yield a miniature-scale map which is 24x36 inches. An oversized printer and additional software may be required in order to do this.
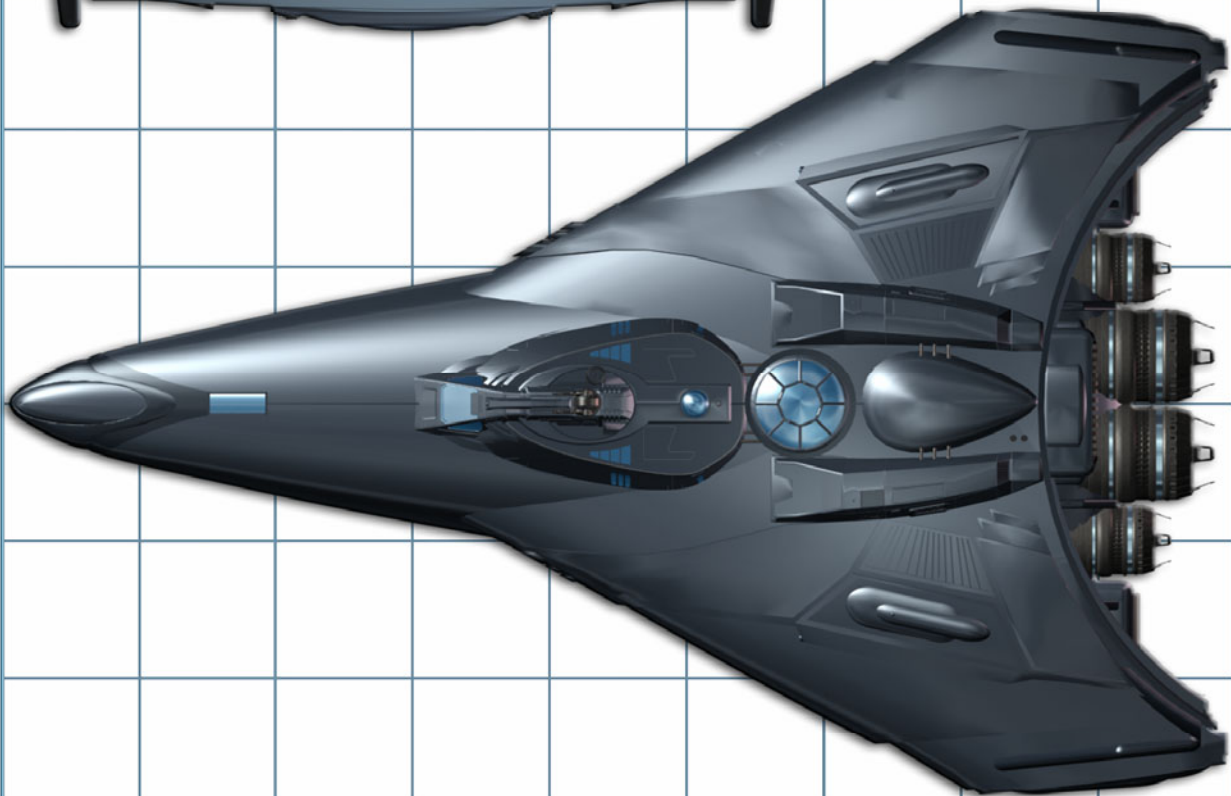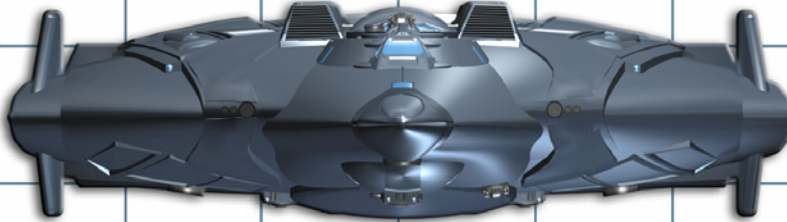
GRYPHON

