

STARSHIP

TIER Make and model

Frame

Size Modifier

+

sp sp

PORT SHIELDS

sp sp

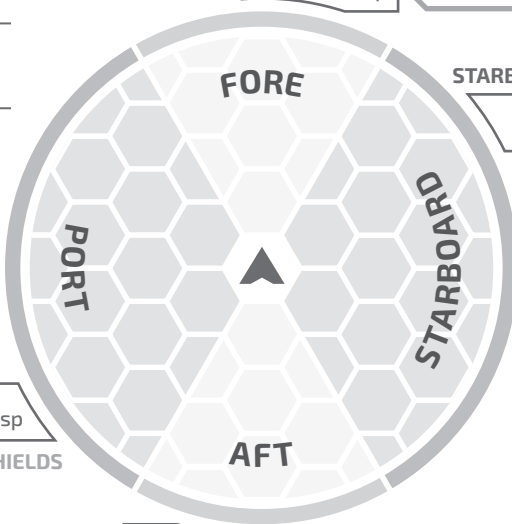
AFT SHIELDS

FORWARD SHIELDS

sp sp

STARBOARD SHIELDS

sp sp



POWER CORE

Power budget

SHIELD

Power cost

Shield total

SENSORS

☐ Short 5
☐ Medium 10
☐ Long 20

Skill modifier

COUNTERMEASURES

Power cost

TL bonus

COMPUTER

Nodes

Power cost

ICM bonus

Mk

pcu

+

WEAPONS

☐ FORWARD ☐ Linked

☐ STARBOARD ☐ Linked

☐ AFT ☐ Linked

☐ PORT ☐ Linked

☒ TURRET ☐ Linked

WEAPON DETAILS

☐ Short 5 ☐ Speed ☐ Direct ☐ Light
☐ Medium 10 ☐ Tracking ☐ Heavy
☐ Long 20 ☐ Capital
Power cost Damage
pcu d

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pcu d

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☐ Medium 10 ☐ Tracking ☐ Heavy
☐ Long 20 ☐ Capital
Power cost Damage
pcu d

ARMOUR & SHIELDS

ARMOUR CLASS

AC = 10 + + + +

TRACKING LOCK

TL = 10 + + + +

ARMOUR

Mk

DT

DAMAGE THRESHOLD

CT

CRITICAL THRESHOLD

STATUS

HULL POINTS

hp

CURRENT HULL POINTS

hp

CRITICAL SYSTEMS

1 - 10 LIFE SUPPORT ☐ Malfunctioning ☐ Glitching ☐ Wrecked

11 - 30 SENSORS ☐ ☐ ☐

1 FORWARD ☐ ☐ ☐

2 STARBOARD ☐ ☐ ☐

3 AFT ☐ ☐ ☐

4 PORT ☐ ☐ ☐

61 - 80 ENGINES ☐ ☐ ☐

81 - 00 POWER CORE ☐ ☐ ☐

MOVEMENT

THRUSTERS

Speed + Power cost

Manoeuvrability +

Turning distance

DRIFT

÷ DRIFT RATING

EXPANSION

EXPANSION BAYS

Expansion bays section with multiple empty rows for expansion.