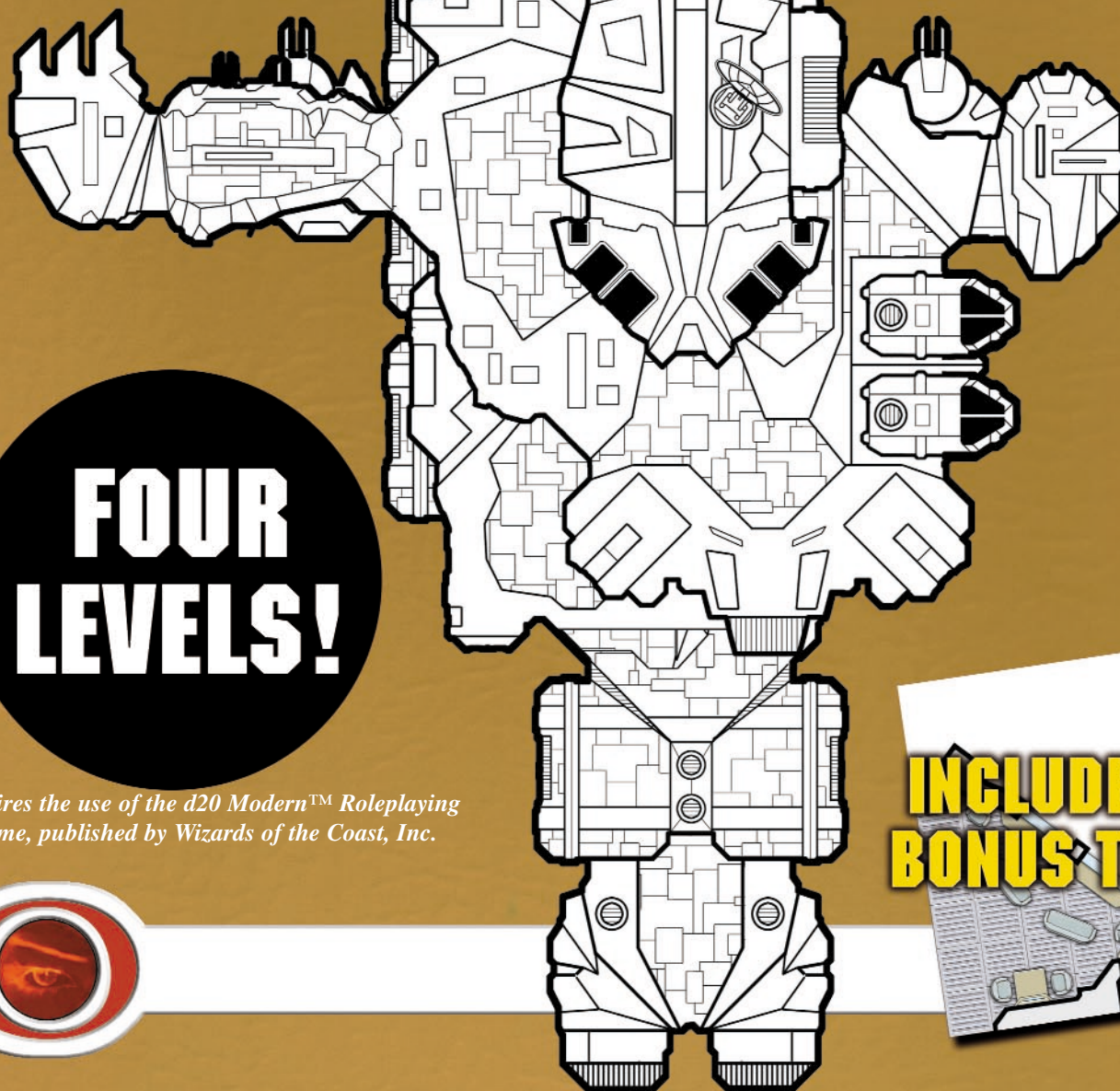


FUTURE



STARSHIP 12

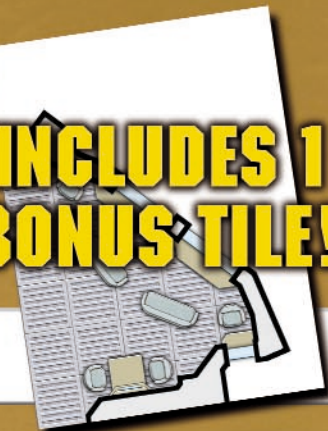
HORIZON WHEELER



**FOUR
LEVELS!**

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

**INCLUDES 1
BONUS TILE!**



INTRODUCTION

Welcome to Ronin Arts *Future: Starship 12* — *The Horizon Traveler*, the twelfth in a new series of PDFs for use with futuristic D20 System campaigns. This series makes some assumptions about your campaign; the starship designs in this series will be most useful in campaigns in which the following statements are true:

¥ The campaign is not a hard science setting. Campaigns that are more space opera/adventure movie are the intended target for this series.

¥ Starships are not rare or unusual. All of the starships in this series assume that space travel is a standard and common occurrence — individuals either fly their own ships or ride on passenger ships. Starships and space travel are as common for characters as a plane ride is for people of our reality.

¥ Space combat is not uncommon. It's just another exciting adventure when the player characters have to engage the enemy while fleeing from some world or other.

¥ The campaign is packed with action. If things aren't exploding, how much fun can the game really be?

Most of the starships in this series are designed to fill 4 pages. This is so that you can print the pages — back-to-back if you wish — and drop them into a binder. This introduction, and the page of new starship equipment and assorted information, can also be printed separately and added to your binder. The schematic and silhouette page is designed to be used as a player hand-

out — it's what flashes up on their ship systems when they attempt to ID a ship — and GMs need only give the players the page when they encounter a ship from this series.

ABOUT THE AUTHOR

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit www.michaelhammes.com.

E-FUTURE TILES

The *Devastator* design is based on *SkeletonKey Games e-Future Tiles: Star Patrol, Star Chasers, Star Command, Star Freighter*, and *Battle Damaged Starship* tile set. Additionally, a tile from Ronin Arts *Starship 9* — the wing extension on the command level — and a bonus tile in this PDF — the new observation deck tile — are also required. While this PDF can be easily used on its own you will get a lot more use out of it in your game sessions if you construct the ship — at miniatures scale — using the printable tiles.

To learn more about SkeletonKey Games please visit their website at www.skeletonkeygames.com.

NEW RULES AND IDEAS

ADVENTURING WITH THE HORIZON TRAVELER

Although the *Horizon Traveler* is still classified as a Light ship, its multiple levels make it the largest ship yet released in the Ronin Arts line of starship PDFs. Given this fact, it is worthwhile to look at a number of ways that the ship can be used by the GM to create adventures and even campaigns for the PCs.

THE PCS AS PASSENGERS

If the GM wishes to stick with the concept of the *Horizon Traveler* as set forth in this PDF (see **Basic Information** below) he or she can have the PCs book passage on the ship. This can either be for a short time (essentially using the ship to go from one planet to another much like a commuter vessel) or for a longer term (staying on the ship as it goes from planet to planet much like a cruise ship).

In such a situation, unless there are some unusual circumstances, the PCs have no effect on the operations of the vessel; they are merely along for the ride. In order for the GM to get the most use out

of the vessel at this point, at least beyond being an interesting ship to explore, the GM needs to make sure that an adventure befalls the PCs while they are traveling aboard the vessel (see the **Adventure Hooks** section for a couple of ideas on what sorts of adventures could be created).

THE PCS AS CREWMEMBERS

Here the GM casts the PCs as crewmembers of the *Horizon Traveler*. However, they are not the ones in command, but the junior level (i.e. instead of the doctor, a PC is a medic. Instead of chief engineer, a PC is a junior technician).

In such an adventure/campaign the PCs comprise one of the ship's "away teams" and are sent on missions by the higher ups (this means they get to take the shuttles planetside and stumble into all kinds of adventures; see the **Shuttlecraft** section). While workable with the way the ship is conceived in this PDF, as there is no doubt plenty of trouble for PCs to get into planetside as well as on the ship, the GM might want to alter the role of the ship (see the **Alternate Concepts** section below).

