



New Ship Feat: "Automated"

A vessel with the automated feat effectively reduces the actual crew requirements to one, usually a command officer or pilot, the remainder of the ships crew complements are replaced by G.U.A model androids which are controlled by the ships Computer systems or A.I if available, the G.U.A models do not tire and are more efficient than their fleshy counterparts and thus reduce a crew requirement by half.

G.U.A "General Utility Androids"

Medium Sized

Wound Dice: 8d10 (44)

Initiative: +0

Speed: 10m

Defence: 16 (+6 natural)

Attacks: Slam +10/+5 melee; or by weapon +2/-3 ranged

Damage: Slam 1d6+4; or by weapon

Face/Reach: 2m x 2m/2m

Special Qualities: Immune to mind influencing effects, paralysis, stunning, disease, not subject to critical's, subdual damage, ability damage, ability drain, death from massive damage, immune to anything requiring a Fort save that doesn't affect objects, Darkvision 60 feet

Saves: Fort +2, Ref +2, Will +3

Abilities: Str 18, Dex 10, Con -, Int 3, Wis 12, Cha 1

Skills: Computer +8 (+2 Tech mind), Disable Device +8, Repair +15 (+2 Tech mind), Search +12, Security Systems +8, Spot +4.

Feats: Tech Mind

Challenge Rating: 3

G.U.A's are generic metallic humanoid androids in shape, they are relatively slow to react but move with near human gait, they tend to a ships functions and maintenance and can if necessary even defend a ship as they are physically quite strong. They sell for around 5000 cps each.

New Ship Feat: "Point Defence Weapons"

A vessel with point defence weapons has numerous low powered fast targeting weapons designed to fend off enemy fighters and torpedoes, making it very difficult to get close enough to hit the vessel. There are five levels of Point defence weapons FEAT, each providing a +1 Defence bonus against Torpedoes and similar guided weapons and all craft attack from Shuttle or fighter sized vessels (i.e. Medium size or smaller).

New Ship Feat: "Cloaking Device"

A vessel with a cloaking Device is capable of literally rendering itself almost undetectable by any means from energy emission, and other related sensor detection, to viewing with the naked eye. A vessel, which is cloaked cannot fire weapons due to the immense power drain. There are five levels of this feat each providing a degree of concealment as the Cloaking technology improves, the first level provides 1/4 concealment, the 2nd one half concealment, the 3rd three-quarter concealment, the 4th provides nine-tenths concealment and the 5th and final level provides Total concealment. Concealment works as per rules in Farscape RPG.

New Ship Feat: "Artificial Intelligence"

A vessel is fitted with an Artificial Intelligence or "Avatar" as they are more commonly known, an avatar can be of any class and race, which is determined when implemented, and cannot be changed once chosen. An AI must have 3 personality traits, which your GM must assign. The A.I is capable of interacting exactly as a normal character can but is essentially unable to leave the ship of which it is part. A ships A.I increases in level as a ship does and hence does not gain experience normally, it may only be upgraded.



Note: If a Ship with A.I also has the Automated Feat it can take control of a G.U.A model and act through it at -2 to all stat or ability checks, thus allowing it to interact beyond the limitations of the ship, but even then the ship must be in near orbit otherwise the G.U.A is technically out of range of feasible remote control..

New Ship Feat: "Improved Sensors"

A vessel with improved sensors has more powerful sensors, which are more capable of spotting and detecting enemy vessels and the like. A ship with Improved Sensors thus receives a +4 competence bonus on any Computer rolls related to the ships sensors.

New Ship Feat: "Electronic Counter Measures"

A vessel, which is fitted with Electronic Counter measures (E.C.M) is more capable of avoiding detection by enemy sensors, being fitted with sensor resistant materials and sensor diffusing or repelling devices all geared towards making the ship far more difficult to detect in effect Increasing the Computer DC to detect the ship with sensors by 5.

New Ship Feat: "Advanced Targeting Computers"

A vessel with Advanced Targeting Computers is capable of tracking and acquiring masses of moving hostile targets as well as monitoring friendly targets. For purposes of target acquisition the A.T.C is very advanced and helps maintain the vessels pinpoint accuracy making it's shipboard weapons far more accurate for the crews using them and tracking the enemy with far smaller chance of missing or hitting friendlies. In effect the A.T.C provides a +2 Circumstance bonus to all Attack rolls with shipboard weapons, in addition at point blank range it improves a weapon threat range by 1 step (e.g. 20 becomes 19-20, 19-20 becomes 17-20 etc....).

