

Ship Name _____

Size Class & Tier	Role Specialization
Manufacturer	Model
Credits Invested	Credits Next Tier

STRENGTH

- ☐ ____ Saving Throw
- ☐ ☐ ____ Boost
- ☐ ☐ ____ Ram

DEXTERITY

- ☐ ____ Saving Throw
- ☐ ☐ ____ Hide
- ☐ ☐ ____ Maneuvering

CONSTITUTION

- ☐ ____ Saving Throw
- ☐ ☐ ____ Patch
- ☐ ☐ ____ Regulation

INTELLIGENCE

- ☐ ____ Saving Throw
- ☐ ☐ ____ Astrogation
- ☐ ☐ ____ Data
- ☐ ☐ ____ Probe

WISDOM

- ☐ ____ Saving Throw
- ☐ ☐ ____ Scan

CHARISMA

- ☐ ____ Saving Throw
- ☐ ☐ ____ Impress
- ☐ ☐ ____ Interfere
- ☐ ☐ ____ Menace
- ☐ ☐ ____ Swindle

● Proficiently Equipped | ◆ Expertly Equipped

PASSIVE SCAN (WISDOM)

REACTOR

POWER COUPLING

SYSTEM DAMAGE

ARMOR CLASS

DAMAGE REDUCTION

ARMOR & BONUSES

SHIELD POINTS MAXIMUM _____

CURRENT SHIELD POINTS

TEMPORARY SHIELD POINTS

SHIELD DICE MAXIMUM _____

HIT DICE SPENT

Shield Type _____

FLYING SPEED

TURNING SPEED

HYPERDRIVE CLASS

HIT POINTS MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM _____

HIT DICE SPENT

Successes ○○○○

DESTRUCTION SAVES

Weapon	Attack	Damage/Type	Range	Firing Arc

WEAPONS & AMMUNITION

SHIP FEATURES

Features and traits for quick reference in combat

○ Refresh after recharge/refit | ● Refresh after refit | □ Use

Modification Capacity	Total Fixed Hardpoints	Total Turret Hardpoints	Maximum Suites
Total Modifications	Fixed Hardpoints Used	Turret Hardpoints Used	Total Suites

Modification Name

Type

Price:

Modification Name

Type

Price:

Modification Name

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