

EV: Nova for Dragonstar



Requires the of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast® and the Starfarer's Handbook® published by Fantasy Flight Games®

Credits

Original Escape Velocity Game

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Dedication

“To all the gang at DirgoTonix, joo roxorz.”

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Ships

Freighters



Leviathan

The Leviathan, originally from a small, technically advanced Outlands system, is probably one of the biggest starships you will ever see. There are only a few hundred of these giant freighters in existence, for two reasons. Firstly, only the biggest corporations could afford them, and secondly, the actual ship takes 20 years to build, and is 1640 feet long. Most Leviathans are actually close to 600 years old. Many have been handed down through the generations, from hereditary ship's master to ship's master.

Most were retrofitted with starcasters when the technology became available after the Dragon Empire annexed the system. Nowadays you might be lucky to see some of the upgraded variants, like the basic armed variant with laser batteries and rail guns, the New England Shipyards Destroyer with its plasma cannon batteries, or the rare and dangerous über-Leviathan which carries 2 full squadrons of some of the fastest fighters in the galaxy and some powerful plasma cannons and torpedo turrets.

Leviathan: Colossal V Vehicle; hp 880; Top Spd 5; Acc 1; Dec 1; Hand -10; Sensor +4; Stealth 1; AC 2 (-128 size, -5 Dex, +60 natural, +40 armor, +35 shields); SQ vehicle, hardness 80, swappable starcaster, dual starcaster, 40 Cargo Section Adapters; Fuel 300,000/25.

Stations: Pilot 1, Sensor 4, Crew 200.

Cargo: 40 Cargo Sections (805,000 m³, 850,634 tons H₂O).

Cost: 150,000,000 cr.

Leviathan (Armed Variant): Colossal V Vehicle; hp 880; Top Spd 5; Acc 2; Dec 1; Hand -10; Sensor +4; Stealth 1; AC 7 (-128 size, -5 Dex, +60 natural, +50 armor, +30 shields); SQ vehicle, hardness 80, swappable starcaster, dual starcaster, 40 Cargo Section Adapters; Fuel 300,000/25.

Stations: Pilot 1, Sensor 4, Gunner 6, Crew 200.

Cargo: 38 Cargo Sections (764,750 m³, 808,100.4 tons H₂O).

Cost: 200,000,000 cr.

Weapon: 3 quad laser cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 6d10x4; Range: 5.

Weapon: 3 200 mm rail guns; Fire arc: Front; Attack bonus: +5 (targeting computer); Damage: 20d12; Range: 10.

Leviathan (New England Shipyards Destroyer): Colossal V Vehicle; hp 890; Top Spd 6; Acc 2; Dec 1; Hand -8; Sensor +6; Stealth 6; AC 17 (-128 size, -5 Dex, +60 natural, +50 armor, +40 shields); SQ vehicle, hardness 85, swappable starcaster, dual starcaster, 40 Cargo Section Adapters; Fuel 250,000/25

Stations: Pilot 1, Sensor 6, Gunner 4, Crew 200.

Cargo: 36 Cargo Sections (724,500 m³, 765,568.8 tons H₂O), 10 fighters.

Cost: 350,000,000 cr.

Weapon: 4 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5(targeting computer); Damage: 10d10x4; Range: 10

Weapon: 4 torpedo bays; Fire arc: front x2, rear x2; Damage: 6d10x5; Speed: 50.

über-Leviathan: Colossal V Vehicle; hp 900; Top Spd 7; Acc 2; Dec 2; Hand -5; Sensor +14; Stealth 6; AC 12 (-128 size, -5 Dex, +60 natural, +45 armor, +40 shields); SQ vehicle, hardness 80, swappable starcaster, dual starcaster, 40 Cargo Section Adapters; Fuel 200,000/25.

Stations: Pilot 1, Sensor 4, Gunner 30, Crew 170.

Cargo: 22 Cargo Sections (442,750 m³, 467,847.6 tons H₂O), 20 fighters.

Cost: 800,000,000 cr.

Weapon: 16 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer);

Damage: 10d10x4; Range: 10.

