

## MINDJAMMER

With no FTL comms technology in the Commonality, the Mindjammers carry communications and information between the stars. They travel from world to world, reinforcing and updating the Mindscape, tying the Commonality together. Mindjammers often become fascinated by the thought traffic of the Mindscape, retiring from active service to embark on alternative occupations — including working with PCs on unusual missions and special operations.

The Mindjammer-class planeship is **the** signature ship of the Commonality. It's shown here in its "threat" configuration, variformed for aggressive appearance, including hooked wing tips and an angular profile. Note the aft Mindscape transceiver array triangulated with the port and starboard processor nacelles, allowing the Mindjammer constant Mindscape contact until jump, and likewise its famous "tail first" system approach as it transmits Mindscape updates immediately upon arrival.

**Scale:** Huge (+2)

**Physical Stress:** □'□<sup>2</sup>

**Tech Index:** T9

**Systems Stress:** □'□<sup>2</sup>□<sup>3</sup>

**Consequences:** 3

**Mental Stress:** □'□<sup>2</sup>□<sup>3</sup>

### ASPECTS

**High Concept:** Hero of the Space Lanes

**Trouble:** The Sinecure of All Eyes

**Other Aspects:** The Urge to Communicate, Variform Hull, Seven Light-Year Itch

### SKILLS

**Great (+4):** Knowledge

**Good (+3):** Manoeuvre, Passive Sensing

**Fair (+2):** Planing, Systems, Will

**Average (+1):** Contacts, Ranged Combat, Rapport, Resources

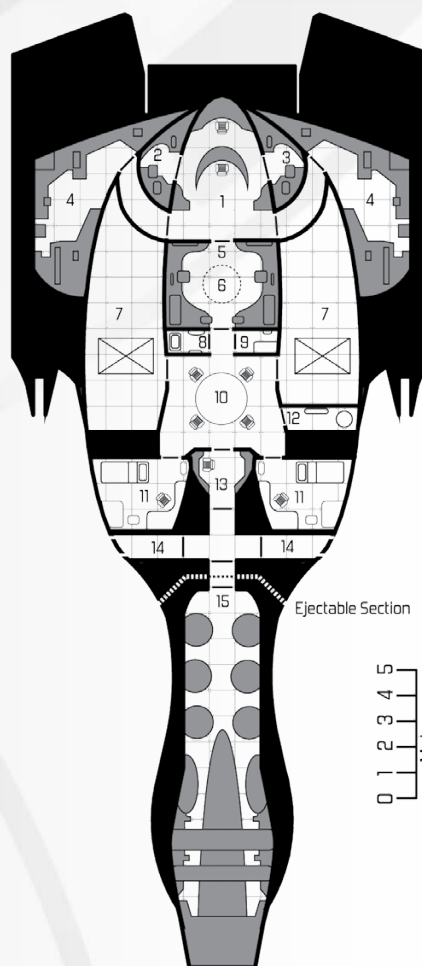
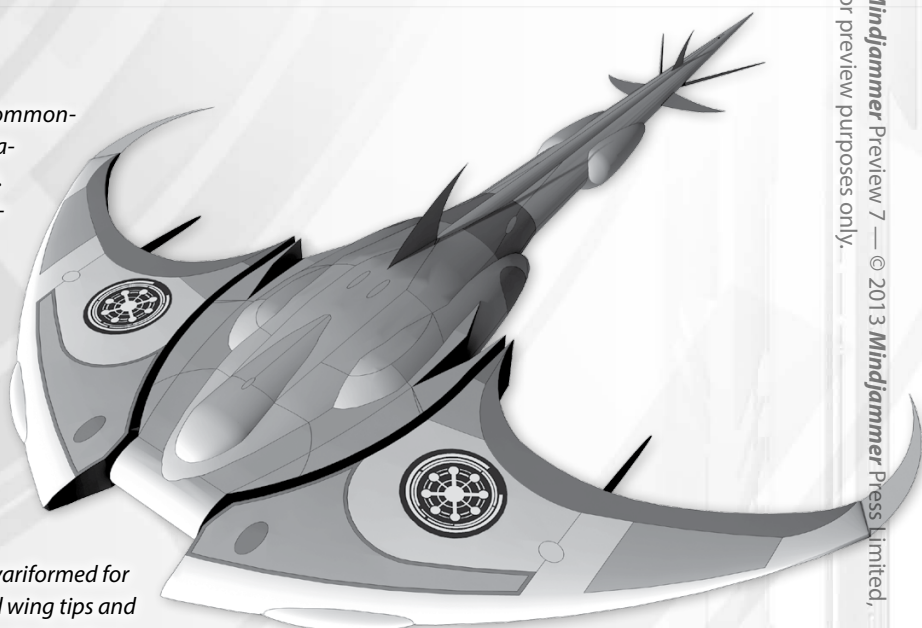
### STUNTS

