

NAME		LOOK	Craft: Design: Style: Weapons:
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Select a Size from the following:

- Personal:** Cr 1, Pass 1. Ability Scores -POW -1, SPD +2, SEN 0, WPN 0. Hull 8. Shields 2. Damage Die D6.
- Small:** Cr 3, Pass 6. Ability Scores - POW 0, SPD 0, SEN +1, WPN 0. Hull 12. Shields 2. Damage Die D6.
- Medium:** Cr 5, Pass 12. Ability Scores -- POW 0, SPD -1, SEN +1, WPN +1. Hull 12. Shields 3. Damage Die D6. Maint Req 1
- Large:** Cr 7, Pass 18. Ability Scores -- POW +1, SPD -1, SEN 0, WPN +1. Hull 16. Shields 4. Damage Die D8. Maint Req 2

Crew	POW	SPD	SEN	WPN	Passengers
	<input type="checkbox"/> Faulty	<input type="checkbox"/> Slowed	<input type="checkbox"/> Blinded	<input type="checkbox"/> Futile	
DAMAGE DIE	D()	SHIELDS		HULL From Size	CRITICAL □□□

Select one of the following Packages. Take all of the moves.
 ASTRODYNAMICS

- ELUSIVE:** Effects modifying Evasive Action also affect this move. When piloting your Ship and you quickly avoid danger, roll + SPD. **Complete Success:** You evade the danger; also, you choose to either add +1 forward against whatever caused it or deal your Damage to it. **Partial Success:** You avoid the danger, but you choose one:
 - A critical engine component blows out; take the Slowed Debility until it has been repaired.
 - Your vessel takes Damage (from the danger, from something else).
 - Your vessel draws unwanted attention.
- RACER:** When you race your Ship against another vessel (or vessels), roll + SPD. **Complete Success:** You clearly beat the other vessel(s) to the destination. **Partial Success:** You arrive first at the destination, but you choose one:
 - You burn out an engine; take the Slowed Debility until it can be repaired.
 - You draw unwanted attention from a third party; the GM will tell you who.
- IONIC BOOSTERS:** Install Ionic Boosters (2 Uses, Module, 1 Weight). When used, Ionic Boosters add +1 forward to SPD.

 COMBAT

- ADVANCED WEAPONRY:** Increase your Ship's Damage Die by 1 step.
- ATTACK RUN:** Effects modifying Fire at Will also affect this move. When you steer your Ship straight at an opponent and fire all of your weapons at them, roll + WPN. **Any Success:** Add your vessel's SPD to the Damage. **Complete Success:** You may choose to add +1d6 to Damage and expose your Ship to their attack. **Partial Success:** Deal your Damage and you are exposed to their attack. For this attack, if any weapon used has the Ammo or Recharge tag, mark 1.
- SHIELD MASTERY:** Effects modifying Raise Shields also affect this move. When you engage your Ship's superior shields, roll + POW. **Complete Success:** Add +5 forward to Shields and +1 forward to any Ship or vessel move. **Partial Success:** Add +3 forward to Shields.
- TRIPLE FAZER CANNONS:** Install Triple Fazer Cannons (+2 Damage, Module, 3 Recharge, 1 Weight).

 SCIENCE

- DEPLOY PROBES:** When you deploy your Ship's probes, roll + SEN. **Complete Success:** 3 probes each find something of note. **Partial Success:** 1 probe finds something. The GM will briefly describe what the probes find. Add +1 forward to Understand what they find.
- SCAN FOR LIFE-FORMS:** Effects modifying Sensor Scan also affect this move. When you use your Ship's sensors to scan a location, looking for information on the life-forms there, roll + SEN. **Complete Success:** Choose three pieces of information the GM gives you from the list below. **Partial Success:** Choose two.
 - Their numbers
 - Their species
 - Their weapons and armament
 - The direction they are traveling
- IMPROVED SCANNER ARRAY:** Add an Improved Sensor Array (Module, 1 Weight). Add +1 to SEN when you scan planets and places.