Progress Level	7	**Size**	Colossal (-8 size)
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Special Operations	**Length**	175 ft.
Defense	10	**Tonnage**	2,460
Flat-footed	6	**Targeting Bonus**	+5
Autopilot	7	**Crew**	6 (Custom)
Hardness	40	**Passenger Capacity**	2
Hit Dice	21d20 (420 hp)	**Cargo Capacity**	160 register tons +11 register tons hidden
Initiative	+6	**Grapple Mod.**	+16
Pilot's Class Bonus	+4	**Base Purchase DC**	58
Pilot's Dex Modifier	+4	**Restriction**	Restricted (+2)
Gunner's Attack Bonus	+7	**Grappling Systems**	Tractor beam
Engines	Particle impulse engine, thrusters	**Armor**	Deflective
Sensors	Class V sensors, improved targeting system	**Communications**	Mass transceiver, Radio transceiver

Defense Systems	Improved autopilot system, chaff launcher, improved damage control (2d10), magnetic field, point-defense system, particle field, stealth screen
Weapons	2 fire-linked plasma cannons (range increment 3,000 ft.) 1 plasma missile launcher

Attacks	2 fire-linked plasma cannons +4 ranged (14d8) and 1 plasma missile launcher -1 ranged (18d8)
Attack of Opportunity	Point-defense system +5 ranged (1d12x10)

GRYPHON

20 ft.

Interior Areas

Gryphon has one main deck sandwiched between the ship's major systems. There is a small bridge deck above and an airlock with exit ramp below. All of these areas are detailed in the following section and labeled on the interior map.

Upper Deck

Bridge

The bridge is situated above the main deck, allowing for a good field of view across the top of the ship. There are three crew stations on the flight deck though only the pilot is absolutely necessary. The other two seats are provided for a computer systems operator (which covers sensors and communications) and ships systems engineer (covering everything else).

Engineering

At the back of the upper deck is the engineering room. From here, all computer and engine functions can be monitored and controlled in detail. The center of the room also holds an expensive tactical display table capable of holographic projection. There are a pair of gunnery stations here – for those who don't want to operate the weapons from inside the cramped turret spheres. Windows allow for direct observation of the areas to the sides and top of the ship.

In the original Kestrel design, this room was the captain's office (thus the spacious layout and ample windows). The Starkes required a more extensive engineering array and so replaced the office with an engineering room – also taking the opportunity to add the enhanced gunnery stations slaved to the external turrets.

Deck Access

In between the bridge and engineering room are the stairs going down to the main deck. There is also a ladder leading up to the dorsal turret (via a hatch in the roof) and a doorway leading into the access tube which runs vertically through the ship. External exit hatches are at the top and bottom of this three-story tube and a ladder runs its length. The entire tube can serve as an air lock, and the gravity is usually kept low to make for easier traversal.

Main Deck

Forward Lounge

Actually the only lounge on the ship, this room also serves as the galley. The starboard side of the aft wall is taken up by the food preparation unit. The installation rehydrates and heats up military-grade rations from its internal stores. It also cleans and processes the meal trays for reuse. The port side has a sink and beverage station, as well as cupboards stocked with more food items.

In the center of the room is a large metal dining table surrounded by six chairs. The front wall of the lounge holds an expensive video screen and comfortable couch raised a step above the floor.

The tractor beam emitter is housed in the nose of the ship and causes a loud hum in the lounge when engaged. Even worse, the massive energy draw can sometimes interfere with the reception on the large video screen.

Medical

The ship's sick-bay is a small room just big enough for a single examination chair (which folds down into an operating table) and room to work. As with most ship-board medical facilities, this one doubles as both an examination room and operation theater.

Captain Starke has installed an Umbral-tech rejuvenation chamber as well. If immersion in its syrupy green liquid cannot heal an injured crew member, it can at least keep them stable until a real doctor can be found. The locked storage closet next to the rejuv chamber is stocked with medical supplies and pharmaceuticals.

