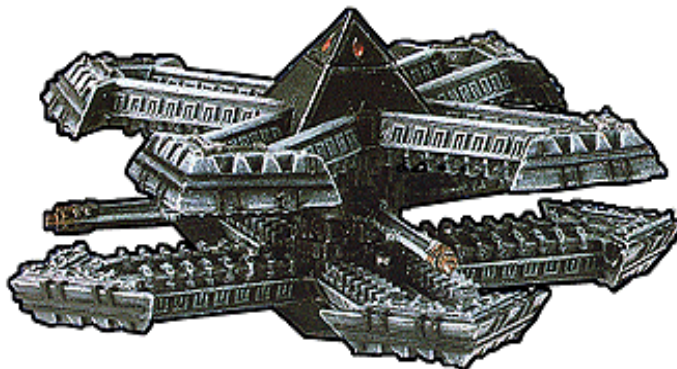




## FRAAL NATIONSHIP: *Aether's Tauri*

**Description:** The *Aether's Tauri* meaning ("Spirit of the Tauri") is a typical example of a Fraal Nation-ship. It is vast in size, being big enough to make up several large cities within its great interior, covered with hangars and hydroponics bays, huge cargo bays and more.



The design is made up of a Central mass which is split into three sections which can rotate, this is the core of the Nation-ship. Most of the Fraal nations military and government will be housed and trained in this sections middle part, the heart of the vessel. Attached to the centre section is a stationary three pronged docking arm, that allows upto six dreadnought size vessels (2 per arm) to be docked with the Nation-ship at any time. The very top part of the pyramid being, where the control area and command for the nation-ship are stationed. All the way down to the bottom of the central mass comprising of the Engines, and Starcaster.

Attached and rotating in opposite directions to the top and bottom sections of the central core are the dwelling levels, four pronged crosses of huge size, that house many hundreds of thousands of Fraal, their homes, businesses, temples, schools, parks and factories.. as well as docking bays the size and complexity of starports. Some areas of these levels are supply for cargo storage, or for visitors and traders to dock and stay in (while being prohibited access to the rest of the ship).

The ship's mobility and starcasting capabilities, are powered by the ships hull, that is made of a material that absorbs psychic energy, gathering it, and channelling it towards a central point, a focal Crystal, known as a "Trinium Apex". This converts the psionic energy into energy that powers all of the ships capabilities. The psychic energy is absorbed from the Fraal living on the ship continually (**GM's note:** 1 Power point per day per Fraal), this does no harm to them and is willing.

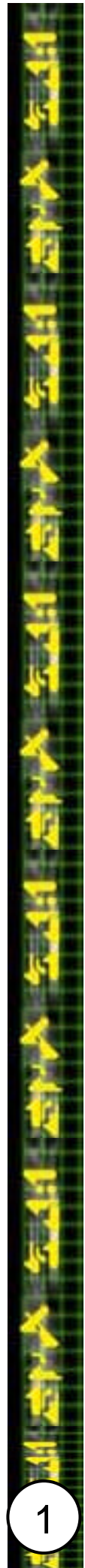
The Nation-ships bristle with hidden point weaponry, but carry no substantial weapons, due to their powerful special energy shields. These shields convert the energy expended on them by enemy fire, which can then be used in turn to regenerate the hull by the amount of damage done, or fire the blast back at the enemy for the same damage. As such they only weapons they need worry about or Ballistic or projectile like bullets or missiles.. as their shields do not stop these, nor do the shields stop ramming ships. As such their vessels point weapons are everywhere and can create a deadly web of defensive fire to shoot down such incoming attacks.

The Nation-ships serve as mobile, slow drifting vessels, each home to a Fraal nation such as the *Tauri*, *Gozsu*, *Editien*, *Ahn'sha* and *Vidgea*. They move from place to place ever searching for the Fraal homeworld.

It is unknown if any Nation-ship has ever fallen to an enemy, certainly many have been attacked, but their sheer size, and vast armaments and protections, make them all but impregnable. Not to mention the hundreds of thousands of psionic wielding inhabitants onboard. From time to time, a nation-ship will be seen with signs of battle damage, but the

### Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.





Fraal are reluctant to share the details of such encounters, though it is known that no Fraal will have dealings with any world, people, or society that has ever attacked their nation-ship.

**Fraal NationShip:** Colossal X Vehicle; **Hp** 20,000+; **Top Spd** 5; **Acc** 2; **Dec** 2; **Hand** -11; **Sensor** +15; **Stealth** 0; **AC** 115 (-3080 size, -5 Dex, +1920 natural, +1280 armor); **SQ** vehicle, conversion shields makes immune to all Energy damage (but not to projectile, ballistic or ramming) **hardness** 140; **Fuel** NA/Spec (1/Day per 100k inhabitants)  
**Stations:** Pilot 100, Sensor 100, Gunner 1000, Crew 10,000.  
**Passengers:** Effectively unlimited  
**Cargo:** Effectively unlimited.  
**Cost:** Unavailable.  
**Weapon:** 1000 Quad "Point Defence" Laser Cannons (battery); **Fire arc:** turret; **Attack bonus:** +8 (targeting computer); **Damage:** 3d10x4; **Range:** 15  
**Diameter:** 65,536 ft (little under 12.5 miles across)  
**Mass:** 16,000,000,000 lb + (71,428.5 tons or more)

**Disclaimer**

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.