

13 Starship Gadgets and Devices

Personal gear described in the future SRD includes the gadget concept and plenty of examples. Third-party supplements, including some that I have written, include gadgets for mecha. Well, it's time starships also gain the benefit of the gadget concept.

As with the basic gadget system, using starship gadgets is a simple matter of mixing and matching various elements of a starship device until it fits what is needed.

First, pick a base item to be modified (this PDF includes engine and weapon gadgets only). Select a gadget of the appropriate type and modify the Purchase DC of the base item according to the gadget's instructions, and then purchase the gadget-modified item as normal.

In addition to the new gadgets in this PDF (9 in total), I've also included four new special systems for starships. These are all very basic devices, but they should prove quite useful in the design of dedicated starship platforms (including passenger ships and medical ships).

WHAT'S REQUIRED TO USE THIS PDF?

In order to use ***Future: 13 Starship Gadgets and Devices*** you will need the modern and future SRDs, available free online. No other Ronin Arts products are required to use this PDF. If you need expanded starship options, you may wish to consider ***Future: 13 Starship Devices***, ***Future: 13 More Starship Devices***, and ***Future: Another 13 Starship Devices***.

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipjreed.com and www.roninarts.com.

Engine Gadgets

AUXILIARY ENGINE

The engine features secondary, backup components that effectively make it its own backup drive system. In any instance that the engine is disabled it automatically comes back online, as a free action, in 1d4-1 rounds (minimum of 1).

A starship may be equipped with this gadget multiple times, each time increasing the total number of times that the engine can be reactivated after it would normally be damaged or destroyed by 1.

For each auxiliary engine gadget a starship engine is equipped with the DC to repairs is increased by +2.

Restrictions: Starship engines only.

Purchase DC: +2.

FUEL ECONOMIZER

Engine advances make the engine more economical in terms of fuel expenditure. The

number of battles or interplanetary flights the ship may undertake before refueling is increased by 50% (round up).

Restrictions: Starship engines that must be refueled only.

Purchase DC: +3.

IMPROVED THRUST

Computer system and machinery changes to the engine core grant the starship more power, enabling it to propel the starship at an increased rate of speed. The starship gains a +500 ft. bonus to speed.

NOTE: A starship may be equipped with multiple improved thrust gadgets, with each increase past the first granting an additional +250 ft. bonus to speed. (Tactical speed, in squares, is rounded down to the nearest 500 ft. increment.)

Restrictions: Starship engines only.

Purchase DC: +2.

Weapon Gadgets

ACCURACY ENHANCEMENT

A combination of calibrated mechanical systems, advanced targeting software, and overall superior engineering combine to increase the weapon's accuracy. This gadget grants the modified weapon a +2 equipment bonus to attack rolls.

Restrictions: Starship non-missile weapons only.

Purchase DC: +3.

AUTOFIRE SYSTEM

Some starship weapons are capable of firing in singleshot or semiautomatic forms only. The autofire system gadget allows these weapons to be fired on autofire.

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Restrictions: Starship weapons without autofire only.

Purchase DC Modifier: +4.

EXPANDED RANGE

Adjustments and improvements to the weapon's power and related components significantly increase its range increment. The range increment of a weapon modified with the expanded range gadget is doubled.

NOTE: A starship equipped with range extension software (see **Future: Another 13 Starship Devices**) applies the range bonus from the device first, and this gadget's range modification second.

Restrictions: Starship weapons only.

Purchase DC Modifier: +3.

MAXIMUM FIREPOWER

The modified weapon is improved, either through expanded explosives embedded in a modified missile, increased power regulators in an energy weapon, or through some other adjustment appropriate to the weapon affected by this gadget. The weapon's damage is increased by one die of the same type as the unmodified weapon.

Example: A plasma cannon equipped with the maximum firepower gadget inflicts 15d8 points of damage (base 14d8 increased by 1).

Restrictions: Starship weapons only.

Purchase DC: +4.

MINIATURIZED

By eliminating wasted space and using microscopic components, some engineers are capable of producing weapons vastly smaller than normal. Any weapon that makes use of the miniaturized gadget is counted as one-half a weapon of its type for purposes of the starship's weapon limits.

Example: A heavy starship is limited to a single beam, projectile, or missile system for every 50 Hit Dice of its size. The starship could mount two miniaturized beam, projectile, or missile systems for every 50 Hit Dice of its size.

Restrictions: Starship weapons only.

Purchase DC Modifier: +8.

