

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



TALON BOUNTY HUNTER

i6

Uses the Open Game License to present familiar stats for ship & crew.

OGL
SCI-FI



Future Armada: Talon

by Ryan Wolfe of Ki Ryn Studios
ki-ryn.com

Future Armada: Talon is copyright © 2010 Ryan Wolfe. All text in this book other than proper names is designated as open game content. You may not distribute this material without permission of the author. Permission is granted to the purchaser to print a copy for personal use.

Overview

Mordechai Hawke is a ruthless bounty hunter known throughout the border worlds. His ship, called "Talon", is a surplus Lelantos-class search and destroy vessel which has been upgraded with cutting edge technology. The ship's registered name is "Lex Talionis" - Latin for the Law of Revenge. This is the ancient source of the "eye for an eye" concept of justice – something Mordechai has embraced fully.

A wealthy financier and family man before the war, he lost everything when allied forces used his home world as a lure to set up an enemy ambush. The trap failed and the colonies on Andromodae IV were obliterated. In an attempt to escape the carnage, Mr. Hawke spent everything he had to buy a battered military ship bound for the scrap yard. Delivered too late to save his family, the ship none the less allowed Mordechai to survive.

With nothing to live for, he spent the final years of the war hunting lone patrols, support ships, and lightly defended outposts – attacking without mercy in an attempt to exact revenge on the military of both sides. Leaving few witnesses, and operating deep within the war zone, he was never positively identified and so has thus far garnered no criminal charges (though there are rumors aplenty).

As hostilities dropped and a tenuous peace was established, Mordechai Hawke returned to the fringe of civilized space and became a registered bounty hunter – using his hard won combat skills for profit to reinvest in upgrades. Even as a legitimate hunter he prefers to track military and ex-military criminals to make sure that all such "dead or alive" contracts are returned dead.

The Lelantos-class was developed early in the war to fill a variety of roles. With an fair sized bay, it could easily carry a small craft, troops, and supplies. It was also well armed and armored, and was exceptionally maneuverable both in space and atmosphere. With a pair of Serena-class fighters in the bay this class of ship proved very effective at long range search-and-destroy operations. By the end of the war, this was the official military classification for the Lelantos.

In the post-war era, the design has been adopted for non-military use as a general cargo transport. The unmodified bay is designed to hold and secure two standard HMT-337 cargo containers side by side. With the entire lower deck cleared out for maximum cargo space, another four can be squeezed in. Zero-G is required to easily insert and remove the deeper containers, but the ship's grav-grid can be adjusted for this even planetside.

While a Lelantos-class vessel normally requires a crew of four (three on the bridge and one in engineering) plus optional gunners, Talon has been heavily automated to allow a single skilled pilot to operate the ship alone.

Mordechai Hawke (41) – a former financier, he still has the manners and affectations of a wealthy business man and speaks in a refined and cultured manner. Underlying this, however, is a cold ruthlessness and absolute disregard for human life – even his own. He is tall, well built, bald, and appears to be of mixed European decent. Mordechai tends to overreact to any perceived slight or injustice. He will **not** be taken advantage of or cheated in any way. Likewise, he will not break a promise, or contract, once established.

Please 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 Talon'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.



