

FUTURE ARRIVADA

DELUXE STARSHIP DESIGNS



WYVERN ALIEN HYBRID



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



Future Armada: Wyvern

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Overview

A year ago two Valkynn interceptors disappeared while patrolling the hinterlands of known space. Recently they have returned heavily modified by unknown alien technology. Together, these hybrid craft appear out of nowhere, attack undefended ships and colonies, and then disappear before help arrives. This new class of vessel has been given the name "Wyvern". The pair are at the top of the Most Wanted list for ConFed Security and a substantial bounty has been posted for their destruction.

Though clearly an augmented Valkynn, the changes to the original craft are extensive. The hull has either been coated with or replaced by a dark, mottled, material resistant to scanning technology. The wings have been reconfigured and the engines supplemented with a more advanced propulsion system. Other modifications of unknown purpose give the craft an ominous, almost-organic look.

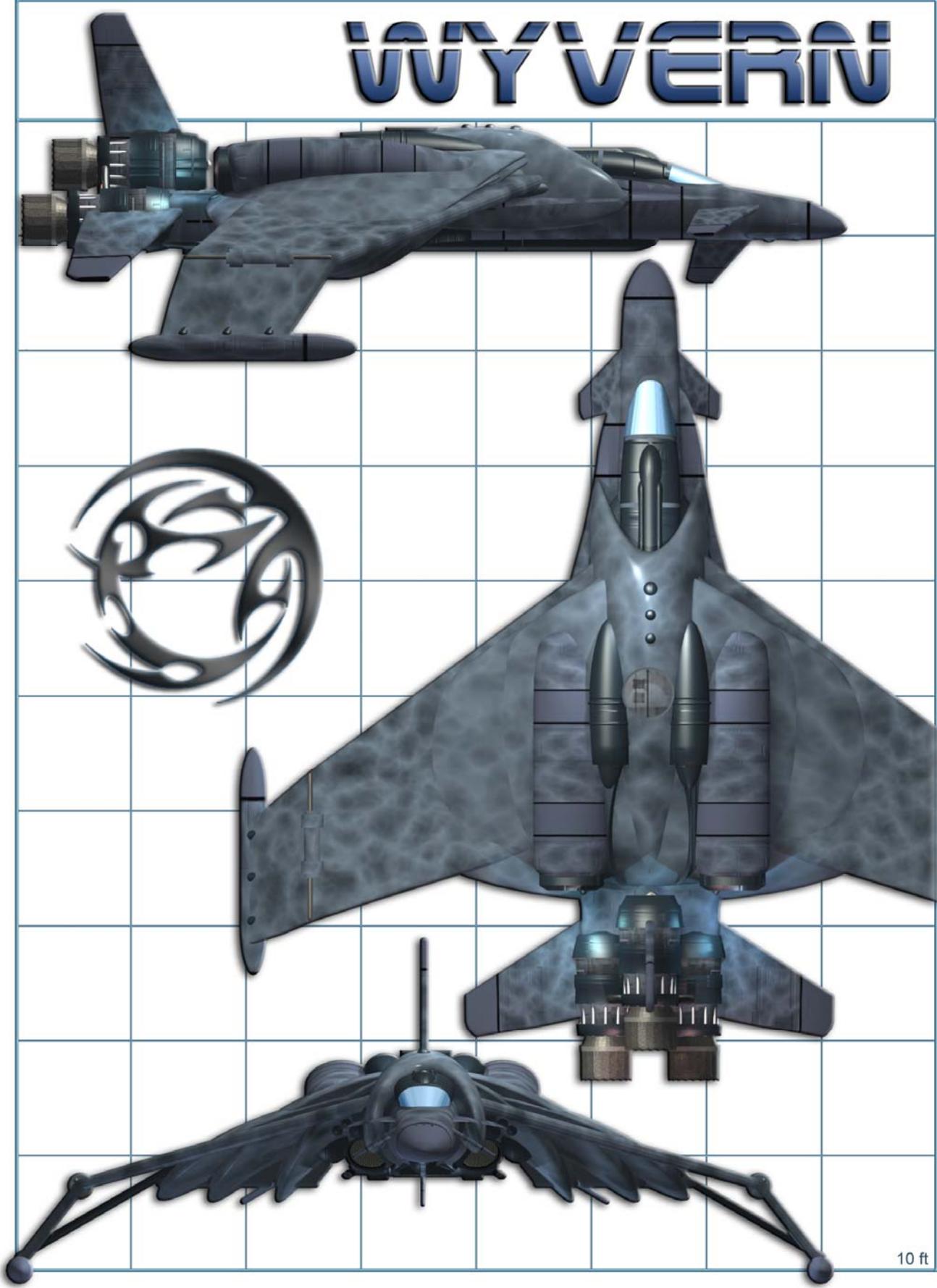
While the exterior of a Wyvern appears strange, the interior is completely bizarre. On the inside the organic nature of the alien technology is apparent and pervasive. The Terran equipment has been gutted and replaced with more literal "guts", including an actual brain, masses of vein-like tendrils, and viscous slime dripping from the ceiling. Both inside and out the ships have an impressive ability to regenerate damage. Though a modified human serves as the pilot, he is more like another piece of equipment than an independent, sentient being.

