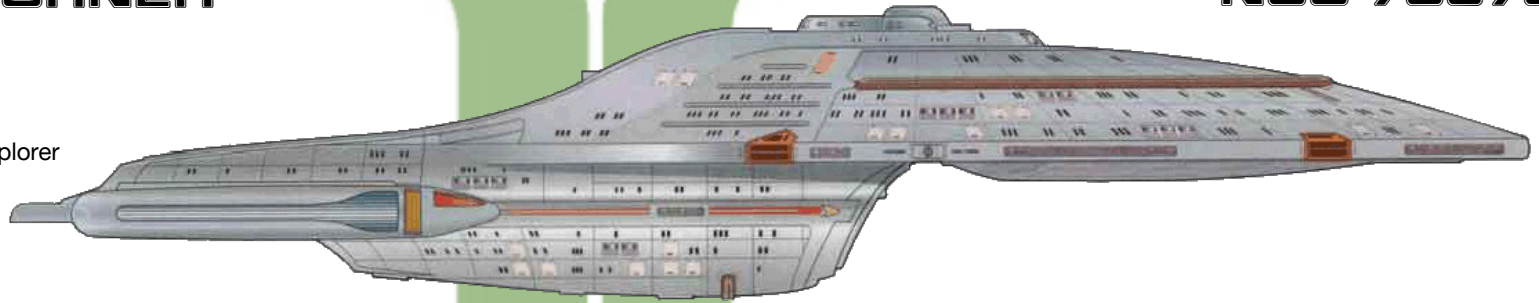


U.S.S. SOJOURNER

NCC-75370

SERVICE DATE: 2371
SPACE FRAME: *Intrepid-Class*
MISSION PROFILE: Multirole Explorer
REFIT: None

TRAIT: Federation Starship



SYSTEMS					
COMMS	10	ENGINES	11	STRUCTURE	08
COMPUTERS	11	SENSORS	10	WEAPONS	09

DISCIPLINES					
COMMAND	02	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	02	MEDICINE	02

SCALE: 4 **CREW SUPPORT:** 4 A A A A
RESISTANCE: 4

POWER: 16 ○○○○○○○○○○○○○○○○○○○○○
SHIELDS: 10 □□□□ □□□□

BREACHES

COMMS □□□□ ⚙	ENGINES □□□□ ⚙	STRUCTURE □□□□ ⚙
COMPUTERS □□□□ ⚙	SENSORS □□□□ ⚙	WEAPONS □□□□ ⚙

ATTACKS

- **Phaser Arrays** (Range Medium, 6▲, Versatile 2, when declaring target, the attacker can choose to grant one of the Area or Spread effects to the attack)
- **Photon Torpedoes** (Torpedo, Range Long, 5▲, High-Yield)
- **Traction Beam** (Strength 3)

TALENTS

Improved Warp Drive: The ship's warp drive is more efficient, capitalizing on improved field dynamics, better control of antimatter flow rates, or some other advancement that allows the ship to expend less energy when travelling at warp. Whenever the ship spends power to go to warp, roll 1▲ for each Power spent; for each Effect rolled, that point of Power is not spent. (p.257)

Advanced Sensor Suites: The vessel's sensors are amongst the most sophisticated and advanced available in the fleet. Unless the ship's Sensors have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Sensors, they may reduce the Difficulty of the Task by one, to a minimum of 0. (p.255)

Improved Impulse Drive: The ship's Impulse drives are more powerful than on most ships, allowing the ship to accelerate much more quickly. When the flight controller succeeds at the *Impulse*, *Attack Pattern*, *Evasive Action*, or *Ramming Speed* Tasks, they may spend 2 Momentum to increase the Difficulty of attacks against the ship by 1 until the start of the flight controller's next Turn, due to the ship's rapid acceleration.

Secondary Reactors: The ship has additional impulse and fusion reactors, that allow the ship to generate far greater quantities of energy. Increase the ship's normal Power capacity by 5. (p.257)

LAUNCH BAY

The *U.S.S. Sojourner* can support 3 shuttlecrafts at any one time. (p.235)