THE PCS IN CHARGE

In this concept, the PCs are senior crewmembers of the *Horizon Traveler* (they either start off as senior crewmembers, or work their way up from junior status). While the GM should probably retain the captain role for an NPC (to avoid potential conflicts between the PCs and because, contrary to certain science fiction series, the captain rarely leaves the ship); the PCs serve in such positions as senior engineer, chief of security, first mate, doctor, etc.

Obviously, as senior crewmembers, the PCs have a much greater say in what the ship does and where it goes. This situation also allows for greater interaction with junior crewmembers (another potential source of adventures) and gives the GM the ability to give the PCs a taste of what it is like to run a profitable starship-based business and the crew along with it (conversely, it can also require much greater work on the part of the GM to make the ship seem real by giving the junior crewmembers clearly defined personalities and identities).

ALTERNATE CONCEPTS

Although the *Horizon Traveler* is conceived as a frontier transport vessel (see the **Basic Information** section), the size of the ship lends itself to plenty of additional roles, especially if the PCs serve aboard.

Military Vessel - The *Horizon Traveler* is a military vessel, perhaps a long-range patrol craft or planet assault ship, from which the PC marine squad goes planetside.

Police Ship - The *Horizon Traveler* serves as the base for teams of police squads, of which the PCs are one, which are responsible for maintaining law and order throughout a number of systems.

Agency Ship - The *Horizon Traveler* is part of a government or corporate spy agency on which teams of operatives are trained and deployed on missions; naturally, the PCs are one such team.

Explorer Vessel - The *Horizon Traveler* and its varied crew of engineers, scientists, doctors, and security personnel is on a multi-year mission to explore the depths of space (I don't think I need to elaborate on this idea since we all know what I'm talking about).

ADVENTURE LOCATION

Because of its size, the *Horizon Traveler* makes an ideal location for the PCs to have a one-time adventure on. The classic version of this is that the *Horizon Traveler* is found floating derelict in space, her engines out and no signs of life. It is up to the PCs to board her, find out what happened to the crew, and bring the ship back. Inevitably, the PCs will encounter whatever silenced the crew.

Obviously, there are more ways to use the *Horizon Traveler* than listed here, but the preceding list should give the GM plenty of ideas to work with.

LOADER (PL 6)

A Fusion Age replacement for the forklift, a loader is essentially a fusion reactor-powered, hydraulic-activated, bipedal humanoid metal exoskeleton that has two arms ending in large pincer-like hydraulic clamps. A loader is operated by an operator and in the hands of a skilled operator a loader functions much like a large, albeit somewhat clumsy, human being.

The *Horizon Traveler* features five of these loaders for use in loading cargo off and on and to do other heavy lifting around the vessel. Although designed for operation by an on-board operator (who simply climbs into the exoskeleton and uses joystick and button controls), two of them have been modified with AV transmitters and can be remote-controlled via a remote control unit (although the operator suffers a -2 to all Drive checks).

Operating a loader relies on the Drive skill. In addition, the operator must be trained on the machine. The GM has two choices for determining proficiency. The first is to require that the operator have the Surface Vehicle Operation (Bipedal) feat (which can also be applied to such things as Mecha) in order to avoid a -4 penalty to Drive skill checks (this is in line with the standard rules).

The second is to assume that all that is required is some instruction and practice (much like someone able to drive a car can learn to drive a bus). In such a situation, reduce the -4 penalty by 1 for every month of working with the equipment (i.e. after two months of working with the loader, the penalty to Drive skill checks is reduced to -2).

A loader is Large and is one square wide and one square long. It stands roughly nine feet tall and weighs some 2,200 lbs (a tremendous weight savings over a standard forklift, which usually weighs around 10,000 lbs.). A loader is capable of lifting 4,500 lbs overhead.

A loader can be used in combat, however, when doing so, the on-board operator's Dexterity is replaced by the loader's (the machine can only move so fast and the operator is confined within the machine) for purposes of computing the operator's Defense and Reflex saves and any other Dexterity-based skill checks and functions performed by the loader. The operator does get the advantage of the loader's greater Strength and gets to stack the loader's armor protection to his or her own for purposes of calculating the operator's Defense (although this may not make up for losing the operator's Dexterity bonus).

Furthermore, unless the operator is proficient with the machine, the -4 penalty to Drive skill checks is extended to cover attack rolls, damage rolls, skill checks, and saving throws with the machine.

The only means to attack with the loader are with its clamps. Unfortunately, the clamps close too slowly to actually trap any creature able to see the attack coming, so they are usually used to simply bludgeon an opponent. A clamp causes 2d6+8 points of damage.

PL 7 loaders often substitute hover capabilities for the loader's legs.

LOADER (PL 6)

Size: Large (-1 Size)

Speed: 20 ft. (cannot run)

Strength: 26 (substitutes for operator Strength)

Dexterity: 8 (substitutes for operator Dexterity)

Bonus to Defense: +4 (adds to operator Defense)

Reach: 10 ft.

Hardness: 5

Hit Points: 30

Purchase DC: 28 (when new)

Restriction: License (+1)

SHUTTLECRAFT (PL 6)

As ungainly as the *Horizon Traveler* is, thanks to her induction engine she is capable of landing planetside (which she does amidst much unnerving groaning of metal). This capability is almost a necessity on the frontier given that the lack of space stations and shuttlecraft would otherwise make it impossible for the ship to take on cargo or passengers.

This does not mean that Captain Nishida takes the ship down on every planet or asteroid; the fact is that in many cases, there is only a handful of passengers or a minimal amount of cargo to be added or removed from the ship. It is for this reason that the ship has a total of six shuttles. Often, Captain Nishida will park the ship in orbit and conduct business using several of the shuttles; there are numerous colonies and mining camps in the system that have never even seen the *Horizon Traveler* and deal only with the shuttlecraft.

Although these shuttles seat four, they are often used to hold many more, the pilots cramming in people (and the occasional animal) like sardines; the same goes for transporting goods. Thankfully, the crew of the *Horizon Traveler* keeps the shuttles in excellent repair.

Like the *Horizon Traveler* herself, the shuttles are a polyglot of technology and materials. All began life as Fusion Age shuttles but have been outfitted and retrofitted with various pieces of equipment so that no two are identical. As a result, there is often lively "discussion" among the crew as to who gets to pilot which shuttle.

The six shuttles, simply named "1", "2", "3", "4", "5", and "6" have the following statistics. In order to save space, rather than writing six statblocks all the statistics and equipment have been combined into one statblock; which shuttle has what equipment is found in the <>. See the next page.

SHUTTLECRAFT (PL 6)

	1	2	3	4	5	6
Type	Ultralight	Ultralight	Ultralight	Ultralight	Ultralight	Ultralight
Subtype	Launch	Launch	Launch	Launch	Launch	Launch
Defense	15	15	15	15	15	15
Flat-footed Defense	11	11	11	11	11	11
Autopilot Defense	10	8	10	10	8	8
Hardness	20	20	20	30	20	20
Hit Dice	4d20 (80 hp)	4d20 (80 hp)	4d20 (80 hp)	4d20 (80 hp)	4d20 (80 hp)	4d20 (80 hp)
Initiative Modifier	+4	+4	+4	+4	+4	+6
Pilot's Class Bonus	+5	+5	+5	+5	+5	+5
Pilot's Dex Modifier	+4	+4	+4	+4	+4	+4
Gunner's Attack Bonus	+4	+4	+4	+4	+4	+4
Size	G (-4 Size)	G (-4 Size)	G (-4 Size)	G (-4 Size)	G (-4 Size)	G (-4 Size)
Tactical Speed	3.5k (7 sq.)	2.5k (5 sq.)	3.5k (7 sq.)	4.0k (8 sq.)	2.5k (5 sq.)	3.0k (6 sq.)
Length	35 feet	35 feet	35 feet	35 feet	35 feet	35 feet
Weight	40k lbs.	40k lbs.	40k lbs.	40k lbs.	40k lbs.	40k lbs.
Targeting System Bonus	+2	+0	+2	+4	+2	+2
Crew	1 (+8 expert)	1 (+8 expert)	1 (+8 expert)	1 (+8 expert)	1 (+8 expert)	1 (+8 expert)
Passenger Capacity	4	4	4	4	4	4
Cargo Capacity	3k lbs.	3k lbs.	3k lbs.	3k lbs.	3k lbs.	3k lbs.
Grapple Modifier	+12	+12	+12	+12	+12	+12
Base Purchase DC	44	44	44	44	44	44
Restriction	Lic. (+1)	Lic. (+1)	Lic. (+1)	Lic. (+1)	Lic. (+1)	Lic. (+1)
Attack	1 laser	1 laser	1 laser	2 fire-linked lasers	1 laser	1 laser
	+2 ranged (6d8)	+0 ranged (6d8)	+2 ranged (6d8)	+4 ranged (9d8)	+2 ranged (6d8)	+2 ranged (6d8)
Attack of Opportunity	None	None	None	None	None	None

