

VEILFARERS

STARSHIP SHEET

SHIP NAME

CLASS / FRAME

REGISTRY / TRANSPONDER

CAPTAIN

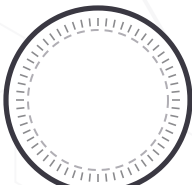
HOME PORT

TIER



EVASION

BASE + PILOT INSTINCT



HULL

INTEGRITY · MAX

FORE

MAX SLOTS



SHIELD ARCS — ARMOR SLOTS

AFT

MAX SLOTS



PORT

MAX SLOTS



STBD

MAX SLOTS



Regenerate 2 per arc at end of round · a hit reduces the arc it comes from

DAMAGE & HULL

Armor Slots absorb damage first; when damage reaches Hull, apply ship-scale thresholds.

1-5

MARK 1 HULL

6-12

MARK 2 HULL

13-20

MARK 3 HULL

21-30

MARK 4 HULL

31+

MARK 5 · +1 / 10

HULL

SOLID ≤ 40 · DASHED
CRUISER 60+

HEAT

CAP -1 / SHOT · IDLE -1 / ROUND

Hull 1-2 Critically Damaged — all actions at Disadvantage · Hull 0 Dying — emergency reserves only; one more major hit ends it · 0+ major hit: Destruction — crew to escape pods / EVA

SYSTEMS

Integrity 3 each · at 0: offline until repaired (Knowledge DC 15)

PRIMARY DRIVE



FTL (PEARL) DRIVE



SENSOR ARRAY



COMMS ARRAY



LIFE SUPPORT



SHIP WEAPONS

NAME

ARC

RANGE

DAMAGE

TAGS

Damage × Proficiency (most ship weapons Prof. 2-3) · hits the targeted arc's Armor Slots first, then Hull

SENSOR LOCK

Sensors station, ordinary action (Sensor Officer, or a Gunner doubling on sensors) — no Stress / Hope cost. Spend your Spotlight, name a target ship, and roll Knowledge + Duality vs DC by range:

ENGAGEMENT

10

STANDARD

12

LONG

15

EXTREME

X*

* Extreme: sensor-guided weapons only

Success: the next Gunner attack against that target — from any gunline aboard — gains **Advantage**, then the lock is spent. A target holds **one lock at a time**. Requires a working Sensor Array. Stacks with a Scholar's **Read the Enemy** (that buff persists for the crew; the lock is single-use).

LOCKED TARGET

LOCK SPENT

**Breaking a lock.** The locked ship sheds a pending lock with an evasive Pilot maneuver (**Evasive Pattern**, **Disengage**, or opening a band): **Long / Extreme** — breaks automatically · **Standard** — Pilot rolls Instinct + Duality vs the lock's DC · **Engagement / Adjacent** — too tight, it holds. The lock also drops if the locking ship's **Sensor Array goes offline** (damaged to 0, or jammed — e.g. a Scoundrel's **Cut the Cord**) before the shot lands.

CLASS ACTIONS IN SHIP COMBAT

In place of the station's ordinary action · 1 Stress each unless noted

Soldier · Fire Discipline — targeted arc counts 2 Slots weaker; first Hull hit +Proficiency.
Pilot · Thread the Needle — cancel enemy positional Advantage: greater (+1 Hope/Effort); any arc ignore shield regen.**Engineer · Overclock** (+2 Heat) — mount fires twice / 2 bands / arc ≥ half / ignore Disadvantage: system -1 Integrity.**Scholar · Read the Enemy** — ask one true thing; crew Advantage acting on it. Stacks with Sensor Lock.**Scoundrel · Cut the Cord** — contested Finesse vs Evasion: -1 Integrity and jammed (offline) until cleared.**Diplomat · Take the Bridge** — Reaction Roll vs your Presence, or crew clears 1 Stress and repositions one band.**Explorer · Find the Angle** — scene feature becomes +2 Evasion cover, a hazard, or a free band.**Mystic · Veil-Sight** (+1 Hope) — foresee next move / 2d8 + Spellcast Neural ignores shields / restore 1 Integrity at range.**Vanguard · Breach and Board** — cross first, no counterattack or next friendly hit +1 damage band.

DRIVE MODES

CRUISE

Neutral — no modifiers, no Heat

COMBAT

+1 Evasion · +1 maneuver · 1 Heat / round

OVERDRIVE

+2 Evasion · +2 maneuver · 3 Heat / round · Failure may damage the Primary Drive

ENGINEERING

- **Reinforce Arc** (+2 Heat) — one arc +2 Slots this round
- **Reroute Shields** — move 2 Slots between arcs
- **Emergency Boost** — spend all Heat, restore all arcs; systems -1 Integrity
- **Cool Systems** — dissipate 3 Heat
- **Compensate** — one system: -1 Heat / round (encounter)
- **Vent** — dump 5 Heat; ship Visible (+2 to be hit) 1 round

One major Engineer action per round · repair offline system: Knowledge DC 15

SHIP SILHOUETTE



Shield arc diagram — mark Armor Slot damage per arc (Fore / Aft / Port / Stbd)

SHIP QUIRKS

A new ship begins with 1 Positive + 1 Negative; surviving major events grants more

POSITIVE

POSITIVE

NEGATIVE

NEGATIVE

MODULAR SYSTEMS

INSTALLATION SLOTS:

TIER 2

3

TIER 3

5

TIER 4

7

TIER 5

10

MODULE

SLOTS

TYPE

STATUS

Installed at a shipyard refit (Wealth Check by module Tier), or field-installed by an Engineer with a Workshop

SHIP CLASSES

CLASS	TIER	HULL	SLOTS/ARC	HEAT	EVASION
Courier / Shuttle	2	10	3	8	12
Cargo Hauler	2-3	14	4	10	10
Armed Merchant	3	18	—	—	—
Corvette	3	22	6	12	11
Frigate	4	30	9	16	9
Heavy Frigate	4-5	40	12	20	8
Light Cruiser	5	60+	16+	24+	7

Pilot adds +1 Evasion per +1 Instinct modifier, up to the class maximum

CARGO HOLD

RANGE & MANEUVERS

ADJACENT

0-100 m · boarding

ENGAGEMENT

100 m – 5 km

STANDARD

5 – 50 km

LONG

50 – 500 km

EXTREME

500 – 5,000 km · sensor-only

CURRENT BAND ○ ○ ○ ○ ○

A SHIP MOVES 1 BAND PER PILOT MANEUVER (COURIERS: 2)

- **Close Range** — one band in
- **Open Range** — one band out
- **Evasive Pattern** — hold range, +2 Evasion this round
- **Aggressive Approach** — close 1 band, prow forward: Gunners +1, Evasion -1

Pilot maneuvers: Instinct + Duality vs a DC set by the Keeper · Critical Success: Advantage on the next Gunner attack against that target

- **Broadside** — hold; one arc fires all its weapons, arc highly exposed
- **Flanking** — Instinct DC 15; move to the target's weaker arc
- **Disengage** — Instinct DC 10; one band out, break contact
- **FTL Jump** — Pearl-Drive only: Calculation Knowledge DC 15, then Initiation Instinct DC 10

CREW & PASSENGERS

NOTES