

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL
STARFINDER SOCIETY GORGON

6

SIZE: Large
FRAME: Destroyer

SPEED: 6

MANEUVERABILITY: average (Turn 2)

DRIFT RATING: 1

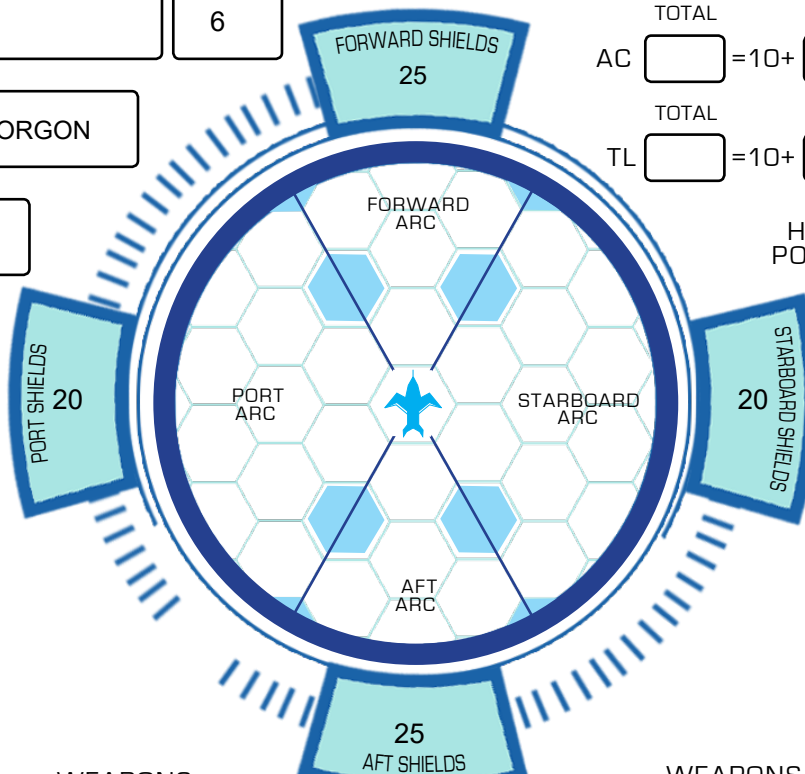
WEAPONS (FORWARD)
maser (6d10), Irradiate (Medium)
Range - Short (5 hex)
twin laser (5d8)
Range - long (20 hex)

WEAPONS (PORT)
high explosive missile launcher (4d8)
Limited Fire 5
Speed - 12, Range - Long (20 hex)

WEAPONS (AFT)
high explosive missile launcher (4d8)
Limited Fire 5
Speed - 12, Range - Long (20 hex)

WEAPONS (STARBOARD)
high explosive missile launcher (5d8)
Limited Fire 5
Speed - 10, Range - Long (20 hex)

WEAPONS (TURRET)
tactical nuclear missile launcher (5d8)
Limited Fire 5, Irradiate (low)
Speed - 10, Range - Long (20 hex)



AC TOTAL = 10 + PILOT RANKS + ARMOR BONUS (4) + SIZE MOD (-1) + MISC MOD

TL TOTAL = 10 + PILOT RANKS + COUNTER-MEASURES (5) + SIZE MOD (-1) + MISC MOD

HULL POINTS: TOTAL 170, CURRENT []

DAMAGE THRESHOLD: None

CRITICAL THRESHOLD: 34

SHIELD TOTAL: 90
Divert Restores 10 Per Turn

MODIFIERS: -2 Computers, +1 Piloting

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

Arcus Maximum (200 PCU)
DRIFT ENGINE: Signal Basic

& dæ sensors (5 hex)
crew quarters (common)
mk 4 armor
mk 5 defenses

cargo hold (4)

complement 4-20

CRITICAL DAMAGE

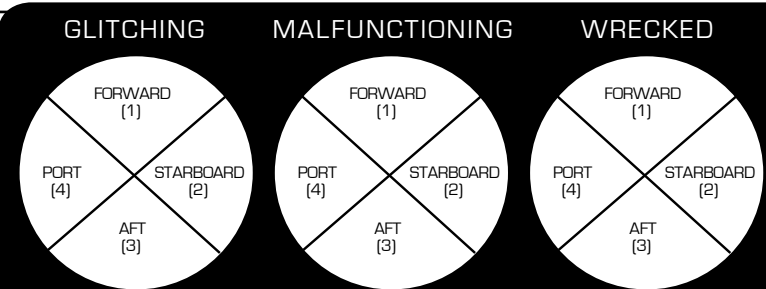
LIFE SUPPORT (1-10)
 GLITCHING MALFUNCTIONING WRECKED

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.))**

