

# The TIE Fighter

## Specifications:

### Production:

One of a kind

### Frame:

Wheelbase: 2400mm

Front Track 1365mm

Rear Track 1359mm)

Length: 4293mm

Width 1778mm

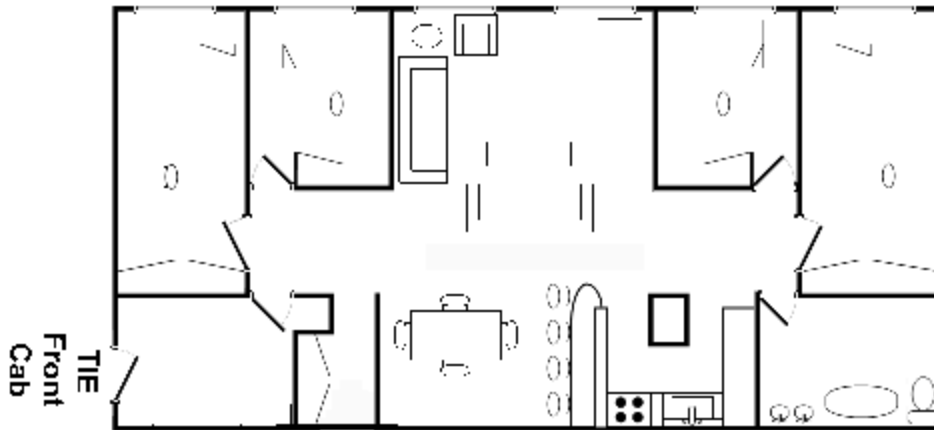
Height 1892mm

Ground Clearance 241mm

Kerb Weight 1105kg

### Internal Cargo Space:

229 cubic meters, 6.858 x 13.716 meters, incl kitchen, bath (with ion shower), 4 bedrooms, sitting room.



**Physical Engine:** 6-cylinder engine, maximum power 30.4 PS @ 3400 rpm

Energy source: Mr. Fusion

Fuel Capacity: 5 gallons @ 100 km per gallon

Performance -- acceleration or deceleration 4-wheel drive:

0 - 100 km/h: 12 seconds

**Temporal Engine:** Twin Ion, maximum power to Infinity and Beyond

Energy source: LP-93 meteorite

Performance -- acceleration or deceleration through time:

0 - 10 Minutes Per Minute: 0.5 seconds

0 - 60 Minutes Per Minute: 2 seconds

60 - 1440 Minutes (day) Per Minute: 12 minutes

60 - 10080 Minutes (week) Per Minute: 1 hour 24 minutes

10080 - 525960 Minutes (year) Per Minute: 6 hours

525960 - 52596000 Minutes (100 years) Per Minute: 40 hours (theoretical)

52596000 - 720565200000000 Minutes (10000 years) Per Minute: 280 hours (theoretical)

**Active life support:** Fueled by Mr. Fusion for up to 7 hours per gallon

### Standard Safety Features

In addition to industry standard airbags and seat belts, the TIE Fighter's built-in safeties and limiters

automatically kick in to prevent drivers from forcing the vehicle to operate outside of its recommended operating parameters.

**Shielding Tolerance**

12000 joules

**AI**

**DASCA** is a fully functional shipboard computer with high-level sensors, programming in all fields of ship and crew maintenance including fully-functional self-contained auto driver and car alarm.

**Concealment**

\* ICZ: Intrinsic Camouflage Zone: A set of thousands pre-programmed visual illusions for typical objects about the size of the TIE fighter.

\* PAF: Psychological Avoidance Field: The TIE fighter sends signals that interact with most nearby sentient entities not at a high state of arousal or alertness, so they simply don't concern themselves with the TIE fighter.

\* SC: Active and passive re-absorption and reflection of most sonar and radar; either to appear to such devices as the item to which the ICZ is set, or to obscure detection entirely.

Name: DASCA

Player: NPC

### Appearance:

### Personal Goal:

Very concerned with crew safety (4 of 5)

### Personality:

Very Easygoing, Not Efficient  
Very Energetic, Not Reserved  
Somewhat Uncertain, Less Confident  
Somewhat Compassionate, Less Cold  
Neutral vis-a-vis Consistency/Inventiveness

### Background:

Was built by Leah to be a shipboard AI.

Story Points: GM Discretion

Equipment: A whole damn ship

Home Tech Level: 9

### Attributes:

Awareness: 3  
Coordination: NA  
Ingenuity: 1  
Presence: 3  
Resolve: 1  
Strength: NA

### Skills:

Athletics: 0  
Convince: 1  
Craft: 1  
Fighting: 0  
Knowledge: 1  
Marksman: 0  
Medicine: 1  
Science: 1  
Subterfuge: 1  
Survival: 0  
Technology: 1  
Transport: 1

### Traits:

Screamer

Screamer: At times when they are scared or threatened, the character can scream their lungs out. No roll is necessary, and anything or anyone else in the room will be stunned and will be unable to act for their next action. The Screamer should take their next action running away while the enemy is stunned - they are rarely brave enough to do anything else. On the downside, Screamers usually gain this Trait from being easily scared. The Screamer Trait can't be taken with Brave and the character will not receive any bonuses when trying resist getting scared.