



FRONTIER
COURIER



D.B. PRODUCTIONS

DBP-001

Frontier Courier

'd20 System' and the d20 System logo, d20 Modern, d20 Future, Dungeons & Dragons, and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. All other content is ©2007 D.B. Productions. The mention of or reference to any company or product in these pages is not a challenge to the trademark(s) or copyright(s) concerned. This book is compatible with D20 rules. This document is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all D.B. Productions logos, identifying marks and trade dress, such as all D.B. Productions product and product line names; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialog; and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of Frontier Courier are designated as Open Game Content: the tables on the next 2 pages; and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2007 Wizards of the Coast, Inc. The remainder of the Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "Frontier Courier ©2007 D.B. Productions." This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from David Blalock of D.B. Productions, except for purposes of review or use of Open Game Content consistent with the Open Game License.

The original purchaser may print or make photocopy copies for his or her own personal use only. This document is a work of fiction. Any similarity to actual people, companies, organizations, places, or events is purely coincidental.

2 3 4 5 6 7 8 9 10

D. B. Productions
3718 SE 27th ave.
Portland, OR 97202

For use in Science Fiction Adventure games.

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

Credits

Author David Blalock	Proof Readers David Blalock
Deck Plans David Blalock	Page Layout David Blalock
Illustrations David Blalock	Interior Page Design David Blalock
Editing David Blalock	Typesetting David Blalock

FRONTIER COURIER

A product of Versi-Star Yards, the Frontier Courier is most commonly seen in back water systems along the outer rim of charted space. Small, cheap, and economical to operate, these ships are the workhorses of many planetary governments and commercial courier fleets; some can also be encountered in military service, in logistical support roles.

The ship itself is built using a streamlined 1500-ton closed structure hull. This allows each compartment of the ship to be constructed separately, lowering the overall manufacturing cost, while increasing the ship-yards ability to customize each ship to meet the need of each buyer.

The standard vessel configuration comes equipped with a Versitec G-300 particle impulse drive system capable of accelerating the ship at up to 30G's and a Versitec 6l-yd hyperdrive capable of traversing 6 light years for per day of travel. The grav-plating is capable of negating up to 95% of the accelerations force within the ships interior.

The standard power plant provides enough energy to power the ships drives, defensive systems, sensors, communications, weapons, and environmental systems. When in hyper jump non-essential systems, such as sub-light engines, sensors, external comm, and some computer sub-systems, are powered down to provide optimal power for the hyperdrive.

Ships of this type are often equipped with decent computer cores and sub-systems. Many such ships have basic targeting systems, auto-pilots, and sub-system automation protocols. Half way decent computer libraries are also common, however keeping them updated is more the responsibility of the ships owner.

The 28,500 cubic foot cargo hold is divided into 5 separate holds allowing the ship to handle cargoes with varying needs. The compartmentalized hold also allows sections of the cargo bay to be pressurized while others are decompressed to allow for space drops and pick ups.

The standard crew size is 3 souls, but the ships level of automation allows her to be crewed by only one person if need be. However, with a crew of 1, the ships master must assume the all the duties of pilot, astrogator, and engineer. Some adventurous individuals prefer to handle the ship all by themselves. If the ship is to carry passengers it must have a ships steward and medic on board.

The ship has 6 staterooms that can be used for crew accommodation or split between crew and passengers. Each staterooms can accommodate 2 crew members or passengers at a time. Passengers, however, should not be required to share a stateroom with a crew members, except under unusual circumstances like rescuing the crew and/or passengers of another ship.

In most cases the frontier courier is armed. Weapon configurations may vary from ship to ship, but the most common setup is 2 fire-linked Mass Cannons, Chaff Launcher, and a Tractor Beam Emitter. Its also common for the ship to be equipped with a point defense system.

The Frontier Courier costs \$28,273,750.00, and takes 10 months to build.

