Horizontech Catalogue 002

Unique Starships

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Necromancers of the Northwest

STARFINDER COMPATIBLE

Credits

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Introduction

Starships are an important facet of any science fiction story. In many ways, a starship is as much a character as any of the protagonists, each with its own unique style and flair. While it can be fun to create your own starship from scratch, sometimes it can be equally valuable to invest in an existing starship with a ready-made history. This product includes 5 new starships complete with stat blocks, unique abilities, and backstories that make them more than just a collection of numbers. Each of these ships comes ready to be inserted into your game. Here in you will find derelict ships perfect for heroic PCs just getting started, as well as dangerous foes for the PCs to face, and even potential allies.

PLANET HOPPER — TIER 1

Small light freighter
Speed 8; **Maneuverability** good (+1 Piloting, turn 1); **Hyperspace** 1
AC 16; **TL** 16
HP 40; **DT** —; **CT** 8
Shields basic 10 (forward 6, port 1, starboard 1, aft 2)
Attack (Forward) light laser cannon (2d4), light laser cannon (2d4)
Attack (Port) light laser cannon (2d4)
Attack (Starboard) light laser cannon (2d4)
Power Core Arcus Light (75); **Hyperspace Engine** Signal Basic; **Systems** basic computer, basic short-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, S8 thrusters; **Expansion Bays** cargo holds (2), escape pods
CREW
Minimum Crew 1; **Max Crew** 6

This oblong spacecraft is decidedly primitive, lacking the sleek design features of modern crafts, and having little in the way of personal touches, apart from a poor paint job. Most closely resembling a primitive orbital shuttle craft with some hasty modifications, in flight this craft more closely resembles a garbage pile affixed to a museum piece than an actual ship. Capping off the fine appearance of this vessel is faded gold paint reading “Planet Hopper” in the common tongue. Whether Planet Hopper was the ship’s original designation or was added later is as much a mystery as how the ship is still spaceworthy.

The interior of the ship isn’t much better than the exterior, with simple barebones furnishings and out-of-date equipment that leads one to wonder just who the former owners of this abandoned craft might have been. A strange smell permeates the whole of the ship, without apparent source, though close investigation reveals that it is coming from a hidden compartment in one of the cargo holds.

The Planet Hopper is currently without owner, having found its way into an asteroid junk heap, and is ripe for the salvage. Anyone who chooses to claim this light freighter is unlikely to encounter any trouble in doing so, making it a fine choice for a beginning craft. Though only lightly armored, the ship can make it from point A to point B, and in fact, the ship flies quite ably despite its apparent age and condition. Owing to its numerous makeshift pieces, the ship is easier to upgrade and modulate than most.

Special Abilities: The planet hopper is a junk ship, but is quite modular and easy to improve. The cost of additional systems used to upgrade or rebuild the planet hopper is reduced by 2, to a minimum of 1 BP.

JADE OWL — TIER 4

Large destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2); **Hyperspace** 1
AC 16; **TL** 20
HP 170; **DT** —; **CT** 34
Shields basic 40 (forward 10, port 10, starboard 10, aft 10)
Attack (Turret) coilgun (4d4)
Power Core Pulse Orange (250 PCU); **Hyperspace Engine** Signal Basic; **Systems** budget short-range sensors, crew quarters (common), L8 thrusters, mk 3 armor, mk 7 defenses, mk 1 trinode; **Expansion Bays** cargo holds (4)
CREW
Minimum Crew 6; **Max Crew** 20

This glorious green warship was once the property of the famous pirate Varken Tibedeoux. Loosely resembling the bird of prey for which it is named, this large intimidating craft has broad sweeping wings, upon which are mounted the thrusters, and has sleek talon-like laser turrets that extend from the bottom of the craft. All deep green, the ship was once one of the most remarkable vessels in space, before its disappearance 20 years ago.

The interior of the Jade Owl marks it as a pirate’s craft, with a mixture of comfortable accommodations for the crew and large cargo holds. Rumors persist that the craft has several secret compartments which contain the valuable relics of the great pirate himself; however, this seems to be just speculation. What is clear is that the ship has several locked log entries, an obstructionist computer, and several obvious areas of battle scarring.

The whereabouts of the Jade Owl have been unknown for over 2 decades, following the pirate Varkan Tibedeoux’s departure. Now it lies adrift, awaiting salvage by those brave enough to take it. The ship’s storied past, however, tends to attract the attention of less than savory characters, and anyone found aboard the Jade Owl can expect to have to deal with Tibedeoux’s enemies. To make matters worse, the ship has sustained rather severe battle damage, which occasionally requires repair and rerouting.

