

SHIP NAME Aurek Tactical Strike Fighter		SHIP TYPE Starfighter	
CLASS/SIZE Huge	HYPERDRIVE 1 week	CAPTAIN Aldren Dayos	
CONSUMABLES 1 week	CARGO CAPACITY 20 kg.	CARRIED CRAFT none	



STRENGTH	SCORE 43	MODIFIER +16	TOTAL HULL POINTS 110	SHIELD SHIELD TOTAL 15 SHIELD CURRENT
DEXTERITY	25	+7		
INTELLIGENCE	14	+2		
DEFENSES				
DAMAGE REDUCTION 5		CURRENT		
DAMAGE THRESHOLD 35		FORT DEFENSE 25		
MISC BONUS +10		MISC BONUS +16		
FORT 25		RBP 24		
TOTAL		LEVEL OR ARMOR		
= 10 + 9		CLASS BONUS		
= 10 + 9		ABILITY MOD		
		MISC		
		-2		

COMBAT

BASE ATTACK +9

GRAPPLE +34

FLY SPEED 16

FLY SPEED S.S. 5

COVER Full (Crew)

SKILL

INITIATIVE +14

PILOT CHECK +14

PERCEPTION +5

USE COMPUTER +4

MECHANICS +4

WEAPON SYSTEMS

1020 + B.A.B. + SHIP INT MOD + RANGE MOD
USE BASE ATTACK OF WEAPON OPERATOR

WEAPON Heavy Laser Cannons	ATTACH +13	DAMAGE 6d10+4 x 2	GUNNER/PILOT	1
NOTES +8 Attack w/ Autofire				8
WEAPON Proton Torpedoes (4sq. splash)	ATTACH +13	DAMAGE 9d10+4 x 2	GUNNER/PILOT	3
NOTES Proton Torpedoes Used (6):				15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	2
NOTES				4
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	6
NOTES				15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	7
NOTES				15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	8
NOTES				15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	9
NOTES				15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	10
NOTES				15

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)

CARGO MANIFEST

TOTAL CREW 1

TOTAL PASSENGERS

CARGO WEIGHT

Hyperdrive x2, Navicomputer

NOTES

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SHIP NAME Aurek Tactical Strike Fighter		SHIP TYPE Starfighter	
CLASS/SIZE Huge	HYPERDRIVE 1 week	CAPTAIN Anyara	
CONSUMABLES 1 week	CARGO CAPACITY 20 kg.	CARRIED CRAFT none	



STRENGTH	SCORE 43	MODIFIER +16	TOTAL HULL POINTS 110	SHIELD SHIELD TOTAL 15 SHIELD CURRENT			
DEXTERITY	25	+7					
INTELLIGENCE	14	+2					
DEFENSES							
DAMAGE REDUCTION 5		CURRENT		25 FORT DEFENSE			
PORT	TOTAL 25	LEVEL OR ARMOR 9	CLASS BONUS	ABILITY MOD +16	MISC	25 +10 MISC BONUS	35 DAMAGE THRESHOLD
RBP	24	9		+7	-2		

COMBAT

BASE ATTACK +9

GRAPPLE +34

FLY SPEED 16

FLY SPEED S.S. 5

COVER Full (Crew)

SKILL

INITIATIVE +9

PILOT CHECK +14

PERCEPTION +6

USE COMPUTER +4

MECHANICS +4

WEAPON SYSTEMS

1020 + B.A.B. + SHIP INT MOD + RANGE MOD
USE BASE ATTACK OF WEAPON OPERATOR

WEAPON Heavy Laser Cannons	ATTACH +13	DAMAGE 6d10+4 x 2	GUNNER/PILOT	1
NOTES +8 Attack w/ Autofire				4
WEAPON Proton Torpedoes (4sq. splash)	ATTACH +13	DAMAGE 9d10+4 x 2	GUNNER/PILOT	3
NOTES Proton Torpedoes Used (6):				15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	2
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	6
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	15
WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	30

CONDITION

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CARGO MANIFEST

TOTAL CREW 1

TOTAL PASSENGERS

CARGO WEIGHT

Hyperdrive x2, Navicomputer

NOTES

SHIP NAME
Aurek Tactical Strike Fighter

SHIP TYPE
Starfighter

CLASS/SIZE
Huge

HYPERDRIVE
1 week

CAPTAIN
Lt. Haden Vazzar

CONSUMABLES
1 week

CARGO CAPACITY
20 kg.