 SMUGGLING

- INCONSPICUOUS:** When you attempt to conceal your Ship's existence, roll + INT. If you power off your Shields, add their value to this roll (max +3). **Complete Success:** Your Ship is undetected for the moment. **Partial Success:** Your Ship avoids detection only if it remains still.
- IT'S AN OLD CODE, BUT IT CHECKS OUT:** When your Ship attempts to bypass a security checkpoint and you use trickery to fool them, roll + CHA. **Any Success:** They fall for your trickery. **Partial Success:** The GM chooses one:
 - After you pass the checkpoint, they realize you tricked them.
 - It costs you 1-Credit in bribes.
 - You draw unwanted attention from a third party.
- HIDDEN COMPARTMENTS:** Install Hidden Compartments (Module, 1 Weight). Add +1 to conceal items or people on your Ship.

THE SHIP

EQUIPMENT

Your Capacity is (4 + POW):
Add 2 to this for Small and add 4 to this for Medium or Large.

You start with 4 Modules:

Module 1:

Module 2:

Module 3:

Module 4:

Maintenance Requirement: Paid?

Choose 2 of the following options:

- Cargo Bay (Module, 0 Weight)
- Cybernetic Targeting System (3 Uses, Module, 0 Weight)
- Engineering Room (Module, 1 Weight) (+1 MR)
- Imp. Escape Pods (Consumable, Module, 1 Weight)
- Fazer Booster (+1 Damage for Fazer weapons, Module, 0 Weight)
- Improved Life Support System (Module, 1 Weight)
- Intrusive Sensor Array (Module, 1 Weight)
- OtherNav and MAME (Matter-Antimatter Engine) (3 Uses, Module, 1 Weight)
- Proto Shields (Module, 1 Weight)
- Shield Booster (3 Uses, Module, 0 Weight)
- Sick Bay (Module, 1 Weight) (+1 MR)
- Ultralite Laser (+1 Damage, Module, 2 Recharge, 0 Weight)
- WAVE Multi Missile Launcher (3 Ammo, Area, +1 Damage, Module, 1 Weight)

ADVANCES

XP CONTRIBUTIONS:

When you Advance the Ship, select one of these options:

- Add +4 to Hull or add a Critical checkbox**
- Increase Damage Die by 1 step (maximum of D12)
- Increase an Ability Score by 1 (maximum +3)*
- Take a move from another starting Ship package**
- Permanently enhance a Basic Vessel move*
- ADDITIONAL MODULE: Add +1 to the number of Modules your Ship has.#
- ADVANCED SICK BAY (req. Sick Bay): Anyone who recovers Wounds while in your Sick Bay does so in one Scene, not two.
- ALPHA STRIKE: If your Ship has weapons with Ammo or Recharge, you may mark any number of these to add +1 forward to Damage for each marked.
- BACKUP POWER: When your Ship has the Faulty or Slowed Debilities and a move directs you to roll POW or SPD, you can ignore the penalty in exchange for the Ship taking 1d4 damage (ignores Shields).
- EMERGENCY STABILIZERS: When your Ship is forced into a Crash Landing, add +1 to that move.
- FIRE WITH IMPUNITY: On a Partial Success on the Fire at Will move, the damage your Ship takes is halved.
- IMPETUS GENERATOR: Add +1 to the Prevail by Force move. In addition, your Ship always takes half damage from this move.
- IMPROVED PROBES: When you Deploy Probes, this acts like the Analyze move; you may ask the same questions as if you had used that move (with the same roll result).
- INCREASED CAPACITY: Add +4 to your Ship's Capacity.
- LITTLE BROTHER (req. Landing Bay): You have another Ship. This is a Personal Size vessel and has only the base abilities of a vessel of that size; you cannot otherwise modify or change it.
- MADE A FEW MODIFICATIONS: Add another Crew position or space for 2 more Passengers.
- NANITE ASSISTANTS (req. Engineering Room): When you use your Engineering Room to repair vessels, add +1d4 to the Hull recovered. Using the Engineering Room to recover Wounds (for robots) or Critical (for vessels) takes only one Scene, not two.
- RECOGNIZABLE: Your Ship has a unique look and has built a reputation (for good or ill). Add +1 to moves meant to impress others with your Ship's design or capabilities. Unfortunately, your Ship also takes -1 to moves to remain inconspicuous.
- SEPARATION (req. Large): In an emergency, your Ship can separate into two Small Ships. Each Ship has the same game mechanics as a Small vessel; any advances or other modifications you have added are applied to one of these Ships - except for this advance and Little Brother.
- SHIELDS UP: On a Complete Success on Shield Mastery, everyone in a crew position also adds +1 forward to a Ship or vessel move.

*= You may take this move up to 4 times | **=You may take this move up to 3 times | #= You may take this move up to 2 times