STARSHIP SHEET STARFINDER

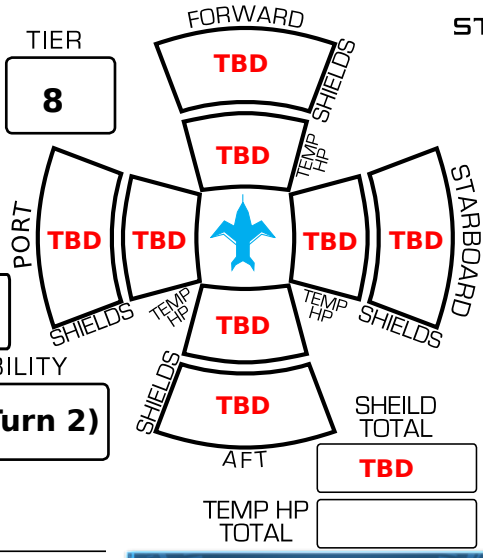
## STARSHIP NAME

TIER: 8

MAKE AND MODEL: **Resurgent Prototype Wraith-Class Destroyer**

| SIZE | FRAME | DRIFT |
|---|---|---|
| Large | Destroyer | 1 |

| SPEED | MANEUVERABILITY |
|---|---|
| 8 | Average (Turn 2) |




SHEILD TOTAL: TBD

TEMP HP TOTAL:

| AC | TOTAL | =10+ | PILOT RANKS | + | ARMOR BONUS | + | SIZE MOD | + | MISC MOD |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | -1 | | |

| TL | TOTAL | =10+ | PILOT RANKS | + | COUNTER-MEASURES | + | SIZE MOD | + | MISC MOD |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | 2 | | -1 | | |

POWER CORE: **250 PCU** Pulse Orange

DRIFT ENGINE: **Signal Basic**

HULL POINTS

| TOTAL | CURRENT |
|---|---|
| 190 | |

| DAMAGE THRESHOLD | CRITICAL THRESHOLD |
|---|---|
| — | 38 |

## SYSTEMS

- Inubrix Thrusters (SOM)
- Basic Long-Range Sensors
- Crew Quarters (Good)
- Mk 2 Trinode computer
- Mk 1 Anti-Hacking Systems
- Mk 2 Defenses
- TBD Armor
- TBD

## EXPANSION BAYS

TBD

## MODIFIERS

+2 to three checks per round

## CARGO/PASSENGERS

Complement 20 (min 6)

## CRITICAL DAMAGE

LIFE SUPPORT (1-10)
- ☐ GLITCHING
- ☐ MALFUNCTIONING
- ☐ WRECKED

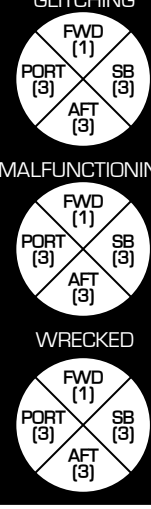
SENSORS (11-30)
- ☐ GLITCHING
- ☐ MALFUNCTIONING
- ☐ WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)
- ☐ GLITCHING
- ☐ MALFUNCTIONING
- ☐ WRECKED

POWER CORE (81-100)
- ☐ GLITCHING
- ☐ MALFUNCTIONING
- ☐ WRECKED

GLITCHING / MALFUNCTIONING / WRECKED




## CREW

- Captain
- Pilot
- Gunners
- Engineers
- Science Officers
- Chief Mates
- Magic Officers

## NOTES

Rail Launcher: Rail 1d8 (SOM; +1d8 dmg per +5 on attack, etc.)

## WEAPON (Turret)

| | Atk | Range | Damage |
|---|---|---|---|
| TBD | | | |

## WEAPON (Fwd)

| | Atk | Range | Damage |
|---|---|---|---|
| Heavy Laser Cannon | | Medium | 4d8 |
| TBD | | | |

## WEAPON (Port)

| | Atk | Range | Damage |
|---|---|---|---|
| Light Plasma Cannon | | Short | 2d12 |

## WEAPON (Aft)

| | Atk | Range | Damage |
|---|---|---|---|
| Rail Launcher | | Medium | 2d8 |

## WEAPON (Starboard)

| | Atk | Range | Damage |
|---|---|---|---|
| Light Plasma Cannon | | Short | 2d12 |