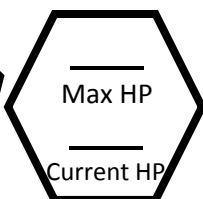
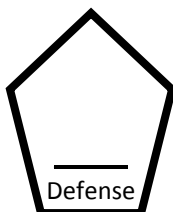
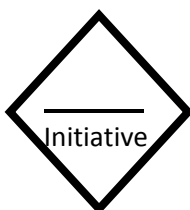

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Size

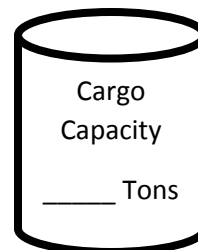
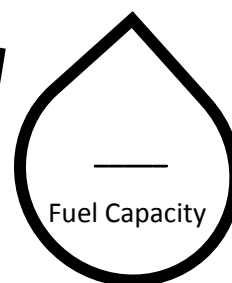
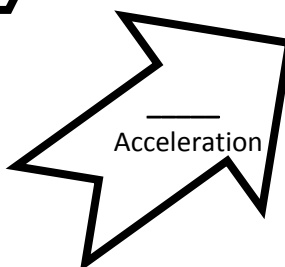
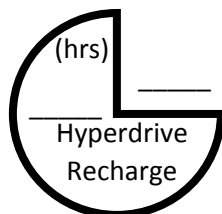
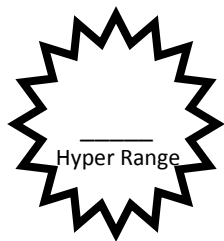
Quality

Class



Manufacturer

Registration



Weapons

Rating	
Bonus _____	HP _____

Computers

Rating	
Bonus _____	HP _____

Attacks

Engines

Rating	
Bonus _____	HP _____

Sensors

Rating	
Bonus _____	HP _____

Hull

Rating	
Bonus _____	HP _____

Communications

Rating	
Bonus _____	HP _____

Defenses

Notes: _____

Weapons

___ Bonus ___ Assigned Crew

Max HP

Damage

Subsystems

Computers

___ Bonus ___ Assigned Crew

Max HP

Damage

Subsystems

Engines

___ Bonus ___ Assigned Crew

Max HP

Damage

Subsystems

Sensors

___ Bonus ___ Assigned Crew

Max HP

Damage

Subsystems

Hull

___ Bonus ___ Assigned Crew

Max HP

Damage

Subsystems

Communications

___ Bonus ___ Assigned Crew

Max HP

Damage

Subsystems

Cargomaster's Manifest

Ship's Cash: _____

Cargo Capacity: _____

Cost Per LY: _____

Cost per ton per LY: _____

Cargo	Class	Buy Price	Sell Price	Tons	Invested Cash	Revenues per Ton	Total Revenue

Cargo Revenue: _____

Profits

Cargo Revenue (_____) + Other Revenues (_____) - Costs (_____) = Profits (_____)

Paymaster's Logs

Pay Grade	Shares	Crew	Shares
Officers	8 ea.		
Elite	8 ea.		
Veteran	6 ea.		
Experienced	4 ea.		
Regular	2 ea.		
Green	1 ea.		

Total Shares _____

Total Profits _____

Portion	
Owner's Share (20% of profits)	
Captain's Share (10% of profits)	
Crew's Share (70% of profits)	
Value per Crew Share (70% divided by # shares)	

Navigator's Tools

Ship Max. Fuel: _____ Ship Current Fuel: _____

Current Date On Earth: (_____ / _____ / _____)

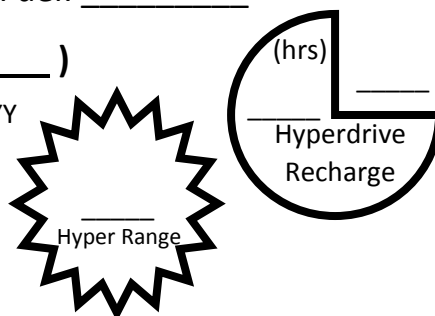
MM

DD

YY

FTL Travel Time Estimator

Class	Maximum LY Range	Days passed on ship per LY	Months Passed on earth per LY
0	1	120	12
1	2	60	11
2	4	30	10
3	8	15	9
4	16	7.5	8
5	24	4	7
6	36	2	6
7	48	1	6
8	64	12 hours	5
9	80	6 hours	5
10	100	3 hours	4



Hyperdrive
Readiness

Hyper Jump Calc

LY distance: _____

Shipboard Time Elapsed: _____

Objective Time Elapsed: _____

Sublight travel time estimator

Ship Max Acceleration: _____

Ship Loaded Acceleration: _____

Time in Hours

Acceleration (g)	1 AU (turnaround)	1 AU (full burn)
0.1	217	153
0.2	154	108
0.3	125	88
0.4	108	76
0.5	97	68
0.6	88	62
0.7	82	58
0.8	76	54
0.9	72	51
1	68	48

Time in Hours

Acceleration (g)	1 AU (turnaround)	1 AU (full burn)
1.1	65	46
1.2	62	44
1.3	60	42
1.4	58	41
1.5	56	39
1.6	54	38
1.7	52	37
1.8	51	36
1.9	49	35
2	48	34

Engineer's Log

When Taking damage, roll d20 and consult table

1:	Damage applied to system with least hp.
2-4:	Weapons systems hit.
5-7:	Engines Systems hit.
8-10:	Hull systems hit.
11-13:	Computers systems hit.
14-16:	Sensors systems hit.
17-19:	Communications systems hit.
20:	Damage applied to system with most hp.

Damage Conditions

$\frac{3}{4}$ HP *Minor Damage:* Use of subsystems grants disadvantage until a dc 10 engineering or repair check is made.

$\frac{1}{2}$ HP *Severe Damaged:* Use of subsystems grants disadvantage until a dc 20 engineering or repair check is made.

$\frac{1}{4}$ HP *Critical Damage:* Subsystems offline until a dc 20 engineering or repair check made.

0 HP *Systems Failure:* Subsystems Disabled

Further hits on a subsystem are applied to the system with the most remaining HP.

Weapons System Max HP: _____

$\frac{3}{4}$ HP: _____ $\frac{1}{2}$ HP: _____ $\frac{1}{4}$ HP: _____

Current HP

Computers System Max HP: _____

$\frac{3}{4}$ HP: _____ $\frac{1}{2}$ HP: _____ $\frac{1}{4}$ HP: _____

Current HP

Engines System Max HP: _____

$\frac{3}{4}$ HP: _____ $\frac{1}{2}$ HP: _____ $\frac{1}{4}$ HP: _____

Current HP

Sensors System Max HP: _____

$\frac{3}{4}$ HP: _____ $\frac{1}{2}$ HP: _____ $\frac{1}{4}$ HP: _____

Current HP

Hull System Max HP: _____

$\frac{3}{4}$ HP: _____ $\frac{1}{2}$ HP: _____ $\frac{1}{4}$ HP: _____

Current HP

Communications System Max HP: _____

$\frac{3}{4}$ HP: _____ $\frac{1}{2}$ HP: _____ $\frac{1}{4}$ HP: _____

Current HP