

STARSHIP STATISTICS

Ship/Station Name _____ Owner: _____
 Size Category: _____ Weight: _____ Hull Type: _____
 Crew Capacity: _____ Cargo Capacity: _____ Length: _____ Width: _____ Height: _____

PILOT
 Dexterity Wisdom

 MODIFIERS

CAPTAIN
 Wisdom Charisma

 MODIFIERS

TECHNICIAN 1
 Intelligence Wisdom

 MODIFIERS

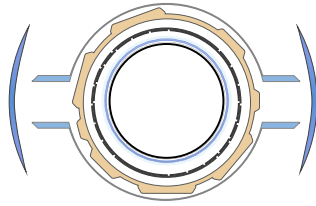
TECHNICIAN 2
 Intelligence Wisdom

 MODIFIERS

CO-PILOT / COMMANDER
 Dexterity Intelligence Wisdom Charisma

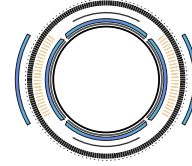
 MODIFIERS

PILOTING MANEUVER CHECK



= Pilot's Proficiency Score + Pilot's DEX modifier + Captain's WIS modifier

MANEUVER SAVE DC



= 8 + Pilot's Proficiency Bonus
 + Pilot's DEX modifier
 + Captain's CHA modifier

SPECIAL FEATURES / OPTIONS

SENSORS

Short / Extended Range

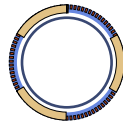
INITIATIVE BONUS



= Pilot's DEX modifier
 or
 Captain's WIS modifier

COMMAND DICE

TYPE: d _____
 Total Dice Dice Used



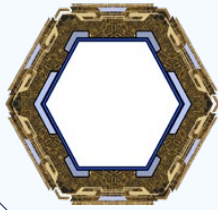
INTERCEPT SPEED

STARDRIVE

SHIP CARGO

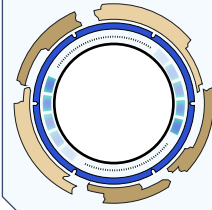
Name	Weight

ARMOR CLASS



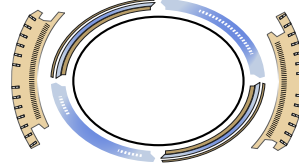
Base Armor Class
 + Maneuver Bonus
 + Pilot's DEX Modifier
 + Misc/Mod Bonus

MANEUVER DEFENSE



8
 + Proficiency Bonus
 + Pilot's WIS Modifier
 + Captain's CHA Mod

HULL POINTS



Max HP = Base Hull Points +
 (Defense Mod + Technician's INT Mod)

RESISTANCES (HALF DAMAGE)

PATCH REPAIR

Die Type Int Mod # Used
 +
 (Max of two HD per repair)

Damage

Damage Threshold

Temp HP

STRUCTURAL INTEGRITY



Max SI = Base SI +
 Technician's WIS Mod

Remaining SI

DEFENSE SYSTEMS

WEAPON SYSTEMS

Gunner#	Weapon	Range	To Hit	Damage	Dmg. Type
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Gunner#	Weapon	Range	To Hit	Damage	Dmg. Type
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special:		Ammo:		Recharge:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

MAX WEAPONS PAYLOAD

To Hit = (Gunner's Proficiency Bonus + Gunner's DEX modifier + Captain's WIS modifier)