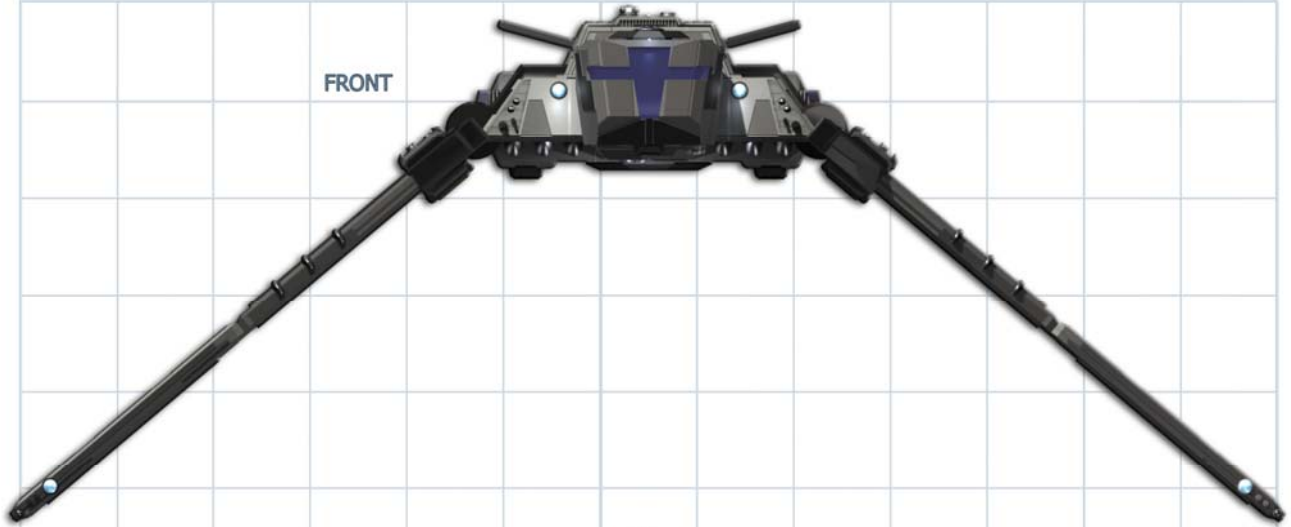


TALON			
Progress Level	8	Size	Colossal (-8 size)
Type	Ultralight	Tactical Speed	4,500 ft. (9 squares)
Subtype	Bounty Hunter	L x W x H (feet)	154 x 277 x 114 (wings down)
Defense	10	Tonnage	3,470
Flat-footed	8	Targeting Bonus	+5
Autopilot	7	Crew	1
Hardness	30	Passengers	4 in cells, 5 in staterooms, 11 in cold sleep
Hit Dice	21d20 (420 hp)	Cargo Capacity	200 register tons
Initiative	+4	Grapple Mod.	+16
Pilot's Class Bonus	+6	Base Purchase DC	57
Pilot's Dex Mod	+2	Restriction	Restricted (+2)
Gunner's Attack Bonus	+7	Grappling Systems	Grapplers
Engines	Gravitic Redirector, thrusters	Armor	Ablative
Sensors	Class VII sensors, Improved Achilles targeting system	Communications	Mass transceiver, Radio transceiver
Defense Systems	Improved autopilot system, decoy drone launcher, magnetic field, particle shield, advanced damage control (3d10), medium fortification, point-defense system		
Weapons	2 fire-linked heavy plasma cannons (range increment, 4,000 ft) 1 EMP cannon (range increment, 4,000 ft) 1 plasma missile launcher 2 maser cannons (range increment 6,000 ft.)		
Attacks	2 fire-linked heavy plasma cannons +3 (18d8, 19-20) and 1 EMP cannon -2 ranged (8d8, 19-20) and 1 plasma missile launcher -2 ranged (18d8, 18-20) and 1 maser cannon -2 ranged (12d8, 19-20) and 1 maser cannon -2 ranged (12d8, 19-20)		
Attack of Opportunity	Point-defense system +3 ranged (1d12x10)		

The *Lelantos-delta* variant has 20 HD and loses the medium fortification & EMP cannon but cargo is 550 tons.