Special Abilities

Renown: The Jade Owl’s great renown, while tending to attract trouble, grants the captain of the ship a +2 circumstance bonus on all Charisma-based skill checks.

Battle Scars: The Jade Owl is heavily battle damaged and occasionally breaks down. While a little tender love and care is enough to keep the ship functioning regularly,

during combat, the ship has a 5% chance of breaking down each round. If this occurs, the ship's speed is reduced by 2 and all the Jade Owl's weapon attacks suffer a –2 penalty on attack rolls. A ship's engineer can spend his turn doing no other action than repairing the starship in order to negate these penalties.

SLAVE SHIP HA'ZAARD TIER 6

Huge bulk freighter
Speed 4; **Maneuverability** poor (–1 Piloting, turn 3); **Hyperspace** 1
AC 19; **TL** 18
HP 180; **DT** 5; **CT** 36
Shields basic 20 (forward 12, port 3, starboard 3, aft 2)
Attack (Forward) heavy EMP cannon (special)
Power Core Nova Light (150 PCU); **Hyperspace Engine** Signal Basic; **Systems** basic computer, basic short-range sensors, biometric locks, crew quarters (common), H4 thrusters, mk 5 armor, mk 5 defenses; **Expansion Bays** cargo holds (3), guest quarters (7)

CREW

Minimum Crew 20; **Maximum Crew** 50
Captain Intimidate +15 (6 ranks)
Engineer (2 officers) Engineering +10 (6 ranks)
Gunner gunnery +10
Pilot Piloting +10 (6 ranks)
Science Officer Computers +10 (6 ranks)

A converted heavy cargo ship, the Ha'zaard is among the most famous slave ships. Originally a humble cargo ship, the first captain of the Ha'zaard, Mikela, turned to piracy in order to keep afloat as new trade deals made it nearly impossible for a small independent operator to continue to function normally. At first, she merely seized cargo from the major shipping companies, but as time passed, the ship's reputation began to grow and she reputedly ran afoul of the authorities, costing much of the original crew. Though it was not difficult to find replacements, the kind of people attracted to crew the now infamous pirate ship were less than scrupulous. Though at first contented to gorge themselves on the cargo of other starships, eventually the greed and cruelty of the crew led them to desire to make slaves out of some particularly irksome crewmembers of one of their marks. The barbarity of the action made Mikela quite upset and she flat out refused, but tensions grew and mutiny was soon afoot. A lizard man pirate called Nah ultimately defeated Mikela and she was the first slave sold, a prize for one of her former victims.

After that, the Ha'zaard quickly changed focus as slave trades both legal and illegal became increasingly more profitable than the stolen cargo business. Over time, the ship was modified to be more specialized for slaving: most of the cargo space was converted to house more humanoid cargo, and space was added for an on-board auction dock where the cargo could be securely sold to select clientele, and weaponry aimed at disabling vessels rather than destroying them was installed. To go with the new gear, a new, even more brutal crew has taken over the Ha'zaard, leading some to claim that they are the most violent crew in space.

The new captain, Gruquald, is a being of terrible size, but he always keeps his form concealed under environmental armor, leaving many to guess as to the captain's race and physical features. Some believe that he may be of a race that requires some form of alternative atmosphere. Regardless, the captain's cruelty seems to know no limits, and he enjoys going out of his way to torment and humiliate his victims. The ship also boasts a gunner by the name of Gar, a primitive humanoid mutant who delights in watching Gruquald's cruelty and derives most of his satisfaction from the suffering of others. The ship is piloted by a human slave called Helena who has thus far managed to avoid the auction block due to her ace piloting skills. She desires nothing so much as her

freedom, but there is little hope for that while Gruquald still lives. The ship's main engineer is a burly man called Burnham. While Burnham doesn't mind the Ha'zaard's activities, he isn't especially devoted to the cause, instead motivated primarily by profit.

The Ha'zaard is a heavy ship, cylindrical in shape and painted with various markings indicating the ship's name, purposes, and travel permits. Its armor is a pale yellow color, and its marking are in red and black, giving the ship a somewhat sickly and sinister appearance, like some metal snake wiling its way through space. Whatever the Ha'zaard's heading, trouble is sure to follow in its wake, and the galaxy would be much safer without it.

Special Ability

Cruelty: The Ha'zaard is a ship renowned for its captain's cruelty and viciousness. During combat, the captain of the Ha'zaard gains a +4 bonus on Intimidate checks.

