



SYSTEM STRAIN	
THRESHOLD	CURRENT

HULL TRAUMA	
THRESHOLD	CURRENT

ARMOR	

CUR. SPEED	

[illegible]

CARGO

[illegible]

SKILLS		
Astrogation (Int)		
Computers (Int)		
Cool (Pr)		
Mechanics (Int)		
Perception (Cun)		
Piloting: Planetary (Ag)		
Piloting: Space (Ag)		
Vigilance (Will)		
Gunnery (Ag)		