FRONTIER COURIER (PL 7)

Type: Ultralight	Size: Small (+1)
Subtype: Frontier Courier	Tactical Speed: 4,000 ft. (8 sq.)
Defense: 16	Length: 110 feet
Flat-footed Defense: 14	Weight: 600 tons
Autopilot Defense: 14	Targeting System Bonus: +2
Hardness: 30	Crew: 1 (trained +4)
Hit Dice: 15d20 (300hp)	Passenger Capacity: 12
Initiative Modifier: +2	Cargo Capacity: 28,500 cu. ft.
Pilot's Class Bonus: +3	Grapple Modifier: +12
Pilot's Dex Modifier: +2	Base Purchase DC: 52
Gunner's Attack Bonus: +2	Restriction: Licensed (+1)

Weapon Type	Mass cannons
Damage	12d12 (78)
Critical	20
Type	Ballistic
Range Inc.	5,000 ft
R.o.F	Single
Arrangement	2 Fire linked
Attack Modifier	+6

Standard PL 7 Design Specs:

Engines: Thrusters, Particle Impulse Engines, Jump drive
Armor: Cerametal
Defense Systems: Improved Autopilot System, Chaff Launcher, Improved Damage Control (2d10), Radiation Shielding, Point-Defense System (1d12x10)
Sensors: Class IV Sensor Array, Targeting System (+3)
Communications: Radio Transceiver, Mass Transceiver
Weapons: 2 Fire linked Mass cannons
Grapplers: Tractor Beam Emitter

HYPERDRIVE (PL 7) [FTL Drive]

This drive system allows the ship to enter a sub-dimension in which there is a great reduction in relative distance. This dimension is often called hyperspace or subspace Before entering a hyper jump it's necessary to calculate a destination. This requires 1d4x10 minutes, and a successful Navigate skill check.

Once the ship is engaged in a hyper-jump, it can't change course. It can drop out of hyperspace at any time by disengaging the hyperdrive. At the GM's option there may be devices or natural phenomena that inhibit hyperspace travel and interdict ships

passing through their vicinity.

A ship's hyperspace speed depends on the hyperdrive installed on board the ship. The standard hyperdrive will travel about 1 light year per day, however faster models are available. The only limit to the range of a hyper jump is how long the ship can continue to provide power the hyperdrive. This may or may not be longer than the ship has supplies to maintain its crew.

Purchase DC: 38 base (+2 for each additional light year per day).

Restriction: Licensed (+1).

For Non-Wealth system Games

In some games the GM and/or players may not like the wealth system. Below is a brake down of costs and incomes using US Dollars.

Design Specifications

Component	PL	Cost	Purchase DC	
Hull (15d20)	7	\$20 m	52	
Drives				
Thrusters	5	\$200 k	36	
Particle Impulse Engines	7	\$200 k	36	
Hyper drive	7	\$6.5 m	48	
Armor				
Cerametal	7	\$200 k	36	
Defensive systems				
Improved autopilot system	7	\$50 k	31	
Chaff launcher	6	\$2 k	20	
Additional Chaff Bundles	6	\$500	15	The ship carries 10 such bundles at a time
Improved damage control (2d10)	7	\$50 k	31	
Radiation shielding	6	\$50 k	31	
Point-defense system (1d12x10)	6	\$50 k	31	
Sensors				
Class IV sensor array	7	\$90 k	33	
Targeting system	6	\$20 k	28	
Communications				
Radio transceiver	5	\$2750	21	
Mass transceiver	7	\$9000	25	
Weapons				
2 Fire linked Mass cannons	7	\$350 k	38	For each cannon
Tractor Beam Emitter	7	\$900 k	41	
Total Cost		\$29,024,250	54	

Operational costs per month

Life Support for 656 hours	\$800 x crew and medium passenger, \$1200 for officers and high passengers
Monthly Maintenance	\$1160.97 Includes fuel, parts and labor at a starport
Annual Maintenance	\$29,024.25 Includes refits on engines and FTL drives.
Mortgage Payment	\$104,166.66 Mortgaged at \$25 million