FRONT

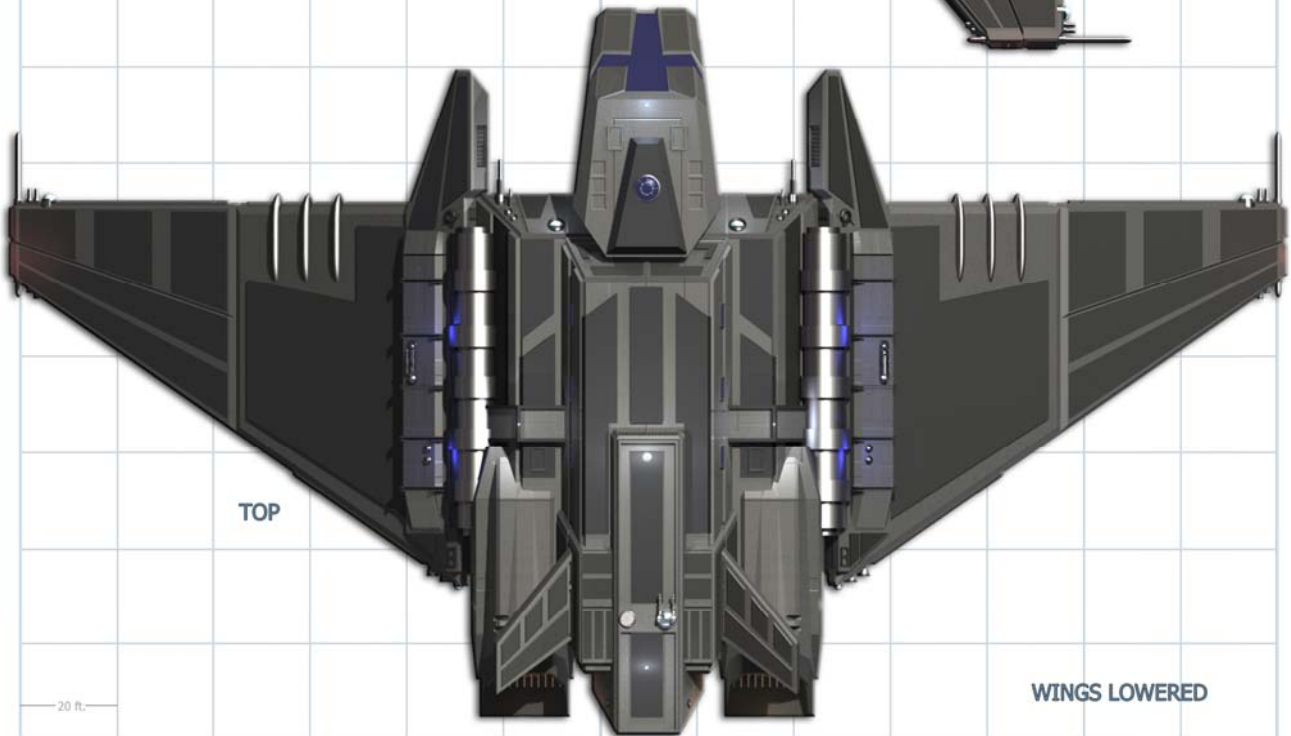


TALON

SIDE

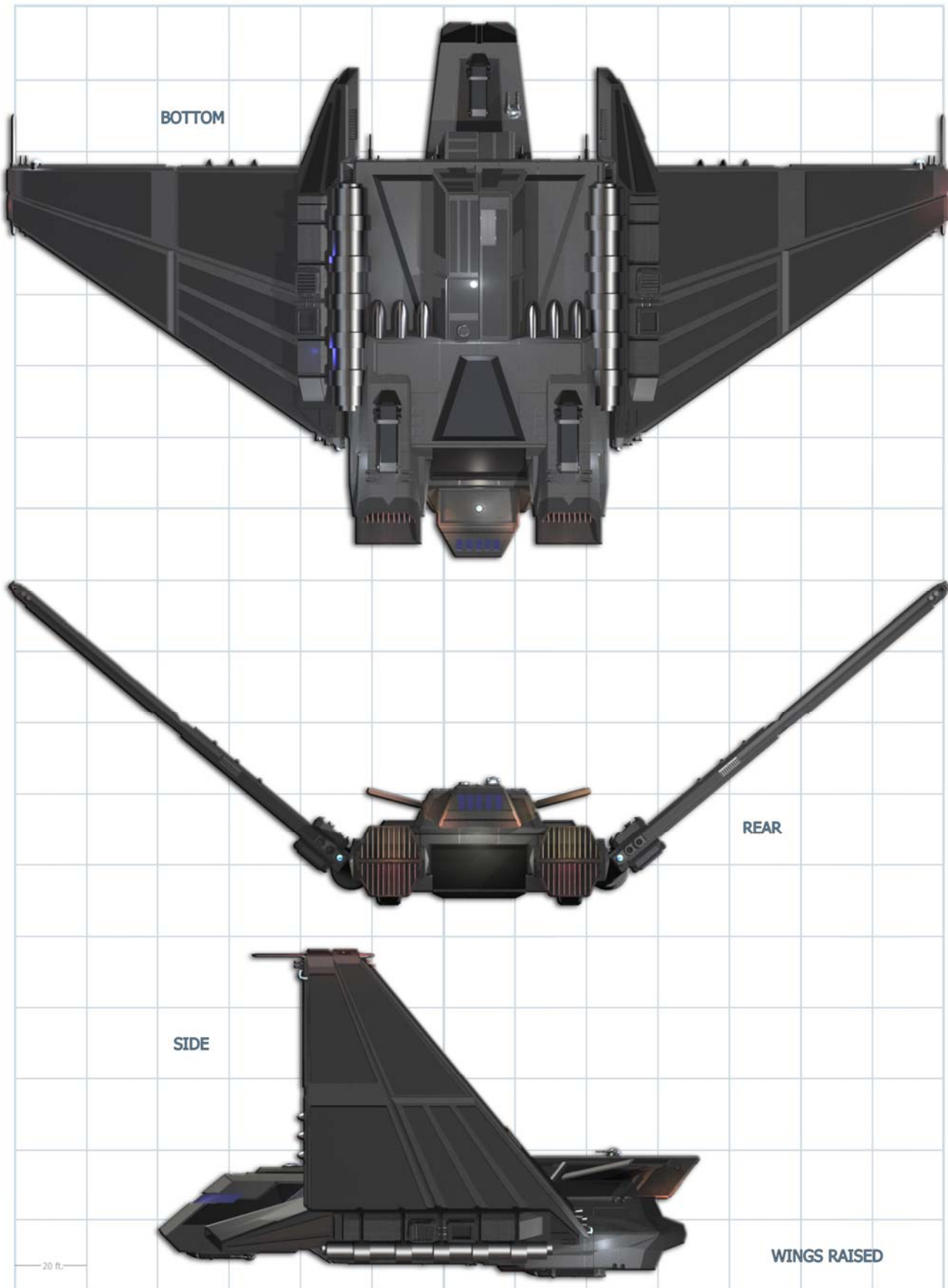


TOP



WINGS LOWERED

20 ft.