Workroom

Originally a kitchen, this room now serves as general storage and a workroom for equipment maintenance, repair, and customization. There are weapon lockers along the left-hand wall (one for each crew member), a storage cabinet and work table along the right, and an array of electronic workstations at the front. Note that some of these are just the back side of the food processing unit. Ration blocks and other provisions are loaded in from this side for dispensation on the other. A large, automated work table (with various machine-shop tools built in) lies concealed beneath the floor. It can be

brought up when needed, and retracted to increase floor space when not. The storage closet at the back of the room is jammed with tools and parts.

Foyer

Several rooms and halls lead off of this central chamber. In the center of the semi-circular front wall is the hallway to the forward lounge. To either side of it are the medical bay and workroom. Equipment lockers lie on the left and right-hand side of the foyer. The one on the port (left) side is an armory. The other holds vacuum suits and mission gear.

The hallway in the middle of the aft wall of the foyer leads back towards the crew quarters. To one side of the hall are the stairs up to the bridge deck; to the other is a small closet full of coats and boots. Also in the back wall are doors to the brig and the restroom, which has a single sink, toilet, and shower. The center section of the foyer floor is a ramp which, when lowered, leads down into the airlock on the lower deck. From there a second ramp leads to the ground.

Brig

Used on bounty-hunting missions, or occasionally for crew discipline, this room has been secured to keep the occupants from escaping or tampering with ship's systems from within. The room contains a toilet, sink, and a set of bunk beds. When not holding prisoners, the room serves as a second restroom – though it's a common prank to secure the doors when someone is using the facility.

Midline Passage

An irregular hall curves through the middle of the ship, from the cargo bay to the launch bay. It also connects the central foyer to the crew quarters. The entire area is designed for easy maintenance and repair – allowing access to the engine, power, and life support systems which lie above and below the main deck. Lighting is dim, and the hum of machinery reverberates through the metal grating in the floor and the numerous pipes overhead.

There are also tactical stations for the missile and chaff launchers on either side of the ship. While these weapon systems are usually controlled from the bridge, the stations here can be used as a backup.

Crew Quarters

Six similar cabins radiate out from an octagonal central chamber. Each cabin contains a bed and computer workstation as well as a small book case and triangular closet for personal effects. Captain Starke's room (the first one clockwise from the entrance hall) is indistinguishable from the others. Note that the first cabin counterclockwise from the entrance has a hatch in the floor. This leads down a short ladder to the ventral turret and so this room is given to Erik Iskakov (a trained gunner).

The octagonal chamber between the cabins has a very high ceiling (more like a wide shaft running up through the engine), with a transparent dome overhead. This provides a nice view of the space above the ship and includes an emergency bulkhead to seal off the weak point during combat.

Cargo Bay

Gryphon's cargo bay is rarely used to haul goods. It more often serves as a recreation area for workouts and impromptu sports. A small storage room on the port side of the bay holds sports equipment and cleaning supplies. There is a 15ft square, shielded smuggling area beneath the middle part of this room. It is 5ft deep (allowing 11 register tons of hidden cargo) and accessed by removing the floor panels. In the launch bay, this area is taken up by the docking-cradle machinery.

There is an air lock at the aft end of the bay. It opens out 12 feet in the air when the ship is landed planet side. A retractable ramp is used to cover the distance to the ground.

Engine Access

In the original design this room, with its handful of diagnostics, was all that there was as far as engineering was concerned. In Gryphon, those controls have been greatly expanded, integrated with the new computer system, and moved to the upper deck. Now this room is seldom used except to directly monitor the power core or for physical access to the engines themselves.

There are three hatches (one in each wall) which lead into the machinery. Those (unmapped) crawlspaces do not maintain atmosphere and require protective gear. The pair of triangular closets hold a variety of

mechanics tools and a couple of skin-tight, radiation-shielded vacc-suits.