New Ship Feat: "Hydroponic Garden"

A vessel with a Hydroponic Garden has a large internal area, which is set aside to grow plants for use in feeding a ships crew, as well as aiding in replenishing and keeping fresh a ships air supply. A vessel with a Hydroponics Garden is almost self sufficient, needing only return to spacedock in order to make repairs and other other maintenance that cannot normally be handled in the field. Hydroponics are often beneficial to moral also as crew like to spend time in these rural places, reducing space sickness, which occurs due to prolonged periods with planetfall. In effect a ship with a Hydroponics Garden receives a +1 bonus to Initiative due to the crew being happy and content and thus quicker and more willing to respond in a crisis.

New Ship Feat: "Advanced Medical Facility"

A vessel with an advanced medical facility has a place with dedicated facilities and supplies for tending to sick and wounded crewmen, anyone treated on a vessel with a Medical Facility always heal at a rate of 5 wounds per day as if under professional care. The ship also has ten stasis chambers for placing critically wounded or terminally ill crewmen into suspended animation and thus keeping them alive indefinitely until they can be healed or cured. In addition any First Aid rolls are mad with a +4 competence bonus, and dying crewmen who are taken to the medical facility can be stabilised instantly.

New Ship Feat: "Alien Stealth Device"

Prerequisite: Only available to societies with a Weapon and Transport of both Class 10

The Alien Stealth device which as good as makes a vessel totally invisible to any sensors, absorbing incoming sensor beams or refracting/deflecting them away effectively adds +15 to the DC of any Computer check to spot the vessel with Sensors. The Alien Stealth Device also make a ship decidedly more difficult to lock onto with targeting scanners increasing its Defence by +2.

New Ship Feat: "Bio Armour"

Prerequisite: Only available to societies with a Weapon and Transport of both Class 10, and only available for Living ships.



A vessel with Bio Armour has advanced organic hull material, which is almost impregnable and the vessel has the ability to heal naturally restoring 2d10 wound points per arm without the need for DRD's. Bio Armor also adds +2 to Hull Hardness and +1 to Hull Integrity.

New Ship Feat: "Advanced Shield"

Prerequisite: Only available to societies with a Weapon and Transport of both Class 10

Advanced shields consist of alternating gravimetric distortion waves and a complex field of gravitic and electromagnetic energy barriers. The gravimetric shield system disperses any and all energy fired upon the vessel, leaving only the kinetic impact of the blast, which is created by the explosive energy released upon impact against the shields. This feat may be taken up to three times, each time increasing the amount of protection the shields provide.

1. 100 additional Wound points
2. 250 additional Wound points
3. 500 additional Wound points

New Ship Feat: "Phased Hyperspace Cloaking Device"

Prerequisite: Only available to the Shadows, and only possible in Biomechanical vessels

Impressive cloaking device unlike any ever seen before. This cloaking device is created via the use of Hyperspace technology. Essentially the shadow vessel "shimmers" out of sight phasing their vessel somewhere between Realspace and hyperspace. Once cloaked in this way, a shadow ship is not only invisible to the naked eye and sensors, but also virtually invulnerable to attack from ships in either dimension, until it fully enters Hyperspace or returns to Realspace. The actual game effect being the vessel is invisible with full concealment, though is incapable of firing weapons during this time, but is also effectively Incorporeal and cannot be struck by any weapons except those, which penetrate into other dimensions or Hyperspace.

New Ship Feat: "Shadow Shields"

Prerequisite: Only available to the Shadows, and only possible in Biomechanical vessels

Shadow shields work by wrapping the vessel in a Hyperspace field, effectively bleeding any energy fired at it into Hyperspace and thus away from the vessel, in this way most shots seem to disappear a few feet above the vessels actual hull, with only the strongest shots penetrating through the field and striking the vessel itself. This feat may be taken up to three times, each time increasing the amount of protection the shields provide.

4. 500 additional Wound points
5. 750 additional Wound points
6. 1000 additional Wound points

New Ship Feat: "Biological Control System"

Prerequisite: Only available to the Shadows, and only possible in Biomechanical vessels

All Shadow vessels use a central control mechanism that is an actual living biological entity. This also serves as the vessels weakness as someone with powers such as a telepath can affect and thus interfere with the living pilot, which causes the ship to falter as a result. Effectively this means there is a single living being with bionic implants piloting the shadow ships, they have no free will and are totally under the influence of the Shadow ships sentience itself, however the biological target as stated is susceptible to mind influencing attacks such as *Affect Mind*.