



Starships D20 / The Majestic

The Majestic

The ship known as the Majestic was first bought by an independent trader, who, after running up a large debt with a minor crime lord, sold her to businessman Rhys Davees.

In need of a crew for some 'errands' for his employer, Davees sought out ex-freighter Tasha Merno, who in turn hired a pilot, Rabe Netro, a navigator/mechanic, Joie Talrin, and an ex-soldier Duke Kariya to fly the missions. After adding a slicer, Teemu 'Mallard' Salanne, a Wookiee, Salroah, and a protocol droid, G-815, team Majestic now bases it's operations out of a secret base on Hoth.

Merno kept the ship true to its basic setup, only upgrading the forward laser cannons.

Craft: Modified Hypernautical FJ-760

Class: Transport

Cost: Not available for sale

Size: Small (48m long)

Crew: 2 +2 gunners (Unique)

Passengers: 4 (8 total beds)

Cargo Capacity: 200 metric tons

Consumables: 6 months

Hyperdrive: x1 (backup x12)

Maximum Speed: Ramming

Defense: 21 (+1 size, +10 armor)

Shield Points: 50

Hull Points: 150

DR: 10

Weapon: Double Laser Cannons (2)

Fire Arc: Turret

Attack Bonus: +7 (+1 size, +6 fire-control)

Damage: 4d10x2

Range Modifiers: PB +0, S +0, M/L n/a

Weapon: Laser Cannons (2, fire-linked)

Fire Arc: Front

Attack Bonus: +5 (+1 size, +4 fire-control)

Damage: 4d10x2

Range Modifiers: PB -0, S -0, M/L n/a

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Brent Garripee, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.