
	Ship Name								
Ship Class	Ship Movement								Ship Officers
	Base Speed	Wind Modifier	Boatswain Bonus	Upgrades					
Cargo Hold								Captain	
	Ship Hit Points				Ship AC				
Crew Quarters	Max	Current	Temporary	Base AC	After Movement			Helmsman	
Crew Points	Any Phase			Rigging Phase				Lookout(s)	
	Captain Actions			Boatswain Actions					
	Brace for Impact	Intimidate or Insight	Reinforce Hull	Athletics, Intimidation					
Ammo Points	Assist Officer	Charisma or Wisdom	Trim Sails	Athletics, Intimidation					
	Inspire Crew	Performance or Intimidate	Assist Gunnery Crews	Athletics, Performance					
	Intimidate Adversary	Intimidate vs Insight						Boatswain	
Rigging Points	Helm Phase								
	Lookout Actions			Helmsman Actions					
	Determine Target	Insight, Investigation	Evasive Maneuvers	Sleight of Hand, Athletics					
Provision Points	Spot Weakness	Perception, Investigation	Pivot	Sleight of Hand, Athletics					
	Advise Helmsman	Survival, Investigation	Ram	Str+PB or Dex+PB vs Ship AC				Gunnery Sargent(s)	
	Identify Vessel	Perception, Investigation	Sail	Water Vehicle Proficiency					
Plunder Points	Identificaion DC 10/15/20/25/30			DC 10 Dex or Str check for nonproficiency in water vehicles					
	Gunnery Phase								
	Attack Bonus = Proficiency Bony + Dex or Int + Any class Features that improve attack rolls								
Chase Cannons		Mortars		Broadside		Swivel Guns		Barrel Mines	
Range	3-4-5-6 Hexes	Range	6 to 15 Hexes	Range	3-4 Hex Cone	Range	4 Hexes	Range	1 Hex
Ammo Cost	1 Point	Ammo Cost	2 Points	Ammo Cost	3 Points	Ammo Cost	1 Point	Ammo Cost	1 Point
Arc	Fore	Arc	Any	Arc	Hull	Arc	Any	Arc	Aft
Damage	6d6	Damage	15d8	Damage	Scaling	Damage	2d10+PB	Damage	12d8/6d8
Effect		Effect		Effect		Effect		Effect	