Interior Areas

Talon has two decks, with the lower deck being considerably larger than the upper. There are a few places where the upper deck is just a catwalk or balcony which overlooks the deck below. Other sections are fully enclosed. All of these areas are detailed in the following sections and labeled on the interior map.

Upper Deck

Bridge (upper area)

A Lelantos bridge has a unique layout with the pilot's seat on a platform well above the lower stations. Accessed from the upper level of the ship (or via ladder from below), a tongue of catwalk extends into the middle of the high ceilinged chamber. Surrounded by consoles, the pilot's chair is at the end of this platform – positioned both to oversee the stations below and to have maximum visibility through the huge windows forward and to either side.

The pilot's chair on Talon has been replaced with a neural interface couch and accompanying consoles – allowing full control of the ship from this one station. While manual controls are still present, they are seldom used.

At the aft end of the room are access doors to the escape pods on either side. These share launch tubes with the pods below and can slide back out of the way when those below are launching. After a pod on the upper level has launched, an empty pod from below can be called up.

Pilot's Cabin

Positioned for quick access to the bridge, this area is the primary living space for the ship's pilot. On Talon, these are Mordechai's quarters. A dome in the ceiling provides a view of the starscape above. A toilet and shower are installed in the neck of the ship just aft of the cabin.

On a ship with several crew members, this cabin may seem to lack privacy. Since, however, there is no reason to cross through here except to get to the pilot's roost (and that can also be reached via the ladder from the lower deck), this is not as much of an issue as it might seem.

A railed catwalk stretches between the pilot's cabin and the stateroom area. Stairs on either side of this bridge lead down to the air locks and main hall on the lower deck.

Staterooms

In the central part of the upper deck are four cabins for passengers or crew. All four rooms are the same size and include a spacious closet and a large window looking to the side of the ship. These rooms share restroom facilities. A toilet is on one side of the central hall and a shower on the other. Each of these small facilities includes a sink as well. The "balconies" accessible from the forward rooms are the roofs of the detention center and medical facility.

Aboard Talon, these rooms are seldom used as Mordechai does not like to carry passengers and has automated the ship to the extent that he does not require additional crew. They have been modified somewhat to serve as chambers for low-threat prisoners. The rooms (and the entire suite of staterooms) can be locked from the outside. Cameras and sensors have been installed, and system access is limited from within this part of the ship.

Also accessible from the hall is a floor hatch leading to the lower deck. This sliding door is automated so that it only opens (after proper warning) when the lift below is in operation. The 5x5 lift is for use in moving items, like heavy supplies or wheeled robots, which would have difficulty on the stairs. When the lift is not in use the hatch between decks slides shut so that the corridor can be used without hazard.

Galley & Lounge

Another five foot wide catwalk leads from the cabin area to the galley and a retractable ladder leads down the hold. Off to either side are narrow ledges which are the top of the machinery below. When cargo containers are loaded, their tops are just inches below floor level here.

This large room doubles as a meal preparation area and a relaxation area. On one side is a full kitchen facility with a stove, oven, and other food storage and preparation equipment. On the other side of the room are comfortable seats and a huge, wall mounted video unit. Between the two areas is a short maintenance access





corridor holding diagnostics and controls for life support and power systems.

On either side of the galley/lounge are storage rooms. The starboard side is a food pantry and the port side is mainly cleaning and general supplies.

At the very back of the vessel is a private dining area with a large table and an excellent view to the stern of the ship. The room is richly decorated and holds expensive furniture. Shelves along either wall display trophies and mementos from various hunts.

Lower Deck

Bridge (lower area)

Situated beneath and forward of the pilot's platform are two addition crew stations which share responsibilities for navigation, communication, ship's status, sensors, and weapon systems. Though the view through the actual window is somewhat limited, large video displays mounted to either side compensate for this shortcoming. The back part of the room and the area beneath the pilot's roost contain additional computer and systems access panels.

Between the bridge and armory are the primary escape pod access points for the ship. Four pods are on either side and two more are above on the pilot's level. Each side can launch one pod at a time, with the capsules exiting through the top of the ship.

Cold Sleep / Armory

The chamber in the neck of the ship, aft of the lower bridge area, serves a dual purpose. Eleven cold-sleep berths are installed for transporting prisoners in cryogenic sleep. Though the mismatched set of surplus chambers are old, they are functional.

When not transporting frozen bounties, this room serves as an armory. Arms and armor are locked in a few of the empty cryo chambers, providing a variety of weapons and ordinance for any bridge crew and within easy reach of the forward air locks.

Main Hall

The forward part of the main deck is spacious, with a high ceiling and stairs leading to a catwalk above. Airlocks on either side of the forward end of the hall have retractable ramps for easy access to ground level.

Beneath the deck just outside of the medical facility is a multi-purpose launcher. It can be accessed through bomb bay doors in the bottom of the hull or by lifting the floor panels here in the hall. The launcher can be used for small probes, anti-personnel rockets or atmospheric bombs. Talon carries a set of decoy drone here.