On the maps each square is equivalent to 5 feet unless noted otherwise. They can instead be interpreted as 1.5 or 2 meters if that will work more easily for your game system of choice.

WYVERN

Progress Level	8	Size	Colossal (-8 size)
Type	Ultralight	Tactical Speed	4,000 ft. (8 squares)
Subtype	Interceptor	L x W x H	74 x 75 x 31
Defense	11 (+ Dodge)	Tonnage	112
Flat-footed	8	Targeting Bonus	+5
Autopilot	7	Crew	1
Hardness	50	Passenger Capacity	2
Hit Dice	12d20 (240 hp)	Cargo Capacity	2 register tons
Initiative	+5	Grapple Modifier	+16
Pilot's Class Bonus	+6	Base Purchase DC	60
Pilot's Dex Modifier	+3	Restriction	Military (+3)
Pilot's Attack Bonus	+8 / +3	Grappling Systems	Grapplers
Engines	Gravitic Redirector, Thrusters	Armor	Nanofluidic
Sensors	Class VII sensor array, Improved/Achilles targeting system	Communications	Mass transceiver
Defense Systems	Improved autopilot system, advanced damage control (3d10), nanite repair array, cloaking screen		
Weapons	2 fire-linked zero bore cannons (range increment 6,000 ft.) 1 starload missile launcher (32 bombs, range increment 500 ft.)		
Attacks	2 fire-linked zero bore cannons +5 ranged (24d8 / 19-20) 1 starload missile launcher +0 ranged (20d8 / 18-20)		
Attack of Opportunity	none		

WYVERN



10 ft

Interior Areas

The inside of a Wyvern is hot and humid. A thin, violet mist hangs in the chemical-scented air and swirls in slow eddies along the floor. Glowing purple slime drips from the ceiling and coats much of the equipment and floor.

The purple substance is a mass of organic nanotechnology responsible for life-support and healing of systems on board. It can also be harnessed as a defensive system – encasing intruders or delivering severe electrical shocks. The nano organisms are pervasive in the atmosphere but are almost invisible except when they congregate on a surface.

Organic Control System & Pilot Interface Couch

At the forward end of the cockpit a large, augmented brain (taken from a huge winged reptile) is secured beneath a transparent dome. Numerous veins and nerve-like attachments tie the brain into the ship's system. They also connect this organic control system to the single pilot's couch – creating a direct brain to brain link between pilot and ship (equivalent to soul-link nanotechnology). This is a true hybrid system in that the pilot loses as much to the link as the reptile brain gains. The result is a single entity with the skills of a starship pilot and the instincts (and ethics) of a monstrous predator.

Prolonged exposure to this link causes permanent damage to the pilot, leaving them violent and animalistic even when not attached to the craft. Though a human (or former human) pilots the craft, it is not a voluntary position. The victim has been assimilated by an unknown process – removing their will to resist and making them desire nothing but to carry out their mission of wanton destruction.

Mental Assimilator

A short pedestal in the center of the ship is topped by a dome of swirling green energy. Tendrils snake out from this apparatus to connect the pilot's couch with the containment cells. This device gives the pilot (and thus the ship) direct mental access to victims in the containment cells, allowing memories and data to be extracted in a rather painful manner. This information is used to learn about the local area and plan further attacks.

This apparatus can also assimilate victims, making them willing slaves to the ship and its commander. Such drones are used for a variety of nefarious purposes and can pass for human except under close scrutiny (where a fine network of green subdermal tendrils may be seen or the dulled intellect and lack of emotion stand out).

A pressure hatch is set into the ceiling here.

Containment Cells

On either side of the central cabin are cylindrical containment cells, each large enough to hold a single human. The front half of the cylinder is a transparent canopy which can rotate open to allow access. Thin green tendrils hang from the ceiling, ready to attach to and invade victims so as to connect them to the mental assimilator and hold them paralyzed.

