



STAR WARS



STARSHIP SHEET

Player				
Campaign				
Ship's name				
Size		Class		

	Ability scores		Temporary		HIT POINTS			
STR					Total			
DEX					DR			
CON	-	-	-	-	SR			
INT					Damage threshold	FORT	Misc.	
Speed	Fly		Max velocity		Starship scale			
Senses	Perception							
Base attack					Initiative			
Grapple					Fighting space / Cover			
Crew					Passengers			
Droids					Hyperdrive			
Emplacement points								

CONDITIONS		
NORMAL		
-1	To all defenses, attacks, skills and ability checks	
-2	To all defenses, attacks, skills and ability checks	
-5	To all defenses, attacks, skills and ability checks	
-10	To all defenses, attacks, skills and ability checks	
HELPLESS	Unconscious or disabled	

DEFENSES			
	Pilot level or armor	Ability modifier	Misc.
FORT	10+	STR	
REFL	10+	DEX	

COMBAT (Attacks)						
Weapon	User	Attack	Damage	Critical	Type	Notes:

Attack options / Special combat actions:	

Equipments	

Skills		TOT	Ability	½ level	Bonus	Notes
Initiative			DEX			
Mechanics			INT			
Perception			INT			
Pilot			DEX			
Use computer			INT			
Cargo		Consumables		Carried craft		
Availability		Cost (new)		Cost (used)		
Maintenance	Every 20 hyperdroive jumps →			Fuel		
Payload						
Images / Schemes						
Notes						