STARSHIP NAME AND REGISTRY

STAR TREK™ ROLEPLAYING GAME

PRODUCTION DATA

Origin _____
Class and Type _____
Commissioned _____

HULL DATA

Structure _____
Size/Decks _____
Length/Height/Beam _____
Complement _____

OPERATIONAL DATA

Atmosphere Capable _____
Cargo Units _____
Cloaking Device _____
Life Support _____
Operations System _____
Sensor System _____
Separation System _____
Shuttlebay _____
Shuttlecraft _____
Tractor Beams _____
Transporters _____

PROPULSION DATA

Impulse System _____
Warp System _____

TACTICAL DATA

Phaser/Disruptor Banks _____
  Penetration _____
Photon/Plasma Torpedos _____
  Penetration _____
Deflector Shield _____
  Protection/Threshold _____

MISCELLANEOUS DATA

Maneuver Modifiers _____
Traits _____

SERVICE RECORD/TOURS OF DUTY

SHIELD STRENGTH TRACK

STRENGTH		EFFECT (IF ANY)
10	☐	Full strength
9	☐	TN 10 Stamina or stun 1d6 rds
8	☐	
7	☐	Shield protection reduced by 1
6	☐	
5	☐	Primary system hit, roll on T7.10
4	☐	Shield threshold reduced by 1
3	☐	
2	☐	TN 10 Quickness or 1d6 wounds
1	☐	Primary system hit, roll on T7.10
0	■	Shields down! Protection set to 5

STRUCTURAL DAMAGE

51 to 55	☐	☐	☐	☐	☐
46 to 50	☐	☐	☐	☐	☐
41 to 45	☐	☐	☐	☐	☐
36 to 40	☐	☐	☐	☐	☐
31 to 35	☐	☐	☐	☐	☐
26 to 30	☐	☐	☐	☐	☐
21 to 25	☐	☐	☐	☐	☐
16 to 20	☐	☐	☐	☐	☐
11 to 15	☐	☐	☐	☐	☐
6 to 10	☐	☐	☐	☐	☐
1 to 5	■	■	■	■	■

SYSTEM DAMAGE TRACK

SENSORS

E	☐	-1 to all maneuvers
D	☐	-1 to initiative
C	☐	-2 to tactical maneuvers
B	☐	Cannot execute Lock On maneuver
A	■	System offline: vessel blind

OPERATIONS

E	☐	-1 to command maneuvers
D	☐	-1 to Computer Use tests
C	☐	-2 to initiative
B	☐	-2 to all maneuvers
A	■	Systems offline: cloak offline

LIFE SUPPORT

E	☐	TN 10 Stamina or stun 1d3 rds
D	☐	TN 10 Quickness or 1d6 wounds
C	☐	Gravity failing: -2 all physical tests
B	☐	TN 10 Stamina or stun 1d6 rds
A	■	System offline: 2d6 rds to abandon ship

PROPULSION

E	☐	-1 to helm maneuvers
D	☐	-1 to initiative
C	☐	-2 to helm maneuvers
B	☐	-2 to initiative
A	■	System offline: core breech!

WEAPONS

E	☐	-1 to tactical maneuvers
D	☐	-1 penetration all arrays
C	☐	No Tier 2 tactical maneuvers
B	☐	-2 to tactical maneuvers
A	■	System offline

SHIELDS

E	☐	-1 shield strength
D	☐	-1 protection rating
C	☐	-1 threshold
B	☐	-2 protection rating
A	■	System offline: shields down

CUMULATIVE MODIFIERS

Helm _____ Tactical _____
Command _____ Initiative _____