SHUTTLECRAFT DESIGN SPECS:

Engines: Thrusters <all>, ion engine <1,3>, induction engine <4>

Armor: Alloy plating <2,5>, Polymeric <1,3,6>, Cerametal <4>

Defense Systems: Autopilot system <2,5,6>, damage control system (1d10) <1,2,3,6>, improved autopilot system <1,3,4>, improved damage control system (2d10) <4,5>

Sensors: Class I sensor system <2>, class II sensor system <1,3,5>, Class III sensor system <6>, Class IV sensor array <4>, targeting system <1,3,5,6>, improved targeting system <4>

Communications: Laser transceiver <1,3,6>, mass transceiver <4>, radio transceiver <all>

Weapons: 1 laser (range incr. 3,000 ft.) <1,2,3,5,6>, 2 fire-linked lasers (range incr. 3,000 ft.) <4>

Grappling Systems: Grapppler <2,3,5>, Tractor beam emitter <1,6>

BOOKING PASSAGE ON THE HORIZON TRAVELER

Berths on the *Horizon Traveler* can be booked at any spaceport (there are only two in the entire Trisun chain), by contacting the ship directly for reservations (something that can take some time depending on the communications available at the passenger's location), or by waiting at one of its regularly scheduled stops and hoping it has an open space.

The following is the Wealth-check based price list for traveling on the *Horizon Traveler*:

ACCOMMODATIONS

Cabin	Purchase DC
Luxury Suite	13 (per day)
1st Class	11 (per day)
2nd Class	9 (per day)

-all prices include three meals and water (see **Area 15**)

DINING

Item	Purchase DC
A la carte	4
Carbonated Beverages	2
Alcoholic Beverages	2
Snacks	2

SERVICES

Service	Purchase DC
Shuttle Pick-Up/Drop-Off	3*
Send Communication	2
Rent Meeting Room	5 (per hour)

*From planetside to orbit and vice-versa. Price is for one-way trip. Longer journeys can be arranged, but the price must be negotiated.

BASIC INFORMATION

"One man's trash is another man's treasure". Captain Jackson Nishida has made that saying his motto in life, and it has paid off. Starting off as a crewman aboard a Federation transport vessel, Captain Nishida eventually managed to save enough money to buy his own second-hand light freighter. Christening it the *Horizon Traveler*, he set off for the frontier as soon as she was fit for flight.

After roaming about human space, he eventually based himself in the Trisun cluster where, among the tough space miners and raw-boned agrarian colonists typical on the frontier, Captain Nishida quickly established his reputation as a man that could be counted on to make on-time and secure deliveries of both people and goods.

Success came swiftly and soon Captain Nishida faced the dilemma that all successful businesspeople do: he began to have more business than he could handle. At this point, Captain Nishida had two choices: he could either buy a second ship and outfit it with a new crew, or he could buy a bigger ship.

While many might have opted for purchasing a second ship and eventually building a fleet of ships, Captain Nishida realized that following that path would eventually remove him from plying the space lanes (who can captain a ship while simultaneously keeping track of another or several?) and leave him stuck behind a desk. Thus like the true spacer he is, Captain Nishida opted for a larger ship.

Unfortunately, finding a larger ship on the frontier proved to be quite a challenge; in fact it proved impossible, as there were none. But as often happens with individuals possessed by a vision, Captain Nishida found a way around the problem. Instead of buying a larger ship, he simply built one. By grafting the parts of numerous salvaged ships to the original *Horizon Traveler*, Captain Nishida managed to not only build the largest non-military ship in the Trisun cluster, but also save some money in the process (always a good thing in the captain's eyes). The end result, while not pretty to look at, is

quite functional, and her odd shape is instantly recognizable throughout the system (nothing like a little free advertising).

Although built of Fusion Age starships (the original *Horizon Traveler* was also a Fusion Age vessel), Captain Nishida is not one to stint when it comes to making his ship the safest and best ship he can. As a result, despite its odd appearance and antiquated pieces, the *Horizon Traveler* is completely up-to-date with the latest and best technology available on the frontier.

GAME STATISTICS

HORIZON TRAVELER (PL 7)

Type: Light

Subtype: Unique

Defense: 11

Flat-footed Defense: 7

Autopilot Defense: 7

Hardness: 27 (see **Armor**)

Hit Dice: 120d20 (2,400 hp)

Initiative Modifier: +6

Pilot's Class Bonus: +5

Pilot's Dex Modifier: +4

Gunner's Attack Bonus: +4

Size: Colossal (-8 size)

Tactical Speed: 4,000 feet (8 sq.)

Length: 350 feet

Weight: 5,500 tons

Targeting System Bonus: +3

Crew: 29 (+8 expert)

Passenger Capacity: 31 bunks, but there's plenty of storage space in the cargo bays.

Cargo Capacity: 3,600 tons

Grapple Modifier: +16

Base Purchase DC: 52

Restriction: Licensed (+1)

Attack: 2 turrets of 2 fire-linked mass cannon -1 ranged (12d12) and 1 turret of 2 fire-linked plasma cannon -1 ranged (22d8) and 2 sets of 2 fire-linked lasers (9d8)

Attack of Opportunity: Point-defense system +3 ranged (1d12x10)

HORIZON TRAVELER DESIGN SPECS:

Engines: Induction engine, thrusters

Armor: A mixture of Cerametal, Polymeric, and Vanadium.

Defense Systems: improved autopilot system, improved damage control (3d10), light fortification, point defense system (2d12x10), radiation shielding, repair drones*

*non-military, a home brew from a particularly talented crewmember

Sensors: Class V sensor array, targeting system

Communications: Mass transceiver, radio transceiver

Weapons: 2 turrets of 2 fire-linked mass cannon (range incr. 5,000 ft.), 1 turret of 2 fire-linked plasma cannon (range incr. 3,000 ft.), 2 sets of 2 fire-linked lasers (range incr. 3,000 ft.)

Grappling Systems: Grapplers, tractor beam emitter

GENERAL CONDITIONS

Because the *Horizon Traveler* is designed specifically with on-board adventures in mind, it is worthwhile to take a moment to examine certain aspects of the ship.

PASSENGER CABINS

Of primary interest to travelers aboard the ship are the passenger cabins, which are located exclusively on the main deck. There are three levels of accommodations available to passengers: the Luxury Suite, First Class cabins, and Second Class cabins. Although the *Horizon Traveler* has plenty of storage space, it does not offer steerage (i.e. hang a hammock or throw down a bedroll in a cargo bay) type of accommodations.

At a minimum, all passenger cabins have the following amenities:

- At least one half-size closet storage space for each occupant (made from old Haz-Mat crates; owners provide their own locks).
- A fully equipped and stocked bathroom
- Individual reading lights with flexible necks

Second Class cabins have the following additional amenities:

- Double bunk beds (first come gets choice of bunk) with accordion privacy walls
- Fully equipped in-cabin shared bathroom

First Class cabins have the following additional amenities:

- Individual bed
- Chair
- Computer center (non-networked and scoured of data after the passenger leaves)
- In-cabin private bathroom

The Luxury Suite has the following additional amenities:

- Individual bed
- Computer center (non-networked and scoured of data after the passenger leaves)
- Three chairs
- Table

CREW CABINS

Located exclusively on the command deck,

crew cabins are equipped in a fashion similar to that of their passenger counterparts.