Weapon: 16 torpedo bays; Fire arc: front x2, turret x12, rear x2; Damage: 6d10x5; Speed: 50.



Pegasus

In the war for control of a small, technically advanced Outlands system, many of the Leviathans used in the system were wrecked beyond repair, and the shipping houses whose livelihood depended on them faced financial ruin. A solution was found by a young engineer named Eyeya Soyahc, who realized that a Leviathan was too big to be utterly destroyed. Thus he organized teams to salvage the enormous cargo rings from the floating hulks. These rings were repaired and retrofitted with engines. The design was such a commercial success that it was adopted in its own right, and is now manufactured by many worlds. The Pegasus model can be found in three variants, the standard variant, the Advanced Shielding variant for high battle areas, and an Upgraded Engines variant that has dual starcasters and better acceleration and deceleration.

Pegasus: Colossal III Vehicle; hp 600; Top Spd 7; Acc 2; Dec 2; Hand -7; Sensor +2; Stealth 1; AC 3 (-32 size, -5 Dex, +20 natural, +20 armor, +15 shields); SQ vehicle, hardness 60, swappable starcaster, 10 Cargo Section Adapters; Fuel 300,000/10.

Stations: Pilot 1, Sensor 4, Gunner 2, Crew 50.

Cargo: 10 Cargo Sections (201,250 m³, 212,658 tons H₂O).

Cost: 37,000,000 cr.

Weapon: Triple Laser Cannon (Battery); Fire arc: turret; Attack Bonus: +5 (targeting computer);

Damage: 6d10x3; Range: 5.

Pegasus (Advanced Shielding): Colossal III Vehicle; hp 660; Top Spd 7; Acc 2; Dec 2; Hand -7; Sensor +2; Stealth 1; AC 8 (-32 size, -5 Dex, +20 natural, +20 armor, +20 shields); SQ vehicle, hardness 60, swappable starcaster, 10 Cargo Section Adapters; Fuel 300,000/10.

Stations: Pilot 1, Sensor 4, Gunner 2, Crew 50.

Cargo: 10 Cargo Sections (201,250 m³, 212,658 tons H₂O).

Cost: 38,000,000 cr.

Weapon: 4 Triple Laser Cannons (Battery); Fire arc: turret; Attack Bonus: +5 (targeting computer);

Damage: 6d10x3; Range: 5.

Pegasus (Upgraded Engines): Colossal III Vehicle; hp 615; Top Spd 8; Acc 3; Dec 3; Hand -6; Sensor +2; Stealth 1; AC 3 (-32 size, -5 Dex, +20 natural, +20 armor, +15 shields); SQ vehicle, hardness 60, swappable starcaster, dual starcaster, 10 Cargo Section Adapters; Fuel 300,000/9.

Stations: Pilot 1, Sensor 4, Gunner 2, Crew 50.

Cargo: 10 Cargo Sections (201,250 m³, 212,658 tons H₂O).

Cost: 38,000,000 cr.

Weapon: 4 Triple Laser Cannons (Battery); Fire arc: turret; Attack Bonus: +5 (targeting computer);

Damage: 6d10x3; Range: 5.



Terrapin

The aptly named Terrapin is the mainstay of small traders. While ugly as sin, and about as fast as its namesake, the Terrapin carries one whole standard cargo pod segment. This huge cargo capacity for such a small vessel makes it a ripe target for pirates and raiders. They usually travel in "gaggles" with hired escorts, but sometimes a lone trader on his last monetary legs will try to journey alone. The Terrapin comes in three variants, the standard variant and variants with upgraded engines or shields.

Terrapin: Colossal Vehicle; hp 300; Top Spd 8; Acc 2; Dec 2; Hand -4; Sensor +2; Stealth 3; AC 2 (-8 size, -5 Dex, +8 natural, +5 armor, +3 shields); SQ vehicle, hardness 40, swappable starcaster, Cargo Section Adapter; Fuel 300,000/3.

Stations: Pilot 1, Sensor 2, Gunner 1.

