

STARFINDER SOCIETY STARSHIPS

This document details how to use starships in the Starfinder Society Roleplaying Guild campaign, in conjunction with the *Starfinder Society Roleplaying Guild Guide*.

Starship combat is an integral part of the Starfinder Roleplaying Game and characters should expect to participate in it from time to time. As explained earlier in this guide, certain scenarios have the Starship tag, indicating that the associated scenario includes one or more starship combat encounters. This appendix details all the guidelines and information necessary for players to participate in starship combat encounters, in addition to the rules presented in the *Starfinder Core Rulebook*.

STARSHIP COMBAT OVERVIEW

The Starfinder RPG contains a robust system for starship creation and customization, which while intuitive for home campaigns, is difficult to manage in an organized play environment. As starships are essentially another character shared between a party, it would be extremely time consuming for a group of players to decide on exactly how to customize a starship prior to a scenario. To facilitate ease of play, the Starfinder Society provides characters with two common starship variants, accessible in any scenario involving starship combat.

Starship Choice: Starship choice occurs immediately prior to slotting boons for the scenario. During this period, the PCs can also decide on any Starship boons they wish to utilize (more on this further below). The party should come to an agreement on which starship will best suit their style of play, as well as the best starship for the specific mission. In the event that the party cannot come to a unanimous agreement on which ship to take, scenarios provide a suggested starship from those commonly available, which the GM can declare the party will use.

When choosing a starship, the PCs always receive the version of the ship with a tier equal to the highest level of their subtier. For example, a party selecting a starship for a Subtier 1–2 scenario would receive the tier 2 ship, while a party selecting a starship for a Subtier 5–6 scenario would receive a tier 6 ship.

Common Starships: The Drake and Pegasus models of starship are the most commonly employed ships in the modern Starfinder Society. Presented in this guide are Drake and Pegasus models for tiers 2, 4, 6, 8, 10 and 12; starships of higher tiers do exist, but they are provided within the associated scenario. Both the Drake and Pegasus ships presented in this document are always considered available to PCs, whereas the Gorgon is accessible only with the Starship Schematic boon, a Tier 4 Exo-Guardians faction reward.

New Starships: Throughout the course of a character's career, he may come into possession of a new starship to use in the Starfinder Society Roleplaying Guild. Often, these starships will be a reward from an important scenario, gained from a promotional Chronicle sheet, or featured temporarily in an adventure. Unlike the common starships presented in this guide, new starships will have all the rules for using them in starship combat scenarios listed on their respective information sheets.

DRAKE (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.

PEGASUS (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.

GORGON (DESTROYER FRAME VARIANT)

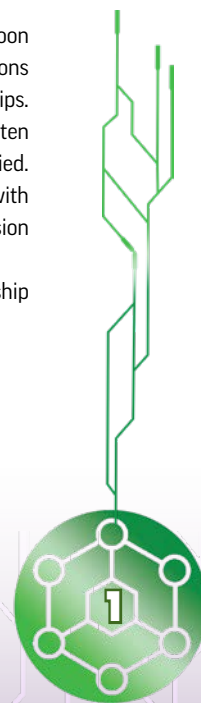
The Gorgon represents a new class of starship pressed into service by the Exo-Guardians faction and intended to handle high-level threats. Unlike the Society's other standard starship designs, the Gorgon sacrifices amenities and scientific equipment in exchange for raw firepower. These ships thrive in battle or situations where force of arms is more important than other considerations.

Selecting this starship requires the Starship Schematic boon.

STARSHIP BOON SLOT

Following the selection of a starship, a character can select a boon for his Starship boon slot. This boon slot typically includes boons that act as abilities, modifications, or replacements for starships. Each Starship boon indicates the specific rules in applying it, often citing specific starships or tiers to which the boon can be applied. For ease of play, players do not need to concern themselves with the build points, power core units (PCU), or available expansion bays of a shared starship.

Unless otherwise stated, multiple versions of the same Starship boon do not stack.



