



PORT ZERO

1



STARFINDER
COMPATIBLE

STARSHIP STAT SHEETS

0-hr: Port Zero, volume 1

by Ryan Wolfe of “zero hour”: art & technology
0-hr.com

Copyright © 2018 by Ryan Wolfe

This material may not be distributed without permission of the author.

Permission is given to reproduce for personal use.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

Port Zero: volume 1 is a collection of starship statistics created for the Starfinder role-playing game. The ships are drawn from the *Future Armada* and *Armada Codex* product lines and were initially created as PDF documents containing deckplans, history, and interior descriptions for each vessel. Later, funded via Kickstarter, many of the deckplans were put on posters and matching miniatures were made. The ships in this first volume of Port Zero are those from the first half dozen Kickstarter campaigns.

Separate directories contain layered PDF files as well as flat JPEG images of the Port Zero pages in both color and black & white. Just the stats and a labeled map page are included here. Visit **0-hr.com** for more ships, links to the full write ups, additional renderings, demo docs, posters, and miniatures.

Most of these ships were created before the existence of Starfinder and so small adjustments to the rules were needed to facilitate some conversions. The *0-hr House Rules* page enumerates these changes. The most noticeable addition is a “half shuttle bay” that allows medium and large ships to carry small craft (a very common feature of 0-hr ships). Other changes adjust the way expansion bays are interpreted so that the facilities shown on the deckplans can be accurately represented in the rules.

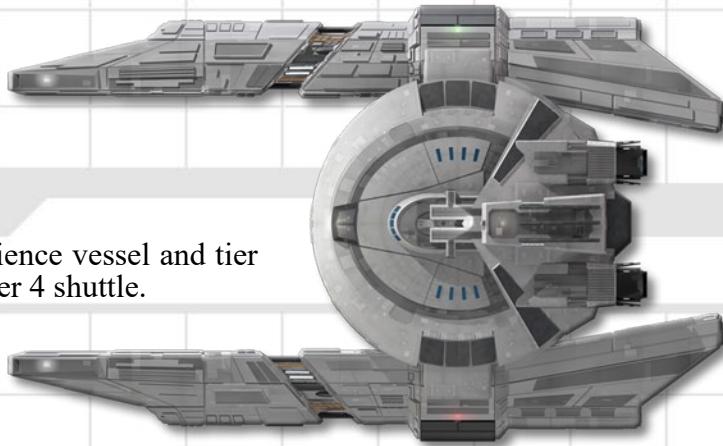
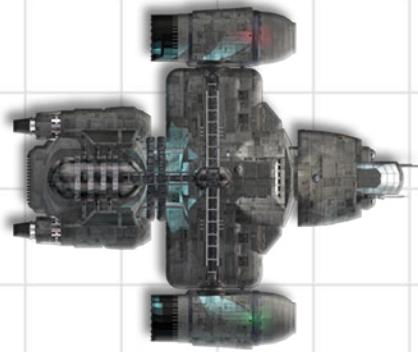
Because these ships were designed to be printed out on paper or as posters, most tend to be Medium by Starfinder standards. There are some issues with the length, tonnage, and crew complements in the rules as written, so Port Zero lengths may not always match up with the Starfinder size categories. Beyond this, if something in the stat sheets looks wrong it probably is. The math was done by hand and though I’ve looked over everything carefully it seems there is always one more error to fix.

Note: The PDF files are best viewed using an Adobe Reader with “field highlighting” turned off

(Edit->Preferences->Forms).

This volume of Port Zero contains the following ships:

Clydesdale: a tier 1 civilian transport and a tier 6 military gunboat.



Cygnus & Aquila: a tier 8 science vessel and tier 12 gun ship. Also includes a tier 4 shuttle.



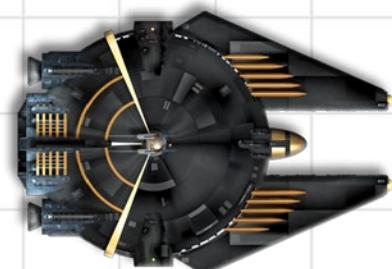
Grendel & Breca: a shiny new, tier 2, free trader and the well worn, tier 7, version of a similar model. Also includes the tier 5 drones carried.



Gryphon & Phoenix: a tier 7 mercenary for hire and a tier 9 salvaged version of the same class. A tier 3 shuttle and tier 7 fighter are also included.



Mourning Wolf: a tier 13 light cruiser and the tier 5 heavy fighters carried on board.



Venture & Vega: a tier 4 freighter and tier 8 courier.



STARFINDER COMPATIBLE

0-hr Starfinder House Rules

Many of my ships are older than Starfinder. I feel that they are carefully constructed and well balanced so when I find the Starfinder rules incapable of representing a ship, I am more inclined to change the rules than change the ship. To address this, and some other issues with the system, I developed this set of house rules.

~Ryan Wolfe 0-hr.com

1) Starfinder ship sizes (with regards to length, tonnage, and crew size) don't make sense and so I use them as guidelines rather than rules. In other words, the length of my ships may not match the chart.

2) If a frame supports "C" max crew, each one expansion bay of the given type has the given capacity: Escape Pods(100%C). Life Boats (75%C). Guest Cabins (common 200%C, good 100%C, luxury 50% C). Passenger Seating (400%C). The goal here is to represent larger ships having larger bays.

3) A **Launch Bay** is a Shuttle Bay that can be installed on a Medium ship and holds 2 craft, neither of which is more than 30ft in length (half Tiny size). On a Large ship, the Launch Bay can instead hold a single craft up to 60 ft in length (Tiny size). In either case it takes up one expansion slot and costs 5 PCU and 3 BP. The version on a Medium ship is also called "Vehicle Bays" since it holds two craft (often ground cars or other diminutive vehicles).

4) An expansion bay can be made reconfigurable as a "**Multi-bay**" for a cost of 10 BP. A mutli-bay can hold different types of similar expansions bays, only one of which can be active at a given time. Each bay included in a multi-bay costs double the normal PCU and BP.

Related bays include:

- a) Science Lab (Life Sci), Science Lab (Physical Sci), Synthesis Bay, Medical Bay
- b) Cargo Bay, Shuttle Bay, Hangar Bay
- c) Arcane Lab, Tech Workshop, Synthesis Bay
- d) Cargo Bay, Sealed Environment Chamber, Smuggler Compartment, Recreation Suite
- e) Sealed Environment Chamber, Guest Quarters, Holding Cells

5) A **Cloaking Field** is 50 PCU, 25 BP. Cannot operate while shields are active. Sensors vs the ship are at -10.

6) "Guest Quarters" can instead be built as a brig / holding cells / detention center.

7) A **Rec Center** can have any of the listed types (Gym, HAC, etc.) in the same bay. Total the costs.

8) A medium or large ship can have a single **Spinal Mount**. It fills two forward slots and can hold one Capital-scale weapon. That weapon costs double PCU and BP. Note that it costs 24 BP to add two F-L slots and upgrade them both to capital. (3+4+5)x2

9) Most missiles and torpedoes can attack in any direction after launch. To reflect this, I often put them in "turret" slots even though they are not technically in turrets.

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), notation, 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.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook. © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifert, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.