SHIP NAME

MAKE / MODEL

HARD POINTS

ENCUMBRANCE CAPACITY

STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

CHARACTERISTICS

SILHOUETTE

SPEED

HANDLING

ARMOR

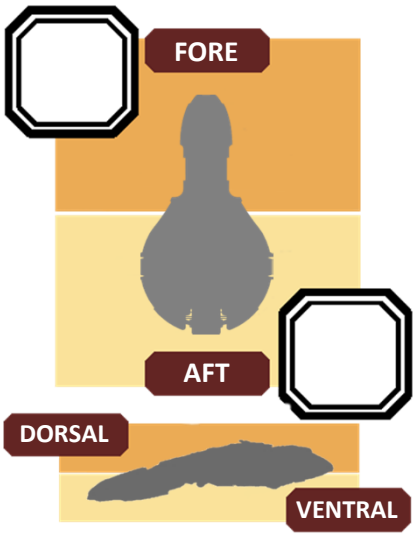
HULL TRAUMA

THRESHOLD | CURRENT

SYSTEM STRAIN

THRESHOLD | CURRENT

DEFENSES



WEAPONS

WEAPON	FIRE ARC	DAMAGE	RANGE	CRIT	SPECIAL

ATTACHMENTS

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO HOLD

CREW

PASSENGERS

CONSUMABLES

HYPERDRIVE

SENSOR RANGE

created by Tim Laschinsky 2014