DRAKE TIER 2

STARFINDER SOCIETY DRAKE

TIER 2

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 12; **TL** 12

HP 70; **DT** -; **CT** 14

Shields light 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) gyrolaser (1d8)

Attack (Turret) coilgun (4d4), high explosive missile launcher (4d8)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic;

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 2 armor, mk 2 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +1 to any three checks per round;

Complement 4-7

DRAKE TIER 4

STARFINDER SOCIETY DRAKE

TIER 4

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 14; **TL** 14

HP 85; **DT** -; **CT** 17

Shields light 70 (forward 20, port 15, starboard 15, aft 20)

Attack (Forward) heavy laser cannon (4d8), coilgun (4d4)

Attack (Aft) coilgun (4d4)

Attack (Turret) coilgun (4d4), high explosive missile launcher (4d8)

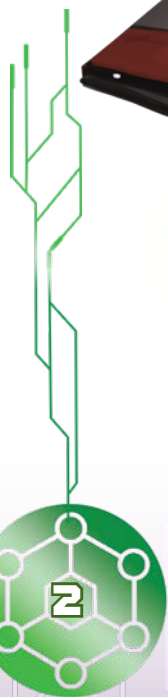
Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 4 armor, mk 4 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +1 to any three checks per round;

Complement 4-7



DRAKE TIER 6

STARFINDER SOCIETY DRAKE

TIER 6

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 15; **TL** 14

HP 85; **DT** —; **CT** 17

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) particle beam (8d6), coilgun (4d4)

Attack (Port) coilgun (4d4)

Attack (Aft) coilgun (4d4)

Attack (Turret) heavy plasma torpedo launcher (5d10)

Power Core Pulse Blue (200 PCU); **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

Modifiers +2 to any three checks per round, +2 Computers;

Complement 4–7

DRAKE TIER 8

STARFINDER SOCIETY DRAKE

TIER 8

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 16; **TL** 15

HP 100; **DT** —; **CT** 20

Shields medium (160 forward 40, port 40, starboard 40, aft 40)

Attack (Forward) persistent particle beam (10d6), coilgun (4d4)

Attack (Port) coilgun (4d4)

Attack (Aft) laser net (2d6)

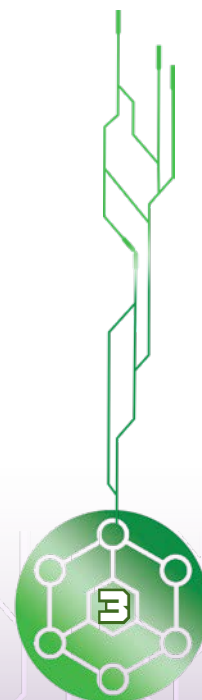
Attack (Turret) heavy antimatter missile launcher (10d10), light particle beam (3d6)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), mk 2 trinode computer, mk 6 armor, mk 6 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +2 to any three checks per round, +2 Computers;

Complement 4–7



DRAKE TIER 10

STARFINDER SOCIETY DRAKE

TIER 10

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 16

HP 100; **DT** —; **CT** 20

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) persistent particle beam (10d6), heavy plasma torpedo launcher (5d10)

Attack (Port) coilgun (4d4)

Attack (Starboard) coilgun (4d4)

Attack (Aft) heavy laser net (5d6)

Attack (Turret) heavy antimatter missile launcher (10d10), light particle beam (3d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 3 trinode computer, mk 7 armor, mk 7 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +3 to any three checks per round, +2 Computers;

Complement 4-7

DRAKE TIER 12

STARFINDER SOCIETY DRAKE

TIER 12

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 18; **TL** 18

HP 115; **DT** —; **CT** 23

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) linked plasma cannons (10d12)

Attack (Port) twin laser (5d8)

Attack (Starboard) twin laser (5d8)

Attack (Aft) heavy laser net (5d6)

Attack (Turret) heavy antimatter missile launcher (10d10), heavy plasma torpedo launcher (5d10)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 4 trinode computer, mk 8 armor, mk 9 defenses;

Expansion Bays cargo hold, escape pods

Modifiers +4 to any three checks per round, +2 Computers;

Complement 4-7



PEGASUS TIER 2

STARFINDER SOCIETY PEGASUS

TIER 2

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 12

HP 55; **DT** —; **CT** 11

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light laser cannon (2d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) coilgun (4d4)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, crew quarters (good), mk 1 duonode computer, mk 2 armor, mk 2 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +1 to any two checks per round, +2 Computers, +1 Piloting; **Complement** 4–7

PEGASUS TIER 4

STARFINDER SOCIETY PEGASUS

TIER 4

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 13; **TL** 14

HP 65; **DT** —; **CT** 13

Shields light 60 (forward 20, port 15, starboard 15, aft 10)

Attack (Forward) light particle beam (3d6)

Attack (Port) laser net (2d6)

Attack (Starboard) light laser cannon (2d4)