GOLD DRIFT CASINO TIER 12

Huge cruiser
Speed 4; **Maneuverability** average (+0 Piloting, turn 2); **Hyperspace** 3
AC 27; **TL** 26
HP 255; **DT** 5; **CT** 51
Shields heavy 420 (forward 105, port 105, starboard 105, aft 105)
Attack (Forward) super EMP cannon (special)
Attack (Turret) plasma cannon (5d12)
Power Core Nova Heavy (200 PCU); **Hyperspace Engine** Signal Major; **Systems** advanced long-range sensors, anti-hacking systems, basic computer, biometric locks, crew quarters (good), H4 thrusters, mk 7 armor, mk 7 defenses; **Expansion Bays** hanger bay, recreation suite (gambling parlor), recreation suite (gym), recreation suite (HAC)

CREW

Minimum Crew 20; **Max Crew** 100
Captain Bluff +22 (12 ranks), Diplomacy +17 (12 ranks)
Pilot Piloting +16 (12 ranks)
Gunner (2 officers, 10 crew each) gunnery +16
Science Officer (2 officers, 10 crew each) Computers +16 (12 ranks)
Engineer (5 officers, 20 crew each) Engineering +16 (12 ranks)

More of a mobile space station than a typical ship, this giant entertainment vessel offers the finest in vice and relaxation throughout space. Resembling more of a castle than a casino, this gold-plated entertainment vessel is near impossible to miss, which is just the way management likes it. Subspace advertisements as well as locally distributed information probes alert potential customers when the Gold Drift is in the area, attracting clientele of all sorts to its gilded gates to safely enjoy games, shows, and less reputable activities. The Gold Drift moves from system to system on a long circuit, stopping at popular destinations in order to offer the finest accommodation, and gaming in scenic locations where people are already in a leisurely mood.

The pride and joy of Olivos Kampos, the Gold Drift is among the premier mobile casinos in the galaxy, known far and wide for both the station's neutral status and for its wide complement of exotic entertainment. While guest service is the priority of the Gold Drift, maintaining a comfortable and safe environment for its guest necessitates that the ship be well outfitted with potent weapons, high quality armor, and powerful shields. These armaments virtually ensure that attack against the Gold Drift is doomed to failure. These exceptional protections, coupled with the fine accommodations, makes the Gold Drift a popular destination for corporate retreats, criminals on the run from local authorities, and even diplomats looking to resolve bloody conflicts, adding to the casino's mystique, as guests never know just who they might be sharing a table with.

In addition to providing a secure space, the Gold Drift offers the very finest of amenities, with traditional casino games, card games from an impressive array of cultures, virtual reality suits, workout spaces, and gambling parlors taking bets on virtually anything one can think of, tax and duty free. The Gold Drift also features guided tours of fascinating planets and other phenomena, allowing visitors to sample the finest of local fare. The casino offers a wide variety of live entertainment, including dancing at all levels of tastefulness, featuring artists and styles from a wide variety of exotic cultures, live music and digital art showcases, and ever popular combat sports, including highly exclusive duels between adventurous guests and staff competitors of all skill levels. While these fights are incredibly intense, weapons are limited and bouts are generally nonlethal. Beyond normal entertainment, the Gold Drift also features one of the finest brothels in known space, where one can explore their innermost desires. Finally, the Gold Drift boasts a renowned chef and kitchen staff, which can provide for even the pickiest guests.

Though the Gold Drift employs a crack crew to keep the ship flying, most passengers will never meet the quietly competent Captain Corras, or his revolving door of quirky aces capable of out-battling all but the most determined and well-armed foes. Instead, most visitors to the Gold Drift are likely to encounter customer service staff, robotic pit bosses, or perhaps owner Olivos Kampos himself. Professional smiles and quick service define the Gold Drift's visible crew, and for the majority of the people involved, the casino is really seen as a place focused on customer service. This is just how everyone like it, and the ship's crew would much rather guide the traveling casino through space towards its next destination than fight any battles, no matter how heavily armed the Gold Drift is.

Special Ability

Relaxing Atmosphere: Whenever at least 24 hours have elapsed since the last time the Gold Drift was in combat, all members of the crew gain a +2 morale bonus on all checks made during the next starship combat the Gold Drift engages in.

PLASTIC DRAGON INN TIER 16

Gargantuan carrier
Speed 6; **Maneuverability** poor (-1 Piloting, turn 3)
AC 32; **TL** 33
HP 360; **DT** 10; **CT** 72
Shields superior 600 (forward 150, port 150, starboard 150, aft 150)
Attack (Forward) super X-laser cannon (3d4 x 10)
Attack (Port) twin laser (5d8), twin laser (5d8), twin laser (5d8)
Attack (Starboard) twin laser (5d8), twin laser (5d8), twin laser (5d8)
Power Core Gateway Ultra (500 PCU); **Hyperspace Engine** —; **Systems** advanced long-range sensors, anti-hacking system, biometric locks, crew quarters (luxurious), G6 thrusters, mk 10 armor, mk 13 defenses, mk 3 tetranode; **Expansion Bays** guest quarters (8), medical bay, recreation suite (HAC)

