

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

8

STARFINDER SOCIETY PEGASUS

SIZE  
Medium

FRAME  
Explorer

SPEED  
10

MANEUVERABILITY  
good (Turn 1)

DRIFT RATING  
1

WEAPONS (FORWARD)  
particle beam(8d6)  
Range - long (20 hex)  
high explosive missile launcher (4d8)  
Limited Fire 5  
Speed - 12, Range - Long (20 hex)

WEAPONS (PORT)  
laser net (2d6)  
Range - Point (5 hex MAX)

WEAPONS (AFT)  
laser net (2d6)  
Range - Point (5 hex MAX)

TOTAL AC = 10 +  + 5 +  +  =   
TOTAL TL = 10 +  + 8 +  + -1 =

HULL POINTS TOTAL 75 CURRENT   
DAMAGE THRESHOLD None CRITICAL THRESHOLD 15

SHIELD TOTAL 160 Divert Restores 12 Per Turn

MODIFIERS  
  +3 to any two checks per round  
+4 Computers, +1 Piloting

+1 circumstance bonus to Life Science and Physical Science

WEAPONS (TURRET)  
twin laser (5d8)  
Range - Long (20 hex)

WEAPONS (STARBOARD)  
light EMP Cannon  
Range - Medium (10 hex)

On a hit, an EMP weapon scrambles one of the target starship's systems, determined randomly. This causes that system to act as if it had the glitching condition for 1d4 rounds. A system glitching in this way can be patched as normal, but if it takes critical damage, its glitching condition becomes constant until the system is patched or repaired (or takes further critical damage). **Functioning shields are unaffected by EMP weapons and completely block an EMP weapon's effects.**

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

Pulse Orange (250 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

advanced medium-range sensors  
crew quarters (good)  
mk 2 duonode computer  
mk 5 armor  
mk 8 defenses

EXPANSION BAYS

cargo hold  
escape pods  
science lab (general)  
[+1 circumstance bonus to Life Science and Physical Science]  
tech lab

CARGO/PASSENGERS

CRITICAL DAMAGE

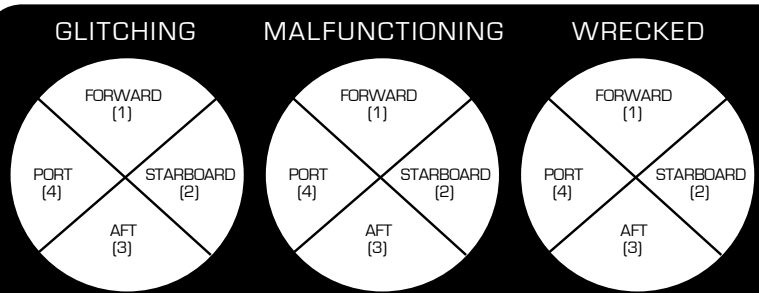
LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)  
 GLITCHING  MALFUNCTIONING  WRECKED

WEAPONS ARRAY (31-60)  
 GLITCHING  MALFUNCTIONING  WRECKED

ENGINES (61-80)  
 GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)  
 GLITCHING  MALFUNCTIONING  WRECKED





## Pegasus-Class Starship

### *(Explorer Frame Variant)*

Of the two common starship types, the Pegasus emphasizes speed and provides a suite of supportive options. It is less armed than its counterpart, but it employs improved sensors and a host of ready expansion bays. This makes the Pegasus ideal for missions where starship support will be equally as valuable as combat capabilities.