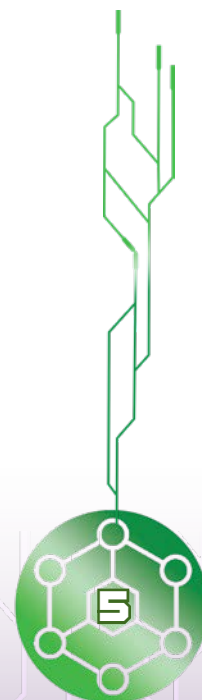
Attack (Turret) light particle beam (3d6)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;

Systems advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +2 to any two checks per round, +4 Computers, +1 Piloting; **Complement** 4–7



PEGASUS TIER 6

STARFINDER SOCIETY PEGASUS

TIER 6

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 16

HP 65; **DT** —; **CT** 13

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) twin laser (5d8)

Attack (Port) laser net (2d6)

Attack (Starboard) light plasma torpedo launcher (3d8)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic;

Systems advanced medium-range sensors, crew quarters (good), mk 3 duonode computer, mk 4 armor, mk 6 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +3 to any two checks per round, +4

Computers, +1 Piloting; **Complement** 4–7

PEGASUS TIER 8

STARFINDER SOCIETY PEGASUS

TIER 8

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 15; **TL** 17

HP 75; **DT** —; **CT** 15

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) particle beam (8d6), high explosive missile launcher (4d8)

Attack (Port) laser net (2d6)

Attack (Starboard) light EMP cannon (special)

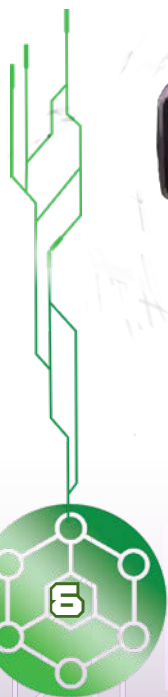
Attack (Turret) twin laser (5d8)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic;

Systems advanced long-range sensors, crew quarters (good), mk 3 duonode computer, mk 5 armor, mk 8 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech workshop **Modifiers** +3 to any two checks per round, +4

Computers, +1 Piloting; **Complement** 4–7



PEGASUS TIER 10

STARFINDER SOCIETY PEGASUS

TIER 10

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 16; **TL** 18

HP 75; **DT** —; **CT** 15

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) persistent particle beam (10d6)

Attack (Port) heavy laser net (5d6)

Attack (Starboard) light particle beam (3d6)

Attack (Turret) particle beam (8d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal

Basic; **Systems** advanced long-range sensors, crew quarters (good), mk 5 duonode computer, mk 6 armor, mk 9 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +5 to any two checks per round, +4 Computers, +1

Piloting; **Complement** 4-7

PEGASUS TIER 12

STARFINDER SOCIETY PEGASUS

TIER 12

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 18; **TL** 19

HP 85; **DT** —; **CT** 17

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) persistent particle beam (10d6), heavy antimatter missile launcher (10d10)

Attack (Port) heavy laser net (5d6)

Attack (Starboard) light EMP cannon (special), light plasma cannon (2d12)

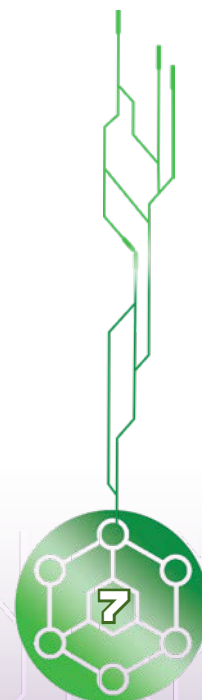
Attack (Turret) particle beam (8d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal

Basic; **Systems** advanced long-range sensors, crew quarters (good), mk 6 duonode computer, mk 8 armor, mk 10 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +6 to any two checks per round, +4 Computers, +1

Piloting; **Complement** 4-7



THE GORGON

The following starship is available only to characters benefiting from the Exo-Guardians Reputation Tier 4 Capstone boon, Starship Schematic (see page 39).

