Blue Pearl

Caracal-Class Trader

Look
Functional, Barely Aerodynamic, Dated Profile

Blue (Dispassionate)

Charm	Cool	Sharp	Smarts	Tough

Maintenance Clock

Clear ❑ ❑ ❑ ❑

+1 0 -1 -2 -3

When **you complete an episode**, mark one Maintenance Clock. When **the Maintenance Clock is full**, reset the Maintenance Clock and check Maintenance Past Due. If it is already past due, the MC will inflict damage to the ship or a ship system.

Some moves will allow you to reset the Maintenance Clock and clear the Maintenance Past Due.

❑ Maintenance Past Due

While **Maintenance Past Due is checked**, all rolls involving the Ship and its systems are at Disadvantage.

Debt Clock ❑❑❑❑

Creditor

Payments [   ] [   ] Disposition

When **you complete an episode**, mark one Debt Clock. When **the Debt Clock is full**, reduce your creditor's Disposition by 1, and your Creditor comes looking for you.

Some moves will allow you to clear the Debt Clock and reduce your Payments. When your Payments reaches 0, you own your ship.

Ship's Harm

When **your Ship takes Damage**, mark off one of the options below for each point of Damage your Ship suffers.

When **your Ship takes Damage and there are no unchecked options to mark off**, your Ship is destroyed.

When you **perform Spot Repairs on your Ship**, check the Spot Repairs option for the Damage you are repairing, and apply the appropriate effect.

❑ Superficial Damage

Your armor took the damage for you, absorbing some of the damage without compromising the ship. Superficial Damage makes your ship look uglier, but it doesn't have any additional negative effects. You can't Spot Repair Superficial Damage. Some ships have extra armor, allowing additional Superficial Damage to be absorbed.

Extra Damage ❑❑❑❑❑❑❑❑❑

❑ System Hit   ❑ Spot Repairs

System _____

One of your Ship's systems has been hit! Fill in which one. Any roll using that Ship System is at Disadvantage.

When **you perform Spot Repairs on a System Hit**, you restore normal operation, negate Disadvantage from *this* System Damage.

❑ System Hit   ❑ Spot Repairs

System _____

❑ Direct Hit   ❑ Spot Repairs

The deck shudders and panels flicker. Any roll using a Ship System is at Disadvantage.

When **you perform Spot Repairs on a Direct Hit**, you restore normal operation, negate Disadvantage from Direct Hit.

❑ Hull Breach   ❑ Spot Repairs

A hole is blasted in the side of your ship and one or more sections are exposed to vacuum.

When **you perform Spot Repairs on a Hull Breach**, you restore atmosphere to the vented sections, but you are dangerously low on Life Support, any rolls that require physical exertion are at Disadvantage.

❑ Adrift   ❑ Spot Repairs

All systems are down. You keep your inertia, but are also at the mercy of any gravity acting on you.

When **you perform Spot Repairs on Adrift**, you restore power - barely. You have Disadvantage on all system rolls until you have a chance to enact proper repairs.

Ship Moves

Spot Repairs

When **you performs spot repairs on your ship to patch over Damage**, describe how you do it. **If there are no immediate pressures and you have plenty of time**, you do it with little complication. Apply Spot Repairs to one Damage option. **If you are under immediate danger or time is limited**, act under pressure to complete the repairs, unless you have a move better suited to the job.

Silent Running

When **you power off your active sensors to conceal your vessel**, roll+Smarts. **On a 10+**, hold 2. **On a 7-9**, hold 1. Spend hold 1 for 1 on the following:

- You escape notice or enemy scans.
- You sneak into a favorable position.

When you run out of holds or act overtly, you become detectable again.

On a miss, prepare for the worst.

Run a Scan

When **you assess the situation using your Ship's sensors**, you have additional questions you can ask. Any question with the **active scan** tag temporarily apply the **overt** tag to your Ship.

- What class/size is that detected ship?
- *(Active Scan)* Are there any hiding ships?
- *(Active Scan)* What modules do they have?
- *(Active Scan)* Where are they weak?
- *(Active Scan)* Where are they strong?

Contract Completed Get Paid

When **your Crew successfully completes a Contract and collects their pay** from the client or contact, roll+Contract Rating.

On a 13+, you did exceptional well, choose 4.
On a 10-12, you get a great deal, choose 3.
On a 7-9, you get the standard deal, choose 2.
On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and deal with an enemy that's found you and wants to settle things now.

- *You make a payment to your Creditor, reduce Payments by 1 and reset the Debt Clock.*
- *You pay to maintain your ship, clear Maintenance Past Due and reset the Maintenance Clock.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You purchase an Upgrade for your Ship.*
- *You go shopping for a new Vehicle, roll Test Drive.*
- *You fill the Ship's cargo hold with lucrative goods for slae elsewhere, roll Lucrative Exports to determine what Cargo is available.*
- *You divide the spoils for some walking around money, each crew member rolls on Hey Big Spender.*

After you've made your selections and resolved any consequent moves, you need to find more work.

FTL Moves   Your Ship's FTL: [Stardrive ▼]

Starfall: When **you plot a starfall under pressure or near a large gravity source**, roll+Smarts or +Cool modified by +Maintenance. If you have ample time, still roll, but you treat a miss as a hit. **On a hit**, your ship accepts the course and goes into drivespace. **On a 10+**, you have a +1 forward on your following starrise move. **On a miss**, something went wrong!