Cargo: 1 Cargo Sections (20,125 m³, 21,265.8 tons H₂O).

Cost: 5,500,000 cr.

Weapon: Triple Laser Cannon (Battery); Fire arc: front; Attack Bonus: +5 (targeting computer); Damage: 6d10x3; Range: 5.

Terrapin (Upgraded Engines): Colossal Vehicle; hp 200; Top Spd 10; Acc 3; Dec 3; Hand -2; Sensor +2; Stealth 3; AC 5 (-8 size, -5 Dex, +10 natural, +5 armor, +3 shields); SQ vehicle, hardness 40, swappable starcaster, Cargo Section Adapter; Fuel 300,000/3.

Stations: Pilot 1, Sensor 2, Gunner 1.

Cargo: 1 Cargo Sections (20,125 m³, 21,265.8 tons H₂O).

Cost: 6,000,000 cr.

Weapon: 3 Double Laser Cannons (Battery); Fire arc: front x2, turret x1; Attack Bonus: +5 (targeting computer); Damage: 6d10x2; Range: 5.

Terrapin (Upgraded Shields): Colossal Vehicle; hp 200; Top Spd 8; Acc 2; Dec 2; Hand -4; Sensor +2; Stealth 3; AC 7 (-8 size, -5 Dex, +10 natural, +5 armor, +5 shields); SQ vehicle, hardness 40, swappable starcaster, Cargo Section Adapter; Fuel 300,000/3.

Stations: Pilot 1, Sensor 2, Gunner 1.

Cargo: 1 Cargo Sections (20,125 m³, 21,265.8 tons H₂O).

Cost: 6,000,000 cr.

Weapon: 3 Triple Laser Cannons (Battery); Fire arc: front x2, turret x1; Attack Bonus: +5 (targeting computer); Damage: 6d10x3; Range: 5.



Shuttle

Sigma Shipyards first produced this simple in-system shuttle over two hundred years ago, and the basic keel design hasn't been changed since. The shuttle has only enough power for a double laser cannon and a tiny shield generator; enough to protect against micrometeoroids but a few direct hits by even a light blaster will cause real problems for this craft. Originally This craft journeyed Federation Space via the HyperGates, but a most have been upgraded to Starcasters, but only for when the location is either not in the same system as a HyperGate, or the pilot does not have the codes for the HyperGate and can't hack the HyperGate's computer. The Shuttle comes in two variants, the standard, and Version B, more interceptor, less freighter.

Shuttle: Huge Vehicle; hp 90; Top Spd 20; Acc 3; Dec 3; Hand +0; Sensor +3; Stealth 10; AC 6 (-2 size, -5 Dex, +6 natural, +5 armor, +2 shields); SQ vehicle, hardness 10; Fuel 400,000/1.

Stations: Pilot 1.

Cargo: 16 m³, 16.9 tons H₂O.

Cost: 1,600,000 cr.

Weapon: Double Laser Cannon; Fire arc: front; Attack Bonus: +5 (targeting computer); Damage: 6d10x2; Range: 5.

Shuttle (Version B): Huge Vehicle; hp 95; Top Spd 22; Acc 3; Dec 3; Hand +2; Sensor +4; Stealth 10; AC 8 (-2 size, -5 Dex, +6 natural, +5 armor, +4 shields); SQ vehicle, hardness 10; Fuel 300,000/1.

Stations: Pilot 1.

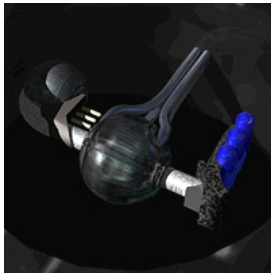
Cargo: 4 m³, 4.2 tons H₂O.

Cost: 3,600,000 cr.

Weapon: 2 Double Laser Cannons; Fire arc: front; Attack Bonus: +5 (targeting computer); Damage: 6d10x2; Range: 5.

Weapon: Multishot IR Missile Launcher (4); Fire arc: front; Damage: 8d10x2; Speed: 20/40.

