

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 x Technician's INT Mod)

RESISTANCES (HALF DAMAGE)

Damage

Damage Threshold

Temp HP

DEFENSE SYSTEMS

STRUCTURAL INTEGRITY

Max SI = Base SI + Technician's WIS Mod

Remaining SI

WEAPON SYSTEMS

Gunner#	Weapon	Range	To Hit	Damage	Dmg. Type
Special:		Ammo:	Recharge:		
Special:		Ammo:	Recharge:		
Special:		Ammo:	Recharge:		
Special:		Ammo:	Recharge:		

Gunner#	Weapon	Range	To Hit	Damage	Dmg. Type
Special:		Ammo:	Recharge:		
Special:		Ammo:	Recharge:		
Special:		Ammo:	Recharge:		
Special:		Ammo:	Recharge:		

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