

STARSHIP NAME

TIER

4

STARSHIP SHEET

STARFINDER

MAKE AND MODEL

STARFINDER SOCIETY DRAKE

SIZE

Medium

FRAME

Transport

SPEED

8

MANEUVERABILITY

Average (Turn 2)

DRIFT RATING

1

WEAPONS
(FORWARD)coilgun (4d4)
Range - Long (20 hex)heavy laser cannon (4d8)
Range - Medium (10 hex)WEAPONS
(PORT)WEAPONS
(AFT)coilgun (4d4)
Range - Long (20 hex)WEAPONS
(STARBOARD)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

Captian-Demand: DC 21; Encourage: DC 10, Diplomacy DC 15; Taunt: DC 15+1/2 enemy's tier

Engineer-Divert: DC 16; Hold It Together: DC 21;

Patch: Glitching (1 action) DC 16; Malfunctioning (2 actions) DC 21; Wrecked (3 actions) DC 26

Pilot-Manuver: DC 23; Back Off: DC 16; Barrel Roll: DC 16; Evade: DC 16; Flip and Burn: DC 21;

Flyby: DC 15+1/2 enemy's tier; Slide: DC 21;

Science Officer-Balance: DC 16;

Scan or Target Systems: DC 5+1.5 X target's tier + its bonus from defensive countermeasures

SYSTEMS

POWER CORE

Pulse Green(150 PCU)
Divert restores 7 sp

DRIFT ENGINE

Signal Basic

budget medium-range sensors

crew quarters (good)

mk 1 trinode computer

mk 4 armor

mk 4 defenses

EXPANSION BAYS

cargo hold

escape pods

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS (11-30)

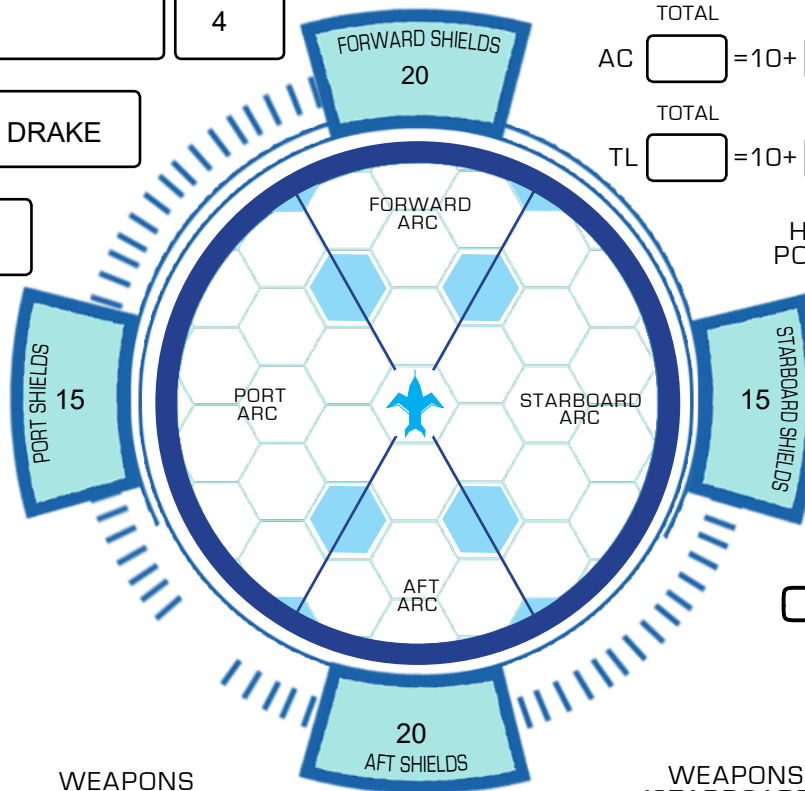
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81-00)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

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

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

HULL POINTS TOTAL 85 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 17

SHIELD TOTAL

70

Divert Restores
7 Per Turn

MODIFIERS

☐ ☐ ☐+1 to any three checks
per round



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.

