

VEHICLE

NAME

MAKE / MODEL

HARD POINTS

ENCUMBRANCE CAPACITY

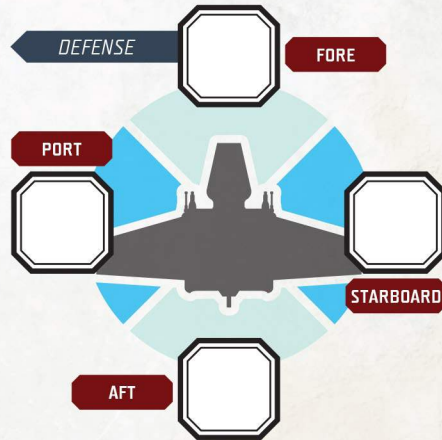
PLAYER

CHARACTERISTICS

SILHOUETTE SPEED HANDLING

ARMOR HULL TRAUMA SYSTEM STRAIN

THRESHOLD CURRENT THRESHOLD CURRENT



WEAPONS

WEAPON	FIRING ARC	DAMAGE	RANGE	CRIT	SPECIAL

ATTACHMENTS

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO HOLD

CREW

PASSENGERS

CONSUMABLES

HYPERDRIVE

SENSOR RANGE

VEHICLE SHEET