

VEHICLE NAME:

MAKE/MODEL:

HARD POINTS:

ENCUMBRANCE CAPACITY:



PLAYER

CHARACTERISTICS

SILHOUETTE

SPEED

HANDLING

DEFENSE

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

CONTROL SKILL

COMPLIMENT

PASSENGER CAPACITY

CONSUMABLES

PRICE/RARITY

VEHICLE SHEET