STARSHIP SHEET

STARFINDER

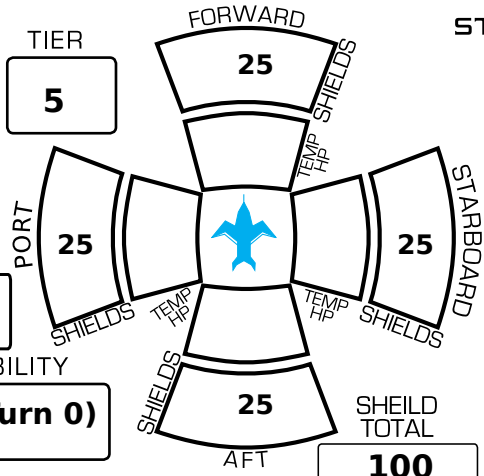
STARSHIP NAME

TIER: 5

MAKE AND MODEL: **Resurgent Aphyra**

SIZE: **Tiny** | FRAME: **Fighter** | DRIFT: **1**

SPEED: **12** | MANEUVERABILITY: **Perfect (Turn 0)**



SHEILD TOTAL: **100**

TEMP HP TOTAL:

	TOTAL		PILOT RANKS		ARMOR BONUS		SIZE MOD		MISC MOD
AC	**23**	=10+	**5**	+	**+6**	+	**+2**	+	
	TOTAL		PILOT RANKS		COUNTER-MEASURES		SIZE MOD		MISC MOD
TL	**23**	=10+	**5**	+	**+7**	+	**+2**	+	**-1**

POWER CORE: **150 PCU** **Pulse Green**

DRIFT ENGINE: **Signal Basic**

HULL POINTS

TOTAL	CURRENT
40	

DAMAGE THRESHOLD	CRITICAL THRESHOLD
—	**8**

SYSTEMS

- **Basic Short-Range Sensors**
- **Mk 2 mononode computer**
- **Mk 6 Armor**
- **Mk 7 Defenses**

EXPANSION BAYS

MODIFIERS

+2 to one check per round

CARGO/PASSENGERS

0 (automated)

CRITICAL DAMAGE

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

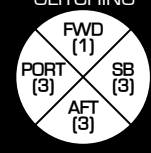
SENSORS (11-30)
- ☐ GLITCHING
- ☐ MALFUNCTIONING
- ☐ WRECKED

WEAPONS ARRAY (31-60)

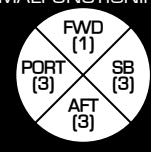
ENGINES (61-80)
- ☐ GLITCHING
- ☐ MALFUNCTIONING
- ☐ WRECKED

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

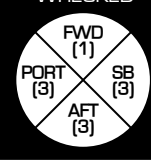
GLITCHING



MALFUNCTIONING



WRECKED



CREW

Captain	
Pilot	**Automated +16 (5 ranks)**
Gunners	**Automated +16 (5th level)**
Engineers	**Automated +11 (5 ranks)**
Science Officers	**Automated +11 (5 ranks)**
Chief Mates	
Magic Officers	

NOTES

Hvy Plasma Missile has Speed 12?, Lim. Fire 5, Irradiate (Med)
Flak Thrower has Point +8

WEAPON (Fwd)

	Atk	Range	Damage
Heavy Plasma Missile Launcher	**+16**	**Long**	**4d10**
Persistent Particle Beam	**+16**	**Long**	**10d6**

WEAPON (Turret)

	Atk	Range	Damage

WEAPON (Port)

	Atk	Range	Damage

WEAPON (Aft)

	Atk	Range	Damage
Flak Thrower	**+16**	**Short**	**3d4**

WEAPON (Starboard)

	Atk	Range	Damage