

CHARON

Entered Service: 2195. Underwent refit in 2249

Overview: Feared as a symbol of imperial might, the grand palace of the Emperor began its life as a space station in orbit of the Earth. Briefly planned as the Earth Spacedock, Emperor Sato II altered the plans to incorporate the imperial palace, so they could rule Earth from the heavens. The hollow area between the catamaran hulls was designed to serve as a drydock for ships in the Imperial Starfleet, acting as a large hanger for construction. Initially, the palace remained in orbit around Earth, serving as the hub of the Imperial Starfleet in addition to being the throne of the Emperor. In the 2240s, the station was modified to incorporate a massive Mycelium spore reactor, which tapped into the subspace realm of the Mycelial Network that providing a functionally limitless power source as it spread throughout numerous quantum realities. This allowed the station to be equipped with warp engines permitting it to travel through interstellar space. The station was rechristened the *I.S.S. Charon* by the Emperor and became the new flagship of the fleet

Capabilities: Effectively a small city in space, the *I.S.S. Charon* was heavily armed in order to defend Earth from attack. Prior to its refit, the station was equipped with over 350 Type VII phaser banks and two-dozen torpedo launchers that could fire traditional photon torpedoes or orbital assault missiles capable of penetrating the crust of a planet, causing massive seismic activity. Once warp engines were added to the ship, the *Charon* was capable of scourging the entire hemisphere of a planet in a few short hours and could hold its own in a fight against a small fleet of insurgent ships. The *Charon* had vast hangers capable of housing a small fleet of shuttles or several squadrons of fighters. In addition to the Imperial Guard and personal security of the admiralty: up to ten battalions of Imperial soldiers could be stationed aboard. To maintain discipline, an entire deck served as a prison complex, dominated by several massive chambers full of agony booths. The lower half of the ship was devoted to engineering projects, housing the main reactor as well as engineering teams able of constructing or repairing starships in the hollow interior. Civilian personnel were also housed in the ventral hull, typically conscripted to work on construction projects. The upper half of the ship functioned as the central command of the Imperial Starfleet, with the Commander-in-Chief of Starfleet and full admiralty having meeting rooms and offices on the ship, alongside luxurious staterooms for traveling dignitaries. At the top of the dorsal hull was the Imperial Palace, the home of the Emperor and their entire court.



SYSTEMS

COMMS 10

ENGINES 10

STRUCTURE 08

COMPUTERS 10

SENSORS 09

WEAPONS 08

DEPARTMENTS

COMMAND -

SECURITY +1

SCIENCE -

CONN -

ENGINEERING -

MEDICINE -

SCALE: 10

TALENTS

Charon stations starships have the following Talents:

WEAPONRY:

- Phaser Banks
- Photon Torpedoes
- Tractor Beams (Strength 5)
- Advanced Shields
- Diplomatic Suites
- Extensive Shuttlebays
- Rapid-fire Torpedo Launcher
- Command Ship

