



Ship Name

Size	Tier
Manufacturer	Line Class
Credits invested	Credits needed for next tier

STRENGTH
 ____ Saving Throw

DEXTERITY
 ____ Saving Throw

CONSTITUTION
 ____ Saving Throw

ARMOR CLASS

HP Per Hit Die	Shield Regen	Shield Cap	AC

ARMOR, SHIELD, PROTECTIONS

SPEED

Flying	Turning
<input type="text"/>	<input type="text"/>

HIT POINTS MAXIMUM _____

CURRENT HIT POINTS

SHIELD POINTS MAXIMUM _____

CURRENT SHIELD POINTS

HIT DICE MAXIMUM _____

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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HIT DICE SPENT

Successes

DESTRUCTION SAVES

Weapon	Attack	Damage/Type	Range	Attacks /round

WEAPONS & AMMUNITIONS

HYPERDRIVE CLASS

NAVCOMPUTER BONUS

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Refresh after short/long rest |
 Refresh after long rest |
 Use
 SHIP FEATURES

NOTES

Total Mod Slots
Mod Slots Used

Total Fixed Hardpoints
Fixed Hardpoints Used

Total Turret Hardpoints
Turret Hardpoints Used

Total Suites
Suites Used

Modification Name:	Quantity:
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Price:	

Modification Name:	Quantity:
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Price:	

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