Launch Bay

The starboard cargo bay has been refit to serve as a launch bay for a small shuttle (it has to be small as the bay doors are barely 12 feet across and 9 high). Near the center of the room is a rotating cradle designed to hold a Comet-class ship's boat. A magnetic guidance system has been installed to assist with landings and the cradle can rotate through 360 degrees to allow the Comet to both launch and land bow-first (it can move in reverse, but very slowly).

The storage room on the starboard side of the bay is filled with tools and parts used in maintaining and repairing the Comet. On the other side of the room are power and fuel couplings.

Even though it is rarely used, the retractable ramp beneath the airlock is still in place (allowing one to walk from ground level up to the launch bay). If the cradle is disassembled and the Comet moved out, this bay can add another 150 tons of cargo space to Gryphon.

Lower Deck

The lowest deck is just a single chamber. From here a ramp in the curved forward floor leads down to the ground and another in the ceiling leads up to the main deck. Both of these ramps can be operated independently. Narrow windows look out on either side of the long, low-ceilinged room.

This chamber serves as a large airlock and also allows entry to the access tube which leads up, past the main deck, to the bridge deck (and then out onto the dorsal surface of the hull).

On the map, the shaded area at the front of the chamber is where the floor curves upwards to meet the ceiling. The ramp surface itself flattens out when lowered – providing a constant slope. The raised floor along either wall (parallel to the windows) is just a step higher than the lower part of the floor. Again this is to compensate for the rounded exterior hull.

The ramp in the ceiling lowers down within the center rectangle marked with dashed yellow lines. The low end of the ramp is towards the front, making it easy to continue on down to the ground. When coming back up, it is possible to continue up to the main deck or step around the ramp into the back part of the air lock. This would usually be done in order to access the computer terminal back there, or to take the access tube up to the bridge (with the low gravity inside the tube making it a quicker trip than going on up the ramp and stairs).

If atmosphere changing is required, then the crew must wait here while the lower ramp closes and the airlock cycles. After that, the upper ramp will descend to allow access to the foyer above.

An auxiliary air filtration unit at the back of this deck has been hollowed out to secretly hold a small amount of gear. On the map, this machinery is a solid area shaped like an upside-down triangle with the tip cut off. The air filtration unit is a 3x3x2 ft box contained in the front that area, at floor level. The space is opened by entering a code into the nearby terminal.

