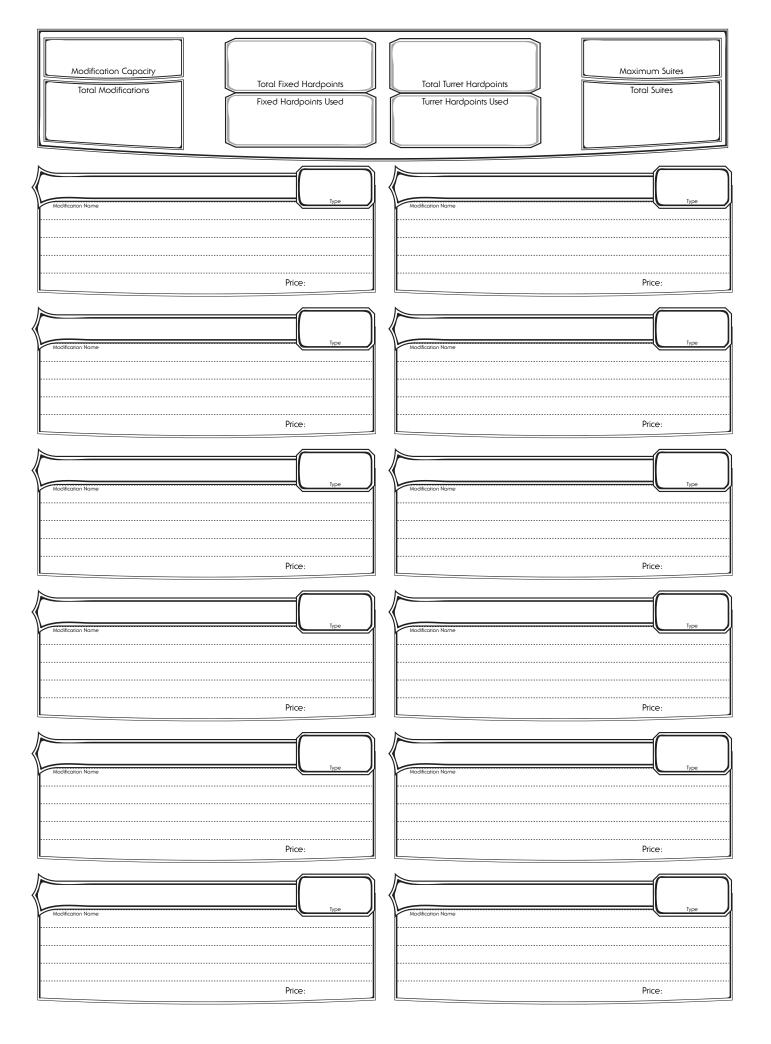
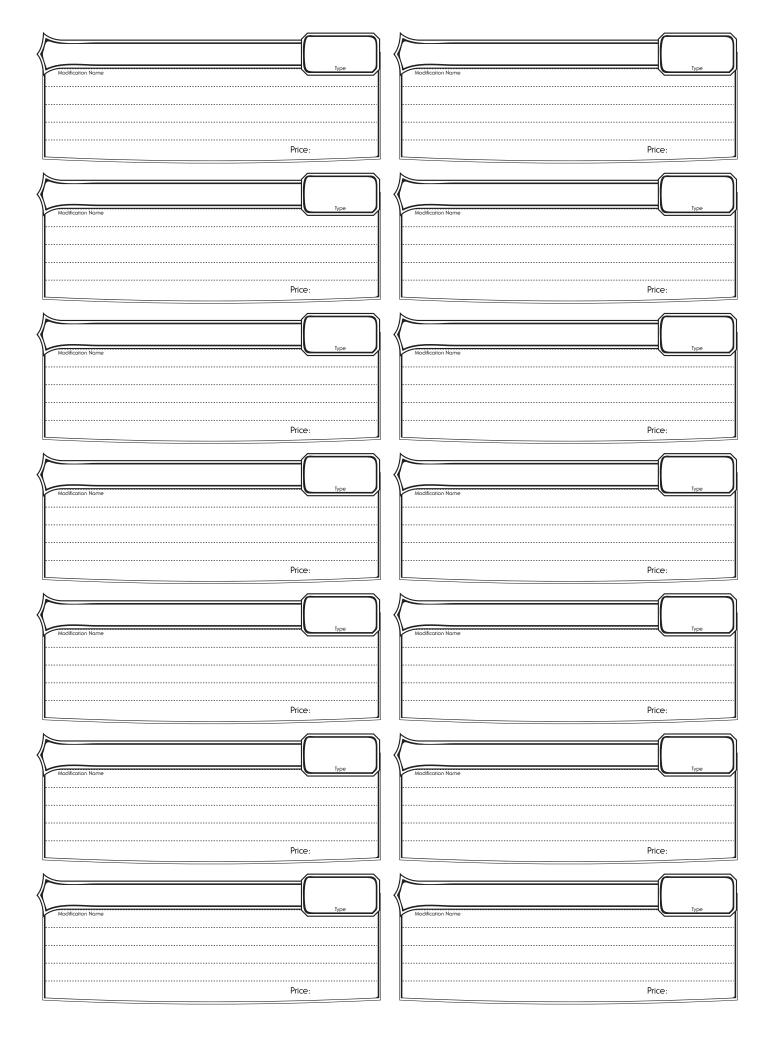
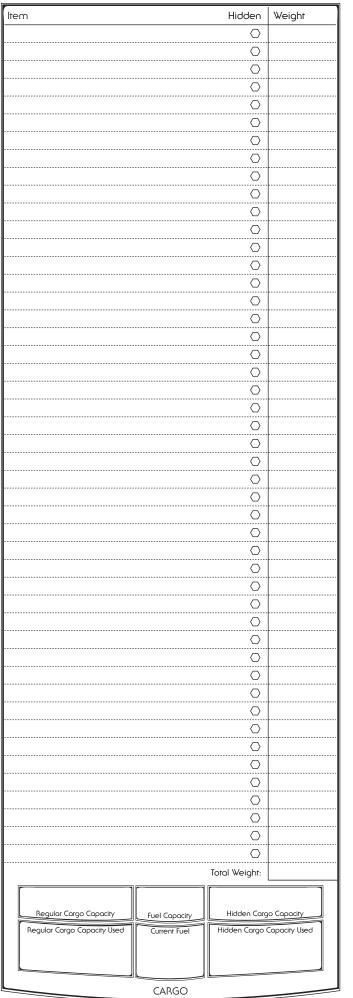


