Ship Sheet — Serenity RPG

Name: _____
Dimensions: L 138' W 90' H 27'
Tonnage: 900 tons
Speed Class: 7 cruise; 10 hard burn
Crew Quarters: 1 Double, 2 Single
Passenger Capacity: _____
Fuel Capacity: 200 tons (1200 hours)
Cargo Capacity: 50 tons

_____
_____
_____

Ship Attributes

Manueverability.....(Agility): d8
Size.....(Strength): d4
Maintenance.....(Vitality): d6
Comm/Sensors.....(Alertness): d4
Control Systems.....(Intelligence): d4
Safety Systems.....(Willpower): d4
Initiative: (Agility+Alertness) d8 + d4
Life Points (Strength+Willpower): 8

Assets

Fast Throttle (Minor, Hard Burn = 10)

_____
_____
_____
_____

Complications

Lightweight (Minor, Maintenance -2 steps)

_____
_____
_____
_____

Quirks

_____
_____
_____

Owner: _____
Ship Class: Hornet (Fast Courier)
Registry: _____ Year: _____
Price: ₡ 37,800 Complexity: Low
Maintenance costs: 90 ₡ /month

Background

The Hornet was originally designed as a fast courier capable of crossing the 'Verse without stopping to refuel. Since then it has been built with different configurations, trading off cargo or fuel capacity for passenger space, armor & weaponry.

_____
_____
_____

Gear

4 Escape Pods

_____
_____
_____
_____
_____
_____
_____
_____
_____

Programs (Skills)

Collision Avoidance.....(Athletics): d2
Stealth.....(Covert): d_____
Targeting.....(Hvy. Weapons): d_____
Maintenance...(Mech. Engineering): d_____
Sensors.....(Perception): d4
Autopilot/Autonav.....(Pilot): d2
_____: d_____
_____: d_____

Wounds [ ] [ ] [ ] [ ] | [ ] [ ] [ ] [ ]
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