



VEHICLE SHEET

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FOR CUSTOM VEHICLES

Type Craft _____

Origin Craft _____

Special Craft _____

Vehicle Name _____ Item Level _____

Vehicle Model _____ Owner _____

Manufacturer _____ Pilot _____

Size _____ Dimensions _____

MOVEMENT

PILOT'S PILOTING MODIFIER _____

TOTAL SKILL MODIFIER _____ VEHICLE MODIFIER _____

PILOTING MODIFIER _____ = _____ + _____

MOVEMENT TYPE

SPEED FULL SPEED OVERLAND

COLLISION DAMAGE _____ COLLISION DC _____

FOR CUSTOM VEHICLES

Current Hit Points _____ Hardness _____

Maximum Hit Points _____ Cover _____

Broken Hit Points (-2 AC, -2 Collision DC, -2 Piloting Modifier, half speed)

ARMOR CLASS

Energy Armor Class _____ = _____ + _____ + _____ + _____

Kinetic Armor Class _____ = _____ + _____ + _____ + _____

Base EAC _____ Type Craft _____ Improvements _____ Misc Mod _____

Base KAC _____ Type Craft _____ Improvements _____ Misc Mod _____

WEAPONS

VEHICLE ATTACK MODIFIER _____ FULL SPEED ATTACK MODIFIER _____

SPECIAL ABILITIES

Passengers _____

Weapon	Vehicle Modifier	Full Speed	Damage
Critical	Range	Ammo/Usage	Special
Weapon	Vehicle Modifier	Full Speed	Damage
Critical	Range	Ammo/Usage	Special
Weapon	Vehicle Modifier	Full Speed	Damage
Critical	Range	Ammo/Usage	Special

VEHICLE MODIFICATIONS	LEVEL	COST	CHARGES

VEHICLE PRICE

TOTAL PRICE = Modifications _____ + Base Price _____

CUSTOM VEHICLE PRICE

TOTAL PRICE = Modifications _____ + (Base Price _____ x Type _____ x Size _____ x Origin _____ x Special _____)