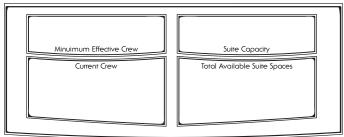
Size Class & Tier Role Specialization Manufacturer Model Credits Invested Credits Next Tier Ship Name **FLYING SPEED** STRENGTH O ____Saving Throw ○ ♦ ____ Boost **TURNING SPEED** ○ ♦ ____ Ram DEXTERITY **HYPERDRIVE CLASS** ARMOR & BONUSES O ____Saving Throw ○ ♦ ____Maneuvering HIT POINTS MAXIMUM SHIELD POINTS MAXIMUM CONSTITUTION Saving Throw ○ ♦ ____Patch **CURRENT SHIELD POINTS CURRENT HIT POINTS** ○ ♦ ____Regulation INTELLIGENCE O ____Saving Throw TEMPORARY SHIELD POINTS TEMPORARY HIT POINTS ○ ♦ ____Astrogation ○ ♦ ____Data SHIELD DICE MAXIMUM HIT DICE MAXIMUM ○ ♦ ____Probe WISDOM O ____Saving Throw HIT DICE SPENT HIT DICE SPENT ○ ♦ ____Scan Successes \(\) \(\) \(\) Shield Type **DESTRUCTION SAVES** CHARISMA O ____Saving Throw Damage/Type ○ ♦ ____Impress ○ ♦ ____Interfere ○ ♦ ____Menace ○ ♦ ____Swindle ● Proficiently Equipped | ◆ Expertly Equipped PASSIVE SCAN (WISDOM) REACTOR !000000000 000000000 0000000! WEAPONS & AMMUNITION **POWER COUPLING** \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc SYSTEM DAMAGE ○ Refresh after recharge/refit | ■ Refresh after refit | □ Use

SHIP FEATURES
Features and traits for quick reference in combat









Name	Role
CREW & PASSENGERS	L
CITE W O I ADDEITOLID	