

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

8

STARFINDER SOCIETY GORGON

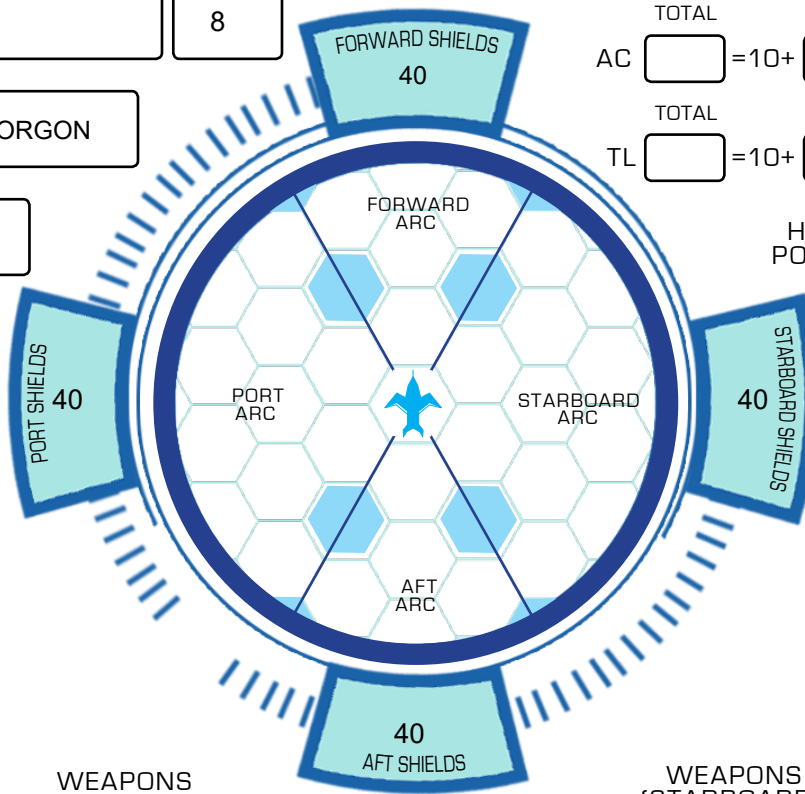
SIZE  
Large

FRAME  
Destroyer

SPEED  
6

MANEUVERABILITY  
average (Turn 2)

DRIFT RATING  
1



AC TOTAL = 10 + PILOT RANKS + ARMOR BONUS (6) + SIZE MOD (-1) + MISC MOD

TL TOTAL = 10 + PILOT RANKS + COUNTER-MEASURES (6) + SIZE MOD (-1) + MISC MOD (-1)

HULL POINTS TOTAL 200 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 40

SHIELD TOTAL 160 Divert Restores 12 Per Turn

MODIFIERS  
-2 Computers  
+1 Piloting

WEAPONS (FORWARD)  
graser (7d10), Irradiate (Medium)  
Range - Short (5 hex)

particle beam (7d6)  
Range - long (20 hex)

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

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

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

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

Capitan-Demand: DC27; Encourage: DC10, Diplo DC 15; Taunt: DC 15+1/2 enemy tier, Orders: DC 22 + 1 Res  
 Engineer-Divert: DC 22; Hold It Together: DC 27; Overpower: DC 27 + 1 Resolve  
 Patch: Glitching (1 action) DC 22; Malfunctioning (2 actions) DC 27; Wrecked (3 actions) DC 32  
 Pilot-Manuver: DC 31; Back Off: DC 22; Barrel Roll: DC 22; Evade: DC 22; Flip and Burn: DC 27;  
 Flyby: DC 15+1/2 enemy's tier; Slide: DC 27;  
 Science Officer-Balance: DC 22;  
 Scan, Target System, or Lock On: DC 5+1.5 X enemy tier + defensive countermeasures bonus

POWER CORE

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

Pulse Orange (250 PCU)

& dæ sensors (5 hex)  
crew quarters (common)

cargo hold (4)

complement 4-20

DRIFT ENGINE

mk 6 armor  
mk 6 defenses

CRITICAL DAMAGE

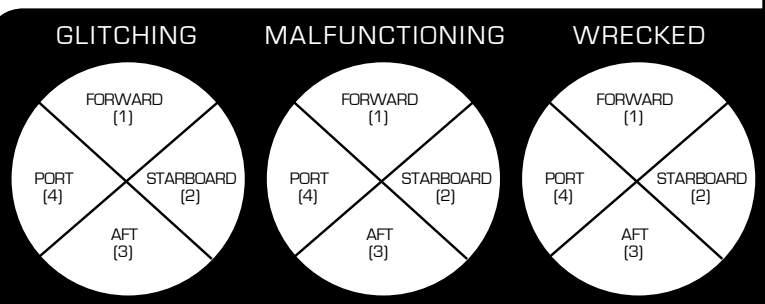
LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

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.))**

