SAGA EDITION
STAR WARS
ROLEPLAYING GAME
Starship/vehicle
record sheet

STRrength SCORE MODIFIER

DEXterity

INTelligence

Ship/vehicle Name | Starship Type

Captain | Crew | Passengers | Size / MOD

Cargo Capacity | Consumables | Crew Cover | Cost

Hyperdrive / backup | Armor Bonus | Max. Velocity

Fighting Space
Character Scale / Starship Scale

Vehicle Speed
Character Scale / Starship Scale

Condition

Normal

-1	To all defenses, To attacks, skill & ability checks.
-2	To all defenses, To attacks, skill & ability checks.
-5	To all defenses, To attacks, skill & ability checks.
-10	To all defenses, To attacks, skill & ability checks. Move at half speed

Helpless
(unconscious or disabled)

Defenses

HP Current
Total

DR

SR Current
Total

	Total		Ability Mod	Level or armor	Size	Misc
Ref		= 10 +	Dex			
Fort		= 10 +	Str			

| Damage Threshold | Port Defense | Size | Misc Bonus |
| | = | + | + |

| Grapple | Base atk bonus | Str Mod | size mod | Misc Bonus |
| | = | + | + | + |

Special Combat Actions

Crew

Pilot
(_____)

Piloting is, at minimum, a move action.
A vehicle can have only one pilot at one time.
The pilot adds the vehicle's size modifier and Dexterity modifier on all Initiative and Pilot checks.
If trained in Pilot, all pilot controlled weapons receive +2 to attack rolls.
If trained, a pilot may make a Pilot check for Initiative.

Copilot
(_____)

A copilot can help the pilot by using the aid another action (see p 170); this is a standard action.
A vehicle can have only one copilot at one time.

Commander
(_____)

The commander coordinates the crew members on the deck.
The commander can help the system operator by using the aid another action (see p 170) on Use Computer checks; this is a standard action.
A commander can also use the aid another action to assist a gunner's attack (DC 10 Knowledge [tactics] check).
A vehicle can have only one commander at one time.

System Operator
(_____)

The system operator manages the vehicle's shield, sensors, and communication systems. A system operator can recharge shields by taking 3 swift actions to increase shield rating by 5 up to maximum (DC 20 Mechanics check).
A system operator can use the aid another action to assist a gunner's attack (DC 10 Use Computer check).

Engineer
(_____)

An engineer can reroute power by taking 3 swift actions to move +1 step on the condition track (DC 20 Mechanics check).

Skills

| | = | Pilot | size MOD | Ship's Dex | MISC. |
| | = | Pilot or Initiative | size MOD | Ship's Dex | MISC. |

Pilot

| Use Computer | Know. tactics |

	=	Use Computer	Misc.
	=	Mechanics	Misc.
	=	Mechanics	Misc.

Gunner(s) (_____) (_____) (_____)

Weapon	Operator	Notes
Range Incr.	PB: / S: / M: / L:	
Range penalty	PB: / S: / M: / L:	
ATK = Base ATK + Ship Int + Range + Misc	
Dmg die + 1/2 level + Misc × Multiplier	Splash
Payload ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Weapon	Operator	Notes
Range Incr.	PB: / S: / M: / L:	
Range penalty	PB: / S: / M: / L:	
ATK = Base ATK + Ship Int + Range + Misc	
Dmg die + 1/2 level + Misc × Multiplier	Splash
Payload ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

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Range Incr.	PB: / S: / M: / L:	
Range penalty	PB: / S: / M: / L:	
ATK = Base ATK + Ship Int + Range + Misc	
Dmg die + 1/2 level + Misc × Multiplier	Splash
Payload ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Weapon	Operator	Notes
Range Incr.	PB: / S: / M: / L:	
Range penalty	PB: / S: / M: / L:	
ATK = Base ATK + Ship Int + Range + Misc	
Dmg die + 1/2 level + Misc × Multiplier	Splash
Payload ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Cargo   WT.

Cargo capacity		Total weight

Carried Craft

Notes

Ship/vehicle image

Starship Maneuvers

Maneuvers	Uses	Spent
○ Ackbar Slash	(__)	○○○○○
○ Afterburn	(__)	○○○○○
○ Angle Deflector Shields (attack pattern)	(__)	○○○○○
○ Attack Formation Zeta Nine (attack pattern)	(__)	○○○○○
○ Attack Pattern Delta (attack pattern)	(__)	○○○○○
○ Corellian Slip	(__)	○○○○○
○ Counter (dogfight)	(__)	○○○○○
○ Darklighter Spin	(__)	○○○○○
○ Devastating Hit (gunner)	(__)	○○○○○
○ Engine Hit (gunner)	(__)	○○○○○
○ Evasive Action (dogfight)	(__)	○○○○○
○ Explosive Shot (gunner)	(__)	○○○○○
○ Howlrunner Formation (attack pattern)	(__)	○○○○○
○ I Have You Now	(__)	○○○○○
○ Intercept	(__)	○○○○○
○ Overwhelming Assault (attack pattern)	(__)	○○○○○
○ Segnor's Loop	(__)	○○○○○
○ Shield Hit (gunner)	(__)	○○○○○
○ Skim the Surface	(__)	○○○○○
○ Skywalker Loop (dogfight)	(__)	○○○○○
○ Snap Roll	(__)	○○○○○
○ Strike Formation (attack pattern)	(__)	○○○○○
○ Tallon Roll (dogfight)	(__)	○○○○○
○ Target Lock (dogfight)	(__)	○○○○○
○ Target Sense (force)	(__)	○○○○○
○ Thruster Hit (gunner)	(__)	○○○○○
○ Wotan Weave	(__)	○○○○○
○ (_____)	(__)	○○○○○
○ (_____)	(__)	○○○○○
○ (_____)	(__)	○○○○○
○ (_____)	(__)	○○○○○
○ (_____)	(__)	○○○○○

Ship/vehicle systems

	EP Cost

Unused EP	Total EP