Income Sources

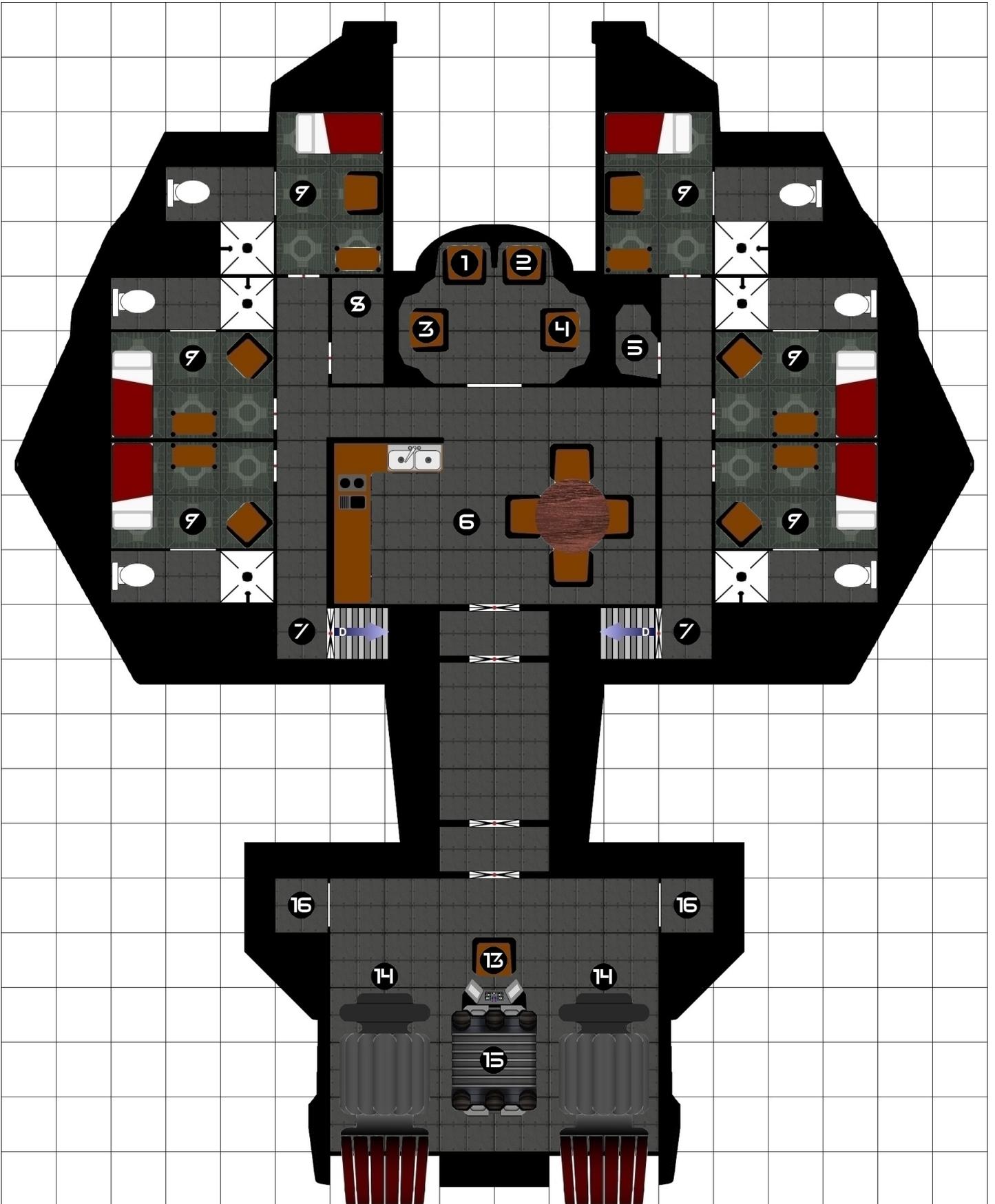
While a ships owner is free to set what ever price he wants for his services, the price list below is fairly standard for most ships of this type. Some government regulate the cost and quality of ship services. In this event the price listed is most likely to be the regulated standard.

