This Jump is designed as a companion piece to other jumps if you aren't happy with the available starships. That said, it can be used on its own; just don't expect too much fluff to be included.

Welcome to Space, Jumper. You have 1000 SP, or Ship Points, to play with. UDS does *not* apply but you can take as many Drawbacks as desired and you may bring points from the jump you are supplementing into this sheet. **The reverse is not true**. You may take the same system, drawback, or upgrade multiple times to increase its effectiveness at the cost of mounting points.

NOTE: Drawbacks supersede upgrades but can be overcome by in character action.

Ship Classes

Fighter +500: The most restrictive of the ship classes available, this class of ship can only have one form of engine, one FTL method, two Class 1 weapon systems, 2 Misc upgrades, and one Class 1 shield system. Nothing more, nothing less. I hope you know what you're doing.

Corvette +400: The smallest multi-crewed vessel, XXX men are aboard and at your beck and call. Able to hold two Class 1 weapon systems and a single Class Two system along with a single engine system, a single FTL system, 1 Class One shield system, and a single Misc upgrade. Larger ships will be beyond you, but perhaps with a bit of cleverness you can match them?

Destroyer +300: Typically designed to fight Corvettes and Fighters, this starship class can hold 4 Class One weapon systems and 1 Class Two weapon. Two engine systems, one FTL system, a Class Two shield system, and a single Misc upgrade. You are the workhorse, the first line of defence, and the first to fall. A legacy of fighting the odds, of stopping offences and giving pause to even Battleships: Make the USS Johnston proud as you pilot this Tincan.

Frigate +200: A mainstay of any fleet, larger than a destroyer but typically designed for a similar role: support. Up to 8 Class 1 weapon systems and two Class 2 systems. Three engine systems, one FTL system, a Class 2 shield system, and 2 Misc upgrades. One of the most famous classes of ship, there is little you can't handle as you speed through the inky void of space...

Cruiser +100: The backbone of any fleet. Enough firepower to deal with any single threat, even multiple threats. 6 Class One, 3 Class Two, and a single Class 3 weapon system can be purchased. Three Engine Systems, 2 FTL systems, a Class 3 shield system, and 3 Misc upgrades are available. Show the universe why a Cruiser is to be feared, is to be relied on, is to be their rock.

Heavy Cruiser [Free]: A step up from the venerable Cruiser, this class is designed to fight peer vessels and even Battleships. Heavily armed and armored, it can be considered a capital ship all on its own, as they once were. 4 Class One, 4 Class Two, and 2 Class Three weapon systems can be mounted along with 3 Engine Systems, 2 FTL systems, two Class Three Shield Systems, and 4 Misc upgrades. Reclaim your place as a flagship, as the heart of the fleet, as the ship of the line.

Dreadnought -100: A go between the Heavy Cruiser and the Battleship, few were made in earth's history but each made an impact. The first true capital ship, it gives up weaker systems for more firepower. 1 Class One, 2 Class Two, 4 Class Three, and a single Class Four weapon system may be added. 2 Engine Systems, 2 FTL systems, one Class 4 Shield system, and 3 Misc upgrades. The HMS Dreadnought, the USS Texas, and the Bismark. Might your ship's name be etched in history the same.

Battleship -200: Giant, imposing, powerful. These are the words that best describe the Battleship. 4 Class Two, 6 Class Three, and 3 Class four weapon systems can be mounted. 3 Engine systems, 3 FTL systems, 2 Class Four Shield systems, and 5 Misc upgrades are available. Be wary the bomber and torpedo, for that is all which may threaten you.

Super Battleship -300: Massive, without equal, without limits. A fleet to its own, as expensive as it is powerful. This is the only type of ship that can use Class 5 weapon systems, for anything smaller would be torn asunder by its power. With great power comes great responsibility, you have both. **Limited to 4 Class One weapon systems.**

Weapon systems

Class One

Torpedo Bay [Free]: Low yield guided torpedoes, perfect for long range engagements or for taking on fighters.

Flak Cannon [Free]: Putting lead and metal downrange is a time honored tradition to stop missiles, bombs, and fighters; the case is the same here. Low range, but relatively effective in its role.

Point Defense Laser [Free]: Designed to take out fighters and torpedoes but ineffective in low numbers. Much longer range than flak cannons however.