The map below shows the deck layout for the ship and the location of ramps, ladders, and stairs – as well as landing gear. The numbers correspond with those on the internal map on the following page
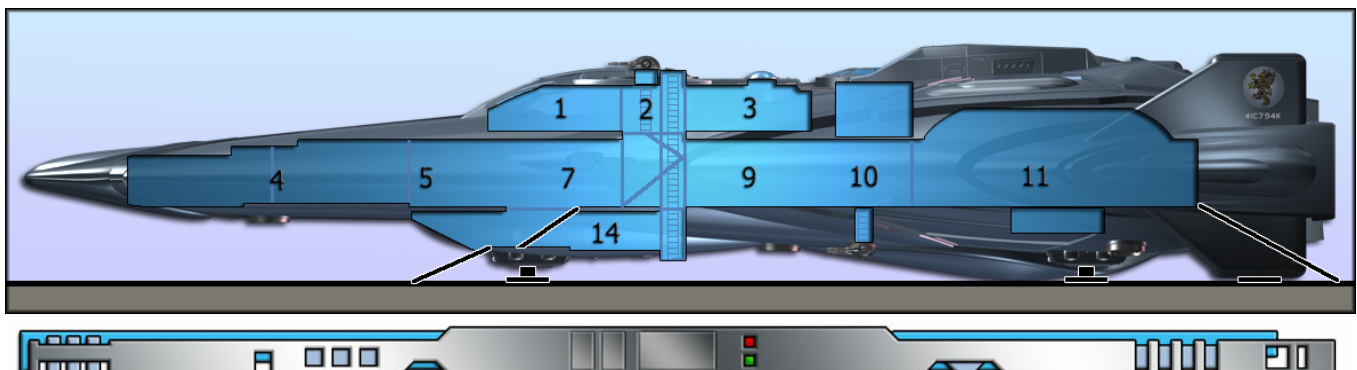
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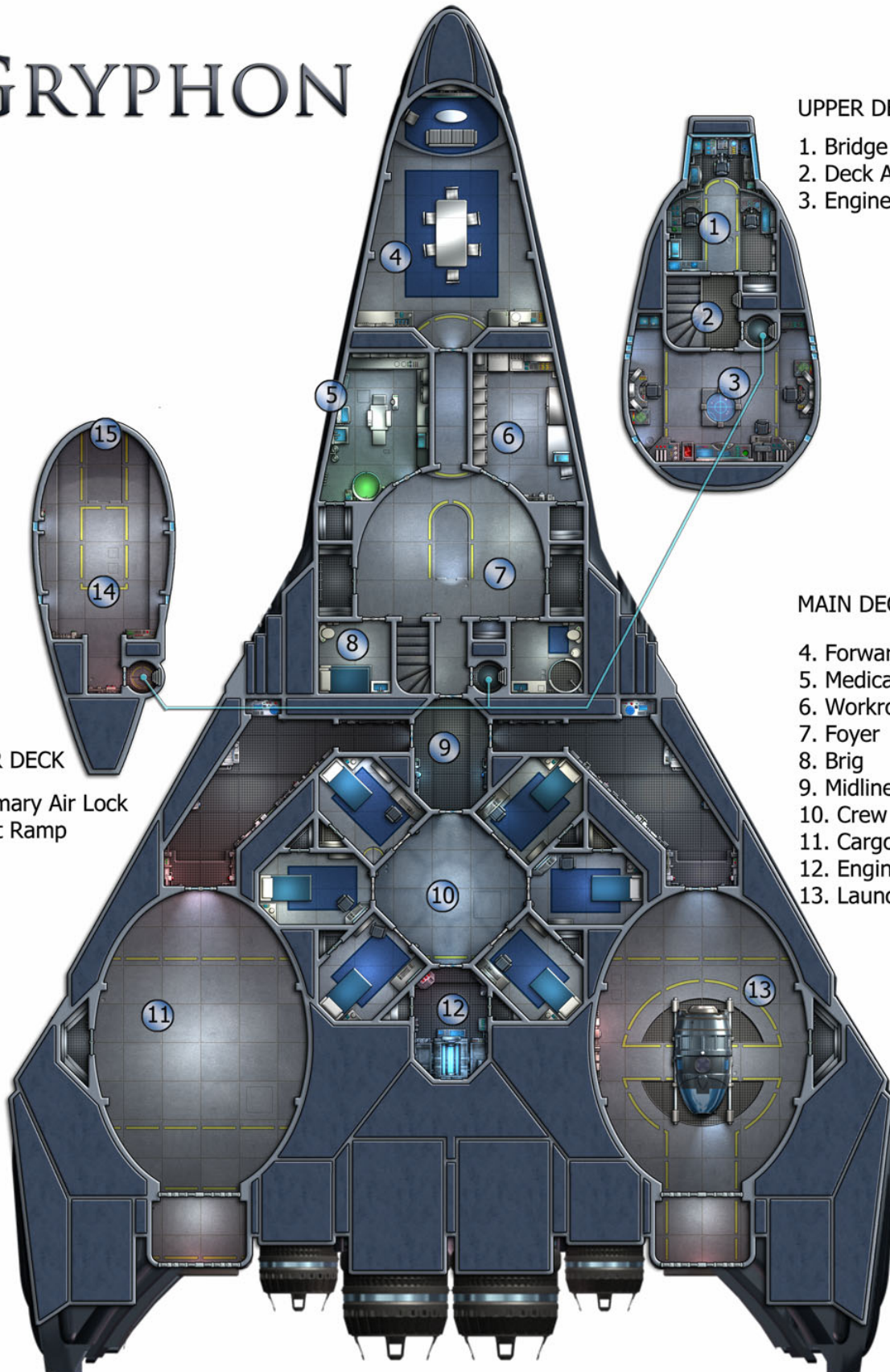
Crew