Near the middle of the hall, a 5x5 lift allows access though the ceiling (via a sliding hatch) to the upper deck. At the aft end the hall splits in two with narrow corridors running to either side of some core machinery and then emerging into the hold. Near the end of the starboard corridor, a ladder leads to the upper deck and down through a pressure hatch to the underside of the ship.

Detention Center

A customization unique to Talon, the port side of the lower deck has been converted from a storage room into a set of secure holding cells. There are three cells; two are single and the largest has a pair of bunk beds. Each cell has its own toilet and sink. A video unit (controlled from outside) is built into the wall.

The carpeted room outside has a chair for a human guard, though Mordechai rarely stands watch and some cabinets containing bedding and games. The detention center also has a single shower and a solitary confinement room which doubles as a morgue.

The area is equipped with a number of sensors and cameras so that Mordechai can keep an eye on things from the bridge. This also allows the Talon A.I. to monitor the situation while Mordechai sleeps. In the event of an emergency, coolant exhaust from the engines can be vented into the chamber. This causes unconsciousness (and an extreme headache) but is not lethal in limited amounts.





Medical Bay / Workroom

On the starboard side of the main hall is another large chamber. The forward part of the room is a medical facility with a single examination-operation table surrounded by state of the art equipment. Automated systems can perform emergency procedures or keep a person stable until a proper medical facility is reached.

The aft part of the chamber is a machine shop and electronics lab. Most of the equipment is customized to either repair and enhance ship's systems or maintain weapons and armor. Again the facilities are state of the art and highly automated. Some weight lifting equipment has also been installed here.

There are two storage rooms accessible from here. One is dedicated to medical supplies and the other to mechanical and electronic parts.

Hold

The entire back half of the lower deck is a single large hold. The aft end of the cavernous chamber is a huge bay door, just over fifteen feet tall, which lowers to form a ramp to ground level. On either side of the room are the main engines of the ship and the attendant engineering stations. Overhead a catwalk runs from the staterooms to the galley. Near the forward end of the hold a ladder leads up to this catwalk and down through a pressure hatch to the exterior or the ship.

The floor of the bay has mag-plates to secure standard HMT-337 cargo containers. Because this class of ship can engage in some extreme maneuvers, support columns are also built into cargo area. These have retractable titanium studs which match up with the wells on the side of the HMT-337 design. Two containers are required in order to use this extra-secure system as the columns are on either side of the pair while the containers press against each other in between.

Another feature designed with the HMT-337 in mind are the pair of postern doors set into the larger bay door at the rear of the ship. These normal-sized entryways line up with the container doors when they are secured to the deck. While there is still space between the bay door and the container door, the alignment makes it very easy to enter either container

directly from outside when the ship is on the ground.

Talon's main engines are accessible on either side of the hold and these areas contain complete engineering stations. Each station contains a full set of controls, as well as quick access to the nearby escape pods.

Escape Pods

Talon carries sixteen Xuanguan-class capsules. Three are located on either side of the hold and ten more are just behind the bridge. The escape pods are on a track system such that when the one at the front of the line launches (though a hatch in the top of the ship), the rest slide forward. The system is design for the fastest possible deployment.

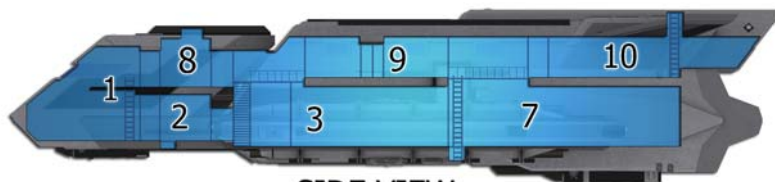
Ship's Weapons

Talon's main guns are a pair of heavy plasma cannons forward mounted in the main hull just to either side of the air locks. Plasma missile tubes are located in this same area as are a set of EMP cannons for immobilizing prey. The ship also mounts a pair of maser turrets which can double as point defense guns. Lastly, each wingtip holds a pair of automatic plasma rifles. While these smaller guns are of little use against starships, they can wreak havoc on ground targets.