EXTERIOR DOORS

All exterior (airlock, cargo bay) doors are of 4-inch thick durasteel (Hardness 15, Hit Points 180, Break DC 40) and cannot be opened except from the inside of the ship nor can they be opened remotely. All are equipped with a local retinal scan electronic lock (Disable Device DC 40, Break DC 25) that grants access only to crewmembers (and tracks the time and individual that accessed the door). There is a manual override system (levers) that can be engaged only if the electronic system has failed (i.e. power loss, short circuit, etc.).

INTERIOR DOORS

All interior doors aboard the ship (public areas, passenger and crew cabins, storage areas, etc.) are two-inch thick aluminum doors (Hardness 6, Hit Points 20, Break DC 30).

The doors to passenger cabins automatically close and are protected by a keycard lock (Disable Device DC 30, Break DC 20); they can only be opened with a passenger's keycard (issued upon embarkation and only good for the passenger's assigned cabin) or with a master keycard override (carried by the captain and the senior crewmembers).

The few doors in public areas are usually only closed in case of emergency (i.e. fire, vacuum breach, etc.). Off-limits areas (i.e. engineering, gunnery stations, bridge, storage, etc.) and crew cabin doors are always closed. Protecting all of these doors are retinal scan electronic locks (Disable Device DC 40, Break DC 25) that grant access only to crewmembers and tracks the time and individual that accessed the door.

CAMERAS

There is at least one camera (Disable Device DC 30, Break DC 15) in all of the public and ship areas (including the bridge, hallways, cargo bays, etc.); the only locations without cameras are the passenger and crew cabins, the main deck meeting and observation rooms (see **Areas 7** and **13**) and the

A NOTE ABOUT THE SHIP'S EQUIPMENT

Given the background of the *Horizon Traveler* (see the **Basic Information** section), it is not surprising that Captain Nichida's enterprising ways extend to every aspect of the ship, including its equipment. As a result, much of what is available for the crew is second-hand, or as Captain Nishida likes to say, "pre-owned" and in need of some "tender loving care"; inevitably, no one serves on the *Horizon Traveler* without picking up at least a little mechanical and electrical know-how.

Due to the inevitable esoteric jury-rigging that happens when a ship is based entirely on parts of other ships and second-hand equipment, all Computer Use and Repair checks made to equipment found on or part of the *Horizon Traveler* by individuals that are not members of the crew suffer a -4 penalty (and the GM should feel free to increase this penalty for major systems and to raise dramatic tension).

restrooms. All of the cameras are equipped with high-res video, audio, and full spectrum visual capability (infrared, low-light vision, and dark-vision). The cameras are set up to be monitored from the security center (see **Area 11**), the bridge (see **Area 40**), the captain's, chief engineer's, and pursuer's suites (see **Areas 31, 34, and 49**).

COMPUTER NETWORK

Just because there is a computer does not mean it is physically tied into the ship's network (or even a functioning unit); computers that are not tied into the ship's network cannot be used to hack into said network.

The following computers are non-functioning units (any useful parts have been used to keep other machines running):

- The computer in the unused engineering station (see **Area 28**)

The following computers are stand-alone units:

- The computer in the Luxury Suite (see **Area 3**)

- All airlock/docking guide computers (see **Areas 12 and 51**)

- All gunnery computers (see **Areas 13, 45, and 53**)

- All shop computers (see **Areas 44 and 48**)

All remaining computers (i.e. backups, senior crew, captain's quarters, bridge, communications, etc.) are tied in to the ship's network, which is run from the main computer (see **Area 41**). The GM should remember to include the -4 non-crewmember penalty for any hacking attempts into the ship's network (see **A Note About The Ship's Equipment** boxed text).

SECURITY

While the *Horizon Traveler* does not have a dedicated security detail, they do have several crewmembers with combat (from bar fights to military action) and/or law enforcement experience that Captain Nishida can call on to form an ad-hoc security force. If necessary, truly difficult passengers can be secured in a cargo bay until they can be transferred to the proper authorities.

Unfortunately, due to the highly variant nature of individual campaigns, it is impossible to set down a set level of security capability (i.e. weapons and defensive measures) available to the crew; the GM should determine these based on his or her campaign. Unless there is a reason why they shouldn't (i.e. the PCs are a highly-trained covert team), the crew should be equipped to match any reasonable threat.

OFF-LIMITS AREAS

There are a number of areas aboard the *Horizon Traveler* that are off-limits to passengers:

- The aft section of the main deck beginning with the storage bays (see **Area 26**)

- The fore section of the main deck beginning with the laundry (see **Area 24**)

- The main deck refrigeration storage (see **Area 17**)

- Any weapon station

- Any airlock

- Any shuttle

- The command deck with the exception of the two elevators and the hallway between them (see **Areas 16 and 29**)

-The observation deck storage bay (see **Area 55**)

-The entire cargo deck

All off-limits areas are marked with signs and red lines clearly stating that they are off-limits to all but the crew. In general, any passenger found in these areas are assumed to have wandered off and will be politely escorted back to the passenger areas. However, passengers appearing in areas where normal entrance is prevented by security measures (i.e. the cargo deck, crew cabins, shuttles, etc.) are assumed to have bypassed the measures on purpose and will receive appropriate scrutiny and treatment.

TRAVELING ABOARD THE HORIZON TRAVELER

Although the ship is a low-frills operation (passengers carry their own luggage, get their own food,

bus their own table, no turn-down service, etc.), it is the best way to travel in the Trisun chain for those that do not have access to their own starship.

Furthermore, low-frills does not mean bad service, the *Horizon Traveler's* crew is always courteous and professional and they will always strive to help out in any way they can.

That being said, Captain Nishida does not believe that "the customer is always right". Anyone that treats him, his staff, or other passengers with rudeness or disrespect, creates unsafe conditions, does not obey the ship's rules (which everyone is briefed on when they first embark), etc. will quickly find him- or herself on a shuttle to the nearest planet or asteroid and will be asked not to return in the future.

STARSHIP KEY

MAIN DECK

The main deck is chiefly devoted to the passengers carried by the *Horizon Traveler*; it is here where the passenger cabins are located. This is also the deck where one can find the cafeteria, the karaoke lounge, the gaming area, and the infirmary.

1. Main Airlock - Although originally a docking airlock, it is no longer used for that purpose. While still functional as an airlock in an emergency, docking is impossible due to the presence of the port storage bay.

Its sole purpose currently is to serve as embarkation/disembarkation point for the ship; it features a retractable gangway some 25 feet high that extends from here to the ground when the ship is planetside.

It is here the passengers and their luggage (no more than two duffel bags per person) are checked and scanned by the crew (the scanner is located in the airlock door and the crew also has access to hand scanners). Once cleared, each is directed to the cafeteria (see **Area 14**) for further instructions.

2. Luxury Suite - This is the only suite available to passengers. Composed of a cabin and sitting room, which makes it the largest private passenger

space on the ship, it is the only cabin to feature a decorating theme other than "spartan" (Second Class) or "utilitarian" (First Class), having been made to resemble as closely as possible a cabin on an old Earth ocean liner (fake wood paneling, brass fittings, a fake porthole with a holographic image of an ocean, etc.).

3. Sitting Room - This is the second half of the luxury suite and the only private area on board that has chairs for more than one person; it also has the suite's computer center. The ocean liner theme is carried over from the bedroom. Because private meetings can be held in relative comfort here, the luxury suite is very popular with well-to-do businessmen and others that have the need for such a service.

4. First Class Cabins - These cabins offer privacy and a computer system and are popular with everyone from businesspeople to minor government officials or wealthier individuals and couples.

5. Second Class Cabins - Holding up to eight individuals, these cabins are pretty basic; at least there's a bathroom in the room. However, they are relatively reasonable priced and are inevitably the first to be snapped up whenever the *Horizon Traveler* is in the area.