CREW

Minimum Crew 75; **Max Crew** 200
Captain Bluff +20 (16 ranks), Diplomacy +25 (16 ranks), Intimidate +20 (16 ranks)
Engineer (5 officers, 20 crew each) Engineering +23 (16 ranks)
Gunner (7 officers, 5 crew each) gunnery +25
Science Officer Computers + 24 (16 ranks)
Pilot Piloting +25 (16 ranks)

This wondrous vessel is one of the most renowned starships in the entire galaxy, despite its relatively common appearance. Once a fleet carrier piloted by noble and worthy heroes of a rebel army, now this ancient ship serves as a destination for would-be heroes and adventurers throughout the galaxy. The ship itself is massive, dwarfing even the typical carrier in use today. The ship boasts battleworn gunmetal grey armor plates along its long central portion, and its two wings near the aft of the ship, extending like the proud wings of some bloated dragon, are covered in scorch marks and plasma burns from the Dragon's more exciting days. Perhaps one of the few ships of its size and complement to lack a functional hyper drive, the dragon's old hyperspace engine was battle damaged near the end of the futile war in which it so valiantly fought. Now the old drive spews blue plasma into space, a beacon for visitors, and warning of the Dragon's storied history; that a ship so badly damaged survived in one piece to thrive today is usually enough deterrent to keep ne'er-do-wells at bay. For the more foolish attackers, though, the Dragon possesses a great deal of fire power in the form of several laser arrays, always kept well maintained and ready for when some hero's foes decide to follow him to the Plastic Dragon.

Prior to its conversion to an inn, the Static Dragon, as it was then known, was a flagship in the rebellion of a colony of miners against a greedy and wicked consortium looking to restrict their rights and freedoms. The rebellion lasted nearly 4 years, during which the Dragon partook in over 20 battles, becoming something of a legend, and at one point serving as the flagship of the rebellion's leader, Angela Termerline. For all its struggles, however the rebellion was likely doomed from the start, as a seemingly endless wave of corporate forces and mercenaries beat the colony into submission, finally bombing the planet into ruin, killing everyone the rebellion was fighting for and breaking the will of the rebels. In the end, the Static Dragon, like so many other rebel ships, scattered. The rebels set automatic defenses and left her adrift.

Nearly 20 years later, a former ensign who served on the Dragon led a band of heroic freedom fighters back to reclaim their ship, only to discover the hyperspace drive destroyed by some raider or corporate bounty hunter who had been ill-prepared for even the automatic defenses of the dragon. Not willing to give up on the ship, the ensign Gravin Pralto decided to make the floating relic into a safe haven for those who stand up to oppression, seeking to help out the little guy. Renaming the fearsome Static Dragon to the more friendly and comical Plastic Dragon, Gravin and his crew got to converting the fighting wreck into a viable place of sanctuary. The bays were cleared out and luxury accommodations installed, beginning with a full service restaurant and taproom where people could get together to plan their next mission in comfort while taking shelter under the Plastic Dragon's Super X-laser cannons. Next, a recreation suite where people could unwind after a harrowing trip was added in. Originally conceived of as a stopover, Gravin soon realized the guests' need to seek sanctuary for long periods of time, and quickly renovated by adding a number of guest rooms, some of the finest in the galaxy.

The Plastic Dragon Inn's fame grew rapidly as former rebels, criminals, space pirates, and even a few plucky do-gooders found its services to be exceptional. Soon the mere prestige of the place began attracting the galaxies' most notorious and the most heroic, all held together by a loose truce and the promise of sanctuary. Now people of all kinds gather here to talk terms and plan journeys. There are no places for shuttles to dock on the Dragon any more, with the cavernous carrier bays being used for additional rooms; instead, guests are brought on board via ship-to-ship air lock in order to minimize the amount of damage that can be done by those with bad intentions, by keeping all guests' ships in space.

The Plastic Dragon Inn is still owned by Gravin Pralto, who also takes a very hands-on role in managing the inn, seeing to the guests' needs and helping to put them in contact with people in need of their skills or who might compliment their talents. An adventurous soul himself, Gravin is still interested in seeing more of the galaxy, if the opportunity to lend his considerable talent comes up and it seems to be worth his time. He is also currently looking for someone to take over the Dragon, as he is worried that he is growing close to the end of his lifespan. In addition to Gravin, notable staff of the Plastic Dragon Inn include Halri Esri and Chidea Quentia, former rebel captains who man the ship's weapons; former pilot ace Yardic Olono; and Kayla Pralto, a former space pirate turned chef who also doubles as the ship's chief engineer, who has rightfully earned the title of busiest woman in space.

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