

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

2

STARFINDER SOCIETY DRAKE

SIZE  
Medium

FRAME  
Transport

SPEED  
8

MANEUVERABILITY  
Average (Turn 2)

DRIFT RATING  
1

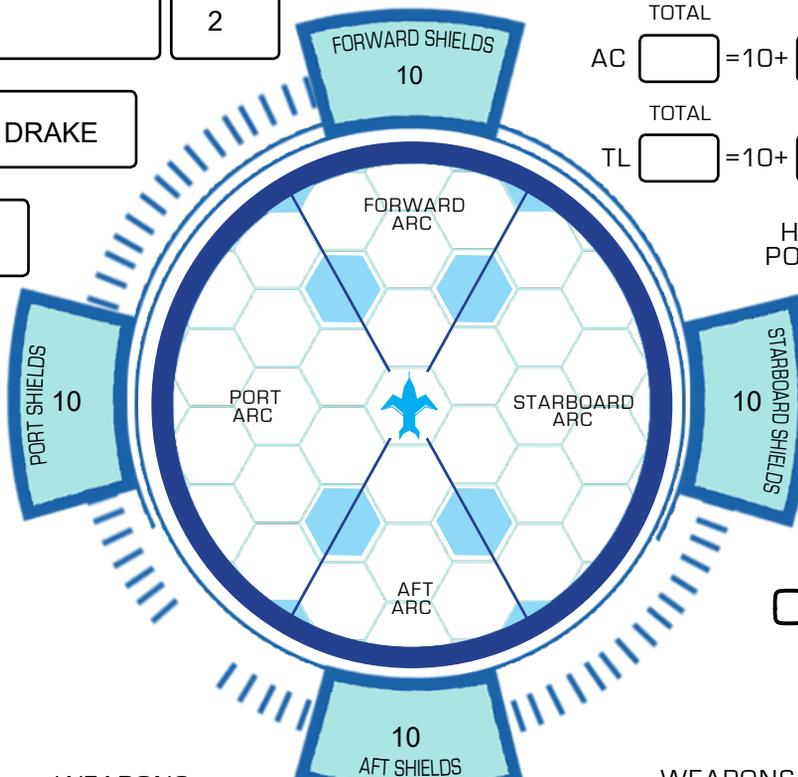
WEAPONS (FORWARD)  
gyrolaser (1d8)  
Range - Short (5 hex)  
Broad Arc (Can fire in the Port and Starboard Arcs at a -2 penalty. Can only fire once per round)

WEAPONS (PORT)

WEAPONS (AFT)

AC TOTAL = 10 +  = 10 +  +  +  +

TL TOTAL = 10 +  = 10 +  +  +  +



HULL POINTS TOTAL 70 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 14

SHIELD TOTAL 40 **Divert Restores 6 Per Turn**

MODIFIERS  +1 to any three checks per round

WEAPONS (TURRET)  
coilgun (4d4)  
Range - Long (20 hex)  
high explosive missile launcher (4d8)  
Limited Fire 5  
Speed - 12, Range - Long (20 hex)

CREW

CAPTAIN \_\_\_\_\_  
ENGINEERS \_\_\_\_\_  
GUNNERS \_\_\_\_\_  
PILOT \_\_\_\_\_  
SCIENCE OFFICERS \_\_\_\_\_

NOTES

Captain-Demand: DC 18; Encourage: DC 10; Diplomacy DC 15; Taunt: DC 15+1/2 enemy's tier  
Engineer-Divert: DC 13; Hold It Together: DC 18;  
Patch: Glitching (1 action) DC 13; Malfunctioning (2 actions) DC 18; Wrecked (3 actions) DC 21  
Pilot-Manuver: DC 19; Back Off: DC 13; Barrel Roll: DC 13; Evade: DC 13; Flip and Burn: DC 18;  
Flyby: DC 15+1/2 enemy's tier; Slide: DC 18;  
Science Officer-Balance: DC 13;  
Scan or Target Systems: DC 5+1.5 X target's tier + its bonus from defensive countermeasures

POWER CORE

Arcus Heavy (130 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

budget medium-range sensors  
crew quarters (good)  
mk 1 trinode computer  
mk 2 armor  
mk 2 defenses

EXPANSION BAYS

cargo hold  
escape pods

CARGO/PASSENGERS

CRITICAL DAMAGE

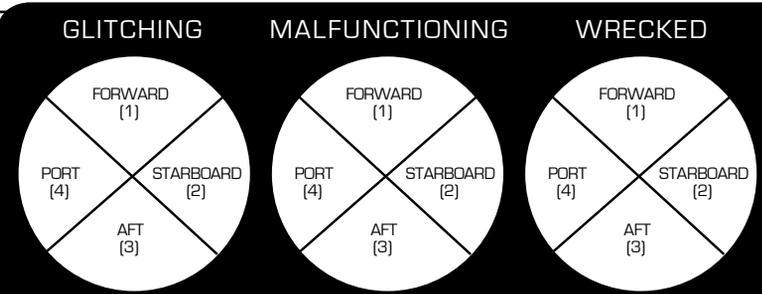
LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)  
 GLITCHING  MALFUNCTIONING  WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)  
 GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)  
 GLITCHING  MALFUNCTIONING  WRECKED





## Drake-Class Starship

### *(Transport Frame Variant)*

When a problem can be solved through the liberal application of missiles, the Drake stands ready. This workhorse starship proves the Starfinder Society can bring impressive combat presence to a space battle. It sacrifices scanning capabilities and the built-in expansion bays of the Pegasus, making it less enticing to support landing parties or extended operations.