Low passage Ticket	\$1000	Shared room, whatever rations are available, filtered water. Does not include any cargo space for luggage, or any other personal belongings.
Medium Passage Ticket	\$6000	Shared room, Good quality good, distilled water. Provides up to 125 cu. ft. of standard cargo space for luggage, and personal belongings.
High Passage Ticked	\$12,000	Privet room, high quality food and water, reasonable entertainment. Includes up to 250 cu. ft. of secured cargo, for belongings, luggage, and personal vehicles.
Passengers Extra Cargo	\$200	Per 125 cu. ft. of extra standard cargo, luggage, or vehicles.
Passengers Extra Secured Cargo	\$600	Per 125 cu. ft. of extra secured cargo, could be anything of high value.
Per 125 cu. ft. of Standard Cargo	\$250	
Per 125 cu. ft. of Secured Cargo	\$750	
Per 125 cu. ft. of Hazardous Cargo	\$2000	

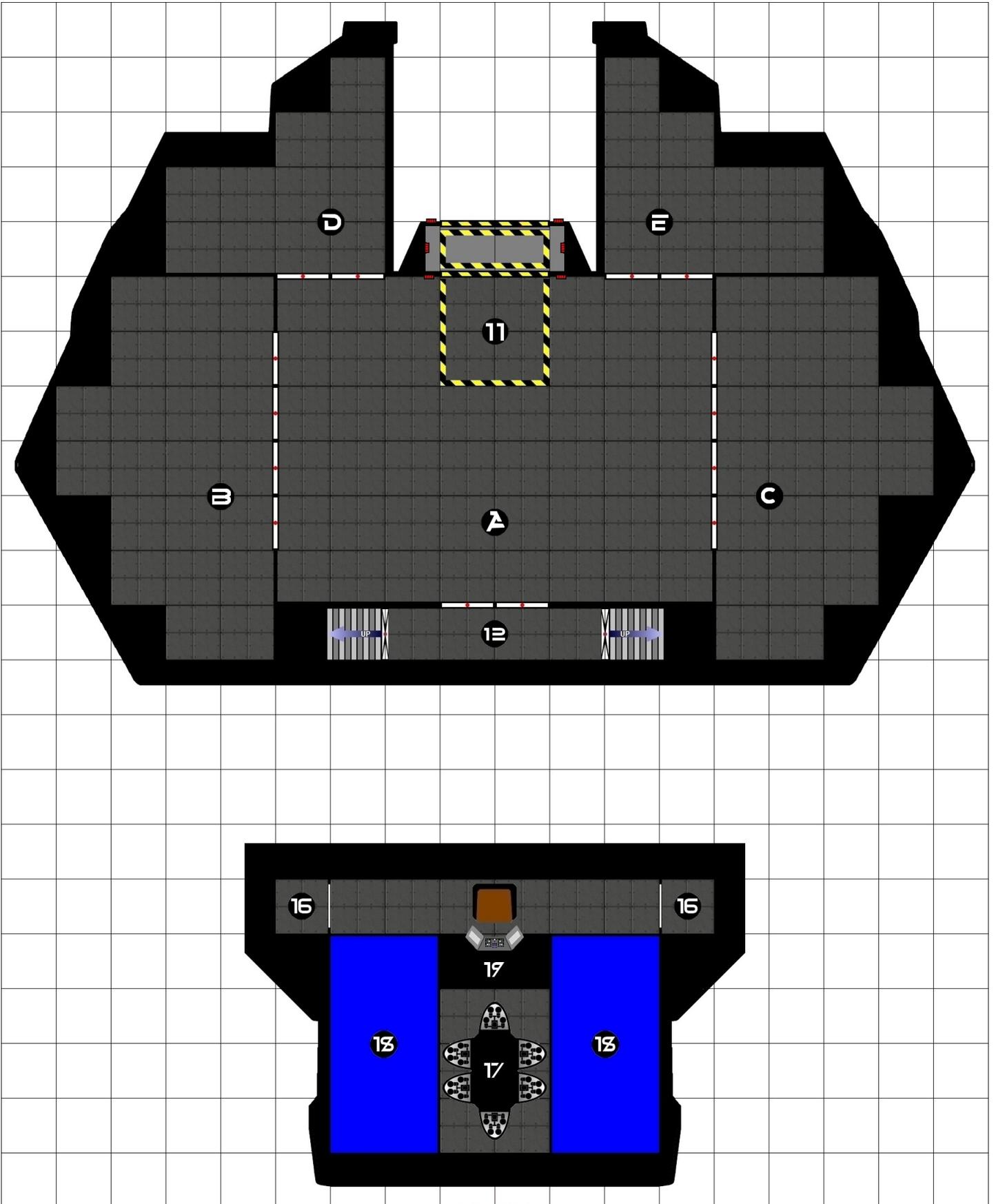
Crew Post

Crew Post	Salary	
Ships master	\$Varies	Responsible under the law for ship and crew.
Pilot	\$3000	Primary Pilot on the ship
Navigator	\$2500	Also the Co-pilot on many ships
Engineer	\$2000	Responsible for the maintenance and repair of the ship
Assistant Engineer	\$1500	Often fills the role of drive hand when making a star-jump
Steward	\$1500	If the ship is to carry passengers a steward will be needed
Medical Officer	\$2000	All ships need a medic on board, Often fills the role of Ships Steward

1 Square = 1.5 m / 5 ft.



1 Square = 1.5 m / 5 ft.



FRONTIER COURIER DECKPLAN KEY

Bridge

The bridge is the nerve center of the ship, at least one crew member should be on station at all times.

- 1. Pilot's Station:** The pilot's station is the only station that must be manned in order to operation a frontier courier, and then only during key times such as liftoff, jumping, and landing.
- 2. Navigator's Station:** The navigator's station is generally only manned when plotting a long normal space voyage or plotting a jump and upon emergence from a jump to verify position.
- 3. Flight Engineer's Station:** Most engineering functions and controls can be accessed from this station. This station is typically manned when entering or leaving Jump space, but is not required.
- 4. Sensor Station:** This station should be mans if enough crew are available to do so. Often this station is co-opted by the navigator.