New Equipment



Swappable Starcaster: This starcaster is in a removable container that allows a crew of at least 4 medium-sized, or 8 small-sized creatures to remove and then install a replacement starcaster in 24 hours, 12 for removal, and 12 for installation, though half of both those times are for moving the heavy container out of the way and placing the new one in its place and can be shortened with the use of magic. The artificial gravity enhancement included with the starcaster is offline during the swap.

Cost: 1,500,000 cr.

Weight: 2 tons.



Rail Gun: This archaic but devastating weapon is simple but deadly. A small chunk of metal, 200 mm in diameter, and 225 to 250 mm long, about the shape of a rugby ball or football, is propelled at near relativistic speeds. This weapon is only used on capital ships of size Colossal III or larger, as the smaller ships don't have the mass to compensate for the recoil. This weapon also comes in smaller sizes of 100 and 150 mm in diameter and comparable lengths.

Weapon	Cost	Damage	Critical	Range	Weight	Type
100 mm Rail Gun	40,000 cr.	10d12	x2	50,000 ft.	2,000 lbs.	Piercing
150 mm Rail Gun	60,000 cr.	15d12	x2	50,000 ft.	2,500 lbs.	Piercing
200 mm Rail Gun	80,000 cr.	20d20	x2	50,000 ft.	3,000 lbs.	Piercing

Missile, IR: This missile is designed to fire from and hit objects in space. It is one of the largest missiles and can only be launched from spacecraft mounted missile launchers. This missile deals half bludgeoning and half fire damage to everything in the blast radius. An IR missile has a guidance rating of 20. It moves speed 20 (on the spacecraft scale) the round it is launched and speed 40 every round thereafter. For more information on explosive weapons, see page 133 of the Dragonstar: Starfarer's Handbook.

Weapon	Cost	Damage	Blast Radius	Guidance	Weight	Type
Missile, IR	900 cr.	8d10x2	50 ft.	20	30 lb.	*

Cargo Section: This wedge shaped container is 35 meters wide at its widest point, 15 at its narrowest, 23 meters deep, and 30 meters tall. Originally designed for use with the Leviathan cargo transport, it was later used on the Pegasus and Terrapin as well, and can be added to other ships with adapters. Each cargo container can hold 20125 m3 of cargo, about 21,265.8 tons of H2O, a common cargo. To add a Cargo Section Adapter to your vessel, requires 2 weeks of outfitting. After the adapter is in place, the vessel can hold one Cargo Section. With the Cargo Section in place, the vessel becomes either a Colossal vessel, or, if the vessel is already larger than Colossal the vessel size changes only if multiple Adapters are installed, Colossal 2 with ≥ 4 , Colossal 3 with ≥ 16 , C4 with ≥ 32 , and C5 with ≥ 64 Cargo Sections. This may change the Top Speed, Acceleration, Deceleration, Armor Class, and Starcaster charges used per jump, as per the DM's ruling.

Cost: 3,000,000 cr. for Cargo Section, 500,000 cr. for Cargo Section Adapter.

Weight: 30 tons for Cargo Section, 5 tons for Cargo Section Adapter.

New Rules

HyperGates

In Federation Space, there are no Starcasters. This is because every system that could need to be accessed has a HyperGate. Each HyperGate is linked to up to four other HyperGates, though the gates in the core of Federation Space are the only ones with the max jump points. To access a HyperGate, the captain or pilot of the vessel must send the HyperGate Activation Codes and then select a destination while the HyperGate initializes. Once the HyperGate is initialized, a direct link to the target HyperGate, if available, is established through HyperSpace. Then the ship travels into the maw of the Gate and re-appears at the other end an instant after entering.

Most Travel through Federation Space is by HyperGate, since Starcasters were only recently introduced when the Dragon Empire was first encountered on a HyperGate scouting mission. The U.S.S. Enterprise, the Federation Naval Flagship was destroyed, but the HyperGate it was guarding was not. The Dragon Empire learned from the captured scientist how to set it up, and how to make more, and sent a fleet into Federation Space, a quarter of the way across the galaxy.

