

STARSHIP NAME

TIER

10

STARSHIP SHEET



MAKE AND MODEL

STARFINDER SOCIETY PEGASUS

SIZE

Medium

FRAME

Explorer

SPEED

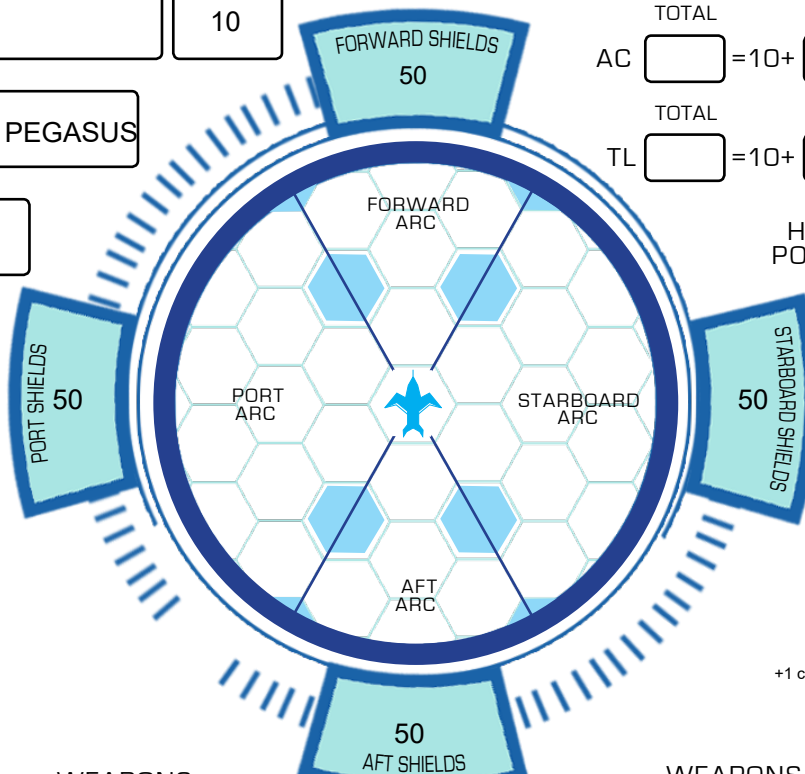
10

MANEUVERABILITY

good (Turn 1)

DRIFT RATING

1



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC <input type="text"/> = 10 +	<input type="text"/>	6	<input type="text"/>	<input type="text"/>
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL <input type="text"/> = 10 +	<input type="text"/>	9	<input type="text"/>	-1

HULL POINTS	TOTAL	CURRENT
	75	<input type="text"/>
DAMAGE THRESHOLD	CRITICAL THRESHOLD	
None	15	

SHIELD TOTAL	
200	Divert Restores 15 Per Turn

MODIFIERS	
<input type="checkbox"/>	+5 to Any 2 checks
<input type="checkbox"/>	+4 Computers, +1 Piloting

+1 circumstance bonus to Life Science and Physical Science

WEAPONS (TURRET)	
particle beam (8d6) Range - Medium (10 hex)	

WEAPONS (FORWARD)

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

WEAPONS (PORT)

heavy laser net (5d6)
Range - Point (5 hex MAX)

WEAPONS (AFT)

WEAPONS (STARBOARD)

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

Immediate gunnery check once per round vs one incoming tracking weapon targeting Port arc
DC Speed of tracking weapon
if successful, tracking weapon is destroyed before damage

CREW

- CAPTAIN _____
- ENGINEERS _____
- GUNNERS _____
- PILOT _____
- SCIENCE OFFICERS _____

NOTES

Captain-Demand: DC 30; Encourage: DC 10, Diplo DC 15; Taunt: DC 15+1/2 enemy's tier, Orders DC 30, Moving Spch: Diplo DC 35
 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

Pulse Prismatic (300 PCU)

Drift Engine

Signal Basic

SYSTEMS

advanced medium-range sensors
 crew quarters (good)
 mk 5 duonode computer
 mk 6 armor
 mk 9 defenses

EXPANSION BAYS

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

CARGO/PASSENGERS

complement 4-7

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

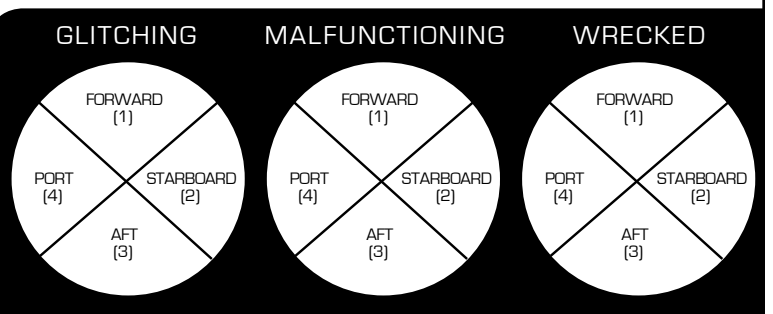
WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED





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.

