

# STELLAR WINDS 4.0 - STARSHIP SHEET

## MAIN DIRECTORY

**NAME:** \_\_\_\_\_  
**SIZE/TYPE:** \_\_\_\_\_  
**SIZE MOD:** \_\_\_\_\_  
**CREW:** \_\_\_\_\_ **PASSENGERS:** \_\_\_\_\_  
**CONSUMABLES:** \_\_\_\_\_  
**CAPTAIN:** \_\_\_\_\_  
**LENGTH:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_  
**CARGO CAPACITY:** \_\_\_\_\_

## STATUS REPORT

**MAX HULL POINTS:** \_\_\_\_\_  
**CURRENT HULL POINTS:** \_\_\_\_\_  
**HARDNESS:** \_\_\_\_\_

## DAMAGED SYSTEMS

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## TACTICAL

**DEFENSE:** \_\_\_\_\_ **INITIATIVE:** \_\_\_\_\_  
**FLAT-FOOTED:** \_\_\_\_\_  
**AUTO-PILOT:** \_\_\_\_\_  
**TACTICAL SPEED:** \_\_\_\_\_  
**ATK OF OPPERTUNITY:** \_\_\_\_\_  
**PILOT'S DEX MOD:** \_\_\_\_\_  
**PILOT'S CLASS:** \_\_\_\_\_  
**GRAPPLE MOD:** \_\_\_\_\_  
**GUNNER'S ATTACK BONUS:** \_\_\_\_\_  
**TARGETING SYSTEM:** \_\_\_\_\_

## SYSTEMS

**ENGINES:** \_\_\_\_\_  
**FTL CLASS:** \_\_\_\_\_  
**CORE:** \_\_\_\_\_  
**ARMOR:** \_\_\_\_\_  
**DEFENSE SYSTEMS:** \_\_\_\_\_  
**SENSORS:** \_\_\_\_\_  
**COMM.** \_\_\_\_\_

	BASE ATTACK TOTAL	=	GUNNER'S DEX BONUS	+	SIZE MODIFIER	+	FEAT MODIFIER	+	ENH MODIFIER	+	CREW MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER	+	CREW MODIFIER
<b>RANGED</b> ATTACK BONUS																	
WEAPON	TOTAL ATTACK BONUS		DAMAGE		CRITICAL		RANGE		WEIGHT	TYPE	SIZE		NOTES				

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**CONDITIONAL MODIFIERS:** \_\_\_\_\_

## CARGO BAY

<b>ITEMS:</b>	<b>WEIGHT:</b>
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_____	_____
_____	_____
_____	_____
_____	_____