GORGON TIER 2

STARFINDER SOCIETY GORGON TIER 2

Large destroyer

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 10; **TL** 10

HP 150; **DT** —; **CT** 30

Shields Basic 20; forward 5, port 5, starboard 5, aft 5

Attack (Forward) heavy laser cannon (4d8)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic;

Systems crew quarters (common), cut-rate sensors, mk 1 armor, mk 1 defenses; **Expansion Bays** cargo hold (4)

Modifiers -2 Computers, +2 Piloting; **Complement** 4-20

GORGON TIER 4

STARFINDER SOCIETY GORGON TIER 4

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 12; **TL** 12

HP 170; **DT** —; **CT** 34

Shields Basic 60; forward 15, port 15, starboard 15, aft 15

Attack (Forward) heavy laser cannon (4d8), twin laser (5d8)

Attack (Port) light laser cannon (2d4)

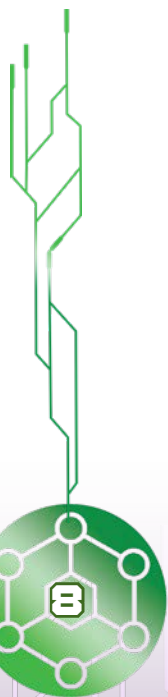
Attack (Starboard) light laser cannon (2d4)

Attack (Turret) tactical nuclear missile launcher (5d8)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic;

Systems crew quarters (common), cut-rate sensors, mk 3 armor, mk 3 defenses; **Expansion Bays** cargo hold (4)

Modifiers -2 Computers, +1 Piloting; **Complement** 4-20



GORGON TIER 6

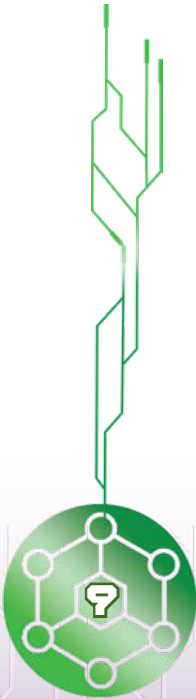
STARFINDER SOCIETY GORGON TIER 6

Large destroyer
Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 13; **TL** 14
HP 170; **DT** -; **CT** 34
Shields Medium 90; forward 25, port 20, starboard 20, aft 25
Attack (Forward) maser (6d10), twin laser (5d8)
Attack (Port) high explosive missile launcher (4d8)
Attack (Starboard) high explosive missile launcher (4d8)
Attack (Turret) tactical nuclear missile launcher (5d8)
Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal Basic; **Systems** crew quarters (common), cut-rate sensors, mk 4 armor, mk 5 defenses; **Expansion Bays** cargo hold (4)
Modifiers -2 Computers, +1 Piloting; **Complement** 4-20

GORGON TIER 8

STARFINDER SOCIETY GORGON TIER 8

Large destroyer
Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 15; **TL** 14
HP 200; **DT** -; **CT** 40
Shields Medium 160; forward 40, port 40, starboard 40, aft 40
Attack (Forward) graser (7d10), particle beam (8d6)
Attack (Port) tactical nuclear missile launcher (5d8)
Attack (Starboard) tactical nuclear missile launcher (5d8)
Attack (Turret) tactical nuclear missile launcher (5d8)
Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** crew quarters (common), cut-rate sensors, mk 6 armor, mk 6 defenses; **Expansion Bays** cargo hold (4)
Modifiers -2 Computers, +1 Piloting; **Complement** 4-20



GORGON TIER 10

STARFINDER SOCIETY GORGON

TIER 10

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 16

HP 200; **DT** —; **CT** 40

Shields Heavy 240; forward 60, port 60, starboard 60, aft 60

Attack (Forward) persistent particle beam (10d6), persistent particle beam (10d6)

Attack (Port) heavy antimatter missile launcher (10d10)

Attack (Starboard) heavy antimatter missile launcher (10d10)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal

Basic; **Systems** crew quarters (common), cut-rate sensors,

mk 8 armor, mk 8 defenses; **Expansion Bays** cargo hold (4)

Modifiers -2 Computers, +1 Piloting; **Complement** 4-20

GORGON TIER 12

STARFINDER SOCIETY GORGON

TIER 12

Large destroyer

Speed 6; **Maneuverability** average (turn 3); **Drift** 1

AC 19; **TL** 17

HP 230; **DT** —; **CT** 46

Shields Heavy 320; forward 80, port 80, starboard 80, aft 80

Attack (Forward) persistent particle beam (10d6), persistent particle beam (10d6)

Attack (Port) heavy antimatter missile launcher (10d10)

Attack (Starboard) heavy antimatter missile launcher (10d10)

Attack (Turret) X-Laser cannon (8d6)

Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal

Basic; **Systems** crew quarters (common), cut-rate sensors,

mk 10 armor, mk 10 defenses; **Expansion Bays** cargo hold (4)

Modifiers -2 Computers, +1 Piloting; **Complement** 4-20

