



# BROADSIDES SHIP LOG

Name:	Length:
Owner:	Keel:
Class:	Beam:
Cargo:	Depth:
Transport:	Mast Ht.:

<b>Crew</b>	Minimum Sailing Ranks:	
Optimal:	Piloting DC:	Base Skill Check Bonus: +10
Adequate:	Piloting DC:	Base Skill Check Bonus: +5
Skeleton:	Piloting DC:	Base Skill Check Bonus: +0
Current: Oarsmen:	Average Sailing Rank:	Add'l Skill Check Bonus:
	Average Sea Legs:	
Captain:		
Pilot:		
Navigator:		
Ship Mage:		
Other:		

Damage Allocation					
		Hardness	Brk DC	Total HP	Current HP Damage
1-3	Deck (trans to hull)	5	18		
4-11	Hull				
12	Armament (trans to deck)	see below			water dam:
13-14	Oars (3 hp ea) (trans to hull)	5	17		
15	Masts (sails destroyed if mast is)	5	28		
16	Rigging (sail dam, even if reefed)	0	23	(sail HP)	N/A
17-20	Sails (dam reduced by % reefed)	0	23		

<b>Movement</b>	Speed (sail):	Speed (oar):
	Acceleration/Deceleration:	Acceleration/Deceleration:
	Max. Speed at >120 degrees:	Seaworthiness:
	Max. Speed at =60 degrees:	
Manueverability:	Current Speed:	
Rigging:		
Masts and Sails:		

Armaments	Crew (half)	Rate (half)	Range Inc	Damage	Crit	Hard	HP (ea)	Curr. Dam.

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