Starrise: After a ship has spent 121 hours in drivespace, roll+Maintenance. **On a 10+**, your ship comes out exactly where intended. **On a 7-9**, your ship comes out close of drivespace hours or days of cruising speed away from where you intended. **On a miss**, your ship comes out a great distance from its intended destination, or even at the point it departed from. On a hit or miss, your ship needs (2d6+5) * 4 hours to collect enough tachyons before it can engage in another starfall.

Upgrades & Modules

Your ship starts with 4 Upgrade points to buy your starting Modules and may have up to 10 Modules installed. Modules without a box to mark do not count against your maximum Modules.

When you buy an Upgrade for your ship, check an upgrade box. Unless a Module says otherwise, you need to fill all of the Upgrade boxes before that Module is fully installed and functional in your ship.

If you are the maximum number of Modules, you have to pull out a Module before you can start installing a new one. You do not get a refund on Upgrade Points.

Crew Quarters

The Ship has births for the main crew.

Cargo Bay

The Ship starts with a standard cargo bay. If your ship also has hidden storage, make sure to note what is placed where.

☑❑❑ Computer Core

The Ship's main computer houses a semi self-aware Virtual Intelligence that is capable of operating the ship. Detail the Ship VI's name. The Ship VI's stats are determined by how many Upgrade Points you have invested in this Module.

1 Upgrade Point: =0/=0/-1/-1/-2
2 Upgrade Point: +1/=0/=0/-1/-1
3 Upgrade Points: +1/+1/=0/=0/-1

The ship also has 1 or 2 personality traits from below (or make up your own).

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely, Dispassionate

☑ FTL Capable

Your ship is FTL capable. Select a choice on the front page.

❑ Additional Habital Space

The Ship can carry many more passengers and has additional comforts.

❑ Advanced Sensors

Advanced sensors allow yoru ship to quickly acquire and analyze massive amounts of data. You have Advantage on **assess a situation** using your ship's sensors to **run a scan**.

❑ Attached Transport Shuttle

3 Hits, Spacefaring, Cargo, Passengers, Workhorse

A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers or cargo from one place to another.

❑ Hidden Storage

In addition to the normal cargo bay, the Ship has a hidden one that is shielded against deep scans. A careful search of the ship will eventually notice missing volume in the ship.

❑ Mining Equipment

Your ship is equiped with the necessary equipment to fracture and collect minerals from asteroids or planet surfaces.

❑❑ Infirmary/Autodoc

For 1 Upgrade Point, the Ship has an infirmary that can accomodate many patients. Restocked as part of maintaining the ship.

For 2 Upgrade Points, the infirmary also has an Autodoc bay that can treat injuries or wounds. Unsympathetic, rough surgery in an Autodoc heals the "I'm Hurt Bad" Harm. More unusual or bizarre maladies require an expert.

❑❑ Machine Shop/Fabricator

With 1 Upgrade Point, the Ship has a machine shop where some components can be created with enough time. With 2 Upgrade Points, the ship has advanced fabricating printers that can create nanocircuitry if it has the necessary raw materials.

❑❑❑ Extra Hull Plating

Your ship may take 1 extra hit of superficial damage for each Upgrade Point spent on this Module.

❑ Redundant Systems

Redundant systems and backups make your ship more reliable. Your ship can take an additional System Hit harm. Additionally, you have Advantage when making repairs in a fraught situation.

❑❑ Sidewalls   ❑ Discharged

Discharge

Your ship can generate reinforcement shielding. When you at hit, Discharge Sidewalls and ignore 1 instance of Damage dealt to your Ship or Vehicle.

❑ Lasers   ❑ Discharged

1 Damage, Near/Close/Far, Discharge

Versatile, low cost, accuracy in a vacuum make cohesive beam weapons like lasers the most common and reliable ship-to-ship weapons in production.

❑ Missiles

2 Damage, Close/Far/Extreme

Missiles are launched by rails before activating onboard rockets. You have Disadvantage on attacks at extreme range if the target is able to alter course. If a target's course is entirely predictable, a missile could be sent on a ballastic course and have an effectively infinite range.

☑☑ Plasma Cannon ❑ Discharged

3 Damage, Close/Far

Plasma cannons fire magnetically bundled balls of superheated tungsten. The magnetic bundle that holds it together dissipates before it can go beyond far range.

❑❑❑ Railgun

4 Damage, Close/Far

Railguns magnetically propel small, high density slugs at extremely high velocity. You can use one at infinite range against target's with predictable courses.

❑❑❑ Specialized Compartments

Your ship has an additional specialized compartment for each Upgrade Point. Detail them.

Making Your Ship

The Ship is like another character that is utilized by every member of the Crew.

Crew Motivation

Each Crew has a motivation that relates to how they got their Ship. The motivatin determines which clock your Crew contends with:

| Independent Spacers (Debt Clock) ▼ |

Your crew are independent spacers trying to make a living and also to pay off the debt on your ship. You'll need to take jobs, and earn big to keep the debt collectors at bay.

Name:

Decide on a name together. Make it evocative and pronounceable. Does the Ship's VI have the same name?

Look:

Choose up to 5:

Dirty, rusted, grimy, worn, outdated, stuttering, dented, rattles, listing, scorched, ugly, functional.

Debt and your Creditor

Your starting Debt is 20 Payments. Write this figure in your Ship's Payments panel. Describe your Creditor and what makes them dangerous. Your Creditor's Disposition starts at Neutral, 0.

Upgrades & Modules:

Your ship starts with 4 Upgrade Points to spend on Modules.

Draw your Ship:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.