

DESIGNATION	R-29 Firebrand-type Patrol Craft	CREW REPUTATION	AMBITIOUS BRUTAL DARING HONORABLE PROFESSIONAL SAVVY STRANGE SUBTLE
COLORS/LOOK	Grey, with the ship name in bold white writing. Red nose tip, blue stripes and highlights across rear.		
SHIP SIZE	Freighter	STARTING GAMBITS	

CREW

▷▷▷

SYSTEMS	DAMAGE	UPKEEP
HULL	<div>▷▷</div>	HULL <div>□</div>
ENGINES	<div>▷▷▷</div>	ENGINES <div>□□</div>
COMMS	<div>▷▷▷▷</div>	COMMS <div>□□</div>
WEAPONS	<div>▷▷▷</div>	WEAPONS <div>□</div>
		SHIELDS <div>—</div>

- For each level of damage, mark a **ship system**.
- Each **downtime** you don't pay your ship's **upkeep**, roll a die for each consecutive downtime you haven't paid.
 - 1-3 No worries.
 - 4/5 Damage to a system, but it's minor. You can **rig** a solution.
 - 6+ A system is badly damaged and must be repaired.

ADVANCEMENT

□□□□□□□□

At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2 xp** if that item occurred multiple times.

- You executed a successful extraction operation or capture of a bounty.
- You contended with challenges above your current station.
- You bolstered your crew's reputation or developed a new one.
- You expressed the goals, drives, inner conflict, or essential nature of the crew.

CRED

✓✓□□

DEBT

□□□□□□□□

SPECIAL ABILITIES

► Licensed: Take **-2 heat** on any legitimate bounty hunting job. Your ship can carry particle weapons, and your crew can carry and legally use heavy blasters in the pursuit of a target.

CONTACTS	NOTES / PROJECTS
▲ (FAVORITE) Stacy Weathers, ace reporter Arlox, an Ashen Knives Pasha Ishi, a weapons dealer Lix, a xeno tracker Jezri, a fixer	51st Legion: Hegemonic military that represents the law anywhere off-planet. Hegemonic News Network: Those who control the media control the mind.

FACTIONS

(Tier and Status)

51st Legion	III	-1	Cult of the Seekers	II	+1	Turner Society	II	-2
Ashen Knives	III		Hegemonic News Network	II	+1	Yaru (Maker's Guild)	II	
Church of Stellar Flame	IV		House Malklaith	III				
Cobalt Syndicate	I	+1	Starsmiths Guild	III				

CREW / SHIP UPGRADES

CERBERUS UPGRADES

☑ **Stun Weapons:** A variety of weapons for capturing and securing prisoners without (serious) harm. Includes, but is not limited to: restraints (0 load), stun batons (1 load), stun settings on normal blasters (1 load), even stun grenades (replace detonators on sheet, 1 load), knockout drugs (0 load, may not work on some xenos). Not required to bring on jobs, but useful if you want to claim bounties. Generally legal.

CREW TRAINING

☑ **Prowess:** May represent an appropriate place on your ship, relevant manuals, or expert mentors. Mark **2 xp** in the appropriate category instead of 1 when taking the downtime **train** action.

SHIP UPGRADES

CREW GEAR

SHIP MODULES

AUXILIARY MODULES

☑ **Brig:** Space jail. Not meant for long-term incarceration.

HULL MODULES

ENGINE MODULES

☑ **Jump Drive:** A special engine that can activate the Ur gates that connect systems and translate the ship into hyperspace lanes.

COMMS MODULES

☑ **Long-Range Scanner:** Provides broad EM spectrum and gravimetric readings, giving the crew advance warning up to a dozen light-minutes away.

☑ **Nexus Link:** A link to the Hegemonic System Network. Allows for news updates, realtime messages, and tapping into system-wide sensor grids. Others may be able to hack into your ship remotely via the same channel.

WEAPON MODULES

☑ **Grappling Hooks:** Officially for latching onto asteroids and netting cargo, it's an array of nets, grappling lines, and arms that can tie together two vessels for towing or boarding. Legal.

