



# CHARACTER SKETCH

Blank area for character sketch.

# CHARACTER NOTES

Lined area for character notes.

# CONTACTS AND INFORMATION

Lined area for contacts and information.

# GAME NOTES/GEAR

Lined area for game notes and gear.

# VEHICLE

TYPE \_\_\_\_\_

RATING \_\_\_\_\_

HANDLING \_\_\_\_\_

SPEED \_\_\_\_\_

BODY \_\_\_\_\_

ARMOR \_\_\_\_\_

SIGNATURE \_\_\_\_\_

PILOT \_\_\_\_\_

FIRMPPOINTS \_\_\_\_\_

HARDPOINTS \_\_\_\_\_

CONDITION MONITOR

DESTROYED> [ ]

SERIOUS> DAMAGE [ ]

MODERATE> DAMAGE [ ]

LIGHT> DAMAGE [ ]

NOTES [ ]