Starships D20 / The Nova Star

The Nova Star

Craft: Modified Corellian YT-1300 Transport
Class: Space Transport
Size: Small (27 m long)
Hyperdrive: x? (backup x10)
Passangers: 6
Cargo Capacity: 80 tons
Consumables: 2 months (Up to 1 year with Ram Scoop operating)
Cost: Not available for sale
Maximum Speed In Space: Ramming (10 squares/action)
Atmospheric Speed: 1,150 km/h (20 squares/action)
Crew: 1 (See Devastor Lakanddra and Vandal Lawson)(Skilled +4)
Initiative: +5 (+1 size, +4 crew)
Maneuver: +5 (+1 size, +4 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 130 (up to 240 when all non-nominal systems power
is routed to deflector generators)(DR 10)
Hull Points: 180 (up to 240 with 1 hull breach, but
-2 to maneuver per breach)(DR 10)
Weapons:
2 Quad laser cannons
Fire Arc: Turret (dorsal and ventral)
Attack Bonus: +6 (+1 size, +2 crew, +3 fire control)
Damage: 6d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Multipurpose launching tubes
Fire Arc: Forward
Attack Bonus: Varies (see Notes)
Damage: Varies
Range Modifiers: Varies
Double Medium Ion Cannon
Fire Arc: Port turret
Attack Bonus: +7 (+1 size, +2 crew, +4 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a
Blaster cannon (speeder)(automated)
Fire Arc: Ventral Turret
Attack Bonus: +7 (+1 size, +2 crew, +4 fire control)
Damage: 4d8
Range Modifiers: 200 m
Notes: The Nova Star also includes a sophisticated HACK computer
called X-10-D. This computer is used to hack other ships computer systems.
It contains a Torplex Androplex droid brain, so it can be operated verbally

from anywhere in the ship like all the other systems, including the BAC computer and Heidi the nova Stars own personality.

Also the Nova Star contains a M.P.L.T. or Multiple Projectile Launch Tube, which can be fitted with any projectile system under 200mm. It has 4 barrels, which can launch anything from metal projectiles to sophisticated guided antimatter missiles.

The Nova Star is protected by an SRX security system which can be adjusted to meet the desired security level. Level one- all of the ships hatches are locked. Level 2- All the ships hatches are locked and sealed. Level 3- All the previous but Devastors security card is notified of tampering. Level 4- All the previous but a 50 volt charge is ran through the hull of the ship. Level 5- All the previous but a 100 volt charge is run through the ships hull and white phosphorous is regurgitated from canisters. Level 6- All the previous but if an intruder tries to intrude a DC 18 stun charge field erects around the ship and the retractable blaster cannon retracts and destroys any intruder within 20 ft of the vessel. Level 7- All the previous but a 120 (DR 10) particle and energy shield is erected around the ship. Level 8- All the ships Hatches are locked and sealed, a 100 volt charge runs through the hull, white phosphorous is regurgitated, a DC 18 stun charge shield is erected, the retractable blaster cannon fires, and all non-nominal systems are routed through the deflector shield generator which creates an 240 (DR 10) particle and energy shield.

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