Captain Lucinda "Lucky" Starke

Charismatic 5 / Dogfighter 3

CR 5; human; HD 5d6 + 3d8; HP 32; Mas 10; Init +4; Spd 20 ft; Defense 18 or 22, touch 18 or 14, flatfooted 18 or 14 (+4 Dex, +4 class, +4 equipment vs ranged); BAB +4; Grap +3; Atk +3 melee (2d6-1 / 19-20, high frequency sword), or +8 ranged (2d10, plasma pistol); AL none; SV Fort +4, Ref +10, Will +1; AP 4; Rep +4;
Str 9, Dex 18, Con 10, Int 13, Wis 9, Cha 14.

Occupation: Adventurer (Knowledge [Technology], Pilot)

Skills: Bluff +10, Computer Use +12, Diplomacy +10, Gather Information +6, Knowledge (Streetwise) +5, Knowledge (Technology) +9, Navigate +12, Pilot +17, Repair +10, Tumble +6

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Ultralight), Starship Gunnery, Spacer (already added to appropriate skills)

Talents (Charismatic): Fast Talk, Charm (males), Coordinate
Bonus Feats (Charismatic): Windfall, Iron Will

Talents (Dogfighter): Defender of the Universe
Bonus Feats (Dogfighter): Starship Dodge, Starship Feint

Possessions: high frequency sword, plasma pistol, projectile deflector belt (+4 Def vs ranged), unicom; Wealth +10

Alun Lewis (Medic / Financial Officer / Backup Pilot)

Smart Ordinary 4/Dedicated Ordinary 1

CR 5; human; HD 4d6-4 +1d6-1; HP 13; Mas 9; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d3, unarmed), or +4 ranged (2d10, plasma pistol); AL none;
SV Fort +1, Ref +3, Will +5; AP 2; Rep +3; Str 11, Dex 14, Con 9, Int 14, Wis 14, Cha 8

Occupation: Emergency Services (Knowledge [Earth and Life Sciences], Treat Injury)

Skills: Computer Use +10, Craft (chemical) +10, Craft (pharmaceutical) +10, Knowledge (Business) +10, Knowledge (Earth and Life Sciences) +10, Knowledge (Physical Sciences) +10, Knowledge (Technology) +10, Knowledge (Theology and Philosophy) +10, Profession (Doctor) +10, Research +10, Sense Motive +6, Treat Injury +10, Navigate +7, Pilot +7, Repair +7

Feats: Cybernetic Surgery, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery

Cybernetics: Data Archive (+4 to Knowledge skills already included in stat block)
Possessions: advanced medkit, plasma pistol, unicom; Wealth +7

Mark Flanagan (Former Marine)

Tough Ordinary 6 / Fast Ordinary 2 / Soldier 2

CR 8; human; HD 6d10+12 + 2d8+4 +2d10+2; HP 77; Mas 14; Init +2; Spd 20 ft; Defense 24, touch 20, flatfooted 22 (+2 Dex, +8 class, +4 equipment); BAB +7;
Grap +7; Atk +9 melee (2d8+2, Concussion Rod), or +11 +6 ranged (3d10+2, Plasma Rifle);
AL ConFed; SV Fort +7, Ref +8, Will +2; AP 5; Rep +2;
Str 15, Dex 14, Con 14, Int 9, Wis 10, Cha 12.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Intimidate +6, Knowledge (Streetwise) +4, Knowledge (Tactics) +7, Profession (Soldier) +6, Tumble +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Simple Weapons Proficiency, Zero-G Training, Starship Gunnery