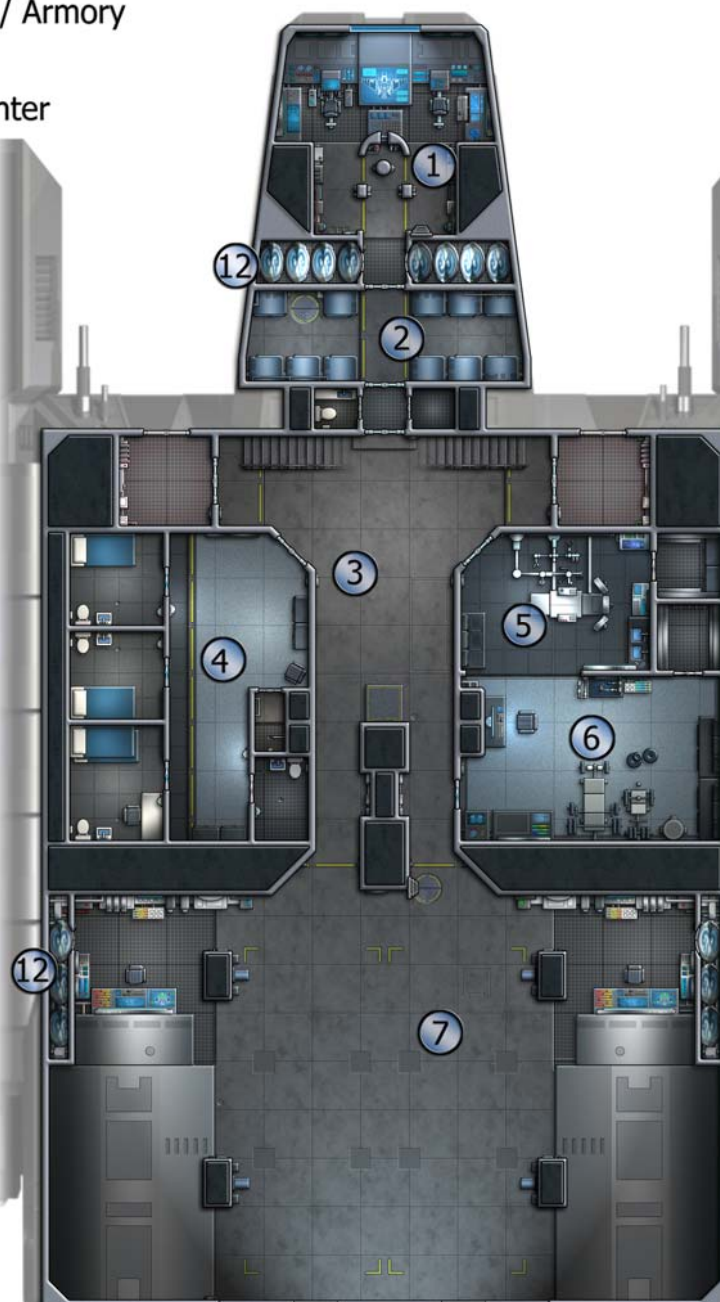


TALON



SIDE VIEW

1. Bridge
2. Cold Storage / Armory
3. Main Hall
4. Detention Center
5. Medical Bay
6. Work Room
7. Hold
8. Pilot's Cabin
9. Staterooms
10. Lounge
11. Galley
12. Escape Pods



LOWER DECK



UPPER DECK





Crew

Mordechai Hawke

Dedicated Hero 3 / Marksman 3 / Dogfighter 3

CR 9; human; HD 3d6+9 plus 3d6+9 plus 3d8+9; HP 63; Mas 16; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+2 Dex, +6 class, +3 equipment); BAB +7; Grap +9; Atk +9 melee (2d8+2/19-20, Beam Sword), or +10 ranged (3d10, Pulse Rifle); AL none; SV Fort +8, Ref +8, Will +4; AP 4; Rep +3; Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 12

Occupation: White Collar (Knowledge (Business), Knowledge (Technology))

Skills: Computer Use +5, Craft (electronic) +5, Hide +3, Investigate +7, Knowledge (Business) +8, Knowledge (Tactics) +7, Knowledge (Technology) +8, Navigate +2, Pilot +14 (+20 with Soullink), Profession (Bounty Hunter) +6, Sense Motive +3, Spot +3

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Starship Dodge, Starship Gunnery, Starship Operations (Ultralight), Weapon Focus (long arms)

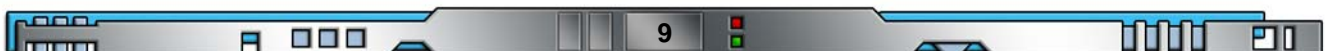
Talents (Dedicated Hero): Skill Emphasis (Profession(Bounty Hunter)), Aware

Talents (Marksman): One Shot One Kill +1d6, One Shot One Kill +2d6

Talents (Dogfighter): Defender of the Universe

Possessions: Light Combat Armor, Beam Sword, Pulse Rifle; Wealth +8

Augmentations: Soullink



Additional Information

Wing Configuration

Talon's wings can be rotated nearly 45 degrees above or below horizontal. The default position has the wings down. This configuration allows the field generators in the wings to maximize shielding and inertial dampening (for greater maneuverability). It also moves the center of the ship's bounding box to the empty space beneath the main hull, which can throw off some primitive targeting systems.

When operating in atmosphere, stability and maneuverability are maximized by moving the wings to the horizontal position. The wings are raised when landing to reduce the landing footprint, allow easier engine maintenance, and to reduce the chance of damage to the wings on uneven ground.

