

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

6

STARFINDER SOCIETY DRAKE

SIZE
Medium

FRAME
Transport

SPEED
8

MANEUVERABILITY
Average (Turn 2)

DRIFT RATING
1

WEAPONS (FORWARD)

coilgun (4d4)
Range - Long (20 hex)

particle beam (8d6)
Range - Long (20 hex)

WEAPONS (PORT)

coilgun (4d4)
Range - Long (20 hex)

WEAPONS (AFT)

coilgun (4d4)
Range - Long (20 hex)

WEAPONS (STARBOARD)

heavy plasma torpedo launcher (5d10)
Limited Fire 5
Speed - 12, Range - Long (20 hex)

CREW

CAPTAIN
ENGINEERS
GUNNERS
PILOT
SCIENCE OFFICERS

NOTES

Capitan-Demand: DC24; Encourage: DC10, Diplo DC 15; Taunt: DC 15+1/2 enemy tier, Orders: DC 19 + 1 Res
Engineer-Divert: DC 19; Hold It Together: DC 24; Overpower: DC 24 + 1 Resolve
Patch: Glitching (1 action) DC 19; Malfunctioning (2 actions) DC 24; Wrecked (3 actions) DC 29
Pilot-Manuver: DC 27; Back Off: DC 19; Barrel Roll: DC 19; Evade: DC 19; Flip and Burn: DC 24;
Flyby: DC 15+1/2 enemy's tier; Slide: DC 24;
Science Officer-Balance: DC 19;
Scan, Target System, or Lock On: DC 5+1.5 X enemy tier + defensive countermeasures bonus

POWER CORE

Pulse Blue (200 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

budget medium-range sensors
crew quarters (good)
mk 2 trinode computer
mk 5 armor
mk 5 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)

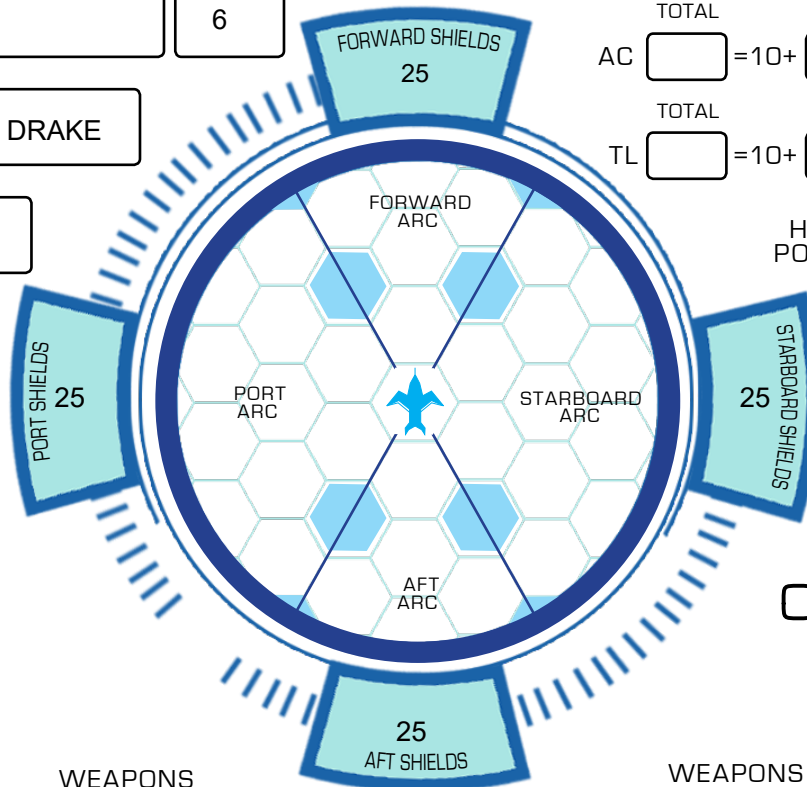
ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED

TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC <input type="text"/> = 10+	<input type="text"/>	5	<input type="text"/>	<input type="text"/>
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL <input type="text"/> = 10+	<input type="text"/>	5	<input type="text"/>	-1



HULL POINTS	TOTAL	CURRENT
	85	<input type="text"/>
DAMAGE THRESHOLD	CRITICAL THRESHOLD	
None	17	
SHIELD TOTAL		
100	Divert Restores 10 Per Turn	
MODIFIERS		
+2 to any three checks per round +2 Computers		



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.

