



Drake-Class Starship

(Transport Frame Variant)

When a problem can be solved through the liberal application of missiles, the Drake stands ready. This workhorse starship proves the Starfinder Society can bring impressive combat presence to a space battle. It sacrifices scanning capabilities and the built-in expansion bays of the Pegasus, making it less enticing to support landing parties or extended operations.





Mantis-Class Starship

(Experimental Explorer Frame Variant)

Prior to the Scoured Stars Incident, the Manticore-class was the backbone of the Starfinder Society's fleet. A combat-capable modification of the common explorer frame, this starship was intended to clear the way for the Society's more scientific starships, like the now lost Griffon-class. The Manticore sacrifices the expansion bays and high-quality quarters found on the newer Society hulls, and instead exchanges them for high-powered weaponry.





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.))**





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.





Sunrise Maiden, Sanjaval Vegabond-Class Starship

Sanjaval Spaceflight Systems (Explorer Frame Variant)

The Sanjaval Spaceflight Systems Vagabond-class multipurpose light transport/freighter is a versatile workhorse with a reputation for durability and reliability. In service for over 100 years, Vagabonds are still regularly used throughout the Pact Worlds as cargo haulers, smuggling ships, and exploratory survey vessels. While a crew of six is the standard complement for the Vagabond, the ship's coordinated control interface and double redundancies on critical systems were designed to allow a single pilot to operate the vessel with little difficulty.

Utilizing the popular explorer frame, the Vagabond is equipped with a Pulse Green power core, high-grade Dakkar M10-E thrusters, and a Signal Basic Drift drive. Standard armament is a Gorkal broad-arc gyrolaser mounted forward, supplemented by two Reinbach light laser cannons port and starboard. In addition, a turret-mounted Arabani Arms light particle beam projector provides 360-degree offensive capability at intermediate range.

One of the Vagabond's most popular features is its completely customizable modular expansion bays. Sanjaval Spaceflight Systems produces a variety of interchangeable service modules, from technomantic laboratories to deluxe guest cabins, all of which can be easily swapped out as needed at any basic spaceport in only a fraction of the time it takes to convert one expansion bay to another on other starships.

The Sunrise Maiden is a stock Vagabond. Captain Moriko Nash's personal touches to the ship can be seen in the captain's cabin and the vessel's customized expansion bays, which include twin cargo holds, six escape pods, and a custom recreation suite incorporating both a gym and a holographic amusement chamber.