Twin Linked Cannons [Free]: A two barreled particle cannon. Middling range but has a lot of punch, unfortunately can be dodged.

Dumbfire Missiles [Free]: Torpedoes that forgo the guidance for more bang, perfect for slow and large targets like Battleships, space stations, or planets.

Class Two

Plasma Cannon -50: The yield of a torpedo, the fire rate of your average rifle. Slow projectile, but it can certainly leave a dent if it hits. No ammo to worry about either.

Beam Cannon -50: Near infinite range, near lightspeed shots, low impact damage. Designed for taking on fleeing corvettes or destroyers, can take on fighters if you manage to aim at them.

Railgun -50: There is something to be said about a metal projectile going very, very fast. Ammo and maintenance problems are abundant, but the effect on target is devastation. May overpenetrate if the hull is weak or too thin, making the damage far less than otherwise.

Missile Pod -50: Twelve missiles per box, all guided, all hard hitting. While you don't have many shots available, they can be powerful when used correctly.

Tractor Beam -50: Almost not a weapon, the tractor beam can grasp onto ships to hold them and allow far easier targeting. Only a single ship at a time and be warned about trying to use this on a larger vessel than your own.

Class Three

Plasma Catapult -100: Though the fire rate compared to the Plasma Cannon is halved, the yield is tripled; allowing the user to truly harm large targets.

Lance Cannon -100: An improvement to the beam cannon, this weapon pulls far more power in exchange for a lot more damage, equivalent to the Plasma Cannon.

Rail Cannon -100: Firing projectiles at the same speed as the Railgun, this weapon uses more power to throw larger ammo, allowing for explosive yields and less overpenetration even while increasing overall energy densities.

Particle Emitter -100: Effectively, an upsized Twin Linked Cannon. Same fire rate, much greater damage. Less prone to overpenetration than the Rail Cannon in exchange for less reliability against ablative armor and damage overall.

Grav Missile -100: In contrast to other missile weapons, this is not designed to do damage in and of itself. Instead, it is designed to pull ships out of position en mass. A direct hit will still do damage, but it is better to use other weapons for such. Close detonations can serve as torpedo and fighter defense but may cause issues to your own ship as well.

Class Four

Plasma Detonator -150: Firing the plasma faster, this weapon doubles the yield again from the Plasma Catapult while gaining in fire rate and projectile speed. Great for fighting cruisers and up.

Lance Battery -150: Taking six Lance Cannons and linking them together allows for either a higher fire rate or higher yields. While effective, it does require much higher power consumption than other weapons.

Particle Cannon -150: Doubling the strength of a Particle Emitter, it's a good halfway point between the Lance Battery and the Nuclear railgun. Greater yields than the Lance Battery and faster projectile than the Nuclear Railgun. This does leave it in the position of not having a specialty.

Nuclear Railgun -150: Take the Rail Cannon and add nuclear payloads and you get the Nuclear Railgun. While the projectile does travel slower, the nuclear warhead more than makes up for it.

Grav Lance -150: A tractor beam on steroids, this weapon can tear chunks out of unshielded ships and cause stress fractures on shielded ones. Slow fire rate, low range, and limited target variety leads to it being a very specialized weapon.

Class Five

Planet Killer [free]: A laser based weapon that can scar planets, detonate moons, and disintegrate ships. Has a long reload time, can only target single items, and is a big target. But if needs be, nothing else has the same stopping power.

Nova Cannon [free]: The logical conclusion of the Nuclear Railgun, the Nova Cannon fires a projectile designed to detonate with the fury of a sun. Though it doesn't quite succeed in this endeavor, it's still powerful enough to damage and destroy ships that are too close to the detonation; nothing short of a cruiser can survive the blast and only a Battleship can withstand a direct hit.

Ion Storm Device [free]: A weapon that creates a storm of plasma and ions when fired, which sweeps across everything in front of the ship for light seconds. Destroying corvettes and fighters while disabling anything smaller than a Dreadnought, draining the shields of anything left.

