

STRength

score

Modifier

DEXterity

INTelligence

Ship/vehicle Name

Starship Type

Captain

Crew

Passengers

Size

mod

Cargo Capacity

Consumables

Crew Cover

Cost

Hyperdrive

backup

Armor Bonus

Max. Velocity

Fighting Space

Character Scale

Starship Scale

Vehicle Speed

Character Scale

Starship Scale

CONDITION

Normal

-1

To all defenses,
To attacks, skill
& ability checks.

-2

To all defenses,
To attacks, skill
& ability checks.

-5

To all defenses,
To attacks, skill
& ability checks.

-10

To all defenses,
To attacks, skill
& ability checks.
Move at half speed

Helpless

(UNCONSCIOUS
OR DISABLED)

DEFENSES

Total

REF

= 10 +

Ability
ModLevel or
armor

Size

Misc

Dex

FORT

= 10 +

Str

Damage
Threshold

=

Fort
Defense

+ Size

+ Misc
Bonus

Grapple

=

Base atk
bonus

+ Str Mod

+ size mod

+ Misc
Bonus

CREW

Pilot

()

Piloting is, at minimum, a move action.

A vehicle can have only one pilot at one time.

The pilot adds the vehicle's size modifier and Dexterity modifier on all Initiative and Pilot checks.

If trained in Pilot, all pilot controlled weapons receive +2 to attack rolls.

If trained, a pilot may make a Pilot check for Initiative.

Copilot

()

A copilot can help the pilot by using the aid another action (see p 170); this is a standard action.

A vehicle can have only one copilot at one time.

Commander

()

The commander coordinates the crew members on the deck. The commander can help the system operator by using the aid another action (see p 170) on Use Computer checks; this is a standard action.

A commander can also use the aid another action to assist a gunner's attack (DC 10 Knowledge [tactics] check). A vehicle can have only one commander at one time.

System Operator

()

The system operator manages the vehicle's shield, sensors, and communication systems. A system operator can recharge shields by taking 3 swift actions to increase shield rating by 5 up to maximum (DC 20 Mechanics check).

A system operator can use the aid another action to assist a gunner's attack (DC 10 Use Computer check).

Engineer

()

An engineer can reroute power by taking 3 swift actions to move +1 step on the condition track (DC 20 Mechanics check).

Skills

=

pilot

size
modShip's
dex

misc.

=

pilot or
initiativesize
modShip's
dex

misc.

pilot

use
computerknow.
tactics

=

use
computer

misc.

=

mechanics

misc.

=

mechanics

misc.

Gunner(s) () () ()

SPECIAL COMBAT ACTIONS

Weapon

Operator

Notes

Range
Incr.

PB: / S: / M: / L:

Range
penalty

PB: / S: / M: / L:

Atk

Base Atk

Ship Int

Range

Misc

Dmg die

+ 1/2 level

+ Misc

x multiplier

Payload

Splash

Weapon

Operator

Notes

Range
Incr.

PB: / S: / M: / L:

Range
penalty

PB: / S: / M: / L:

Atk

Base Atk

Ship Int

Range

Misc

Dmg die

+ 1/2 level

+ Misc

x multiplier

Payload

Splash

Weapon

Operator

Notes

Range
Incr.

PB: / S: / M: / L:

Range
penalty

PB: / S: / M: / L:

Atk

Base Atk

Ship Int

Range

Misc

Dmg die

+ 1/2 level

+ Misc

x multiplier

Payload

Splash

Weapon

Operator

Notes

Range
Incr.

PB: / S: / M: / L:

Range
penalty

PB: / S: / M: / L:

Atk

Base Atk

Ship Int

Range

Misc

Dmg die

+ 1/2 level

+ Misc

x multiplier

Payload

Splash

wt.

Year	Number of cases	Percentage of total cases
2010	10	0.0001
2011	10	0.0001
2012	10	0.0001
2013	10	0.0001
2014	10	0.0001
2015	10	0.0001
2016	10	0.0001
2017	10	0.0001
2018	10	0.0001
2019	10	0.0001
2020	10	0.0001
2021	10	0.0001
2022	10	0.0001
2023	10	0.0001
2024	10	0.0001
2025	10	0.0001
2026	10	0.0001
2027	10	0.0001
2028	10	0.0001
2029	10	0.0001
2030	10	0.0001

Cargo capacity

total weight

CARRIED CRAFT

[illegible]

NOTES

[illegible]

SHIP/VEHICLE IMAGE

STARSHIP MANEUVERS

uses

spent

- | | | |
|---|-----|--|
| <input checked="" type="checkbox"/> Ackbar Slash | () | |
| <input checked="" type="checkbox"/> Afterburn | () | |
| <input checked="" type="checkbox"/> Angle Deflector Shields (attack pattern) | () | |
| <input checked="" type="checkbox"/> Attack Formation Zeta Nine (attack pattern) () | () | |
| <input checked="" type="checkbox"/> Attack Pattern Delta (attack pattern) | () | |
| <input checked="" type="checkbox"/> Corellian Slip | () | |
| <input checked="" type="checkbox"/> Counter (dogfight) | () | |
| <input checked="" type="checkbox"/> Darklighter Spin | () | |
| <input checked="" type="checkbox"/> Devastating Hit (gunner) | () | |
| <input checked="" type="checkbox"/> Engine Hit (gunner) | () | |
| <input checked="" type="checkbox"/> Evasive Action (dogfight) | () | |
| <input checked="" type="checkbox"/> Explosive Shot (gunner) | () | |
| <input checked="" type="checkbox"/> Howlrunner Formation (attack pattern) | () | |
| <input checked="" type="checkbox"/> I Have You Now | () | |
| <input checked="" type="checkbox"/> Intercept | () | |
| <input checked="" type="checkbox"/> Overwhelming Assault (attack pattern) | () | |
| <input checked="" type="checkbox"/> Segnor's Loop | () | |
| <input checked="" type="checkbox"/> Shield Hit (gunner) | () | |
| <input checked="" type="checkbox"/> Skim the Surface | () | |
| <input checked="" type="checkbox"/> Skywalker Loop (dogfight) | () | |
| <input checked="" type="checkbox"/> Snap Roll | () | |
| <input checked="" type="checkbox"/> Strike Formation (attack pattern) | () | |
| <input checked="" type="checkbox"/> Tallon Roll (dogfight) | () | |
| <input checked="" type="checkbox"/> Target Lock (dogfight) | () | |
| <input checked="" type="checkbox"/> Target Sense (force) | () | |
| <input checked="" type="checkbox"/> Thruster Hit (gunner) | () | |
| <input checked="" type="checkbox"/> Wotan Weave | () | |
| <input checked="" type="checkbox"/> () () | () | |
| <input type="radio"/> () () | () | |
| <input type="radio"/> () () | () | |
| <input type="radio"/> () () | () | |
| <input type="radio"/> () () | () | |

SHIP/VEHICLE SYSTEMS

EP Cost

[illegible]

Unused EP

Total EP