

STARSHIP NAME

MAKE AND MODEL

SIZE

FRAME

DRIFT

SPEED

MANEUVERABILITY

TIER

STARSHIP SHEET

STARFINDER

AC

TL

SHIELD TOTAL

DRIFT ENGINE

PILOT RANKS

ARMOR BONUS

COUNTER-MEASURES

SIZE MOD

MISC MOD

HULL POINTS

DAMAGE THRESHOLD

CRITICAL THRESHOLD

FORWARD SHIELDS

PORT SHIELDS

AFT SHIELDS

STARBOARD SHIELDS

POWER CORE

130 PCU

Arcus Heavy

Signal Basic

70

14

10

10

10

10

40

8

Average (Turn 2)

2

Medium

Transport

1

SYSTEMS

Budget Medium-Range Sensors

Crew Quarters (Good)

Mk 1 Trinode computer

Mk 2 Armor, Mk2 Defenses

EXPANSION BAYS

Cargo Hold

Escape Pods

CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)	Atk	Range	Damage
Gyrolaser		Short	1d8

WEAPON (Aft)	Atk	Range	Damage

MODIFIERS

+1 to three checks per round

WEAPON (Port)	Atk	Range	Damage

WEAPON (Starbord)	Atk	Range	Damage

NOTES

Gyrolaser has broad arc

Missile launcher has speed 12, limited fire 5

WEAPON (Turret)	Atk	Range	Damage
Coilgun		Long	4d4
HE Missile Launcher		Long	4d8

CREW

Captain

Pilot

Gunners

Engineers

Science Officers

Chief Mates

Magic Officers

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

GLITCHING

MALFUNCTIONING

WRECKED

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)