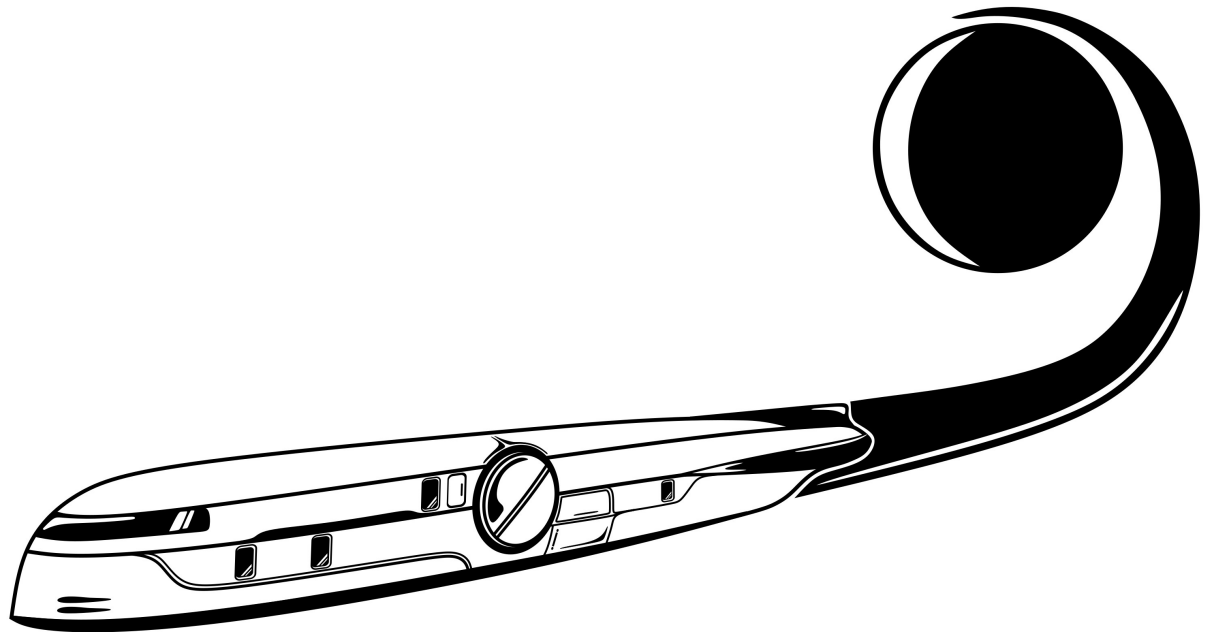


Grant - Research Vessel



Grant Class Research Vessel ~ TL-12			Vessel Cost – 100,235,000 Credits
Hull Configuration	Displacement	Power Requirements	Traits
Streamlined Gravitic Hull - Light	200 – Tons	40 – Units	72 Hull points
Radiation Shielding	0 – Tons	–	2x Radiation protection.
Drive Configuration	Displacement	Power Requirements	Traits
TL(+2) – Gravitic Drive – Thrust: 3	6 – Tons	30 – Units	Energy Efficient – II
TL(+1) – Jump Drive – Range: 2	15 – Tons	40 – Units	Fuel per Jump: 38 – Tons
Power Plant Configuration	Displacement	Power Production	Traits
Fusion Power Plant	10 – Tons	150 – Units	–
Fuel Tanks	Displacement	Thrust Points	Fuel Longevity
Fuel Tank – Drives	76 – Tons	–	Jump Drive Activations: 2
Fuel Tank – Reactor	5 – Tons	–	5 – Months Continuous
Control Systems	Displacement	Power Requirements	Traits
Bridge	10 – Tons	–	Hardened
Computer/20	0 – Tons	–	Hardened
Improved Sensors	3 – Tons	4 – Units	DM(+1) to Sensors
Crew Quarters	Displacement	Power Requirements	Traits
Staterooms - 4	16 – Tons	–	–
Common Areas	7 – Tons	–	–
Hard Points	Displacement	Power Requirements	Traits
TL(+3) Dual Pulse Lasers Turrets – 2	4 – Tons	14 – Units	Accurate(+1), Energy Efficient – I, Popup Turret
–	–	–	
Armor Configuration	Displacement	–	Traits
Crystal-Iron	5 – Tons	–	Armor – 2
Additional Components	Displacement	Power Requirements	Traits
Biosphere	3 – Tons	3 – Units	Supports up to 6 crew
Cargo Areas	8 – Tons	–	–
Docking Space	6 – Tons	–	5 – Ton Vehicle Capacity
Fuel Processor	2 – Tons	2 – Units	Refines 40 Tons per Day
Fuel Scoop	0 – Tons	–	–
High Efficiency Batteries	2 – Tons	–	Stores 120 Units of Power
Laboratory	8 – Tons	–	–
Library	4 – Tons	–	DM(+1) to Learning
Life Scanner	1 – Ton	1 – Unit	–
Probe Drones – 5	1 - Ton	–	–
Tow Cable	2 – Tons	–	–
Workshop	6 – Tons	–	–
Monthly Maintenance – 8,353 Credits per month		Life Support Costs – 4,000 Credits per month	

Grant Class Research Vessel ~ Information

Vessel Cost – 100,235,000 Credits

Software and Equipment

Bandwidth

Library Software

0

Jump Control/2

10

Maneuver/0

0

The Grant Class serves as an entry level research vessel for smaller organizations and scholarly institutes. It has a typical crew complement of three researchers and one technician, and can often be seen using robotic pilots to reduce upkeep and increase expedition longevity.

