DUNGEONS & DRAGONS®

Chassis Type	Mobility Type	Pilot Name	Player Name

Class Type	Engine Type	Fuel Tank	Module Adapter

ATUM Name

Pilot Level

Pilot Proficiency

ATUM Ability Scores

STR	CON
Save / Mod	Save / Mod

Pilot Ability Scores

DEX	INT	WIS	CHA
Save / Mod	Save / Mod	Save / Mod	Save / Mod

Hitpoints
Current
Maximum

Hit Dice

Armour Plating

Armour Class

Number of Crew

Speed

Severe Damage

Module Slots

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

Proficiency (Y/N) SKILLS

ATUM Features

Manipulator Weapons & Hardpoint Modules

NAME	TO HIT	DMG	RANGE

PROPERTIES

NAME	TO HIT	DMG	RANGE

PROPERTIES

NAME	TO HIT	DMG	RANGE

PROPERTIES

NAME	TO HIT	DMG	RANGE

PROPERTIES

NAME	TO HIT	DMG	RANGE

PROPERTIES

ATUM Storage

Carrying Capacity (Lbs)
Current / Maximum

Fuel Use (Days)
Total / Remaining

Additional Inventory

Upgrade Modules

Crew Names and Roles

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