

# The Freighter

## Prefix

SSS, FTS, STC, TTAS, None

## Names

Vagabond, Royal Flush, Cleopatra, Black Betty, Longshot, Dauntless, Oryx, Perseus

## Origins

Won it gambling, bequeathed by a relative, stolen from a corporation, rebuilt from a junkyard

By default, your ship has:

- 10-15 crewmembers.
- a mix of smuggling, stealing, and legitimate freight (+2supplies, need: hungry).
- a makeshift array of armor or shields (+1hull, add -juryrigged)
- a small set of mounted lasers (+1weapons)
- a fully powered ship core (+2speed)
- a small set of basic sensors (+1sensors)

### Choose 4:

- your crew is large, 25-50 crewmembers. (+1supplies, need: +crowded)
- your crew is small, 5-10 crewmembers. (need: exhausted instead of need: hungry)
- for missions, add lucrative pirating. (+1supplies, need: +reprisals)
- for missions, add protection tribute. (+1supplies, need: +obligation)
- for missions, add hauling trash. (+1supplies, need: +disease)
- your armor/shields is/are professionally constructed and reinforced. Drop juryrigged.
- your armor/shields is/are powered by advanced/alien technology. (+2hull)
- your ship has additional, powerful armaments. (+1weapons)
- your core is state-of-the-art, capable of reaching enormous speeds. (+2speed)
- your sensor array is tuned to enhance detection parameters (+1sensors)

### Choose 2:

- your crew is filthy and unwell. (need: +disease)
- your crew is hunted by galactic authorities. (need: +hunted)
- your ship owes protection tribute to powerful forces. (-1supplies, need: +debts)
- your ship is owned by someone else. (-1supplies, need: +obligation)
- your hull hasn't been repaired in years. (-1hull)
- your weapons are useless against other ships. (-1weapons)
- your engine core is on the brink of obsolescence (add -unreliable)

**Advanced Ship Technology (Choose one from each row):**

To activate an advanced ship technology, roll+Engineering. On a 10+, hold two. On a 7-9, hold one. Spend that hold, one for one, on the tech features listed. You may repeat picks.

<b>Energy Shields</b> <ul style="list-style-type: none"><li>■ Absorb a direct hit (-1 damage)</li></ul>	or	<b>Flak Cannons</b> <ul style="list-style-type: none"><li>■ Add +1 to an evasive maneuver</li><li>■ Destroy an enemy fighter</li></ul>
<b>Cloaking Device</b> <ul style="list-style-type: none"><li>■ Evade detection by an enemy ship</li><li>■ Add +1 to an evasive maneuver</li></ul>	or	<b>Smuggler Holds</b> <ul style="list-style-type: none"><li>■ Hide a shipment of goods from authorities that search the ship</li></ul>

**Supplies:**

**Reserves (starts equal to Supplies):**

**Needs:**

**Hull:** \_\_\_\_\_

**Weapons:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**Sensors:** \_\_\_\_\_

**Additional Tech (List Ship Expansions):**