



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

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4 6 8 10 12

4 6 8 10 12

GEAR

HINDRANCES

EDGES

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

90

100

110

120

TOTAL WT CARRIED

WEIGHT LIMITS

-1

-2

-3

POWERS

TRAPPING

COST

RANGE

DURATION/EFFECT

ZAPGUNS

RANGE

DAMAGE

ROF

WT

SHOTS

NOTES

-1

-2

-3

INC

-2

-1

WOUNDS

FATIGUE

CREW	HANDLING
ACC/TOP	CLIMB
NOTES:	

(The page contains faint horizontal lines, suggesting it was part of a lined notebook or document.)

A diagram of a tank's armor layout. It consists of two horizontal rectangles. The top rectangle is divided into three sections: 'FRONT' on the left, 'TOP' in the middle, and 'SIDES' on the right. The bottom rectangle is divided into two sections: 'FRONT' on the left and 'ARMOR' on the right. The 'FRONT' label is shared between the two rectangles.

-1
-2
-3
Berechnen

WRECKED

Blank lined paper for notes.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

11

11

10

TYPE ~ RANK: _____

FATIGUE

DATE

DADDU

TOUGHNESS

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

[illegible]

-1

-2

INC

V ИКШ -1

4164

LOW

GWT