- 5. Computer Core:** The ship's computer core is stored and maintained in this cramped compartment, which fortunately doesn't need to be accessed too often. All data is sent from terminals aboard ship to this CPU for processing and routing, and all incoming external data is similarly routed here for preprocessing and identification before being sent to the appropriate on terminals.

Crew Compartment

The crew compartment makes up the bulk of the upper deck. It houses the crew quarters, galley, med station, and the access ways to the cargo deck and engineering section.

- 6. Galley:** The crew's galley contains a fully equipped kitchen facility and dining area, where anything from quick heat and eat snacks to full meals can be prepared. During non-meal times, the dining area doubles as a conversation, planning, or entertainment area.
- 7. Stairwell to lower Cargo Deck:** This stairwell is usually kept open for easy and convenient access to the lower deck of the ship, but in times of emergency a pressurized sliding door can be activated and closed sealing the crew compartment off from the lower deck. If both stairwells are closed, the crew compartment can be completely isolated from the rest of the ship in terms of both security and atmospheric integrity.
- 8. Medical and Supply Station:** A small locker and medical module are installed here. This locker however is often full of junk that has accumulated though the years in the hopes that it 'might be useful someday'. The medical module is fairly sophisticated and stocked with medications and supplies that would enable a qualified medic to treat most types of illnesses or injuries that might come up. The small computer terminal included here is part of the medical module and provides an extensive medical database to the medical officer should it be needed.
- 9. Crew Quarters:** Each Staterooms is pretty much identical. There are two bunks mounted along the wall, one of which is normally folded up into the bulkhead unless the compartment is double bunked. Built into each bunk is a storage drawer, and a small reading lamp above the head can be folded out of the wall. A small personal locker is also provided, as well as a chair. In each cabin is a small computer terminal that is networked into the ship's mainframe, but may have access limitations depending on the access rights of the user. Each room also has a small personal fresher containing a wash basin, toilet facility, and a small shower.
- 10. Engineering access Corridor:** This corridor is the only direct access to and from the Engineering Deck. It can be closed with a pressure sealed door in the advent of an emergency.

