

SLIPSTREAM

NAME

HOMEWORLD

SPECIES

AGILITY 4 6 8 10 12

SMARTS 4 6 8 10 12

STRENGTH 4 6 8 10 12

SPIRIT 4 6 8 10 12

VIGOR 4 6 8 10 12

RACIAL TRAITS

PACE

PARRY

TOUGHNESS

CHARISMA

SKILLS

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

GEAR

TOTAL WT CARRIED

WEIGHT LIMITS

1 2 3

HINDRANCES

EDGES

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

90

100

110

120

POWERS

TRAPPING

COST

RANGE

DURATION/EFFECT

ZAPGUNS

RANGE

DAMAGE

ROF

WT

SHOTS

NOTES

-1

-2

-3

INC

-2

-1

WOUNDS
FATIGUE

SHIP NAME

CREW	HANDLING
ACC/TOP	CLIMB
NOTES:	

[Grid]			
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TOUGHNESS

FRONT	TOP	SIDES
	ARMOR	

WOUNDS

-1
-2
-3
WRECKED

ARTIFACTS

WEAPON	RANGE	ROF	DAM (AP)	BURST?	NOTES

AGILITY	
SMARTS	
SPIRIT	
STRENGTH	
VIGOR	

CREWMEN, TROOP, AND OTHER ALLIES

TYPE ~ RANK: _____

EDGES: _____

HINDRANCES: _____

PACE	PARAV	TOUGHNESS

SKILLS

- D _____ CLIMBING
- D _____ BOATING
- D _____ FIGHTING
- D _____ GUTS
- D _____ INTIMIDATION
- D _____ REPAIR
- D _____ NOTICE
- D _____ SHOOTING
- D _____ STEALTH
- D _____ THROWING
- D _____
- D _____
- D _____

NAME	NOTES

GEAR	RANGE	ROF	DAMAGE (AP)	NOTES
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	//			
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FATIGUE

-1
-2
INC

AMMO TRACK

Y HIGH -1

HIGH

LOW

OUT