

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL
STARFINDER SOCIETY DRAKE

8

SIZE: Medium
FRAME: Transport

SPEED: 8

MANEUVERABILITY: Average (Turn 2)

DRIFT RATING: 1

WEAPONS (FORWARD)
coilgun (4d4)
Range - Long (20 hex)
persistent particle beam (10d6)
Range - Long (20 hex)

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

WEAPONS (AFT)
laser net (2d6)
Range - Long (20 hex)
Immediate gunnery check once per round vs one incoming tracking weapon targeting Aft arc
DC Speed of tracking weapon
if successful, tracking weapon is destroyed before damage

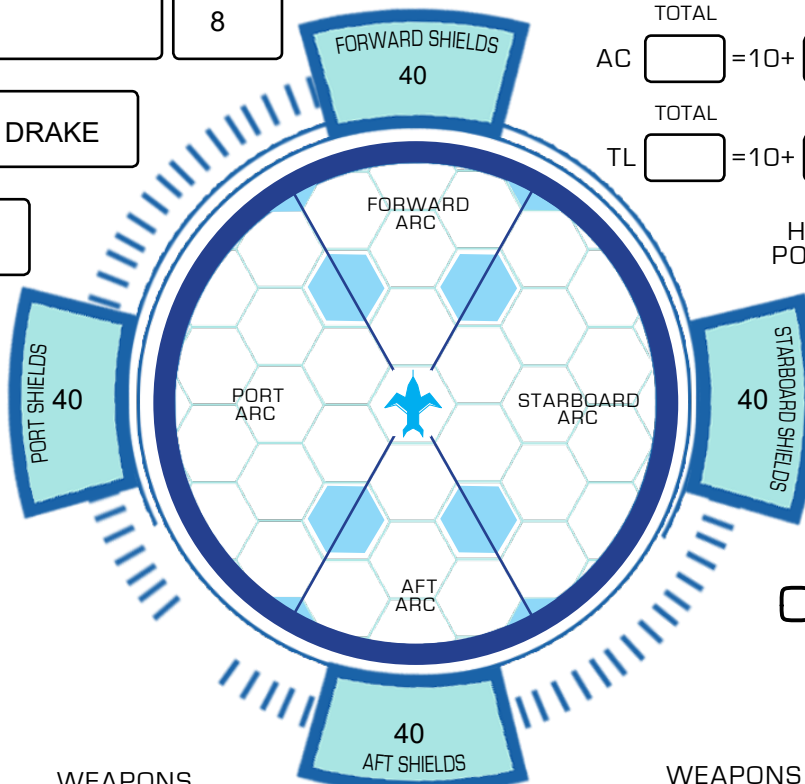
TOTAL AC = 10 + [] + 6 + [] + []
TOTAL TL = 10 + [] + 6 + [] + -1

HULL POINTS: TOTAL 100, CURRENT []
DAMAGE THRESHOLD: None
CRITICAL THRESHOLD: 20

SHIELD TOTAL: 160
Divert Restores 12 Per Turn

MODIFIERS: +2 to any three checks per round, +2 Computers

WEAPONS (TURRET)
light particle beam (3d6)
Range - Medium (10 hex)
heavy antimatter missile launcher (10d10)
Limited Fire 5
Speed - 8, 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

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

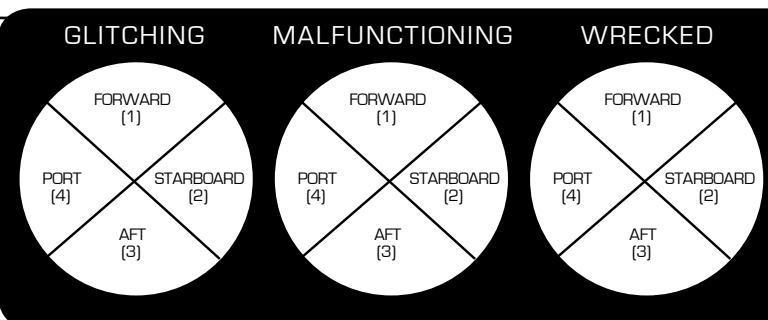
Pulse Blue (200 PCU)
DRIFT ENGINE: Signal Basic

budget medium-range sensors
crew quarters (good)
mk 2 trinode computer
mk 6 armor
mk 6 defenses

cargo hold
escape pods

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.

