



```
.weapons // attacks
```

Name	Type	Range	Heat	Weight	Notes	+Atk	Dmg

THERMAL CLIPS

HW CHARGES

.grenades // mines

Count	Name	Description

.armor



The diagram illustrates a game's user interface layout. It includes a large hexagonal area on the left, a top-right panel with a 'SHIELDS' label and a shield icon, a bottom-right panel with a 'HIT POINTS' label and a heart icon, and a vertical status bar on the far right labeled 'DEATH' with 'SAVES' and 'FAILS' counters. At the bottom are two buttons labeled 'HIT DIE' and 'MEDI-GEL'.

```
.spells // powers
```

max

used

1

2

3

4

5

.spell attack

.spell save dc

TOTAL

MAX / CAST

REMAINING

.spell slots

.tech points

[illegible]