♦ **Extended Manoeuvreability (Atmospheric):** Use Manoeuvre in atmospheric actions.

♦ **Mindburn:** Use Will for mental attacks using the Mindscape.

### HALO

**Special Ops Mindscape Instance:** Local Mindscape connectivity and special ops technopsi.



### Key

1. Bridge
2. Sensors
3. Communications
4. Ship Systems
5. Ship Sentience
6. Turret Access
7. Cargo Bay
8. Fresher
9. Ship's Locker
10. Common Room
11. Stateroom
12. Galley
13. Aux Bridge
14. Airlock
15. Engineering

- Bed
- Chair
- Cargo Lift
- Door

0 1 2 3 4 5  
Metres

Major Ship

Supporting Ship

## ADAM SMITH-CLASS MERCHANT

The Adam Smith-class merchant sits between the Profit-class new trader and the Keynes-class merchant, designed for short-range trading runs on established routes. With a crew of 2-10, it dedicates most of its hull to cargo transport.

**Scale:** Huge (+2)

**Physical Stress:** □<sup>1</sup>□<sup>2</sup>

**Tech Index:** T9

**Systems Stress:** □<sup>1</sup>□<sup>2</sup>□<sup>3</sup>

**Consequences:** 1 mild  
+ 1 moderate

**Mental Stress:** □<sup>1</sup>□<sup>2</sup>

**Aspects:** Short-range Merchant Vessel, Workhorse of the Trade Routes, Small Independent Crew, Got My Reg'lar Customers, Bulky and Difficult to Manoeuvre (flaw)

**Skills:** Fair (+2) Systems, Resources;  
Average (+1) Manoeuvre, Planing

### STUNTS

♦ **Cargo Hold:** 20 units of Large (+1) cargo, 200 Medium (+0).

### HALO

**Mindscape Instance:** Enables local Mindscape connectivity.

### OTHER EXTRAS

**Extended Cargo Hold:** Additional 20 units of Large (+1) cargo, 200 Medium (+0).

Supporting Ship

## FRIEDMAN-CLASS BULK TRANSPORT

A vast vessel designed for massive cargo transport on the Fringe, the Friedman-class is over a kilometre long and very ungainly. It has a crew of 100, usually mechanicals.

**Scale:** Enormous (+3)

**Physical Stress:** □<sup>1</sup>□<sup>2</sup>

**Tech Index:** T9

**Systems Stress:** □<sup>1</sup>□<sup>2</sup>□<sup>3</sup>□<sup>4</sup>

**Consequences:** 1 mild  
+ 1 moderate

**Mental Stress:** □<sup>1</sup>□<sup>2</sup>

**Aspects:** Massive Cargo Transport, Treasure Trove, Endless Warrens of Cargo Containers, Mostly

## CUSTOMS BOAT

Similar to system patrol boats, custom boats are less heavily-armed and patrol for smugglers and embargo runners in systems where heavily-armed raiders are not expected. They're staffed by officious customs inspection synthetics.