Bomb Deployment

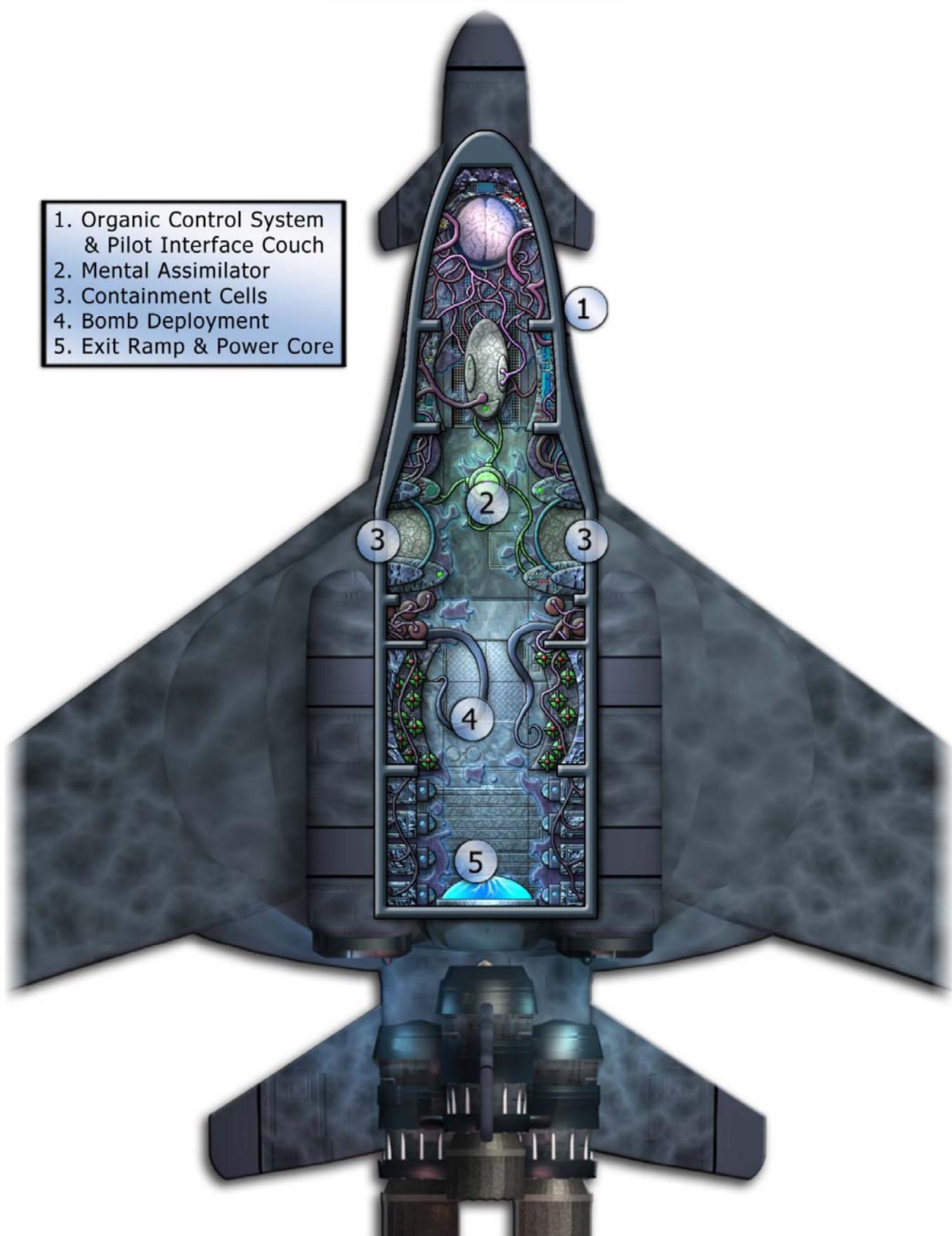
This is a low-ceilinged area with a pair of pressurized bomb bay doors in the floor. Racks of glowing green bombs stand to either side and a pair of long, sinuous tentacles (used to deploy the ordinance) coil out from the walls.

The Wyvern class carries organic dark matter bombs with little in the way of propulsion or guidance. While of no use in a dogfight they are very effective against ground targets. In space they can be used as mines (particularly if a ship is pursuing them along the same vector) or thrown from close range against a stationary target. Individual bombs can be remotely set off from the ship or set for proximity detonation.

Via the bomb bay doors, the tentacles can also retrieve immobilized or unconscious victims from the ground as the Wyvern hovers close above them. Such victims are placed in the containment cells for data extraction and then discarded when of no further use.

Exit Ramp and Power Core

A low ramp provides ready, if slippery, access to the ground. The ship's pulsating power core and internal drive components protrude from the walls on all sides.



Crew

Assimilated Human Pilot

Fast 3 / Dogfighter 4

CR 7; human; HD 3d8 + 4d8; HP 32; Mas 11; Init +3; Spd 30 ft; Defense 20, touch 19, flatfooted 17 (+3 Dex, +6 class, +1 equipment); BAB +5; Grap +5; Atk +5 melee (1d6, tonfa), or +8 ranged (2d6, falcon .45); SV Fort +2, Ref +9, Will +0; AP 3; Rep +3; Str 11, Dex 16, Con 11, Int 6, Wis 6, Cha 6.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +1, Diplomacy +1, Knowledge (Popular Culture) +1, Knowledge (Streetwise) +1, Knowledge (Tactics) +4, Navigate +4, Pilot +14 (+20 with soullink) Profession (ConFed Officer) +8, Repair +4, Research +1

Feats: Personal Firearms Proficiency, Precise Shot, Simple Weapons Proficiency, Starship Gunnery, Starship Operations (Ultralight)

Bonus Feats: Point Blank Shot, Starship Dodge, Starship Mobility

Talents: Evasion, Uncanny Dodge, Defender of the Universe

Possessions: flightsuit, tonfa, falcon .45

Augmentations: organic soullink, prophecy, and stiletto internal nanocolonies

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