Black Hole Gun [free]: Artificial black hole creation is hard and the results are unstable. This weapon takes advantage of that fact; firing a packet of exotic matter that is then slammed with innumerable lasers, creating a small black hole. While these effects are devastating on their own, the secondary explosion when the gravitational sphere degenerates causes far more damage. The black hole itself can cause irreparable damage to Heavy Cruisers and the following detonation causes the same to any Dreadnought and Battleship in range. Anything

smaller is obliterated. Direct hits, however, disrupt the exotic matter early and ruin the weapon's effectiveness. The blast itself is also much lower ranged than the Ion Storm or the Nova Cannon's, and thus its best used carefully.

Scylla Device [free]: A weapon that fires off an arc of electricity, it's designed to arc between ships, the more ships the more it arcs. Naturally, only the first ship hit takes the full damage of the device with other ships taking less damage based on how many branches there are. A direct hit can destroy a Battleship while the last branch can merely damage a fighter. Smaller targets, naturally, use less energy per branch.

Shield Systems

Class One

Force Field -50: A shield system designed to stop physical attacks. Although it can stop energy based weapons such as lasers, it is far less effective at it.

Particle Field -50: Designed to be good enough defense against both lasers and kinetic weapons, it doesn't excel in either aspect but it does good enough.

Magnetic Shield -50: Designed to stop energy weapons, it can stop kinetic weapons with a lowered efficiency.

Class Two

Hard Light -100: An evolution of the Force Field, this shield type creates a wall of hard light in front of attacks. Highly ineffective against energy weapons.

Void Shield -100: A shield that functions by sending an incoming attack into a nearby dimension. Can be overloaded and requires recharge and cool down periods else damage may occur.

Grav Shield -100: This shield redshifts any attacks heading towards it, leading to energy weapons being dulled and ineffective. Almost useless against kinetic weapons, though can tear them apart.

Class Three

Holo Field -150: Creating full holograms is a much more energy intensive task than creating mere walls of hard light but far more effective at deflecting kinetic attacks. This also improves efficiency against energy weapons, though it is far from perfect.

Void Array -150: Compensating for the limitations of a Void Shield, this device is multiple shields strapped together. While more power hungry and sizable, it is far more efficient than would otherwise be assumed. Still not perfect, but better.

Distortion Field -150: Creating a sphere of space around the ship that is ever so slightly out of alignment with real space, energy weapons struggle to pierce the barrier without becoming weak while kinetic weapons can become deflected, though this is less guaranteed compared to a holo field.

Class Four

Stasis Field -200: A skin tight bubble stopped time that appears as a shot comes near. While this can outright stop most any kinetic impact, it does tend to focus and empower energy based weapons before the field drops. Hope you have a plan for that.

Quantum Shield Array -200: Repeated layers of out of phase space, is nearly impossible to overload, it does keep the issues of repeated strikes and recharge times of the Void Array. Still, it won't explode even when it fails.

Fold Field -200: A bubble of folded space time around the ship, it almost instantly redshifts lasers and breaks apart particle weapons. While it can shred kinetic weapons, you are left with fast and charged particles. Hope you have a plan for that.

Engine System

Chemical Rocket -50: Combusts fuel to give thrust. The most simple engine, though it doesn't go very fast.

Ion Drive -50: Throws charged particles out to give thrust, slower than the Chemical Rocket but uses very little material and power.

Fusion Torch -100: Syphoning used plasma from a fusion plant, it uses the preheated material as a catalyst for movement.

Photon Drive -100: Even more efficient than an Ion Drive, this fires photons out the rear of the vehicle. The more power you give it, the faster you go, though this is still slower than a Fusion Torch.

Inertial Drive -150: This drive pushes against gravity and electro-magnetic fields already present to move forward. The most efficient drive and one of the fastest, it is limited to areas with planets or stars already present.

Antimatter Rocket -150: Uses antimatter-matter reactions as fuel. Fuel efficient and fast while providing power, carrying around antimatter has its own risks.

FTL System

Subspace Drive -50: Become out of phase with reality to allow your ship to exceed the speed of light. The more out of phase you become, the faster you go. You'll still be vulnerable to attacks if any hit however.

Jump Drive -50: Teleportation across space, generally requires jump points so you don't end up in a planet, star, or spaceship. Instant travel otherwise.

Warp Drive -100: Dip into another reality where the laws of physics don't apply and the rules don't matter. Possibly dangerous even if it can be very fast. You might even end up in the past… or far in the future depending on who or what controls the space you're moving through.