Rules Information: To travel by HyperGate requires three things. The first is a functioning HyperGate to travel through. The second is the HyperGate activation code for that particular hyperGate. The third is a ship of size Colossal 5 or smaller. To transmit the code to the HyperGate's computer, a Use Device check (DC 20) is required to activate the com-link, transmit the code and destination, and for the Hypergate to respond. This takes 2 full-round actions. If you do not have the proper codes you can hack the HyperGate with a successful Use Device check (DC 35), if you are actually hooked into the HyperGate and not communication by com-link, the DC is only 25. There are at most five possible destinations from one HyperGate, four standard destinations, and, with the proper code, a destination within 5 parsecs in mind, and a successful Use Device check (DC 25). If you fail this roll, use the Starcaster failor table for the results. A HyperGate can be set to transport itself across HyperSpace with 24 hours of re-programming and a successful Use Device check (DC 35) every hour. The DC is 30 if you are in direct computer contact with the HyperGate computer, not just by com-link.

HyperGate: Colossal VI vehicle; hp 1000; Top Spd 0; Acc 0; Dec 0; Hand -20; Sensor +20; Stealth -20; AC 4 (-256 size, -5 Dex, +100 natural, +65 armor, +100 shields); SQ vehicle, hardness 100; Fuel 0/-.

Stations: Pilot 1 (Integrated Robot Brain).

Cargo: None.

Cost: 10,000,000,000 cr.

HyperGate AI Expert 15: CR 14; Medium-size Construct; HD 2d10; hp 11; Init +5 (+1 Int, +4 Improved Initiative); Spd 0 ft.; AC -5 (-5 Dex); Atk -; SQ Construct, low-light vision, ambidexterity; AL N; Fort +0, Ref +0, Will +9; Str -, Dex -. Con -, Int 12, Wis 10, Cha 10.

Class Skills: Bluff, Concentration, Cryptography, Diplomacy, Forgery, Knowledge, Navigate, Pilot, Sense Motive, Use Device.

Skills: Bluff +12, Concentration +12, Cryptography +16, Diplomacy +12, Forgery +13, Knowledge (Space) 14, Navigate +16, Pilot +15, Sense Motive +13, Use Device +23.

Feats: Born Spacer, Hacker, Gear Head, Skill Focus (Use Device), Space Jockey, Starship Piloting, Technical Proficiency.

Upgrades: A.I. Module, Personal Communicator Personality Module.

Cost: 233,600 cr. (included in HyperGate Cost, cost is for replacement)

HyperSpace

HyperSpace is a unique transitive plane. It can currently only be accessed by HyperGates, and how is still a mystery to the HyperGate's inventor. Since initial contact with the Dragon Empire 5 years ago, none of the Empire's top mages have been able to access hyperspace. Some reason that this is because HyperGates are

just specialized *portals*, others say because it can only be accessed with technology like the HyperGates, not with magic at all. Still others say that it was a divine gift to the Federation and that they matter should be settled latter, and that the Empire and the Federation should work together for the betterment of all involved. This last group is mostly made up of clerics and their congregations of the Merchant and the Smith, mainly because they want to either use the HyperGates for trade, or to learn about and improve on the design.

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What if there was a portion of the Galaxy where the Dragon Empire was never heard of. Where there are no humanoids but humans. Where there is no magic. Where the way to being a hero does not involve dragons, good or bad. In this area is the birthplace of humanity, Earth, and it's Federation of colony worlds networked by HyperGates and trade routes. Also in this area is the warrior culture of the Auroran Empire, the outcast Pirates, the almost magical science of the Polaris, the HyperSpace plying wraiths with their innate ability to cloak themselves, and the remnants of a far technically advanced civilization, now enslaved by the Federation, teaming with pods of nanobots and mental energy. And now the Empire as assaulted one of the Federation's exploratory forces and found this paradise, ripe for dominion under the iron claw of the Dragon Empire. This is the portion of the Galaxy depicted in the popular shareware game **Escape Velocity: Nova** produced by **Ambrosia Software** and **Atmos Software**, and ported to the popular **d20 System** and the **Dragonstar** universe.

