



# Airship

Name	Captain	Owner
Vessel	Launching	Shipyard
Propulsion	Size	Cost
Description		Special Abilities
		Special Qualities

modifier to Profession (sailor) for sinking checks

**SEA-/AIRWORTHINESS**

modifier to Profession (sailor) for maneuvers

**SHIPHANDLING**

hits random hull section

**OVERALL AC**

**HULL SECTIONS**

section AC	
section hardness	
section HP	
sink/crash sections	

1 hull section = 10 ft x 10 ft x 10 ft

**RIGGING SECTIONS**

rigging AC	
rigging hardness	
rigging HP	

1 rigging section = mast, yardarms, sails, lines

**CARGO**

capacity (tons)	
speed effects	

**MOUNTS & ACCESSORY**

light	heavy
accessory	

**SPACE**

length	height
width	draft
decks	

**HULL DAMAGE**

<input type="checkbox"/> damaged	1 section < 50% hp, -5 speed
<input type="checkbox"/> severely dam.	>1 section < 50% hp, -10 speed
<input type="checkbox"/> holed	1 section < 1 hp, sinking check
<input type="checkbox"/> demolished	> 25% sec. < 1 hp, instant sink

repair: Craft DC20/25 (1 minute)

**RIGGING DAM.**

<input type="checkbox"/> damaged	
<input type="checkbox"/> dismasted	
-5 speed / -4 SH / -8 SH	

**Attack Forms and Damage**

Melee weapon, piercing	half
Ranged weapon, S/M	none
Ranged weapon, large	half
Siege engine, ballista	half
Cold:	quarter
Acid, Electricity, Fire	half
Force, Sonic, other	full



**MOVEMENT & SPEED**

wind	
oars	

wind strength multiplier: x1, x2, x3

**MANEUVERABILITY**

max. speed change	
reverse*	
turn	
turn in place*	
maximum turn	

\* only oared/elementally propelled vessels

**CREW**

complement (total)	
min. watch*	
rowers (add. to watch)	
helmsman (in watch)	
lookout (in watch)	
captain/master/comm.	

\* below min.: -4 shiphandling, below 1/2 min.: -8

**ROOMS & QUARTERS**


**ATTACKS** maneuvers: Come About, Grapple, Escape a Grapple, Ram, Shear

attack	att. bonus	damage	critical	range inc.	crew	type	mount	reload/notes
maneuver: Ram	opp. skill check							with ram: 1/2 self damage

**CREW LIST**


**PASSENGER LIST**


**CARGO LIST**

	weight

Images: steering wheel (Wikipedia), airship (Wizards of the Coast). Using free fonts (Deja Vu).

Vessel record for D&D 3.5 / Stormwrack, pp. 25, pp. 95 / Eberron Explorer's Handbook, pp. 25 / Arms & Equipment Guide, pp. 41