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|  | **Concept/Archetype**  |
|  Scout / Mission ship. Venture class ship - modified |
| Name | The Odyssey |
| **Physical Description** (Race, gender, age, attire, etc.) |
| Level | 1 | Start Date:  | See pictures. 25m x 16m x 7m. Crew size 10.  |
| Max Life Pts | 10 | (10+ add Body each level) |
| Intimacy | Protect the crew |
| Intimacy | Bring the crew where it needs to go |
| Note | Each Life Point corresponds to a system on the ship. Mark it off as take damage |

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| **Attribute** | **Definition** | **Base Modifier** | **Modifier Total** | **Speciality Skill & Modifier** | **Associated Skills** |
| **Body**  | Toughness and Agility | +0 |  |  | Athletics, Stealth, Trickery |
| **Mind** | Intelligence, Reason, Wisdom, and Instinct | +2 |  | Newer advanced systems | Lore, Insight, Investigation, Medicine, Mechanics, Perception, Science |
| **Charisma** | Appearance , Social Graces, Personality and Leadership | +1 |  | For intimidation | Deception, Intimidation, Leadership, Performance, Persuasion |
| **Spirit** | Mystical power, Luck, Karma | +1 |  |  | It is lucky to be on the ship |
| **Attack** | Melee or Missile | +1 |  |  |  Phaser banks |
| **Defence** | Dodging (vs missiles) and Blocking (vs melee) | +2 |  |  | Nimble and shields |

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| Abilities / Powers |
| **1st** | Photon Torpedo – area of effect attack. Attack every round but only 10 shots. Can shoot torpedo’s and phasers in the same round, but one will be at disadvantage  |
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| **1st** | Has an enlarged shuttle craft is also an escape pod. Not a normal item for a scout ship.  |
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| **2nd** |  |
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| Noted Skills & Specials |
| Players add the statistics above to their own for the appropriate roll. Thus, a ship is equipment. |
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**Damage Chart**

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| **Life Points: 10** |
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| Battery |
| Life Sciences Lab |
| Long Range Sensors |
| Short Range Sensors |
| Warp Drive |
| Photo Torpedo Launchers |
| Shield Generator |
| Phasers Array |
| Impulse Engine |
| Life Support |
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