

# FUTURE ARMADA

## DELUXE STARSHIP DESIGNS



# DEMO

## DRAKE EXPLORATION VESSEL



Uses the Open Game License to present familiar stats for ship & crew.

OGL  
SCI-FI

# Demo Document for Future Armada: Drake

by Ryan Wolfe of Ki Ryn Studios  
ki-ryn.com

*Future Armada: Drake* is copyright © 2007, Ryan Wolfe. All text in this book other than proper names is designated as open game content.

## Overview

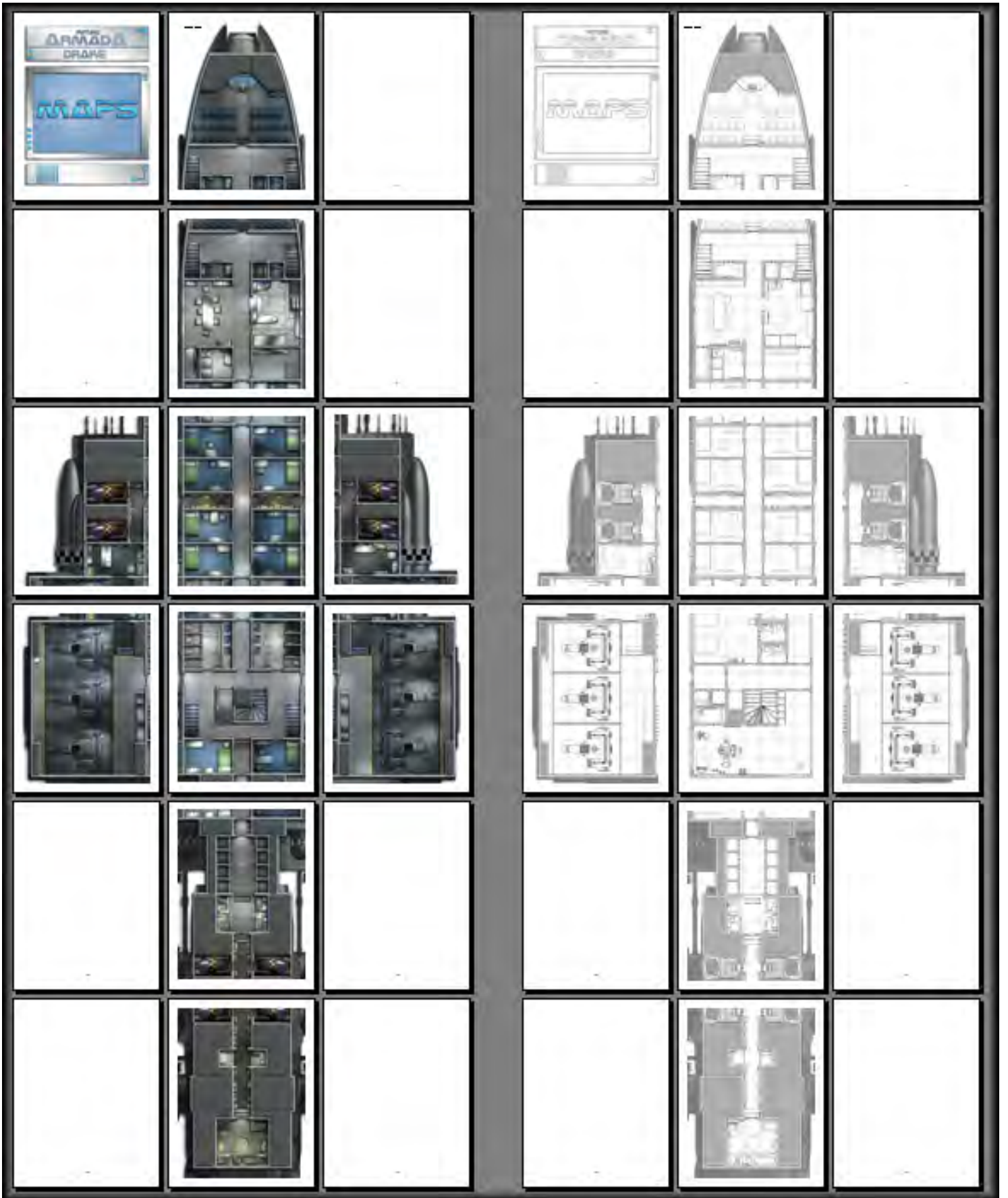
The purpose of this document is to show you what you can expect should you choose to invest in *Future Armada: Drake*. The images on the next couple of pages are low-resolution thumbnails meant to provide a general idea of what is inside each book.