**Scale:** Huge (+2)

**Physical Stress:** □<sup>1</sup>□<sup>2</sup>

**Tech Index:** T9

**Systems Stress:** □<sup>1</sup>□<sup>2</sup>□<sup>3</sup>

**Consequences:** 1 mild  
+ 1 moderate

**Mental Stress:** □<sup>1</sup>□<sup>2</sup>□<sup>3</sup>

**Aspects:** Slower Than Light Customs Patrol, Officious Customs Synthetics, Lightly Armed, Bureaucrat Attack!

**Skills:** Fair (+2) Bureaucracy, Manoeuvre, Systems;  
Average (+1) Active Sensing, Close Combat, Passive Sensing, Ranged Combat, Will

### STUNTS

♦ **Mindburn:** Use Will for mental attacks using the Mindscape.

### HALO

**Special Ops Mindscape Instance:** Local Mindscape connectivity and special ops technopsi.

### OTHER EXTRAS

★ **Grappling Gear:** +2 to Close Combat create an advantage actions in the same zone.

★ **Tractor Beam:** +2 Close Combat overcome bonus in same zone; +2 Close Combat create an advantage bonus out to 2-zone range.

Mechanical Crew, Bulky and Difficulty to Manoeuvre (flaw)

**Skills:** Good (+3) Resources, Systems; Fair (+2) Planing, Technical; Average (+1) Manoeuvre, Ranged Combat

### STUNTS

♦ **Cargo Hold:** 30 units of Huge (+2) cargo, 300 Large (+1).

### HALO

**Mindscape Instance:** Enables local Mindscape connectivity.

### OTHER EXTRAS

★ **Extended Cargo Hold x2:** Additional 60 units of Huge (+2) cargo, 600 Large (+1).



## BOTANY BAY-CLASS EXPLORER

The Botany Bay-class Stage II Explorer is a Space Force vessel with 50-100 crew. Featuring extended endurance for deep space missions beyond the Fringe, it's equipped with bays for system survey drones and event horizon probes, and a dock for an Icarus-class scout (page XX). The booms provide xenoscience environments, and the volume between them and the habitat/bridge section can be fitted with a deck and field-pressurised to form an "open air" assembly space. It's an ideal base for exploration missions.

**Scale:** Huge (+2)

**Physical Stress:** □'□²

**Tech Index:** T9

**Systems Stress:** □'□²□³□⁴

**Consequences:** 3

**Mental Stress:** □'□²

### ASPECTS

**High Concept:** Starry-Eyed Explorer

**Trouble:** A Hundred Lives, a Hundred Dreams

**Other Aspects:** Pressurised Xenoscience Environments, Variform Assembly Space, Makepoint Reliant

### SKILLS

**Great (+4):** Planing

**Good (+3):** Active Sensing, Systems

**Fair (+2):** Passive Sensing, Science, Technical

**Average (+1):** Manoeuvre, Ranged Combat, Rapport, Resources

### STUNTS

♦ **Docking Bay:** 1 Large (+1) construct, 10 Medium (+0) constructs, etc.

♦ **Extended Manoeuvrability (Atmospheric):** Use Manoeuvre in atmospheric actions.

♦ **Long-Distance Life Support:** +2 bonus for functioning on your reserves.

♦ **Specialist (Planetary Science, Stellar Systems, Xenoscience):** +2 bonus to rolls for specialised field.

### HALO

**Mindscape Instance:** Enables local Mindscape connectivity.

**Remote Sensor Package:** Use Passive Sensing via avatar as Notice skill for character actions.

### OTHER EXTRAS

★ **Advanced Sensors:** +2 bonus to Active Sensing overcome actions.

★ **Geoanalysis Suite:** +2 Active Sensing bonus to overcome and create an advantage actions to find a mining strike.

