

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

10

STARFINDER SOCIETY GORGON

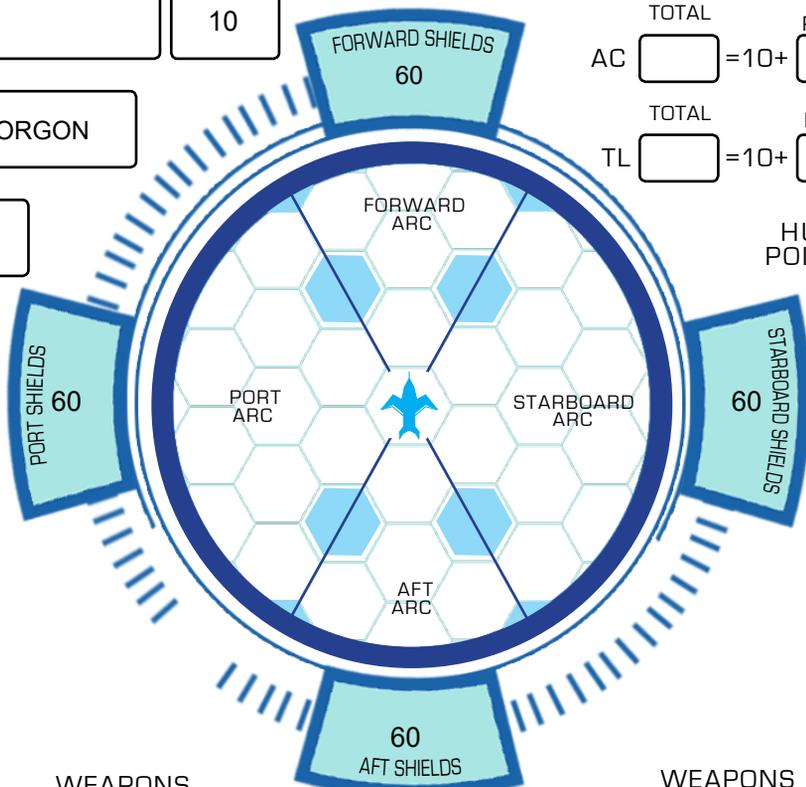
SIZE  
Large

FRAME  
Destroyer

SPEED  
6

MANEUVERABILITY  
average (Turn 2)

DRIFT RATING  
1



TOTAL AC = 10 + [Pilot Ranks] + [Armor Bonus: 8] + [Size Mod: -1] + [Misc Mod]

TOTAL TL = 10 + [Pilot Ranks] + [Counter-Measures: 8] + [Size Mod: -1] + [Misc Mod: -1]

HULL POINTS: TOTAL 200, CURRENT [ ]

DAMAGE THRESHOLD: None

CRITICAL THRESHOLD: 40

SHIELD TOTAL: 240

Divert Restores 15 Per Turn

MODIFIERS: -2 Computers, +1 Piloting

WEAPONS (FORWARD)

persistent particle beam (10d6)  
persistent particle beam (10d6)  
Range - Long (20 hex)

WEAPONS (PORT)

heavy antimatter missile launcher  
(10d10), Limited Fire 5,  
Speed 8, Range - Long (20 hex)

WEAPONS (AFT)

WEAPONS (STARBOARD)

heavy antimatter missile launcher  
(10d10), Limited Fire 5,  
Speed 8, Range - Long (20 hex)

WEAPONS (TURRET)

light particle beam (3d6)  
Range - Medium (10 hex)

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

& ~~data~~ sensors (5 hex)  
crew quarters (common)  
mk 8 armor  
mk 8 defenses

cargo hold (4)

complement 4-20

CRITICAL DAMAGE

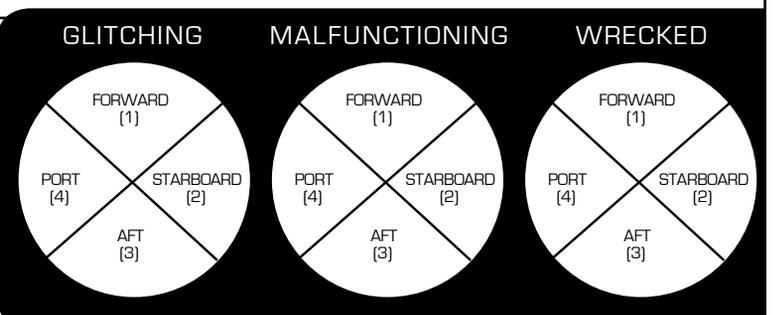
LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

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.))**