CARRIED CRAFT
none

STAR WARS
ROLEPLAYING GAME

SCORE MODIFIER
STRENGTH 43 +16

DEXTERITY 25 +7

INTELLIGENCE 14 +2

DEFENSES

TOTAL LEVEL OR ARMOR CLASS BONUS ABILITY MOD MISC
PORT 25 = 10 + 9 [] +16 []

RBP 24 = 10 + 9 [] +7 [] -2 []

HULL POINTS

TOTAL 110

CURRENT
DAMAGE REDUCTION
5

SHIELD

SHIELD TOTAL
15

SHIELD CURRENT

25 FORT DEFENSE

+10 MISC BONUS

35 DAMAGE THRESHOLD

COMBAT

BASE ATTACK

+6

GRAPPLE

+31

FLY SPEED

16

FLY SPEED S.S

5

COVER

Full (Crew)

SKILL

INITIATIVE

+14

PILOT CHECK

+14

PERCEPTION

+12

USE COMPUTER

+9

MECHANICS

+9

WEAPON SYSTEMS

1020 + B.A.B. + SHIP INT MOD + RANGE MOD
USE BASE ATTACK OF WEAPON OPERATOR

WEAPON Heavy Laser Cannons ①
ATTACH +10 DAMAGE 6d10+4 x 2 GUNNER/PILOT ②
NOTES +5 Attack w/ Autofire ④ ⑧

WEAPON Proton Torpedoes (4sq. splash) ③
ATTACH +10 DAMAGE 9d10+4 x 2 GUNNER/PILOT ⑥ ⑩ ⑮
NOTES Proton Torpedoes Used (6): ⑳ ⑳

WEAPON
ATTACH DAMAGE GUNNER/PILOT
NOTES

WEAPON
ATTACH DAMAGE GUNNER/PILOT
NOTES

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NOTES

WEAPON
ATTACH DAMAGE GUNNER/PILOT
NOTES

NOTES

Attack Options: Burst Fire, Point Blank Shot,
Precise Shot, Rapid Shot

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TO ATTACKS, SKILL,
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TO ATTACKS, SKILL,
& ABILITY CHECKS.

-5 TO ALL DEFENSES.
TO ATTACKS, SKILL,
& ABILITY CHECKS.

-10 TO ALL DEFENSES.
TO ATTACKS, SKILL,
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MOVE AT HALF SPEED.

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CARGO MANIFEST

TOTAL CREW 1

TOTAL PASSENGERS

CARGO

Hyperdrive x2, Navicomputer

WEIGHT

SHIP NAME Aurek Tactical Strike Fighter		SHIP TYPE Starfighter	
CLASS/SIZE Huge	HYPERDRIVE 1 week	CAPTAIN Mara Davos	
CONSUMABLES 1 week	CARGO CAPACITY 20 kg.	CARRIED CRAFT none	



SCORE	MODIFIER	HULL POINTS		SHIELD	
STRENGTH	43	+16	TOTAL	110	SHIELD TOTAL
DEXTERITY	25	+7	CURRENT		15
INTELLIGENCE	14	+2	DAMAGE REDUCTION	5	SHIELD CURRENT
DEFENSES					
TOTAL		LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
PORT	25	= 10 + 9		+16	
RBP	24	= 10 + 9		+7	-2
					25
					+10
					35

COMBAT

BASE ATTACK: +6

GRAPPLE: +31

FLY SPEED: 16

FLY SPEED S.S.: 5

COVER: Full (Crew)

SKILL

INITIATIVE: +14

PILOT CHECK: +14

PERCEPTION: +10

USE COMPUTER: +4

MECHANICS: +4

WEAPON SYSTEMS

1020 + B.A.B. + SHIP INT MOD + RANGE MOD
USE BASE ATTACK OF WEAPON OPERATOR

WEAPON	ATTACH	DAMAGE	GUNNER/PILOT	NOTES
Heavy Laser Cannons	+10	6d10+4 x 2		+5 Attack w/ Autofire
Proton Torpedoes (4sq. splash)	+10	9d10+4 x 2		Proton Torpedoes Used (6):

CONDITION

NORMAL

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-2 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

-5 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

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HELPLESS (UNCONSCIOUS OR DISABLED)

CARGO MANIFEST

TOTAL CREW: 1

TOTAL PASSENGERS:

CARGO WEIGHT

Hyperdrive x2, Navicomputer

NOTES

Attack Options: Careful Shot, Point Blank Shot, Precise Shot, Running Attack