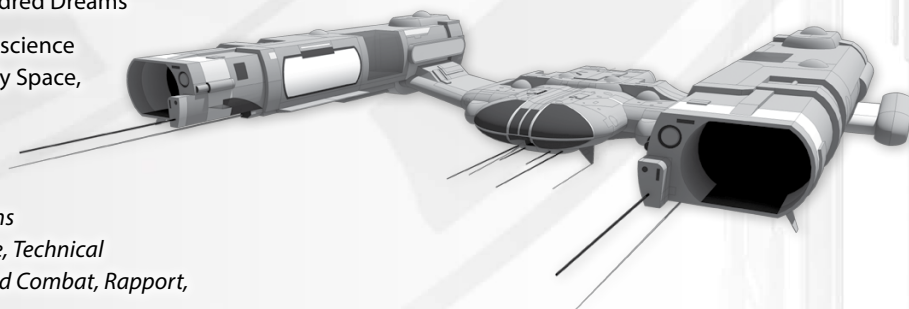
★ **Haze Field:** +1 defence bonus and basic ray shielding.

★ **Makepoint Workshop:** Spares and repairs without a Commonality shipyard.

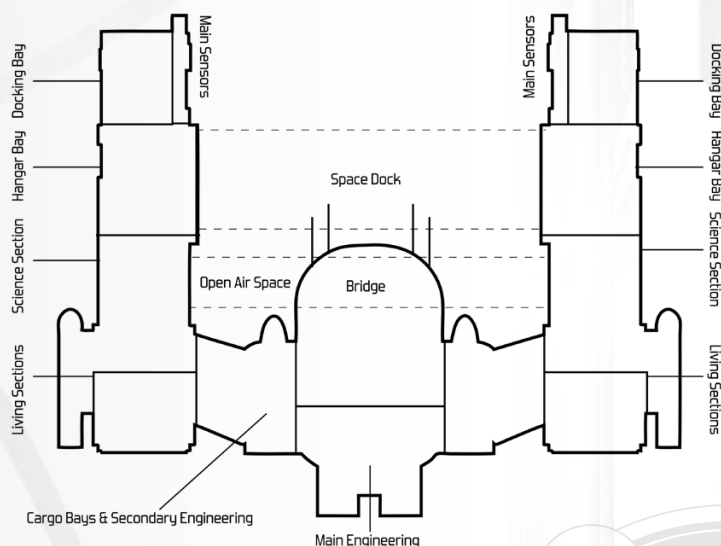
★ **Starship Therapist:** Crew member with Fair (+2) Empathy for recovery obstacles.

★ **System Survey Drone:** Fair (+2) Active Sensing, Passive Sensing.

★ **X-Core:** Doubles jump maximum.



Major Ship



## DIVERGENCE-CLASS SYMBIOTIC MINER

These strange vessels look more like unpacked lattices of scaffolding and storage bins than starships. They're mostly unpressurised, except for guest quarters, with a large central rotunda for the controlling Dezimeer metaboliser-mother (page XX). They close up and are shielded for 2-space travel, but spend most of their time travelling through molecular clouds, asteroid belts, protoplanetary disks, and other sources of raw materials. Their eidolon sentiences are generally derived from Dezimeer thanograms.

**Scale:** Huge (+2)''

**Physical Stress:** □'□²

**Tech Index:** T9

**Systems Stress:** □'□²□³

**Consequences:** 1 mild  
+ 1 moderate

**Mental Stress:** □'□²

**Aspects:** Single-minded Mining Vessel, It Doesn't Get Much More Alien Than This, Weirdly Dispersed Structures, Claustrophobic and Intimidating, Bulky and Difficult to Manoeuvre (flaw)

**Skills:** Fair (+2) Active Sensing, Systems, Technical; Average (+1) Manoeuvre, Planing, Resources

### STUNTS

★ **Cargo Hold:** 10 units of Large (+1) cargo, 100 Medium (+0).

### HALO

**Mindscape Instance:** Enables local Mindscape connectivity.

### OTHER EXTRAS

★ **Extended Cargo Hold:** Additional 10 units of Large (+1) cargo, 100 Medium (+0).

★ **Geoanalysis Suite:** +2 Active Sensing bonus to overcome and create an advantage actions to find a mining strike.

★ **Mining Drones:** +2 Technical bonus for mining operations.

★ **Ore Processor:** Use Technical to process and refine mining ore.

