

PLAYER


VEHICLE
 NAME


MAKE / MODEL


HARD POINTS

ENCUMBRANCE CAPACITY

CHARACTERISTICS


 SILHOUETTE

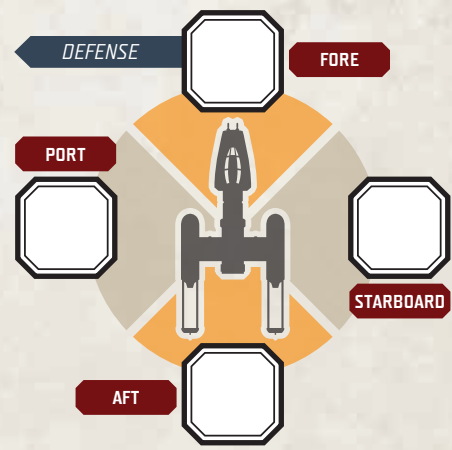

 SPEED


 HANDLING

ARMOR

HULL TRAUMA
THRESHOLD CURRENT

SYSTEM STRAIN
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

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