

STARSHIP

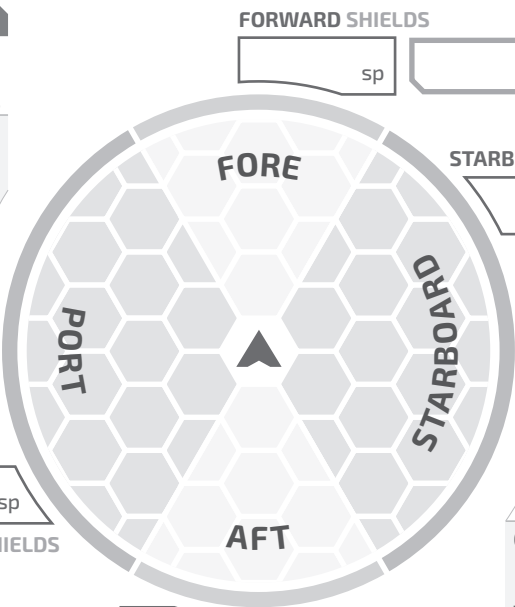
TIER Make and model

Frame

Size Modifier

PORT SHIELDS

AFT SHIELDS



STARBOARD SHIELDS

POWER CORE Power budget pcu

SHIELD Power cost pcu Shield total sp

SENSORS ☐ Short 5 ☐ Medium 10 ☐ Long 20 Skill modifier +

COUNTERMEASURES Power cost pcu TL bonus + TL

COMPUTER Nodes Power cost pcu ICM bonus +

WEAPONS

☐ FORWARD ☐ Linked

☐ STARBOARD ☐ Linked

☐ AFT ☐ Linked

☐ PORT ☐ Linked

☒ TURRET ☐ Linked

WEAPON DETAILS

☐ Short 5 ☐ Medium 10 ☐ Long 20 Speed ☐ Direct ☐ Heavy ☐ Capital Tracking ☐ Light ☐ Heavy ☐ Capital Damage

Power cost pcu Damage d

☐ Short 5 ☐ Medium 10 ☐ Long 20 Speed ☐ Direct ☐ Heavy ☐ Capital Tracking ☐ Light ☐ Heavy ☐ Capital Damage

Power cost pcu Damage d

☐ Short 5 ☐ Medium 10 ☐ Long 20 Speed ☐ Direct ☐ Heavy ☐ Capital Tracking ☐ Light ☐ Heavy ☐ Capital Damage

Power cost pcu Damage d

☐ Short 5 ☐ Medium 10 ☐ Long 20 Speed ☐ Direct ☐ Heavy ☐ Capital Tracking ☐ Light ☐ Heavy ☐ Capital Damage

Power cost pcu Damage d

ARMOUR & SHIELDS

ARMOR CLASS AC = 10 + Piloting Ranks Armor Bonus Size Modifier Misc

TRACKING LOCK TL = 10 + Piloting Ranks Counter-measures Size Modifier Misc

ARMOR Mk DT DAMAGE THRESHOLD CT CRITICAL THRESHOLD

STATUS

HULL POINTS CURRENT HULL POINTS hp hp

CRITICAL SYSTEMS

WEAPONS ARRAY 31 - 60

1 - 10 LIFE SUPPORT ☐ Malfunctioning ☐ Glitching ☐ Wrecked

11 - 30 SENSORS ☐ ☐ ☐

1 - 4 FORWARD STARBOARD AFT PORT ☐ ☐ ☐ ☐

61 - 80 ENGINES ☐ ☐ ☐

81 - 00 POWER CORE ☐ ☐ ☐

MOVEMENT THRUSTERS

Speed Manoeuvrability + Power cost pcu Turning distance

DRIFT DRIFT RATING

EXPANSION

EXPANSION BAYS