

STARSHIP NAME

TIER

12

MAKE AND MODEL

SFS Pegasus Tier 12

SIZE

Medium

FRAME

Explorer

DRIFT

1

SPEED

10

MANEUVERABILITY

Good (Turn 1)

SYSTEMS

Advanced Long-Range Sensors

Crew Quarters (Good)

Mk 6 Duonode computer

Mk 8 Armor, Mk 10 Defenses

FORWARD SHIELDS

70

PORT SHIELDS

70

70

AFT SHIELDS

POWER CORE

300 PCU

Pulse Primatic

STARSHIP SHEET

STARFINDER

TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

8

0

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

9

0

SHIELD TOTAL

280

HULL POINTS

TOTAL

85

CURRENT

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

17

DRIFT ENGINE

Signal Basic

EXPANSION BAYS

Cargo Hold

Escape Pods

Science Lab

Tech Workshop

CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)

Atk

Range

Damage

Persistent Particle Beam

Long

10d6

Heavy AM Missile

Long

10d10

WEAPON (Aft)

Atk

Range

Damage

MODIFIERS

+6 any 2/round

+4 Computers

+1 Piloting

NOTES

Laser Net has Point (+12)

Hvy AM Missile Launcher has Speed 8, Limited fire 5

EMP cannon blocked by any shields. Causes one random system to behave as glitching for 1d4 rounds.

WEAPON (Port)

Atk

Range

Damage

Heavy Laser Net

Short

5d6

WEAPON (Starboard)

Atk

Range

Damage

Lt. Plasma Cannon

Short

2d12

Light EMP Cannon

Short

Sp.

WEAPON (Turret)

Atk

Range

Damage

Particle Beam

Long

8d6

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