6. Administrator's Desk - This area is occupied at all times by the *Horizon Traveler's* purser or her assistant. These two individuals not only perform administrative tasks (i.e. scheduling occupation of the meeting room, balancing accounts, keeping the ship's manifest and passenger list, paying the crew, accepting reservations, etc.) but also act as the ship's front desk and concierge service; if passengers need anything (directions, soap, reservations for alternate transportation, send a communication, etc.), this is where they will be directed.

7. Meeting Room - This area, the former command room of a destroyer, now serves as a private meeting room for hire. The room is swept regularly by the crew for eavesdropping devices and guests are invited to verify the security of the room.

Equipped with eight chairs and eight computers interconnected on their own local network, the room is usually used for business negotiations; the room has occasionally served as "neutral ground" for conflicting groups; most recently to settle the miner's strike on Asteroid 147.

The price of snacks and water is included in the rental rate.

8. Airlock Controls - The computers in each of these areas control their respective airlocks and docking guides; they are not networked with any other computers.

9. Airlocks - Fully functional, these air locks are used for maintenance access and occasionally to transfer passengers from or to private vessels. Each of the three wall lockers contains a single space suit. Any ship docking with the *Horizon Traveler* will use one of these two airlocks.

10. Mass Cannon Turrets - Each of these turrets features a pair of mass cannons. In addition to the door security, the cannons cannot be fired without a crewmember's retinal scan (Disable Device DC 40).

11. Security Station - This room is used to monitor and record the feeds from the various on-board cameras. While recording occurs continuously, the station is rarely manned unless there is some particular reason for it (i.e. a suspicious individual on board).

12. Crew Restrooms - These restrooms are for the use of the crew while on the main deck and off-limits to passengers.

13. Observation Room - This room, which has a clear-carbon window looking into the meeting room, is used to hold spectators to whatever is happening in the meeting room (but only with the permission of the parties in the meeting room).

14. Cafeteria - Like most of the rest of the ship, the cafeteria is a bare-bones affair with plastic chairs, plastic tables, and mix-and-match utensils. This is strictly a self-service area; passengers are expected to get their own food and bus their own tables. Every passenger and crewmember takes their meals in this area; the consumption of food or drink is prohibited in the passenger and crew cabins and other areas of the ship with the exception of the Karaoke Lounge (to help control pests).

15. Kitchen - The kitchen is staffed 24 hours a day. However, meals are prepared and served only four times per day: from 0600 to 0700, from 1200 to 1300, from 1800 to 1900, and from 0000 to 0100; miss a time, and the passenger will have to wait five hours.

A basic set menu meal plan, including all the water one can drink, is included in a passenger's fare. Passengers that don't wish to eat from the set menu can order a la carte during the meal times, but that incurs an additional charge. Snacks (chips, pretzels, dried seaweed, etc.) and drinks (carbonated beverages, alcohol, etc.) are available 24 hours per day from vending machines but the passenger pays for those (water is always free).

Thanks to its frequent planetary stops and the abundance of agricultural colonies in the area the food served in the kitchen, while nothing fancy, is always fresh and hearty (Captain Nishida calls it "home away from home cooking") and receives favorable remarks from all but the most demanding of travelers.

16. Elevator - This elevator travels between the cargo, main, and command levels and serves as both people and freight elevator. While anyone can travel freely between the main and command level, the cargo level is accessible only via a retinal scanner (Disable Device DC 40).

17. Refrigeration Storage - Filled with crates, boxes, barrels, and sacks of foodstuffs, this area serves as the cold storage area for the kitchen and is kept at a constant 30° F.

18. Shuttlecraft - Four of the *Horizon Traveler's* six shuttlecraft (see the **Shuttlecraft** section) are docked here when not out ferrying passengers and goods between destinations. No shuttle has an assigned docking location.

19. Casino - This area begins the entertainment section of the ship. It is here that passengers are able to indulge in some individual or group gaming via the various gaming machines against the wall.

20. Karaoke Lounge - Undoubtedly the most popular area with passengers and crew, the karaoke

lounge is the chief source of entertainment and socializing for those traveling and living aboard the *Horizon Traveler*. Carrying all the latest hits available on the frontier, as well as many old favorites, the top-of-the-line surround-sound karaoke system is capable of reproducing any setting from an intimate club to a great cathedral to a stadium.

For those that feel their vocal talents are not up to snuff, recorded back-up singers can be spliced in (any number up to a full chorus) and the built-in vocal filters can be set to ensure that the singer at least stays on key (even if it is the wrong one). Finally, a number of projectors and lights ensure that not only does the singer sound like he or she is singing in a particular venue, but also that it looks like she is actually there (Sydney Harbor at night is a particular favorite of those that prefer romantic ballads).

Although the lounge is open 24 hours per day, it is only staffed from 1900 to 0100 when a crewmember prepares snacks and mixes drinks (for a nominal charge, naturally) for the usual crowd of a dozen or so people (both passengers and off-duty crew).

21. Infirmary - This is the ship's hospital and is equipped to handle all but the most unusual medical conditions; consulting its medical software suite provides a +8 equipment bonus to Treat Injury checks (although this can take some time). Note that this bonus does not stack with an individual's Treat Injury skill; the higher of the two scores is used.

22. Medic's Cabin - This cabin is the home of the *Horizon Traveler's* field medic. The ship does not have a doctor and anything beyond the knowledge of the field medic or the infirmary's medical software requires that the patient be transported to the nearest hospital or that a doctor be brought aboard.

23. Bathroom - This bathroom is for infirmary and medic use only; it is protected by the usual retinal scanner.

24. Laundry - Once an engineering access area for a scout ship, this area now serves as the ship's laundry. Three stacked washer/dryer combos are constantly in use cleaning everything from sheets (which are only changed after an individual disembarks) to crew clothing; the junior crewmembers take turns on laundry duty.

25. General Storage - This area is used to store everything from non-perishables (i.e. canned goods, bulk goods) to cleaning supplies, extra sheets, and anything else that can conceivably be used on this

deck.

26. Storage Bays - These cargo bays hold large and bulky spare parts and systems for the ship as well as various pieces of manufacturing machinery (band saw, fabrication machinery, etc.). Everything from spare heaters and induction coils to quantities of metal and electronic components, as well as the tools and machinery to make use of them, are stored in these bays and a motivated techie should be able to build almost any conceivable item of Large size or smaller (subject to the GM's discretion).

27. Engine Bays - Each of these two bays has the maintenance controls and access for their respective engines.

28. Unused Engineering Station - This area is completely non-functional. All its engineering functions have been re-routed to the command deck engineering station (see **Area 36**) and, although the exterior shell and computer remains, the entire area has been scavenged for spare parts.

COMMAND DECK

This area holds the ship's bridge and crew quarters. Passengers are allowed to use the elevators (see **Area 16** and **29**) to travel between the observation deck and the main deck, but are prohibited from being anywhere else on this deck.

16. Elevator - This elevator travels between the cargo, main, and command decks and serves as both people and freight elevator. While anyone can travel freely between the main and command level, the cargo level is accessible via a retinal scanner (Disable Device DC 40) keyed to the crewmembers.

29. Elevator - This elevator travels between the command and observation decks and serves as both people and freight elevator; it is open to anyone's use.

30. Captain's Suite - When not on the bridge or roaming around the ship checking up on things and kibitzing with the passengers (which is most of the time), Captain Nishida calls this cabin home. Devoting most of his time to building his business and being captain means that he has collected few things of interest or value.

31. Ready Room - This room serves as Captain Nishida's briefing and planning room. It is here that he meets with the chief engineer and purser every morning to discuss the day's business.

32. Junior Crew Quarters - Sleeping eight, these three cabins comprise the home of the

Horizon Traveler's junior crewmembers (maintenance technicians, hospitality, cooks, housekeeping, pilots, etc.). They are equipped identically to the Second Class cabins on the main deck, although obviously each crewmember does what he or she can to personalize their bunk space.

33. and 34. Chief Engineer's Suite - This pair of rooms is the home of the ship's chief engineer who is responsible for all of the ship's maintenance (mechanical, technical, sanitation, etc.).

35. Airlocks - Each of these airlocks once belonged to a military dropship; they are now the chief maintenance hatches for the ship. Each of the wall lockers contains one complete space suit with helmet.

