

STARSHIP STATISTICS

SHIP NAME

OWNER

SIZE CATEGORY

CREW CAPACITY

ACTION STATIONS

CREW ASSIGNMENTS

CREWMEMBER

ROLE

CREWMEMBER

ROLE

CREWMEMBER

ROLE

CREWMEMBER

ROLE

CREWMEMBER

ROLE

SHIP DESCRIPTION

PILOT

DexterityWisdom

MODIFIERS

CO-PILOT

DexterityWisdom

MODIFIERS

TECHNICIAN 1

IntelligenceWisdom

MODIFIERS

TECHNICIAN 2

IntelligenceWisdom

MODIFIERS

PILOT

MANEUVER CHECK

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

MANEUVER SAVE DC

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

SENSOR RANGE

INITIATIVE BONUS

= Pilot's Agility

INTERCEPT SPEED

SPECIAL FEATURES

DEFENSE

Base Defense

+

Maneuver Bonus

+

Pilot's DEX Modifier

+

Misc Bonus

MANEUVER DEFENSE

8

+

Save Bonus

+

Pilot's WIS Modifier

+

Misc Bonus

HULL POINTS

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

Remaining HLP

DEFENSE SYSTEMS

RESISTANCES (HALF DAMAGE)

PATCH REPAIR

Die TypeWis Mod# Used

+

(Max of two HD per repair)

STRUCTURAL INTEGRITY

Max SI = Base SI +
Technician's WIS Mod

Remaining SI

WEAPON SYSTEMS

Gunner #WeaponRangeAttackDamageDmg. Type

Notes:

Notes:

Notes:

Gunner #WeaponRangeAttackDamageDmg. Type

Notes:

Notes:

Notes: