

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

10

STARFINDER SOCIETY DRAKE

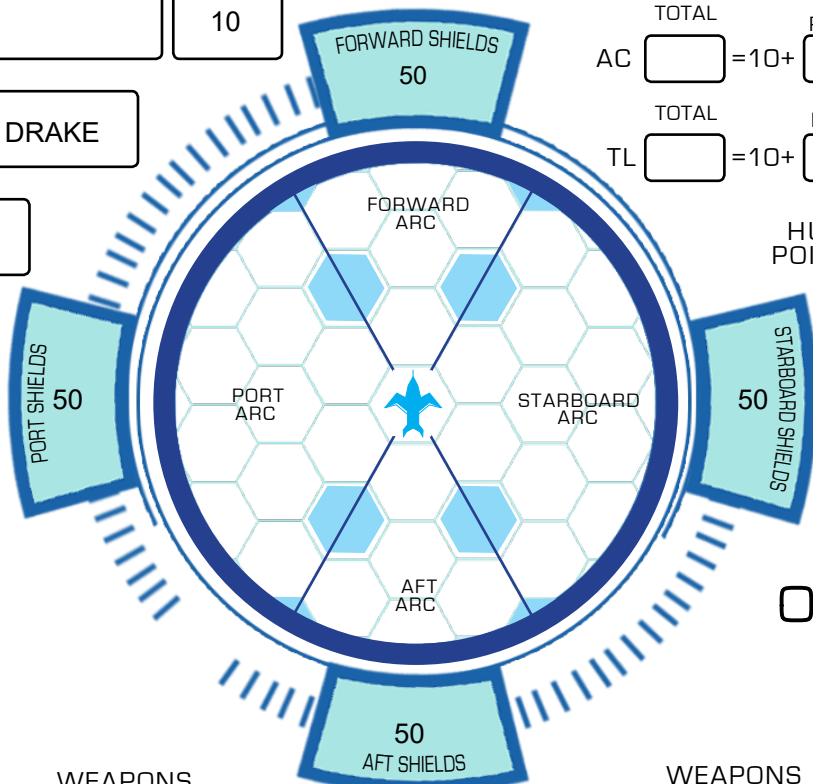
SIZE  
Medium

FRAME  
Transport

SPEED  
8

MANEUVERABILITY  
Average (Turn 2)

DRIFT RATING  
1



TOTAL AC = 10 + [Pilot Ranks] + [Armor Bonus: 7] + [Size Mod] + [Misc Mod]

TOTAL TL = 10 + [Pilot Ranks] + [Counter-Measures: 7] + [Size Mod] + [Misc Mod: -1]

HULL POINTS: 100

DAMAGE THRESHOLD: None

CRITICAL THRESHOLD: 20

SHIELD TOTAL: 200

MODIFIERS: +3 to any 3 checks, +2 Computers

WEAPONS (FORWARD)  
persistent particle beam (10d6)  
Range - Long (20 hex)  
heavy plasma torpedo launcher  
(5d10), Limited Fire 5, Speed 12,  
Range - Long (20 hex)

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

WEAPONS (AFT)  
heavy laser net (5d6)  
Range - Point (5 hex MAX)

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

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

CREW

- CAPTAIN
- ENGINEERS
- GUNNERS
- PILOT
- SCIENCE OFFICERS

NOTES

Captain-Demand: DC 30; Encourage: DC 10, Diplo DC15; Taunt: DC 15+1/2 enemy's tier, Orders DC30, Moving Spch: Diplo DC35  
 Engineer-Divert: DC 25; Hold It Together: DC 30; Overpower: Engineering DC 30, Quick Fix: Engineering DC 35  
 Patch: Glitching (1 action) DC 25; Malfunctioning (2 actions) DC 30; Wrecked (3 actions) DC 35  
 Pilot-Manuver: DC 35; Back Off: DC 25; Barrel Roll: DC 25; Evade: DC 25; Flip and Burn: DC 30;  
 Flyby: DC 15+1/2 enemy's tier; Slide: DC 30; Helm Phase: Piloting DC 35  
 Science Officer-Balance: DC 25; Scan, Target Systems, Lock On, Improve Countermeasures:  
 DC 5+1.5 X target's tier + its bonus from defensive countermeasures

POWER CORE

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

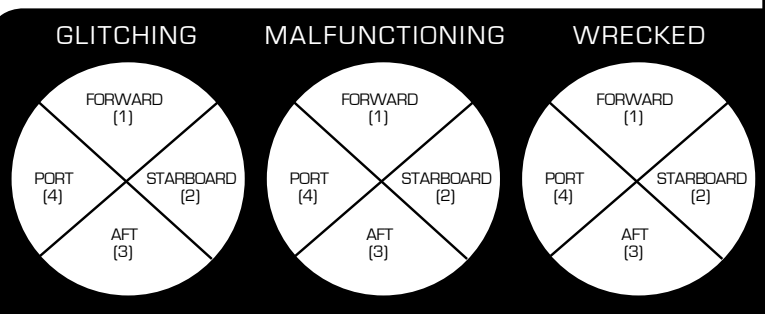
Pulse Prismatic (300 PCU)  
Drift Engine  
Signal Basic

basic long-range sensors  
crew quarters (good)  
mk 3 trinode computer  
mk 7 armor  
mk 7 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.