Special Abilities (Soldier): Weapon Focus & Specialization (Plasma Rifle)

Cybernetics: Rage Implant, Targeting Optics, Fortified Skeleton (DR 4)
Possessions: medium combat armor, concussion rod, plasma rifle, unicom; Wealth +6

Erik Iskakov (Former Marine)

Tough Ordinary 6 / Fast Ordinary 2 / Soldier 2

CR 8; human; HD 6d10+12 + 2d8+4 +2d10+2; HP 77; Mas 14; Init +2; Spd 20 ft; Defense 24, touch 20, flatfooted 22 (+2 Dex, +8 class, +4 equipment); BAB +7;
Grap +7; Atk +9 melee (1d4+2, Knife), or +10 +5 ranged (3d10+2, Plasma Rifle);
AL ConFed; SV Fort +7, Ref +8, Will +3; AP 5; Rep +2;
Str 14, Dex 14, Con 15, Int 8, Wis 12, Cha 10.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Intimidate +6, Knowledge (Tactics) +7, Profession (Soldier) +6, Tumble +4, Survival +5

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Simple Weapons Proficiency, Zero-G Training, Starship Gunnery

Special Abilities (Soldier): Weapon Focus & Specialization (Plasma Rifle)

Cybernetics: Body Repair Weave, Nightvision Optics, Fortified Skeleton (DR 4)
Possessions: medium combat armor, concussion rod, plasma rifle, unicom, 2 gravitic grenades; 2 stun grenades; Wealth +6

Additional Information

Comet

Gryphon recently lost two crewmen during a illegal acquisition operation. The pair were stranded planet-side when the ship's previous launch (an old, two-person shuttle) suffered a mechanical failure as local authorities arrived. As a result Starke purchased a new ship's boat: a series 10 "Comet" with seating for 5 and state-of-the-art equipment. It even has that new-ship smell.

The S-10 Comet is the latest iteration of a popular civilian shuttle. The design is an evolution of the Magnum-class escape pod (the hallmark product of Canopus Corp). It is designed to operate well in atmosphere and low orbit, though it is capable of both deep-space and underwater travel. With its expensive induction engine, it is considered a little pricey but not quite a 'luxury craft'. It is not hardened for combat, nor is it designed to support weapon systems or additional armor.

The Comet can be entered through doors on either side. These doors part horizontally in the middle, with the lower half acting as a step down to ground level. There is an emergency docking hatch on the top of the craft but (in normal-G) it's difficult to climb out without using the seat backs. There are acceleration chairs for five and ample room for a couple more passengers on the floor. There is a storage locker underneath the rear row of seats. This is filled by a vacuum suit and toolset since engine repairs can only be done from outside of the vehicle.

COMET
(series 10)

Progress Level	PL 7	**Size**	Huge (-2 Size)
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Shuttle	**Length**	14.5 ft.
Defense	12	**Tonnage**	5
Flat-footed	10	**Targeting Bonus**	+0
Autopilot	11	**Crew**	1 (Custom*)
Hardness	20	**Passenger Capacity**	4
Hit Dice	4d20 (80 hp)	**Cargo Capacity**	500 lbs.
Initiative	+2	**Grapple Modifier**	+8
Pilot's Class Bonus	+2	**Base Purchase DC**	44
Pilot's Dex Modifier	+2	**Restriction**	Licensed (+1)
Gunner's Attack Bonus	+2	**Grappling Systems**	none
Engines	Induction Engine Thrusters	**Armor**	Polymeric
Sensors	Class IV sensors	**Communications**	Mass transceiver

Expert crew	
Defense Systems	Improved Autopilot System
Weapons	none
Attacks	none
Attack of Opportunity	none

*Stats assume Alun Lewis piloting.

S-10 COMET

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5 ft