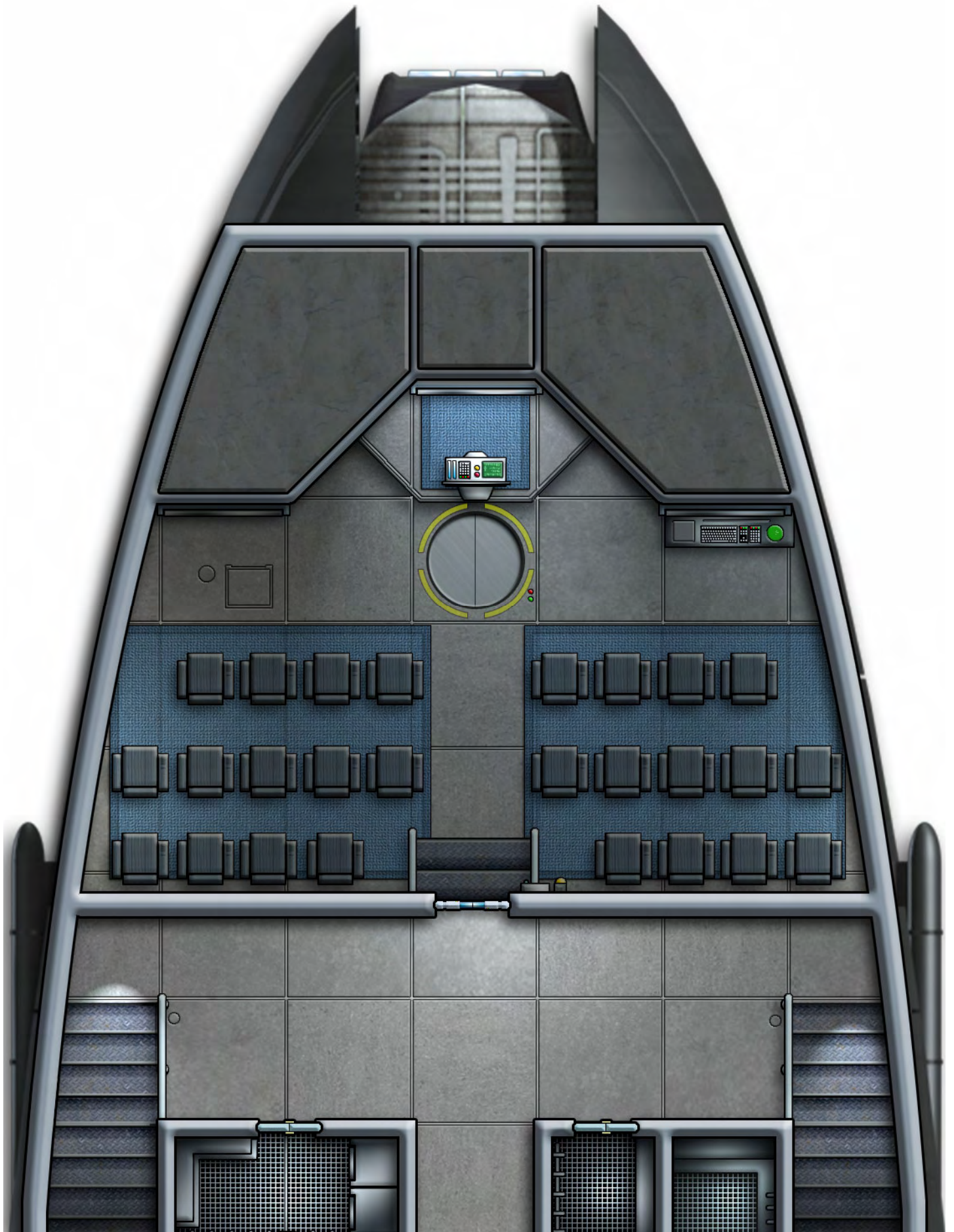
Specifically, this is what you're looking at:

- **Page 3:** Main Book. This provides OGL (Open Game License) statistics for the ship and crew. Brief descriptions are given for each area of the vessel, and composite maps are provided so it is easy to put the pieces together. Statistics are also provided for the ship's fighter craft.
- **Page 4 (left side):** Color Maps. The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the ship. The screen shot shows a sampling of the pages, laid out like they would be when assembled.
- **Page 4 (right side):** Printer Friendly Maps. A grayscale version of the color map book is provided. The right side of the image shows the same pages from that version of the book.
- **Page 5:** Sample Map. This is a single page from the color map book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end as needed.
- **Page 6:** Bonus Art. Two of the rendered 3D exterior views are shown. The actual pictures are 800x600 jpeg images. This product also includes a couple of giant sized jpegs of the entire ship at 1 inch = 5ft scale.

Thank you for taking the time to explore this product. I hope that *Drake* can help extend the frontiers of your campaign!







Bonus Art



# DRAKE

## Exploration Vessel

Drake is one of three Seraphim-class frigates built by the Terra Novan Theocracy. Captured just prior to launch at the New Albion Shipyards, the ConFederation repurposed these ships for reconnaissance and exploration. Originally built to fulfill a variety of roles, including escort and troop insertion duties, the versatile craft has hangar space for half a dozen fighters and a huge cargo bay originally intended to carry troops and hover tanks.

At 292 feet long, this PL-7 frigate carries a crew of 18 and a complement of six Sparrowhawk-class fighters. Though only lightly armed as a vessel of exploration, statistics and story for a more heavily armed "pirate" configurations are also included. Exploration, reconnaissance, journeys to distant stars - Drake is designed to fill these roles and more.

The .zip file contains the following:

- Overview
  - 18 page PDF file detailing the ship, interior areas, and crew.
  - Open Game License stats provided for the vessel and crew, as well as the fighter craft and a 'pirate' configuration.
- Map Book
  - Full-color 22 page PDF file containing complete interior maps.
  - Includes miniature-scale maps for tactical combat.
  - Broken into pages for easy printing.
- Printer friendly, black and white version of the map book.
- Miniature-scale composite maps of the ship interior.
  - A 24x60 inch, 150 dpi, color JPEG image of the main deck.
  - A 20x28 inch, 150 dpi, color JPEG image of the other three decks.
- "Bonus Art" directory with half a dozen rendered images of the frigate and fighters.

Sample documents and bonus art are available at **ki-ryn.com**

Like all of the Future Armada ships, Drake is meant to be useful to game masters and players alike. Story, stats, and maps are all easily separated so you can keep what you like and change what you want. If you yearn to explore the uncharted regions of your campaign, Drake can take you there!

## OPEN GAME LICENSE v1.0a

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

*Future Armada: Drake* Copyright 2006, Ryan Wolfe