36. Main Engineering - All of the *Horizon Traveler's* engineering and environmental monitoring and maintenance controls have been consolidated in this location. There is always at least one technician on duty at all times.

37. Shuttlecraft - Two of the *Horizon Traveler's* six shuttlecraft (see the **Shuttlecraft** section) are docked here when not out ferrying passengers and goods between destinations. There are no designated docking locations.

38. Electronics Workshop - This area is the ship's electronics workshop. It is filled with all manner of spare parts (chips, wires, components) and enough tools (voltmeters, oscilloscopes, soldering irons, etc.) to outfit two complete deluxe electrical tool kits.

39. Backup Computer - This computer serves as a backup should other machines aboard the ship fail and can be configured to operate any system on the ship; it is unmanned except in an emergency.

40. Bridge - This is the bridge of the *Horizon Traveler*. It is a standard commercial bridge taken from a large private yacht and features locations for the captain, pilot, co-pilot, and navigator.

41. Ship's Computer - This is the home of the ship's central computer.

42. Storage Bays - These two storage areas hold spare tools and parts (both broken, new, and under repair).

43. Head - A set of toilets for crewmembers too busy to make it to their own cabins.

44. Mechanic/Fabrication Workshop - This area is devoted to maintaining the ship's physical systems (i.e. plumbing, flooring, doors, etc.) and also serves as a minor fabrication area. It is filled with all manner of spare parts (pipes, panels, nuts, bolts, etc.) and enough tools (voltmeters, oscillo-

scopes, soldering irons, etc.) to make two complete deluxe mechanical tool kits.

45. Gunnery Stations - Each of these gunnery stations controls one set of fire-linked lasers. In addition to the door security, the cannons cannot be fired without a crewmember's retinal scan (Disable Device DC 40).

46. Communications Array - The machinery in this area is used to monitor and maintain the *Horizon Traveler's* communications equipment. Passengers that wish to communicate must go through the Administrator's Desk (see **Area 6**).

47. Senior Crew Quarters - These two cabins, which feature a single bunk and computer system, are for the use by the lead technician and first mate.

48. and 49. Purser's Suite - This pair of cabins is home to the ship's purser who is responsible for all the administrative details (accounting, supply ordering, passenger manifest, etc.).

50. Backup Computer - This computer serves as a backup should other machines aboard the ship fail and can be configured to operate any system on the ship; it is unmanned except in an emergency.

51. Airlock Control - The computer in this area controls the airlock and docking guides; it is not networked with any other computers.

52. Airlock - Fully functional, this air lock is used for maintenance access and occasionally to transfer friends or relatives of the crew from or to other vessels. Each of the three wall lockers contains a single space suit.

53. Plasma Cannon Turrets - This turret features a pair of plasma cannons. In addition to the door security, the cannons cannot be fired without a crewmember's retinal scan (Disable Device DC 40).

54. Observation Deck - A nice place for crewmembers to relax, the observation deck affords an unobstructed view of space. This is also the area where Captain Nishida holds his all-hands meetings.

OBSERVATION DECK

29. Elevator - This elevator travels between the command and observation decks and serves as both people and freight elevator; it is open to anyone's use.

55. Storage Bay - This large storage bay stores additional furnishings (i.e. tables and chairs, buffet equipment, salad bar, etc.) for use throughout the ship.

56. Fore and Aft Observation Decks - These decks are for the enjoyment of passengers who can receive unobstructed views of space and nearby planets. Once a week this area also hosts the "Captain's Banquet", a gala affair featuring buffet food, dancing, and socializing.

CARGO DECK

16. Elevator - This elevator travels between the cargo, main, and command decks and serves as both

people and freight elevator. While anyone can travel freely between the main and command level, the cargo level is accessible via a retinal scanner (Disable Device DC 40) keyed to the crewmembers.

57. Cargo Bays - These seven massive cargo bays are always filled with a wide variety of goods. The *Horizon Traveler* transports everything from grain to raw materials to livestock to parcels.

ADVENTURE HOOKS

HIJACKED!

This adventure hook assumes that the PCs either book passage on board the *Horizon Traveler* (this works well if the don't have a starship of their own, or if their own is undergoing repairs) or are members of its crew. Once the ship is underway and reaches deep space, several of the passengers reveal themselves to be hijackers and commandeer the ship. Their goal is to take the ship and its crew out of the well-traveled space lanes to a rendezvous with a waiting vessel where, at a minimum, the passengers will be robbed and the cargo unloaded. The goal of the PCs is to stop them, something that should be difficult to do unless the PCs themselves smuggled weapons on board.

If you want to make use of previous starship products, the *Black Mantis* makes an ideal pirate vessel (although it would have to have along a ship like the *Thomas O'Dell* to carry off all the cargo). A more sinister element would be to use the *Livingstone* in the role of the home of a mad scientist out looking for experimental subjects (the passengers and crew, naturally).

WAS THAT ON THE MANIFEST?

As with the previous adventure hook, this one also relies on the PCs being present on the *Horizon Traveler*. As with the previous adventure hook, something unexpected happens. In this case, a creature (alien or mutant will do) or several of them were being secretly transported in one of the cargo

holds. Breaking out unexpectedly (or did someone sabotage their restraints?), the creatures begin to run amok, killing everyone in sight. Will the most likely weaponless PCs be able to cobble together some means of stopping these creatures even as the stampeding passengers and crew fill the ship with their panicked screams? And who turned out the lights?

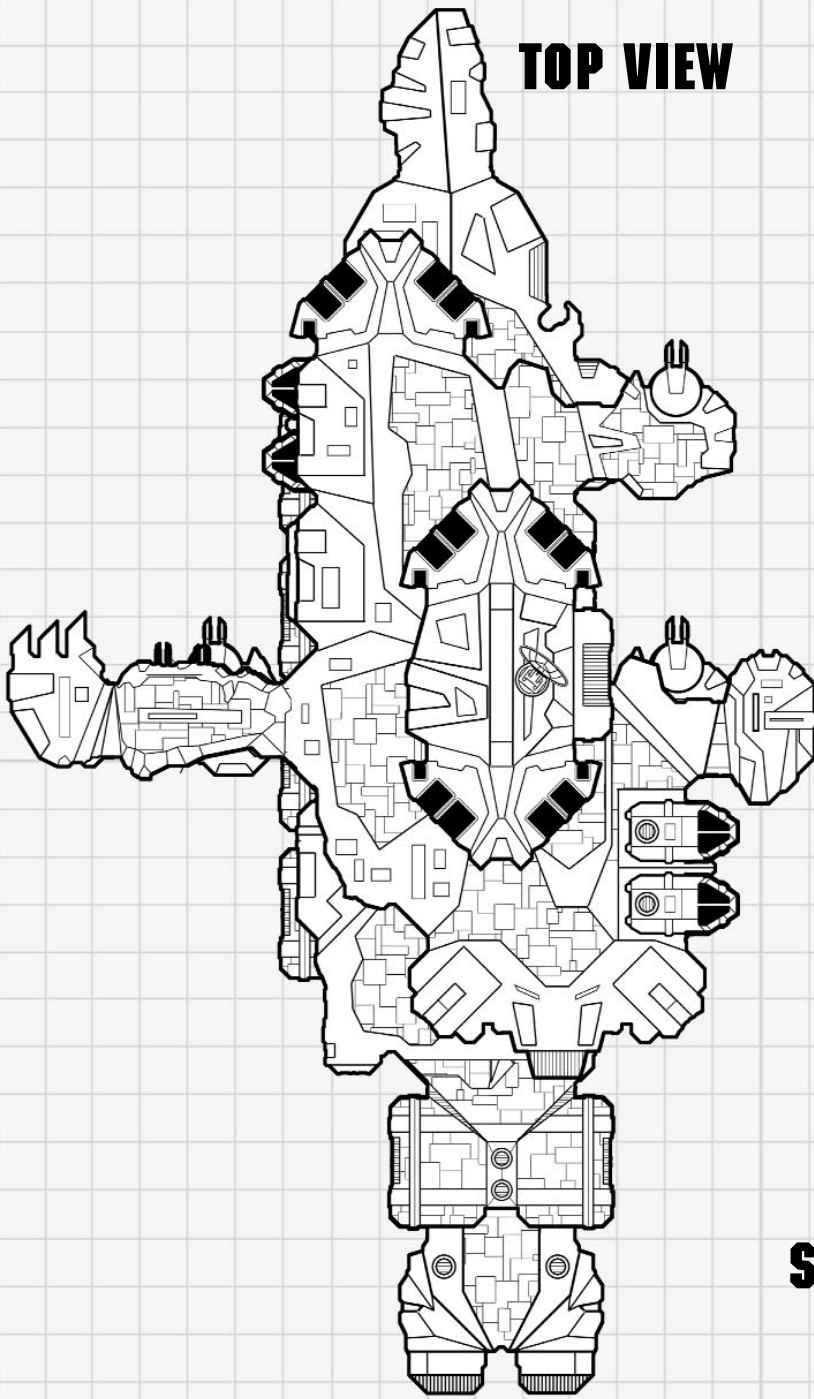
STOWAWAY

Although the following idea is possible with the PCs as passengers, it is more effective if the PCs are crewmembers.