Prisoner Transport Option

In an alternate scenario, Talon as designed could serve as a ConFed prisoner transport. In addition to the cells on the main deck and the 11 cold-sleep units, the cargo hold could contain a pair of prisoner-transport containers. This would add cells and bunks for another dozen prisoners (for a total of 27 on board). If put to such a use, the ship would have a crew of six - all of whom double as armed guards. These additional crewmembers would be housed in the cabins on the top deck.

Bruttus 7-XR

A coinsurer when it comes to vehicles, Mr. Hawke has acquired and restored a vintage 7-XR ground car first produced by Bruttus Industries. The pinnacle of sports-car design at it's time, it can still hold it's own in this age of grav vehicles (at least in urban settings). This particular car is a two seater refit with modern computer and link technology similar to Talon. Aside from the fact that it is wheeled and ground-bound, it is state of the art in every way.

The 7-XR is typically carried in the hold, with mag plates keeping it firmly in place when the ship is underway. The ramp at the back of the hold allows easy access to and from the ground.

SPACE FLIGHT



ATMOSPHERIC FLIGHT



LANDING POSITION



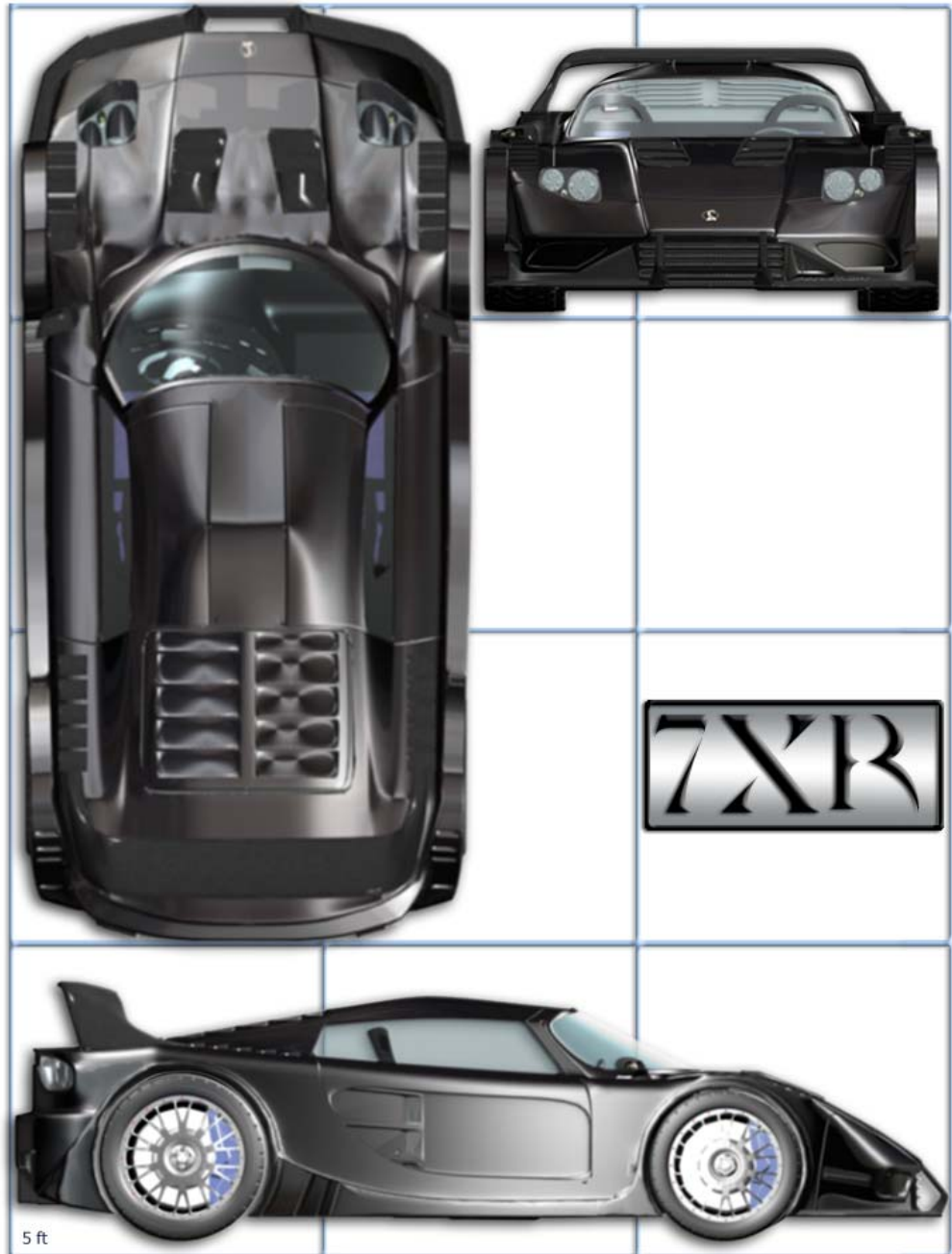
BRUTUS 7-XR

(PL 5)