Water Landings and Vehicle Accessibility

The Grant Class has a vehicle bay located on its bottom deck that is capable of holding a five-ton or smaller vehicle. This bay can be used to carry a variety of vehicles which are typically suited to the research team's current expedition. The vehicle bay contains an unpowered ramp which may be deployed by the crew to handle uneven terrain. The Grant Class is also capable of performing a water landing and is rated for a submersible depth of twenty meters. This allows for internally stowed submarines to be deployed after the vessel has performed a water landing. This deployment can be accomplished by temporarily flooding the vehicle bay.

Entrances and Exits

The Grant Class only has a single dedicated airlock: The airlock on the top floor. The following exits may be used as an airlock by closing the appropriate doors and passing a routine Engineering(Life Support) check: Vehicle Bay, Cargo Bay, Jump Drive Room.

Premade Vehicle – Jones Pursuit Motorcycle

The Jones Pursuit Motorcycle is an older pattern ground vehicle intended for civilian use. It comes with a small internal storage area and a side-car for an additional passenger. It's hydrocarbon powered engine allows for a top speed of 180 kph on flat ground. With a sticker price of 70,000cr and a reasonably advanced navigation suite, the Jones Pursuit is an excellent investment for small survey teams.

Range : 600km

Max Speed : 180kph

Hit Points : 6

Armor : 0

Seats : 2

Shipping: 2 – Tons

Premade Vehicle – Pearl Submarine

The Pearl Submarine is a two-seater deep sea exploration vehicle. It is capable of resisting insane pressure and is able to safely dive to a depth of 5,400m meters and can survive diving as deep as 16,000 meters for a short duration. While it has an immense cost of 5,100,000cr, it is still considered economical for a deep-water submersible. The Pearl is intended for extended underwater missions. As such, it includes a galley, a fresher, and a sleeping area.

Range : 600km

Max Speed : 70kph

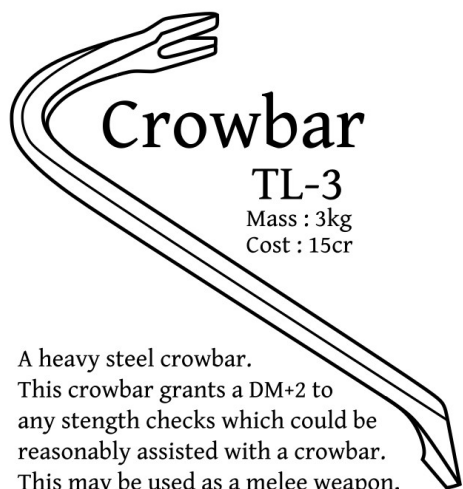
Hit Points : 27

Armor : 40

Seats : 2

Shipping: 5 – Tons

Custom Item – Crowbar



Crowbar

TL-3

Mass : 3kg
Cost : 15cr

A heavy steel crowbar.
This crowbar grants a DM+2 to any strength checks which could be reasonably assisted with a crowbar. This may be used as a melee weapon, and does 3D damage on a successful hit. The crowbar has the bulky trait.

Publisher Information

Group Accreditation: **Generic Villains Publishing Club**
Illustrator, Ship Designer, and Writer: **McClain**
Creative Consultant: **Coboter**
Creative Consultant: **Pliskan**
Creative Consultant: **Mandalorian**
Play-tester: **Velemir**
Play-tester: **Amber**
Play-tester: **Dactyl**
Play-tester: **Vi**
Play-tester: **Freelancer**

This work is the culmination of over 150 hours of dedication and teamwork. If you appreciate this work, please consider sharing it with others so that they might also be able to use it in their campaigns. We dedicated substantial effort to ensure that this work does not violate any copyrighted works, but if you see any evidence to the contrary, please reach out to us so that we might remedy the situation as quickly as possible.

Included Campaign Starter	Significant Characters
<p><i>The Grant Class vessel floats listlessly through an icy, frozen asteroid belt. Occasionally experiencing micro-collisions with small asteroids.</i></p> <p><i>The large containment vat located in the Laboratory emits a sharp *BEEP* that precedes an immediate release of the biological preservative liquid into a bin. Along with this liquid flows your party, with no recollection of the past week. In the now cold and moist laboratory that smells of a mix of formaldehyde and urine, the party realizes that the lights have gone to emergency battery. Unbeknownst to the party, Pirates led by Lance Duffin have matched velocity with the Grant Class and have taken the reactor fuel out of the reactor with the glee that only a pirate could manage. They come and go through a funky tube thing every ten to twelve minutes, coming to relieve the passed on crew of much of their belongings, then leaving to stow in on their ship.</i></p>	<p>Grungle McGee - Contracted Materials Specialist</p> <ul style="list-style-type: none">• Elderly, mad scientist hair, steampunk.• Brief-spoken, Tall, Quiet, Untrusting. Grumpy.• Safety and Geology <p>Lance Duffin – Pirate Leader</p> <ul style="list-style-type: none">• Black and Bloodied Leathers , Young• Impatient, Impulsive, Verbose-Spoken• Money, and the Ship. <p>Character Name</p> <ul style="list-style-type: none">• Appearance• Traits• Motivation <p>Character Name</p> <ul style="list-style-type: none">• Appearance• Traits• Motivation
	Possible Reward