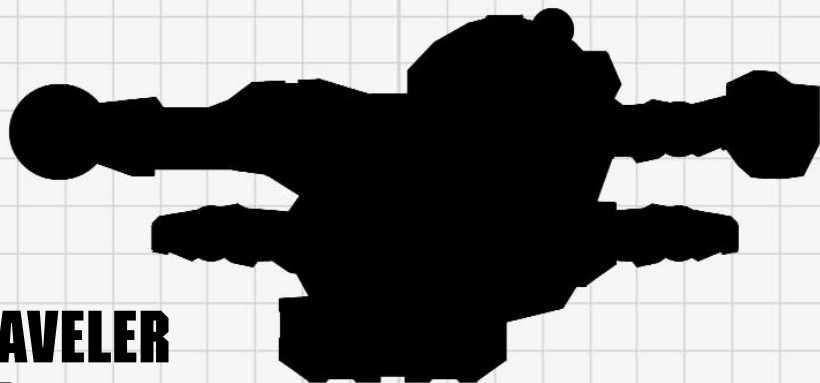
Not all of the *Horizon Traveler's* passengers have paid for the privilege of boarding her. In this case, the stowaway is being pursued. The reason? It could be anything from being an escaped mutation or psychic experiment to having seen something she shouldn't have to making off with an item that someone else wants back. Whatever the reason, her pursuit is already on board and looking for her. It is up to the PCs to resolve this issue before someone (most likely one of them) gets hurt.

