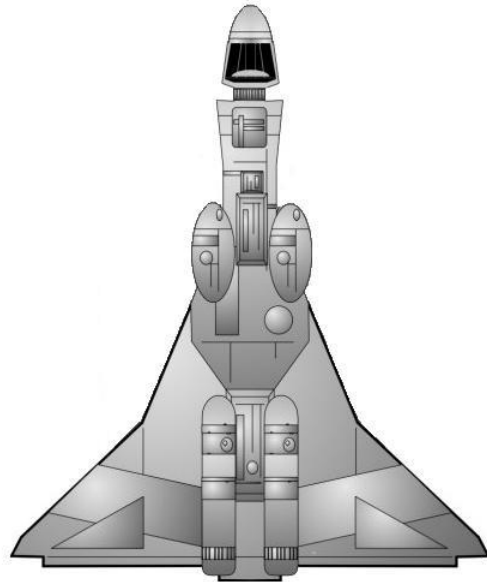


The Sunrise

Modified Z-10 Seeker

Scale: Starfighter
Length: 21m
Crew: 1
Pass: 2
Cargo Cap: 5 tons
Cons: 2mo
Hyp Mod: x1
Hyp Back: x1
Navicomp: Yes
Maneuver: 4d
Space: 10
Atmos: 450/1300kph
Hull: 3d
Shields: 2d
Sensors:
 Pass 40/2d
 Scan 30/2d
 Search 50/2d
 Focus 4/4d



Misc. Sensors: Electrophotoreceptor, Full Spectrum
Transceiver, Dedicated Energy Receiver, Lifeform Indicator,
Crystal Gravfield traps, Hyperwave Signal Interceptors

Weapons:

2 Single Autoblaster(Top & Bottom mounts):

Fire Control 2d
Space Range 1-3/10/20
Atmos. Range 100-300/1km/3km
Damage 3d+1

Special:

Sensor Drones
Sensor Mask (???)
Targeting Jammer -2d opponent FC
Sensor Jammer -1d ID, +2d Detect
Sensor-resistant hold (approx 2 cubic meters)

Backup Life support battery

Several small remote drones(repair/maintenance)

The Sunrise has been modified most visibly by the removal of the external cargo pods. While this drastically reduces his cargo capacity, it also drastically reduces his weight and drag. Since Captain Riddom usually carries small cargoes anyway, this doesn't worry him.

He's not telling where, but Riddom has gotten access to a substantial amount of military-grade parts for the Sunrise. With upgraded sensors, engines, shields, and ECM, the Sunrise handles almost like a large starfighter.

The Sunrise also has droid brain wired into all major systems. In effect, the ship is a huge droid. The Droid, R5-G5 (Gee-Five) can operate all ship systems at a basic level.

Gee-5

Type: Industrial Automaton R5 Astromech Droid (integrated)

Dexterity 3D

Knowledge 2D

Planetary systems 6D, Business 2D, Value 2D+2

Mechanical 2D+1

Astrogation 5D, Starfighter piloting 3D, Starship gunnery 3D, Starship shields 3D, *Sensors 7D,
*Communications 7D

Perception 3D

*Search: tracking 7D+1, *Investigation 6D, Con(hiding Skill) 5d, Persuasion(giving subtle hints) 5d

Strength N/A

Technical 3D

*Computer Programming/repair 6D, *Droid programming 6D+1, Droid Repair 4D, Starship Repair 4D+1

Gee-5 is built into the Sunrise, and can use all it's features at will

Gee-five has picked up a lot of Riddom's personality in the years they have been working together. It can be sneaky and suspicious at times, Happy-go-lucky at others. Riddom and Gee-5 are very close, and are probably the only ones each other trust completely (awwwwww. ☺). Gee-5 tends to form strong opinions of on board guests.

GM notes:

Gee-5's hardware is standard R5 manufacture, but Riddom's secret benefactor has radically reprogrammed it. It's coding also includes Probe Droid and Assassin Droid routines. Its central directives are: (1) Keep its true nature secret at all cost. (2) Assist and protect Riddom however possible without violating #1. (3) If Riddom becomes a threat to the patron, or attempts to end their arrangement, terminate him with maximum force. To assist in directive 3, there is a sensor shielded explosives pack between the hyperspace motivator and the power core. The charge is molded into one of the structural frames in that area. Gee-5 also has expertly hidden surveillance and communication equipment that is totally isolated from normal command

and power pathways. Gee-5 secretly sends its own reports to the patron, (Gee-5 doesn't know who it is either.) and the reports had better support each other, or Riddom is in trouble.

Gee-five has several skills (marked by an *) that are unusually high for a droid of it's type. It tries to keep these hidden from Riddom and others. It sometimes will give Riddom subtle hints when it has caught something that Riddom has missed.

Ship's Floorplan

A Cockpit

There is only room here for the pilot to sit comfortably. The control layout is similar to that of a starfighter. The most commonly used controls are placed around the front of the control chair. Less frequently used controls are placed where the pilot needs to rotate the motorized chair to one side or the other. The least needed controls, such as functions not needed while in flight, are placed in the hallway leading to the chair. The entire cockpit jettisons to act as an escape capsule. Up to three others can cram into the cockpit, but it is extremely tight.

The access to the cockpit is too tight for human-sized beings to get to the controls easily. Instead, the pilot's chair is mounted on a track in the floor. The chair rotates 180 degrees and slides along the track to allow the pilot to enter or leave. This also allows the pilot to move to different control stations safely under high accelerations.

B Quarters

This is the tiny living area of the ship. It is crowded for more than one crewman, and really isn't intended for more than two.

1- Galley, rec area

This area contains an autochef, a computer terminal equipped as a recreation console, and a relay to the ship's comm system. It also contains the personal gear locker.

2- Fresher

This is a combination shower and toilet. In a pinch, it can be excess storage, or even a extra sleeping quarters.

3- Bunks

There are two bunks here. There is storage below the bottom bunk, and a small bun underneath the top bunk. Riddom typically sleeps on the bottom bunk, and uses the top bunk for extra storage. There is a roll-up metal mesh screen over the top bunk to hold in loose items under acceleration.

C Cargo hold

This is the largest part of the ship. It's environment can be set completely independent of rest of the ship. Status monitors for the cargo pods, when they are mounted, are installed here. There are storage bins under most of the flooring panels. Most of these contain cargo handling aids like repulsorlift sleds, and cargo straps. Riddom also carries prefab materials to make the cargo hold into passable passenger quarters. There are pairs of folding bunks on the 4 long walls.

4- Main hatch

This is the primary entrance and exit for the ship. Once fully opened, the hatch panel can be fully removed to allow larger cargo to be loaded. Lightweight pressure panels can lower from the ceiling and lock into the edge of the hatch to act as an airlock.

D Engineering Access

This is where the guts of the ship are. Most of the actual machinery is in parts of the ship that cannot be reached from inside the ship. This room contains breaker panels, power distribution panels, processor cores, many of the things that actually cause the minor day-to-day problems.

5- Smuggling compartments.

These compartments under the machinery area are shielded by damping materials, and by proximity to the ship's drives and hyperdrive core volume is approximately equal to one of the passenger bunks.

