STARSHIP SHEET **STARFINDER**

STARSHIP NAME
SFS Drake

TIER
2

MAKE AND MODEL
Drake

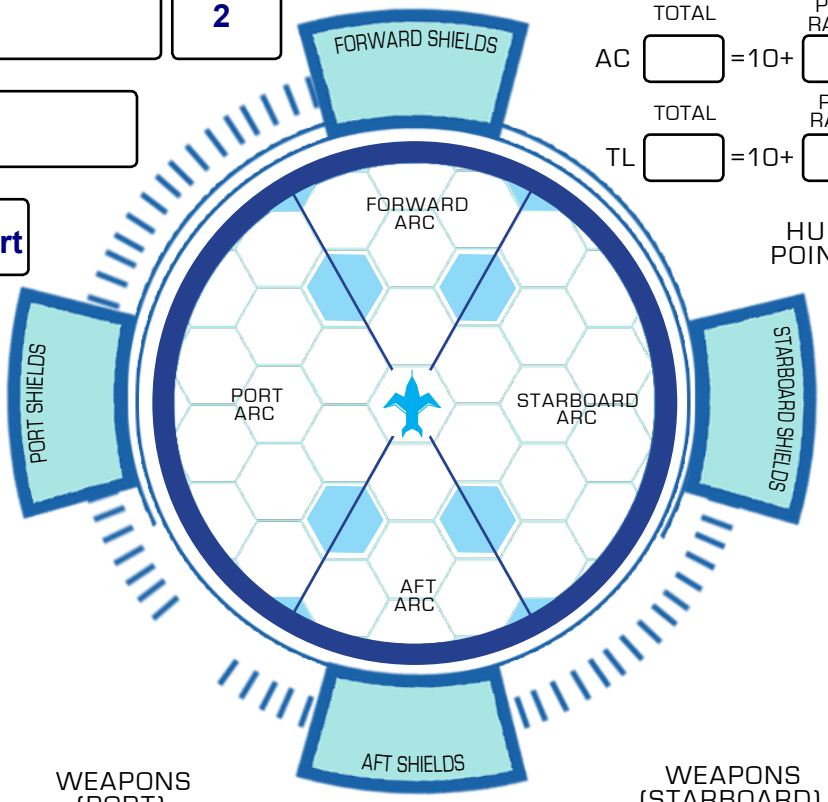
SIZE
Medium

FRAME
Transport

SPEED
8 Hexes

MANEUVERABILITY
Average (turn 2)

DRIFT RATING
1



	TOTAL		PILOT RANKS		ARMOR BONUS		SIZE MOD		MISC MOD
AC		=10+		+	2	+		+	

	TOTAL		PILOT RANKS		COUNTER-MEASURES		SIZE MOD		MISC MOD
TL		=10+		+	2	+		+	

HULL POINTS	TOTAL	CURRENT
	70	

DAMAGE THRESHOLD	CRITICAL THRESHOLD
N/A	14

SHIELD TOTAL
40 points [10/10/10/10]

MODIFIERS
+1 to any 3 checks per Round

WEAPONS (FORWARD)
- Gyrolaser : short Range (1d8)

WEAPONS (PORT)
- None

WEAPONS (AFT)
- None

WEAPONS (STARBOARD)
- None

WEAPONS (TURRET)
- Coilgun : Long Range (4d4)
- High Explosive Missile Launcher : Long Range (4d8) Track, Speed 12, Limited Fire 5

CREW
CAPTAIN
ENGINEERS
GUNNERS
PILOT
SCIENCE OFFICERS

NOTES
Crew Compliment : 4-7
+0 to checks made with sensors (Range 10)

POWER CORE
Arcus Heavy : 130 PCU

DRIFT ENGINE
Signal Basic

SYSTEMS
- Budget Medium Range Sensors
- mk 1 trionod computer
- mk 2 armor
- mk 2 defenses
- Crew Quarters (good)

EXPANSION BAYS
- Cargo Hold
- Escape pods

CARGO/PASSENGERS

CRITICAL DAMAGE
LIFE SUPPORT (1–10)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

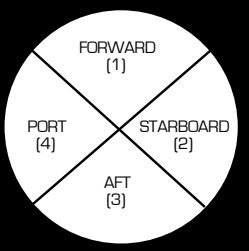
SENSORS (11–30)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY (31–60)

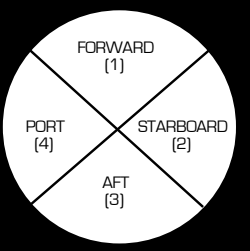
ENGINES (61–80)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81–00)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

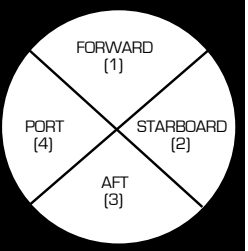
GLITCHING



MALFUNCTIONING



WRECKED



Permission granted to photocopy for personal use. © 2017 Paizo Inc.