Stardancer

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Designation: CF-350 Series Scarab-class Freighter
Crew Reputation: Professional
Colours/look: TBD
Ship Size: Freighter

Expenses

Credits: 1	**Upkeep**[1]: 1
Gambits[2]: 3	Any crew member can spend a gambit during an action roll to add **+1d**, and only one gambit may be spent this way. You gain new gambits in two ways: 1) At the beginning of every job, you reset the number of gambits the crew has to the starting gambits value. 2) Every time you roll a **6** or **critical** result on a **risky** action that you have not spent a gambit on, your crew gains another gambit.

Ship Systems

System	Crew	Hull	Comms	Engines	Weapons
Rating	0	2	0	2	0
Modules	n/a	1) Smuggling Compartments[3] 2) Cargo Hold[4]	-	1) Jump Drive[5] 2) Cloaking Device[6]	-

Other Modules

- Auxiliary
  - **Galley**
    A combined kitchen and serving area for meals. Greatly facilitates longer trips. Includes fresh food storage.
- Training
  - **Insight**
    You earn 2 xp (instead of 1) when you train in the Insight xp track during downtime.
  - **Playbook**
    You earn 2 xp (instead of 1) when you train in the Playbook xp track during downtime.

Special Abilities

Cargo Eye - Your crew earns **+1 cred** for smuggling or delivery jobs. Whenever you **gather info** you can always ask, "What is most valuable here?" *The extra cred is gained during payoff beyond what the job pays. You can ask the question whenever it's applicable.*

Experience

You get one XP (or two if it occurred multiple times) for:

- Executing a successful transport or smuggling operation
- Contending with challenges above your current station
- Bolstering your crew reputation or developing a new one
- Expressing the goals, drives, inner conflict or essential nature of the crew

0

**Crew
XP**

Contacts

Citani, a reclusive info broker. *Who's their boss when they're not with the crew? What type of info do they commonly broker?*

[1)]

ratings of all systems / 4 rounded up

[2)]

2 default+1 for having a Scoundrel

[3)]

Like a cargo hold (can carry a small shipment), but it won't show up on routine scans or visual inspections of the ship. At 3+ hull rating, it has life support for smuggling people too.

[4)]

Enough space on a ship to carry a moderate (cred-earning) shipment. A cargo hold is evident when the ship is boarded, and no special precautions are taken to hide its contents.

[5)]

A special engine that can activate the Ur gates that connect systems and translate ships into hyperspace lanes.

[6)]

Doesn't necessarily render the ship invisible to the eye, but masks the heat and electrical signature of the ship, making it very hard to detect or identify. Super illegal.

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