

# SS Superstition

An old, heavily modified [Smuggling](#) ship, built from a [Ge-F6-1A - Light Freighter](#).



In the roleplay, SS Superstition was seen dropping off firearms at Imhotep station, over [Damasica \(Neo Kohana\)](#), completing a transaction made over the [Public Communications Network](#). It was piloted by a large dark-skinned Nepleslian in a gray turtleneck and worn black tactical vest. He had a strong, deep voice. There were also two Nepleslians in aged-looking [Coveralls](#) aboard.

## Stats

### Speeds

- STL: 0.28c
- CDD: 10,000c
- Hyperspace: 0.5 ly/m

### Interior

- Bridge
- Main cargo area
- Pylon interiors (storage, crew quarters)

## Weapons

- 4 Turrets
- 2 Forward Guns

## Crew

- A tall, heavy, middle-aged Nepleslian pilot with lots of knowledge.
  - 2250 KS
  - Owns the Superstition
  - Civilian NSP
  - clean uniform
  - communicator, short range
  - data pad
  - glow sticks (8)
  - helmet
  - EMP grenades (5)
  - diamond knife
  - medpacs (4)
  - mesh tape
  - stun grenades (2)
- Medium sized human female with acrobatic skill. Good at gambling.
  - 3000 KS
  - a deck of cards and some dice
  - pistol, sporting
  - communicator, short range
  - data pad, basic
  - dirty jumpsuit
  - glow sticks (10)
  - medical kits (4)
  - stun baton
  - tool kit
- Medium size young human female scoundrel with stealth skill. Good with pistols.
  - 528 KS
  - bandolier
  - energy pistol
  - communicator, short range
  - dirty jumpsuit
  - glow sticks (2)
  - knife
  - medical kits (3)
  - vibro bayonet
- Thin young adult human with deception skill. Great with heavy weapons.
  - 932 KS
  - bandolier
  - Energy cannon

- clean uniform
- combat gloves
- data pad
- flight suit, padded
- vibro blade

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