SW5E

Ship Name

Size Class & Tier _____ Role Specialization _____

Manufacturer _____ Model _____

Coin Invested _____ Coin 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

FLYING SPEED

TURNING SPEED

ARC DRIVE CLASS

SHIELD POINTS MAXIMUM _____

CURRENT SHIELD POINTS

TEMPORARY SHIELD POINTS

SHIELD DICE MAXIMUM _____

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HIT DICE SPENT

Shield Type _____

HIT POINTS MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM _____

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HIT DICE SPENT

Successes ○○○

DESTRUCTION SAVES

Weapon	Attack	Damage/Type	Range	Firing Arc

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WEAPONS & AMMUNITION

- ⬡ _____ ☐☐☐☐
- ⬡ _____ ☐☐☐☐
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- ⬡ _____ ☐☐☐☐

◇ Refresh after recharge/refit | ● Refresh after refit | ☐ Use

SHIP FEATURES
Features and traits for quick reference in combat

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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Price:

Item	Hidden	Weight
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	⬡	
	Total Weight:	

Regular Cargo Capacity

Regular Cargo Capacity Used

Fuel Capacity

Current Fuel

Hidden Cargo Capacity

Hidden Cargo Capacity Used

CARGO

Minuimum Effective Crew

Suite Capacity

Current Crew

Total Available Suite Spaces

Name	Role

Minuimum Effective Crew

Suite Capacity

CREW & PASSENGERS