

STARSHIP NAME

TIER

6

MAKE AND MODEL

SFS Drake Tier 6

SIZE

Medium

FRAME

Transport

DRIFT

1

SPEED

8

MANEUVERABILITY

Average (Turn 2)

FORWARD SHIELDS

25

PORT SHIELDS

25

25

AFT SHIELDS

STARBOARD SHIELDS

25

POWER CORE

200 PCU

Pulse Blue

STARSHIP SHEET

STARFINDER

TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

5

0

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

4

0

SHIELD TOTAL

100

HULL POINTS

TOTAL

85

CURRENT

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

17

DRIFT ENGINE

Signal Basic

SYSTEMS

Basic Medium-Range Sensors

Crew Quarters (Good)

Mk 2 Trinode computer

Mk 5 Armor, Mk 5 Defenses

EXPANSION BAYS

Cargo Hold

Escape Pods

CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)

Atk

Range

Damage

Particle Beam

Long

8d6

Coilgun

Long

4d4

WEAPON (Aft)

Atk

Range

Damage

Coilgun

Long

4d4

MODIFIERS

+2 to any 3/round
+2 Computers

NOTES

Torp Launcher has
Speed 12, Limited
Fire 5

WEAPON (Port)

Atk

Range

Damage

Coilgun

Long

4d4

WEAPON (Starboard)

Atk

Range

Damage

WEAPON (Turret)

Atk

Range

Damage

Hvy Plasma Torp

Long

5d10

CREW

Captain Bro. Matthias Intimidate +11, Dipl. +13 + 1d6

Pilot Zap +15

Gunners Prince +13 (Myst.), Zila +12

Engineers Zila +18

Science Officers Stan +15

Chief Mates

Magic Officers Unatomba +13

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