Crew: 1
Passengers: 1
Cargo: M
Init -1
Maneuver +1
Speed: 250 (25)

Defense: 8
Hardness: 5
Hit Points: 32
Size: H
Purchase DC: 31
Restriction: Lic(+1)

Extras: soullink, PL 8 computer system



Bruttus 7-XR model by "EL_Shadow" <http://www.turbosquid.com/FullPreview/Index.cfm/ID/228513>

Variants

Original Lelantos-class

Instead of detention cells, the original Lelantos-class ships used the port side chamber for general storage because small craft or HMT-337 containers usually filled the hold proper. The room was a single large chamber, typically filled with the supplies and ordinance needed for extended missions. A variant map page is provided for this configuration. On the starboard side was a medical bay and machine shop. That side is virtually unchanged on Talon.

Cargo Transport

By clearing out the lower deck and removing the rooms on both sides, cargo space can be increased by 350 tons. This configuration allows an additional four HMT containers to be loaded, though the low overhead and tight conditions make zero-G loading necessary. As part of the cargo variant refit, the ship's gravity grid is enhanced so that it can create such an environment even when the ship is planet-side.

Note that converting a Lelantos to this configuration is an extensive, and one-way, refit as some load-bearing walls are removed (calling for addition bracing between decks) and the systems which run through the core of the ship have to be rerouted. The walls at the forward and aft ends of the new cargo area are also moved outwards a couple of feet each, calling for a reconfiguration of the original systems behind those walls. By using newer, more compact components this can be accomplished without loss of functionality. Most Lelantos-class ships built after the war are constructed in this configuration (dubbed the Lelantos-delta).

On the upper-deck maps, the corner balcony areas should be treated as ledges rather than the top of machinery from the lower deck since that machinery is removed for the cargo variant. The ladder between the staterooms and the galley can remain as it raises fully when not in use – leaving the lower deck clear for cargo movement. Without the central support wall, the small lift in the center of the cargo area is rigged with detachable cables at each corner in order to be raised and lowered.

Two variant map pages are provided in order to turn Talon into a delta variant.



CARGO CONTAINER



PASSENGER CONTAINER



FRONT / BOTTOM VIEW



HTM-337 Cargo Containers

The HMT-337 standard is a 15x15x35 foot cargo container common throughout known space. The interior can be left empty for maximum cargo (about 70 tons), or it can be customized to serve a variety of purposes from passenger hauling to mobile office or medical facilities. Each container contains it's own life support system, though a connection to a ship's power supply is needed for extended operation.

A couple of sample designs are included in the map book. The first is a simple cargo version. The second is a prisoner transport container.

Scaled top-views of the 7-XR and a pair of cargo containers are provided should you wish to place them in Talon's hold.

Wyvern

The Wyvern-class alien hybrid is presented as a sample bounty. Given the size of the reward on these two ships and their penchant for attacking civilian colonies, Mordechai has taken a serious interest in their destruction. Details on these former Valkyrn craft are provided in a separate document.

Xuanguan Escape Capsules

Each of these “hanging coffin” escape capsules is just large enough for a single person. Inside the pod is an adjustable harness to support the occupant in a standing position. It is also equipped with heads-up-displays and a voice-activated computer system. Air recycling is good for 48 hours but there are no supplies onboard.

The top dome of the capsule holds a set of micromesh parachutes for atmospheric descent. This dome is detachable so that the pod can be entered or exited from the top if needed. At the midsection of the capsule are concealed two inflatable pods which can cushion a landing or act as a floatation system.

The bottom portion of the capsule contains the thrusters used for initial launch and final breaking. For a planetary landing, the pod can do a tail-first decent (using the chutes and breaking thrusters) or nose-first (coming in at a shallow angle and skidding to a stop) depending on its analysis of surface conditions.



Xuanguan Escape Capsule			
PL	6	Size	Medium (+0 size)
Type	Ultralight	Speed	1,500 ft. (3 squares)
Subtype	Escape Pod	L x W x H (ft)	9.8 x 2.4 x 3.5
Defense	12 (Flat 10, Autopilot 12)	Tonnage	0.65
Hardness	20	Targeting	+0
Hit Dice	2d20 (40 hp)	Crew	0
Initiative	+0	Passengers	2
Pilot's Class	+0	Cargo	0 lbs
Pilot's Dex	+0	Grapple	+0 (no grappling system)
Gunner	+0	Base Pur DC	27 Licensed (+1)
Engines	Maneuvering jets	Aarmor	Alloy Plating
Sensors	Class II	Comm	Radio transceiver with distress beacon
Defensive Systems	Improved autopilot system		
Weapons	none		
AoO	none		



OPEN GAME LICENSE v1.0a

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 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Future Armada: Talon Copyright 2010, Ryan Wolfe.