Hyperspace Drive -100: Another option for those that wish to leave real-space, this drive immerses the ship in a reality of energy where there is no speed of light. Potentially the fastest drive that doesn't teleport or use wormholes if you have enough propulsion and if you don't end up in a gravity well, which disrupts hyperspace in potentially catastrophic ways.

Inertialess Drive -150: Taking the concepts of an Inertial Drive and expanding on them, this drive creates its own gravity well; shaping and folding it so that space itself pushes the craft along at speeds far in excess of the speed of light, effectively rendering the craft invulnerable at the cost of being unable to do much to others.

Fold Drive -150: Similar in application to the Jump drive, this drive creates temporary wormholes that connect two points in space, allowing instant travel. While this doesn't require jump points, it does require careful planning and complex computation to aim. Potentially useful in battle if you can get a wormhole to open atop an opposing ship.

Misc Upgrades

Reinforced Hull -50: Doubles the thickness of your hull and makes your armor more effective. Good for when your shields go down, but not much more than that.

Energized Hull -50: Makes your armor more effective at stopping radiation and particle weapons, though this is less effective than most shields.

Energetic Reactor -50: Normally the power source of the ship doesn't matter, but maybe yours is special. Your reactor is more powerful and produces more energy than is typical.

Spinal Mount -50: Allows the implementation of the next tier of weapon at the sacrifice of two systems at the tier below. Does not apply to Tier 5 weapons, which are already spinally mounted.

Neural Uplink -50: Allows the captain to merge his mind with the ship. Useful for piloting and with automation.

Ablative Plating -100: Armor that explodes outwards on impacts or laser strikes. Better against kinetic weapons, but not useless against lasers.

Reflective Plating -100: Coats the armor in a reflective metal. Great against lasers but impacts will tear it apart.

Experimental Ship -150: Choose one system, you can implement a tier up on any one you have available.

Extra Yield -150: Explosive weapons have more punch to them. This includes torpedoes, missiles, and explosive railgun rounds among others.

Focused Lenses -150: Improves the effectiveness of laser weapons by making them more focused.

Fighter Bays -200: Equips your craft with a bay of 12 fights that may be built with this document, only the +400SP provided by the fighter class may be used for this.

Automated -100: Your ship has an unusual amount of automation, crew sizes are cut dramatically and fighters may become drones at no extra cost.

Extra Mount -100: You may mount an extra system to this craft.

AI Assistance -100: Requires Automated. Your craft has an advanced AI that assists in aiming, firing, and loading weapons along with other tasks. This AI is not necessarily sentient.
--AI Control -100: Requires AI Assistance. Your ship is entirely under the control of an AI and it is under you. Be warned that some factions would be quite unhappy with you should this get out. If Sapient, you may give it a drone at no extra cost.

Extra Big -200: Your ship is just… bigger than its class would suggest. While this doesn't allow more mounting points, it does increase the overall number of weapons it can bring to bear.

Drawbacks

Thin Hull +50: Your hull is half as thick as is typical, better hope shields don't drop.

Explosive Reactor +50: Your reactor is particularly explosive, if struck by an opponent it's likely to detonate; tearing your ship apart.

Bulky +100: Your weight is greater than your ship normally would be, making it slower and less agile.

Flawed +100: Choose one system, it goes down a single tier.

Flimsy Plating +100: Your armor is particularly fragile when it comes to kinetic strikes.

Absorptive Plating +100: Your armor absorbs the energy of lasers a little too well, leading to increased effectiveness from those weapons against you.

Lost Mount +150: You have one less mounting point for any system of your choice.

Dirty Lenses +200: Your laser weapons just can't seem to stay focused, leading to lesser effectiveness.

Low Yield +200: Your explosive weapons are just less effective and have weaker explosions.

Manualization +300: Your ship has an unusually high amount of manual labor involved in its function. Crew requirements are doubled.

Puny +300: Your ship is smaller than would be expected normally, leading to weaker armor and fewer weapons overall.

Homicidal AI +600: Requires and replaces AI Control. Maybe full AI control was banned for a reason in all those settings and places. This AI is entirely sapient and Homicidal to all life. Except you. Hope you have a lot of free time on your hands.
--Omnicidal AI +400: Did I say free time? I meant you had three months before it decides to kill you as well by shutting off life support and venting all the air to space. Hope you have the ability to kill it, Jumper.