Cargo Deck

The cargo deck is divided into five hold. Hold **A** is a 6,000 cu. ft. hold, holds **B & C** are 2,750 cu. ft. holds, and **D & E** are 1,375 cu. ft. holds.

- 11. Cargo Doors:** When the ship lands, these doors can be opened to provide access for the loading and unloading of cargo. The doors are big enough to accommodate most standard cargo-handling equipment, as well as small vehicles such as a Grav-Car. While in space, this doors can be opened for a space drop, how-ever safety locks prevent this unless cargo hold A's atmosphere has been pumped out, and B – E's pressure doors are secured. When a compartment is decompressed the gravity plating can be turned off, but this often results in unsecured items fall to the ceiling as the crew compartments gravity plating projects a light gravity well of .1 g's into the holds below.
- 12. Stairway to upper Crew Compartment:** This stairway leads to the crew compartment on the Upper Deck. This stair well functions as an airlock when the cargo hold is open to space.

Engineering

The engineering compartment houses the ships drives, power plant, fuel tanks and fuel purification system.

- 13. Main Engineering Controls:** From this station, any ship's system other than flight control may be accessed, monitored, and maintained.
- 14. Maneuver Drive:** Located on the upper engineering deck, these Versitec G-300 partial impulse thrusters can push the ship up to speed at upwards of 3gs.
- 15. Power Plant:** The maintenance accessible portions of the ship's main power plant.
- 16. Lift down to Fuel Deck:** A small lift on either side of engineering leads down into the Fuel Deck.
- 17. Hyper drive:** The maintenance access portions of the ship's hyper drive. It can only be accessed from a very cramped crawl space located between decks in area 16.

Fuel Deck

This is the lower deck of the engineering compartment. The fuel tanks and fuel purification plant are located here.

- 18. Fuel Tank:** The fuel storage tank for the ship. The tanks can only hold Hydrogen, however hydrogen sources can be processed by the ships fuel processor before being sent to the fuel tanks.

This fuel system does not allow access to the interior of the tanks, as they are filled with C60 carbon modules. The advantage of the C60 carbon molecule is that it can absorb almost as many Hydrogen atoms into its structure as it has carbon atoms with out disrupting its shape or structure. This allows a large volume of fuel to be stored at much higher density, thus using far less internal volume within the ship.

The greatest benefit of this system is that the fuel is not stored under pressure like in normal liquid fuel tanks. A polarized static charges is sent through the Carbon modules to cause them to become "super romantic", to absorb the hydrogen, an opposite charge is used to make them anti-romantic, expelling the hydrogen.

- 19. Fuel Purification Plant:** The fuel purifier is capable of converting enough fuel to fill the tanks in just a little over an hour.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- ## 15. COPYRIGHT NOTICE
- Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
Frontier Courier Copyright 2007, D.B. Productions. LLC All rights reserved.

**'d20 System' and the 'd20 System' logo
are trademarks of Wizards of the Coast, Inc.
and are used according to the terms of the
d20 System License version 6.0.**

**A copy of this License can be found at
www.wizards.com/d20.**

Nov 6th, 2007

PDF Version

Not For
Resale

A product of
D.B. Productions LLC

