

Champions Vehicle Sheet

Type : Masquerade Class Reconnaissance Vessel

Stat	Value	Points
Size	1600 tons	70
Str	80	-
KNB	-25"	22
Body	25	1
Def	20, Hardened	69
Dex	20	30
Spd	4	10
Total		202

OCV : 7

DCV : 15 (6 without Combat Pilot)

Phases : 3 6 9 12

Shape : Cylindrical

Size : 20m long, 10m diameter

Current Body :

Powers	Pts
300" Flight, x 4 non-cbt, Bulky IIF (20G combat, 160G non-cbt acceleration)	349
-6" Running	-12
+20 with Flight, Bulky IIF	23
+8 DCV	40
Full Life Support	30
1 Body/hour Regeneration	6
-5 Lack of Weakness	5
12 points Visual Flash Defence	12
12 points Radio Flash Defence	12
10 points Mental Defence, Bulky IIF	6
Desolidification, 0 End, Bulky IIF	34
Invisible to Hound Spatial Awareness, All Sight, All Radio, Mind Scan, 0 End, Bulky IIF	39
Missile Deflection vs All Attacks, +30 to roll, Invisible to All, Bulky OAF	80
IR and UV Vision	5,5
Sense Hard Radiation, Ranged, Discrim.	15
Radar Sense, Invisible to Radio	22
HR Radio Hearing, Invisible to Radio	15
Spatial Awareness, Bulky IIF	14
Discriminatory Smell (chemical analysis)	5
Sense Living Things, Ranged, Discriminatory, Bulky IIF	9
Mental Awareness, Discriminatory	8
360° with All Senses	25
+50 Telescopic Vision and Radio	150
+50 Telescopic Spatial Awareness, Bulky IIF	43
4 x Railgun	45+10
1 x X-ray Laser	240
2 x Decoy Projector	152+5
Str 20 TK with Fine Manipulation, 0 End, Selective AE (8" radius), Invisible to Sight, No Range, Bulky IIF (visible to Touch and Gravity Detectors)	58
Images to Normal Hearing, All Sight, -4 to Perception, 0 End, 8 x Radius (8"), No Range, Bulky IIF	32
Stealth 13-	3
Total	1485

Laboratories	Pts
Concealment 14- (hidden spaces)	9
Paramedic 14-	9
Systems Operations 14-	9
Computer Programming 11-	3
Cryptography 11-	3
Disguise 11-	3
Electronics 11-	3
Forensics 11-	3
Lockpicking 11-	3
Mechanical 11-	3
Security Systems 11-	3
Weaponsmith 11-	3
Total	54

Disadvantages	Pts
Watched (The UN, more, NCI, 14-)	15
Hunted (The Hounds, more, 8-)	15
Secret Id (Covert UN Vessel)	15
Total	45

Total Points = 1741

The Telekinesis is controlled gravity, mainly used to give the ships computer some manipulative capability. The Images (rather than the Decoy Projectors) provide the computer with holo-display and sound projection capability over its entire volume.

The X-ray laser is built into the ships central axis and can fire over the entire hemisphere in front of the ship. The Railguns are mounted at 90° intervals around the hull one third of the way forward from the tail with the two Decoy Projectors mounted on opposite sides of the hull one third of the way back from the nose, 45° around from the Railguns.

The ships EM radiation sensors, Life Support and self-repair capability (Regeneration) are integral to the structure of the ship. Other sensors and systems are distinct items.

Champions Computer Sheet

Type : Masquerade Class ships computer

Value	Statistic	Points
23	Int	13
20	Dex	30
4	Spd	10
Total		53

OCV : 7+

ECV : 7

Int Roll : 14-

Dex Roll : 13-

Per Roll : 14-

Phases : 3 6 9 12

Programs	Pts
Operate Weapons	1
Operate Sensors	1
Operate Communicators	1
Operate Manipulators	1
Respond Verbally	1
Translate Speech and Text	1
Identify Target	1
Monitor Ship Security	1
Warn of Danger	1
Provide Tactical Information	1
Provide Navigational Information	1
Provide/Display Library Data	1
Fly in Combat	1
Fly From A to B	1
Diagnose Malfunction	1
Repair Malfunction	1
Diagnose Injury to Crewperson	1
Treat Injury to Crewperson	1
Report to UN	1
Establish Mind Links	1
Assist in Laboratory	1
Interface with Other Computer	1
Conceal Items within Ship	1
Show Entertainment	1
Self-Destruct at Crews Request	1
Total	25

Powers/Skills	Pts
Mind Link to Base, any range	10
Mind Link to any 8 beings	30
Absolute Time Sense	3
Bump of Direction	3
Danger Sense vs Visible Threats, Out of Combat, 16-	25
Eidetic Memory	3
Lightening Calculator	3
Speed Reading	3
Computer Programming 14-	3
Concealment 14-	3
Paramedic 14-	3
Security Systems 14-	3
Systems Operation 14-	3
Tactics 14-	3
Combat Pilot 13-	3
Electronics 11-	3
Mechanical 11-	3
Navigation 11-	3
Weaponsmith (Ships Weapons) 11-	3
KS : The UN 14-	3
KS : Military 14-	3
KS : Medicine 14-	3
KS : The Hounds 14-	3
KS : Entertainments 18-	7
KS : Humanity 18-	7
AK : The Solar System 25-	14
TF : Assigned Ship	1
WF : Shipboard Weapons	2
English - Idiomatic	4
Spanish - Idiomatic	4
Minervan - Idiomatic	4
Japanese - Idiomatic	4
+5 OCV with Shipboard Weapons, Usable by up to 4 Others and self at the same time	30
Total	202

Disadvantages	Pts
Watched (The UN, more, NCI, 14-)	15
Hunted (The Hounds, more, 8-)	15
Secret Id (Computer of Covert UN Vessel)	15
Total	45

Total Points = 280