VOICE RECOGNITION SYSTEM

A countermeasure commonly built into starship weapons is the voice recognition system gadget. It requires any user to speak a command word to unlock the weapon before it can be used. Any weapon with the voice recognition system gadget will not fire or activate unless the owner (or designated group) gives the command word to the weapon.

Restrictions: None.

Purchase DC Modifier: +2.

Special Systems

While defensive, weapon, armor, engine, and various other types of starship systems are easily classified there are a selection of items that do not fit neatly into an existing category. For simplicity, unusual systems that defy categorization in the existing areas are presented here, as special systems.

To build a special system from scratch, a character must succeed at a Craft (electronic) check (DC 30) and a Craft (mechanical) check after investing 60 hours in its assembly. A character without an electrical or mechanical tool kit takes a -4 penalty on the appropriate skill check. The character must also make a Wealth check against the system's purchase DC.

Installing a special system requires a successful Craft (mechanical) check (DC 30) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.

Different types of special systems are detailed below.

Minimum Ship Size: The minimum size the starship must be to use this type of special system.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

DEDICATED PASSENGER HOLD (PL 5)

While many starships are designed to carry passengers, a ship equipped with this special system includes a large section designed specifically for passengers; the starship is turned into an effective, and comfortable, people mover. The modified starship sacrifices one-half its cargo capacity and quadruples its passenger capacity.

Example: A corvette modified with this system reduces its cargo capacity to 75 tons and increases its passenger capacity to 128.

Minimum Ship Size: Light.

Purchase DC: 10 + one-quarter the base purchase DC of the starship.

Restriction: None.

MEDICAL STATION (PL 5)

A dedicated medical suite, complete with operating theater and capacity for six medium-sized patients, the medical station is typically included on military starships and luxury passenger ships. Though extremely rare, it may also be encountered on small, private starships.

Due to the equipment and medical supplies found in this area, Treat Injury checks made in the medical station gain a +2 equipment bonus.

Minimum Ship Size: Light.

Purchase DC: 14.

Restriction: Licensed (+1).

VEHICLE GARAGE (PL 6)

This specialized garage is equipped with all of the tools, diagnostic systems, and spare parts necessary to keep almost any ground vehicle functioning at peak efficiency. A vehicle garage is situated adjacent to the starship's outer hull and a single bay door (locked, DC 35) allows vehicles entrance into the starship.

Repairs, upgrades, and maintenance performed to vehicles in a vehicle garage gain a +5 equipment bonus to Craft and Repair skill checks.

STARSHIP CLASS TEMPLATE

APOCALYPSE-CLASS FAST-ATTACK TEMPLATE (PL 8)

Built during the later days of the Anmephis War, the Apocalypse-class fast-attack fighter sacrificed defensive capabilities for increased firepower and speed. Designed for hit-and-fade tactics, the Apocalypse-class proved less effective than its creators intended. Still, due to internal politics and substantial bribes all problems with the fighter were concealed and the project pushed through.

The Apocalypse-class template can be applied to any PL 6 or PL 7 fighter or assault fighter. The starship's design specs should be adjusted as follows.

Hit Dice: Decrease by 1d20.

Engine Upgrade: Inertial flux engine (tactical speed +1,500).

Armor Downgrade: Eliminate existing armor, replace with polymeric.

Defense System Downgrade: Eliminate all existing defense systems; add displacer.

Weapons Upgrade: 2 fire-linked maser cannons (18d8 damage; range incr. 6,000 ft.; added to existing weapon systems).

A single vehicle garage has enough space for six medium-sized vehicles, or three large-sized vehicles, or one huge-sized vehicle.

Minimum Ship Size: Light.

Purchase DC: 32.

Restriction: None.

GENE THERAPY LAB (PL 8)

Though available during earlier ages, the Energy Age sees the development of such significant advances in genetic engineering that the equipment is reduced to a size that it can be installed in a dedicated genetics station onboard starships. A starship equipped with a gene therapy lab is capable of performing genetic manipulation to up to a dozen subjects at a time.

Due to the dedicated systems, including advanced monitoring computers and medical equipment, patients undergoing genetic modification in a gene therapy lab gain a +2 equipment bonus to Fortitude checks made during the treatment. Additionally, each lab is custom designed for a single gene therapy template (chosen during the lab's installation in a starship) and all Fortitude saves made while undergoing treatment for the chosen gene therapy template gain a +6 circumstance bonus.

Minimum Ship Size: Light.

Purchase DC: 45.

Restriction: Military (+3).

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