

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

4

STARFINDER SOCIETY GORGON

SIZE
Large

FRAME
Destroyer

SPEED
6

MANEUVERABILITY
average (Turn 2)

DRIFT RATING
1

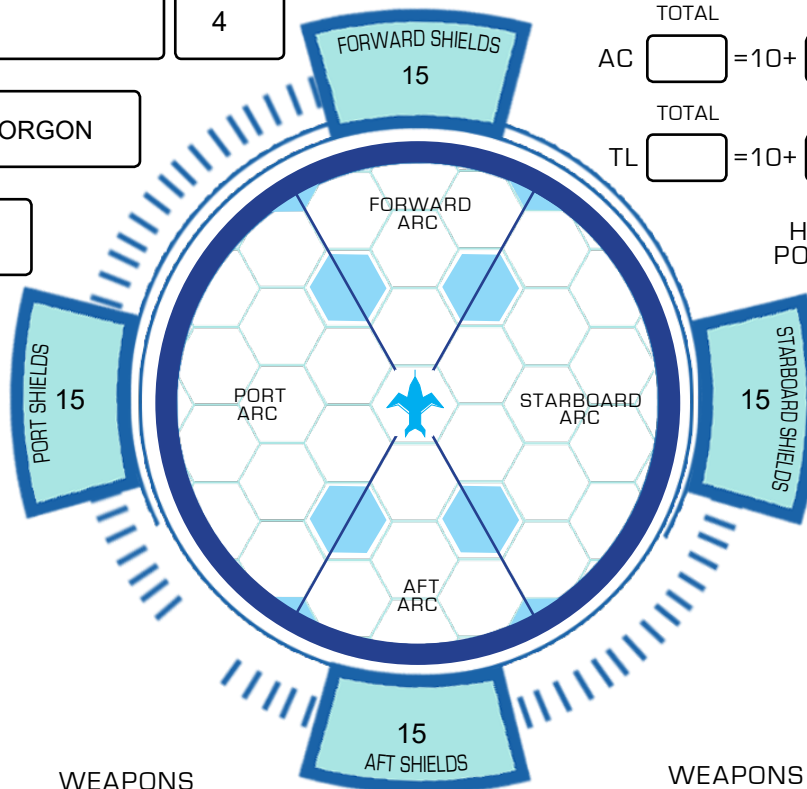
WEAPONS (FORWARD)
heavy laser cannon (4d8)
Range - Medium (10 hex)
twin laser (5d8)
Range - long (20 hex)

WEAPONS (PORT)
light laser cannon (2d4)
Range - Short (5 hex)

WEAPONS (AFT)
light laser cannon (2d4)
Range - Short (5 hex)

AC TOTAL = 10 + PILOT RANKS + ARMOR BONUS 3 + SIZE MOD -1 + MISC MOD

TL TOTAL = 10 + PILOT RANKS + COUNTER-MEASURES 3 + SIZE MOD -1 + MISC MOD



HULL POINTS TOTAL 170 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 34

SHIELD TOTAL 60 Divert Restores 7 Per Turn

MODIFIERS -2 Computers +1 Piloting

WEAPONS (TURRET)
tactical nuclear missile launcher (5d8)
Limited Fire 5: irradiate (low)
Speed - 10, 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

POWER CORE

Arcus Ultra (150 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

& dæ sensors (5 hex)
crew quarters (common)
mk 3 armor
mk 3 defenses

EXPANSION BAYS

cargo hold (4)

CARGO/PASSENGERS

complement 4-20

CRITICAL DAMAGE

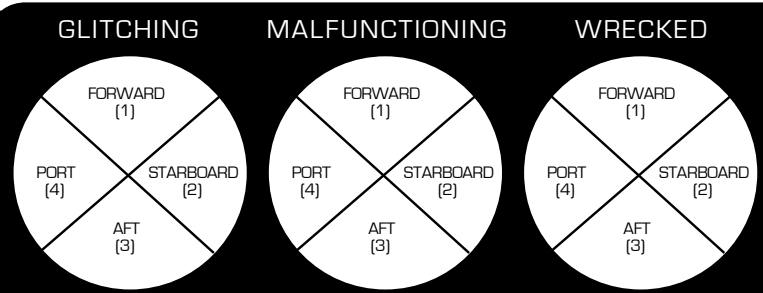
LIFE SUPPORT (1-10)
 GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)
 GLITCHING MALFUNCTIONING WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)
 GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)
 GLITCHING MALFUNCTIONING WRECKED





Gorgon-Class Starship

(Starfinder Society Destroyer Frame Variant)

The Gorgon represents a new class of starship pressed into service by the Exo-Guardians faction and intended to handle high-level threats. Unlike the Society's other standard starship designs, the Gorgon sacrifices amenities and scientific equipment in exchange for raw firepower. These ships thrive in battle or situations where force of arms is more important than other considerations. **((Selecting this starship requires the Starship Schematic boon.))**

