



RISEN

TIER 12

Large heavy freighter

Speed 8; **Maneuverability** average (turn 2); **Drift** 4

AC 25; **TL** 25

HP 180; **DT** –; **CT** 36

Shields heavy 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) maser (6d10; 20 hexes), micro-missile battery (2d6; 20 hexes)

Attack (Port) twin laser (5d8; 20 hexes)

Attack (Starboard) twin laser (5d8; 20 hexes)

Attack (Aft) light plasma mines^{SOM} (2d12; –)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Superior; **Systems** advanced long-range sensors, crew quarters (common), extra light weapon mount (aft), mk 2 duonode computer, mk 4 armor, mk 4 defenses, security systems (antipersonnel weapon [2 elite cathode cannons^{AR}], computer countermeasures [rank 3 shock grid]); **Expansion Bays** conference and meeting rooms, guest quarters (luxurious), *null-space cargo hold* (4), recreation suite (gym), smuggler compartment (DC 50)

Modifiers +2 to any 2 checks per round, +4 Computers (sensors only); **Complement** 10 (minimum 6, maximum 20)

CREW

Captain Bluff +27 (12 ranks), Computers +22 (12 ranks), Diplomacy +22 (12 ranks), Engineering +22 (12 ranks), gunnery +17 (12th level), Intimidate +22 (12 ranks), Piloting +22 (12 ranks)

Chief Mate (2) Acrobatics +22 (12 ranks), Athletics +22 (12 ranks)

Engineer (1 officer, 2 crew) Engineering +22 (12 ranks)

Gunners (3) gunnery +17 (12th level)

Magic Officer Mysticism +22 (12 ranks)

Pilot Piloting +27 (12 ranks)

Science Officer Computers +22 (12 ranks)

SPECIAL ABILITIES

Null-Space Cargo Hold One *null-space cargo hold* can contain 50 tons of goods instead of 25. For the purposes of holding larger objects, a *null-space cargo hold* counts as two contiguous cargo holds.

A sleek black starship with red detailing reminiscent of a predatory bird in flight, *Risen* is Lord Sinjin's unique personal starship. It was in a state of near-completion for many months as Sinjin pursued the *Oliphaunt*. Once his agents finally seized the ship, his Golden League engineers rapidly duplicated the *Oliphaunt's* *null-space cargo holds* before the *Oliphaunt* was handed over to Eline Reisora in time for her to show it to EJ Corp's Board of Directors. The stolen technology, along with a powerful Drift engine and an exceptionally well-concealed smuggler's compartment, makes *Risen* the perfect starship for smuggling contraband across the galaxy.

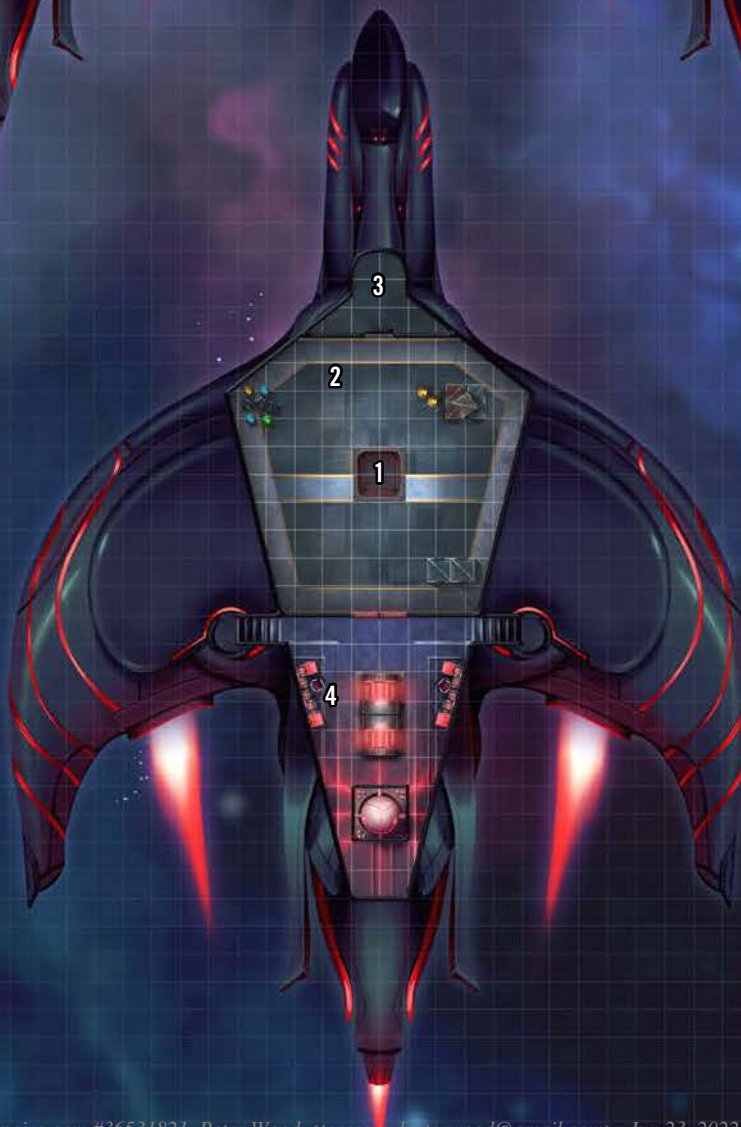
Sinjin himself resides in luxurious personal chambers aboard ship, while his Xun assassins and favored servants have private rooms, and the rest of his soldiers, employees, and retainers share spartan crew quarters. Sinjin maintains a rigorous training regimen thanks to *Risen's* well-equipped gym and sparring ring, and he expects his crew to do the same. He holds court in a large reception room aboard the ship, where his hirelings receive orders and prove their loyalty to the so-called lord.

RISEN



FORWARD

1 SQUARE = 5 FEET



MAP KEY

- | | |
|---------------------------|-----------------------|
| 1. Hover lift | 8. Bunk rooms |
| 2. Null-space cargo hold | 9. Lavatories |
| 3. Smuggler's compartment | 10. Crew quarters |
| 4. Engineering | 11. Mess hall |
| 5. Airlocks | 12. Reception room |
| 6. Gym | 13. Sinjin's chambers |
| 7. Armory | 14. Meeting room |
| | 15. Bridge |