

STARSHIP NAME

TIER

4

MAKE AND MODEL

SFS Drake Tier 4

SIZE

Medium

FRAME

Transport

DRIFT

1

SPEED

8

MANEUVERABILITY

Average (Turn 2)

SYSTEMS

Budget Medium-Range Sensors

Crew Quarters (Good)

Mk 1 Trinode computer

Mk 4 Armor, Mk 4 Defenses

FORWARD SHIELDS

20

PORT SHIELDS

15

20

AFT SHIELDS

STARBOARD SHIELDS

15

POWER CORE

150 PCU

Pulse Green

STARSHIP SHEET

STARFINDER

TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

4

0

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

4

0

SHIELD TOTAL

70

HULL POINTS

TOTAL

85

CURRENT

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

17

DRIFT ENGINE

Signal Basic

EXPANSION BAYS

Cargo Hold

Escape Pods

CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)

Atk

Range

Damage

Heavy Laser Cannon

Medium

4d8

Coilgun

Long

4d4

WEAPON (Aft)

Atk

Range

Damage

Coilgun

Long

4d4

MODIFIERS

+1 to three checks per round

NOTES

Missile launcher has speed 12, limited fire 5

WEAPON (Port)

Atk

Range

Damage

WEAPON (Starbord)

Atk

Range

Damage

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

