

<p><b>E. Empyrean – Piloting</b></p> <p><b>Speed 6; Maneuverability</b> average (turn 2)  <b>AC 16 TL 16</b>  <b>Piloting Bonus +1</b></p> <hr/> <p><b>Actions</b>  <b>Fly</b> – no check  <b>Maneuver</b> – DC 18  <b>Stunt</b> – Back Off – DC 13  <b>Stunt</b> – Barrel Roll – DC 13  <b>Stunt</b> – Evade – DC 13  <b>Stunt</b> – Flip and Burn – DC 18  <b>Stunt</b> – Flyby – DC 18  <b>Stunt</b> – Slide – DC 13  <b>Stunt</b> – Turn In Place – no check</p>	<p><b>E. Empyrean – Captain</b></p> <p><b>Actions</b>  <b>Demand</b> – Intimidate DC 18  <b>Encourage</b> – Diplomacy DC 15  <b>Encourage</b> – Same Skill DC 10  <b>Taunt</b> – Bluff/Intimidate DC 15 + 1.5*enemy tier</p>	<p><b>E. Empyrean – Science</b></p> <p><b>Computers Bonus +2</b>  <b>Your DC vs. Scan/Target System – 13</b></p> <hr/> <p><b>Actions</b>  <b>Balance</b> – DC 13  <b>Scan</b> – DC 5 + 1.5*enemy tier + enemy countermeasures  <b>Target System</b> – DC 5 + 1.5*enemy tier + enemy countermeasures</p>
<p><b>E. Empyrean – Gunner</b></p> <p><b>Forward</b> – Heavy Laser Cannon (4d8 damage, 10 hexes)  <b>Turret</b> – Coilgun (4d4 damage, 20 hexes)</p> <hr/> <p><b>Actions</b>  <b>Fire at Will</b> – 2 shots at -4 each  <b>Shoot</b> – 1 shot</p>	<p><b>E. Empyrean – Engineer</b></p> <p><b>Shields</b> (max 40)  Forward (10)  Port (10)      Starboard (10)  Aft (10)</p> <p>Recharge 7 SPs when diverting</p> <hr/> <p><b>Hull Points</b>  (max 140, CT 28)</p>	<p><b>E. Empyrean – Engineer</b></p> <p><b>System Damage</b></p> <hr/> <p><b>Life Support</b> (1-10)  Captain Actions – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W</p> <hr/> <p><b>Sensors</b> (11-30)  Science Actions – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W</p> <hr/> <p><b>Weapons Array</b> (31-60)  Forward Guns – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W  Port Guns – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W  Starboard Guns – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W  Aft Guns – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W</p> <hr/> <p><b>Engines</b> (61-80)  Pilot Actions – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W</p> <hr/> <p><b>Power Core</b> (81-100)  Engineer Actions – <input type="checkbox"/>G, <input type="checkbox"/>M, <input type="checkbox"/>W</p>
<p><b>E. Empyrean – Engineer</b></p> <p><b>Actions</b>  <b>Divert</b> – DC 13  <b>Hold it Together</b> – DC 18  <b>Patch (Glitching)</b> – DC 13, one action  <b>Patch (Malfunctioning)</b> – DC 18, two actions  <b>Patch (Wrecked)</b> – DC 23, three actions  (The number of actions of a Patch action can be reduced by 1 by increasing the DC by 5.)</p>	<p><b>E. Empyrean – Glitching</b></p> <p>You take a -2 penalty to all actions you perform on this system.  If you're an engineer, this doesn't apply to Hold it Together or Patch.</p> <hr/> <p><b>E. Empyrean – Malfunctioning</b></p> <p>You take a -4 penalty to all actions you perform on this system.  If you're an engineer, this doesn't apply to Hold it Together or Patch.  If this is the power core, then all other systems have a -2 penalty.</p>	<p><b>E. Empyrean – Wrecked</b></p> <p>You cannot succeed on actions you perform on this system.  If you're an engineer, this doesn't apply to Hold it Together or Patch.  If this is the power core, then all other systems have a -4 penalty.</p>

