SW5E

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

HIT POINTS MAXIMUM _____

CURRENT HIT POINTS

SHIELD POINTS MAXIMUM _____

CURRENT SHIELD POINTS

HIT DICE MAXIMUM _____

HIT DICE SPENT

Successes ○○○

DESTRUCTION SAVES

HYPERDRIVE CLASS

NAVCOMPUTER BONUS

Weapon	Attack	Damage/Type	Range	Attacks /round

WEAPONS & AMMUNITIONS

⬡ Refresh after short/long rest | ⬢ Refresh after long rest | ☐ Use

SHIP FEATURES

NOTES

Total Mod Slots	Total Fixed Hardpoints	Total Turret Hardpoints	Total Suites
Mod Slots Used	Fixed Hardpoints Used	Turret Hardpoints Used	Suites Used

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name: Quantity:

Price:

Modification Name Quantity:

Price:

Total Hidden Cargo Capacity

Total Regular Cargo Capacity

Hidden Cargo Capacity Used

Regular Cargo Capacity Used

	Hidden	Weight
	⬡	
	⬡	
	⬡	