

STARSHIP STATISTICS

SHIP NAME

OWNER

SIZE CATEGORY

CREW CAPACITY

ACTION STATIONS

CREW ASSIGNMENTS

CREWMEMBERROLECREWMEMBERROLE

CREWMEMBERROLECREWMEMBERROLE

CREWMEMBERROLECREWMEMBERROLE

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

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

WEAPON SYSTEMS

Gunner #WeaponRangeAttackDamageDmg. Type

Notes:

Notes:

Notes:

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

Gunner #WeaponRangeAttackDamageDmg. Type

Notes:

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Notes: