

SHIP NAME

MAKE / MODEL

HARD POINTS

ENCUMBRANCE CAPACITY

PLAYER

CHARACTERISTICS

SILHOUETTE

SPEED

HANDLING

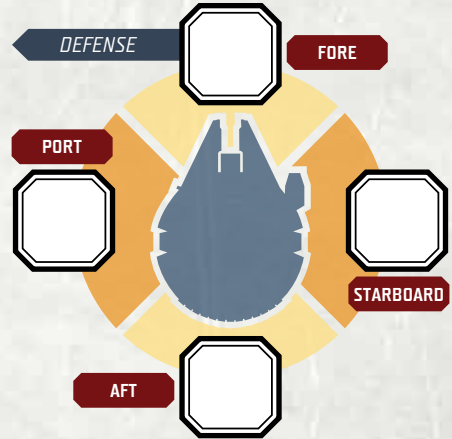
ARMOR

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