Starship Statistics

SHIP NAME _____

OWNER _____

Ship Description

_____

SIZE CATEGORY _____ CREW CAPACITY _____

ACTION STATIONS _____

Crew Assignments

CREWMEMBER	ROLE	CREWMEMBER	ROLE
CREWMEMBER	ROLE	CREWMEMBER	ROLE
CREWMEMBER	ROLE	CREWMEMBER	ROLE

Pilot
Dexterity — Wisdom
MODIFIERS

Co-Pilot
Dexterity — Wisdom
MODIFIERS

Technician 1
Intelligence — Wisdom
MODIFIERS

Technician 2
Intelligence — Wisdom
MODIFIERS

Pilot Maneuver Check

= Pilot's DEX modifier + Pilot's Save Bonus

Maneuver Save DC

= 8 + Pilot's DEX modifier + Pilot's Save Bonus

Special Features

_____
_____
_____
_____
_____

Sensor Range

Initiative Bonus
= Pilot's Agility

Intercept Speed

Defense

	Base Defense
+	Maneuver Bonus
+	Pilot's DEX Modifier
+	Misc Bonus

Maneuver Defense

8

	Save Bonus
+	Pilot's WIS Modifier
+	Misc Bonus

Hull Points

Remaining HLP

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

RESISTANCES (HALF DAMAGE)

_____

Defense Systems

_____
_____
_____
_____

Patch Repair

Die Type		Int Mod	# Used
	+		

(Max of two HD per repair)

Structural Integrity

Max SI = Base SI + Technician's WIS Mod

Remaining SI

Weapon Systems

Attack Power = (Gunner's Attack Bonus + Gunner's DEX modifier)

Gunner #	Weapon	Range	Attack	Damage	Dmg. Type

Notes:

Gunner #	Weapon	Range	Attack	Damage	Dmg. Type

Notes:

Gunner #	Weapon	Range	Attack	Damage	Dmg. Type

Notes:

Gunner #	Weapon	Range	Attack	Damage	Dmg. Type

Notes:

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Gunner #	Weapon	Range	Attack	Damage	Dmg. Type

Notes:

Phantasy Star
TABLETOP ROLEPLAYING