THE HORIZON TRAVELER

TOP VIEW



**SILHOUETTE VIEW
FRONT**

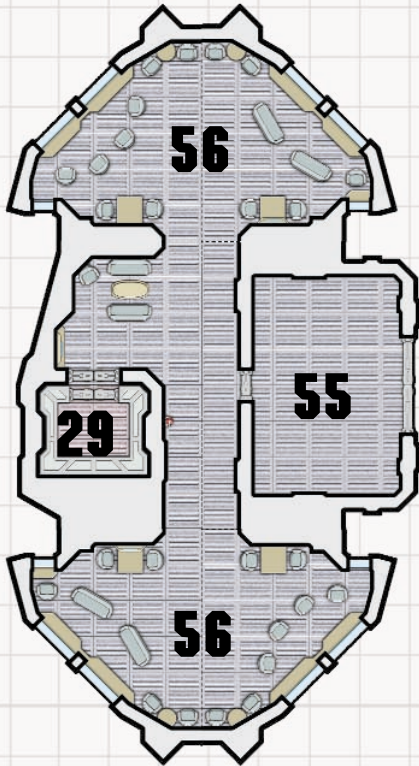


HORIZON TRAVELER
UNIQUE SHIP

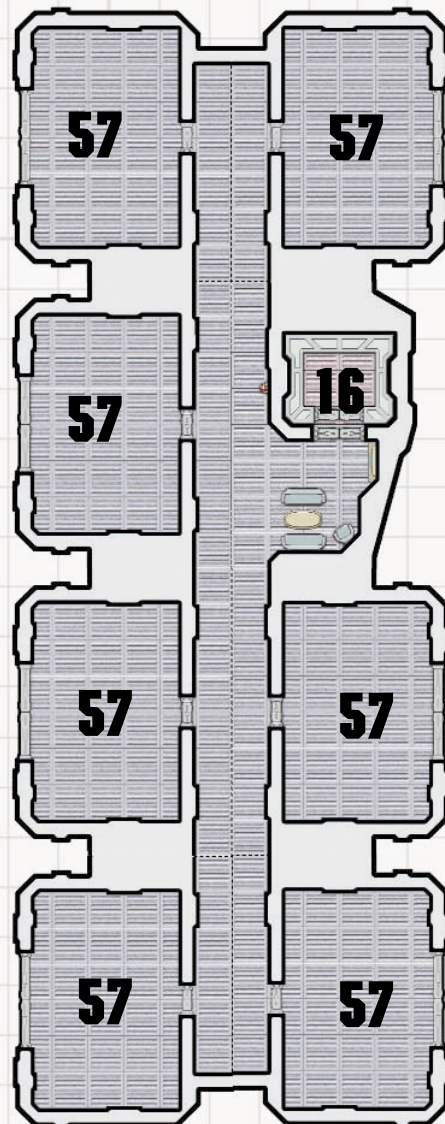
HORIZON TRAVELER

UNIQUE SHIP

DECK PLAN



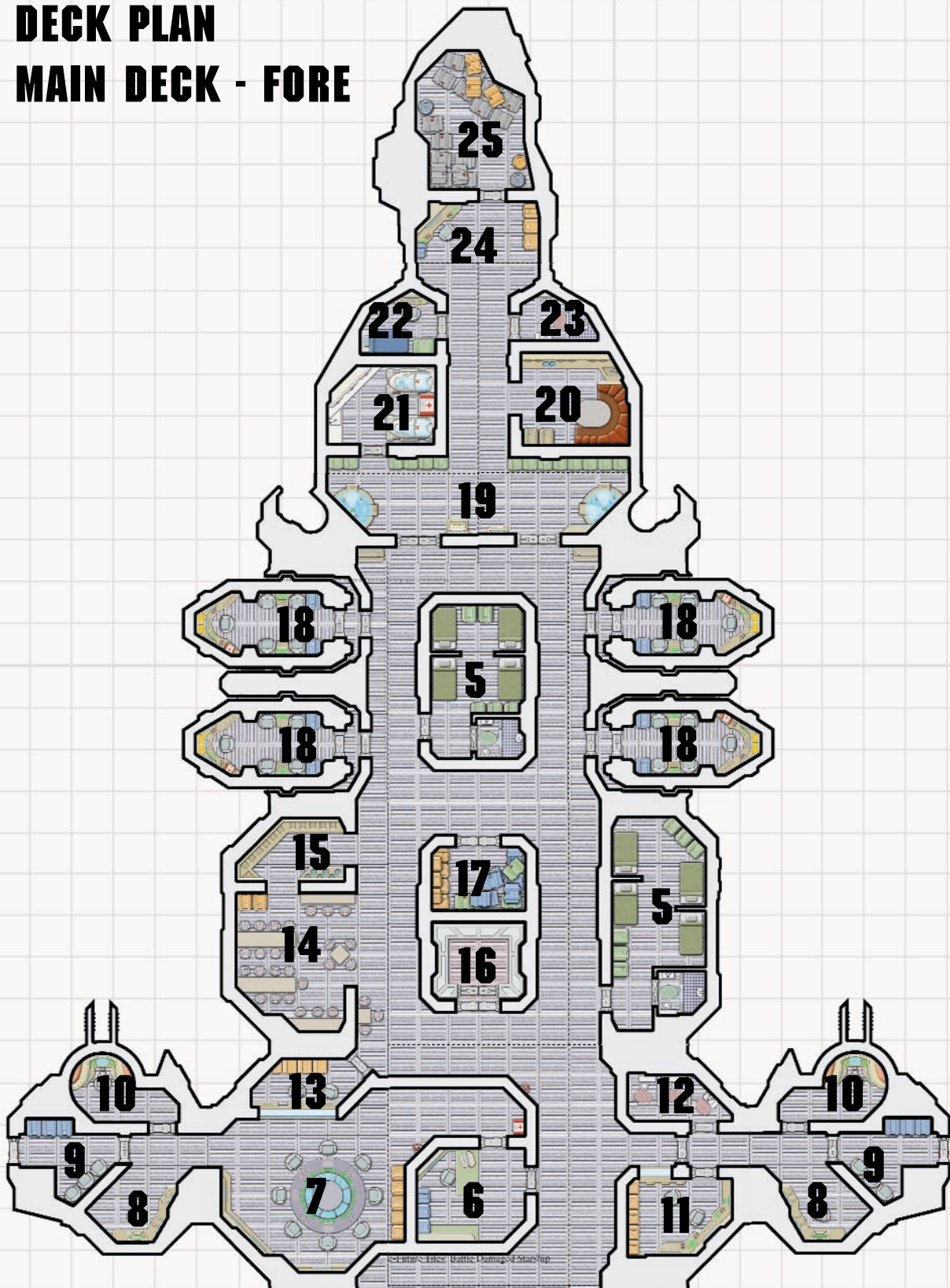
OBSERVATION



CARGO

THE HORIZON TRAVELER

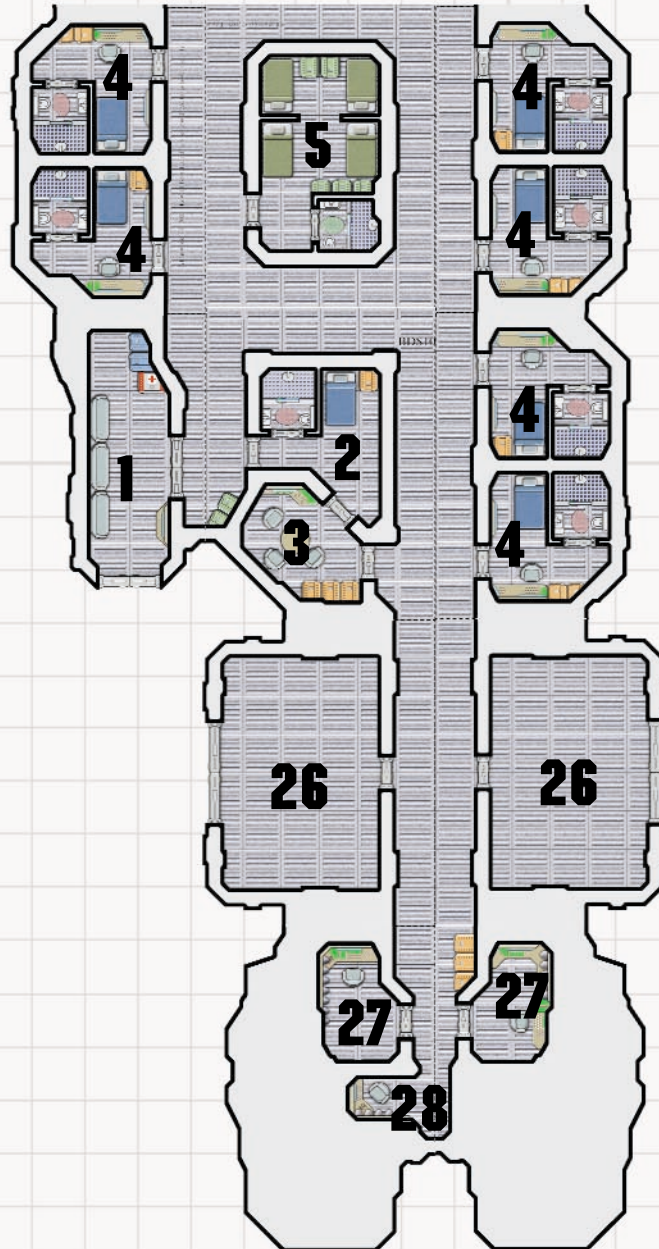
DECK PLAN MAIN DECK - FORE



HORIZON TRAVELER
UNIQUE SHIP

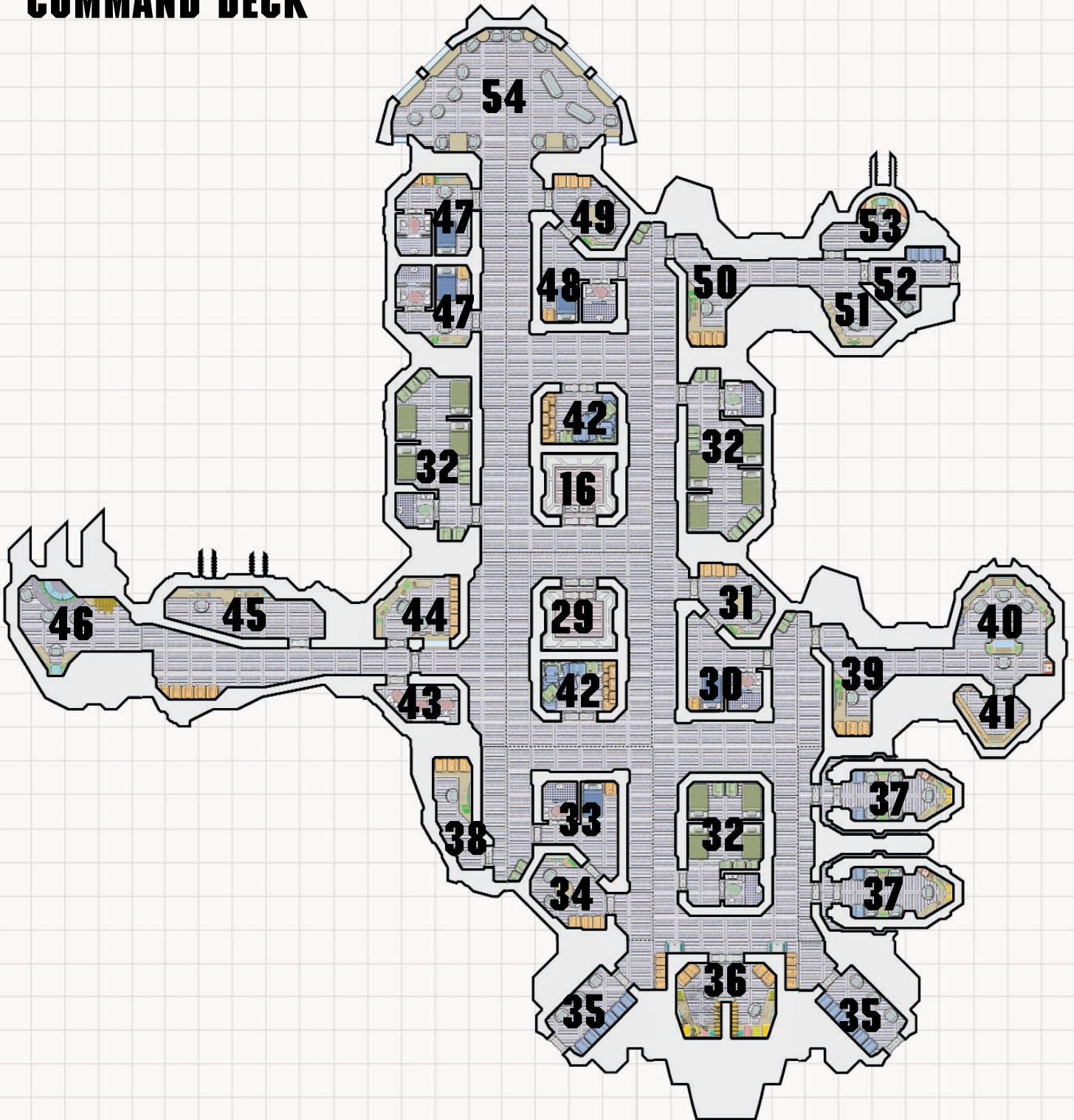
HORIZON TRAVELER

UNIQUE SHIP



DECK PLAN
MAIN DECK - AFT

DECK PLAN
COMMAND DECK



HORIZON TRAVELER
UNIQUE SHIP

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