

Vehicle

| | | | |
|--------------------------------|-------------|----------------|-----------------|
| Vehicle System Registry | Name: _____ | Creator: _____ | CP Spent: _____ |
| Description: _____ | | | |
| _____ | | | |

| | | | |
|---|---|---|--|
| Baseline | Physical Specs | | |
| Speed _____ <input type="checkbox"/> Base ____ + Ability ____ Lifting _____ <input type="checkbox"/> Base ____ + Ability ____ Jump _____ <input type="checkbox"/> Horizontal _____ Base ____ + Ability ____ Vertical _____ Base ____ + Ability ____ Perception _____ <input type="checkbox"/> Agility _____ <input type="checkbox"/> | STRUCTURE Capacity _____ <input type="checkbox"/> Damage Taken _____ _____ CORE Capacity _____ <input type="checkbox"/> Damage Taken _____ _____ | ABILITIES CD Threshold _____ <input type="checkbox"/> _____ Shield _____ <input type="checkbox"/> _____ _____ <input type="checkbox"/> _____ Structure Armor _____ <input type="checkbox"/> _____ Core Armor _____ | Level _____ _____ _____ SEATS _____ |
| Upgrades | Weapons | | |
| GENERAL _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> BODY _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> WEAPON _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> | WEAPON 1 Name _____ Type _____ Power Level _____ <input type="checkbox"/> Range _____ <input type="checkbox"/> Element _____ Enhancements _____ <input type="checkbox"/> Drawbacks _____ Description _____ _____ _____ | WEAPON 2 Name _____ Type _____ Power Level _____ <input type="checkbox"/> Range _____ <input type="checkbox"/> Element _____ Enhancements _____ <input type="checkbox"/> Drawbacks _____ Description _____ _____ _____ | Level _____ |

Support A.I.

| | | | |
|-------------------------------------|-------------|----------------|-----------------|
| Support A.I. System Registry | Name: _____ | Creator: _____ | CP Spent: _____ |
| Description: _____ | | | |
| _____ | | | |

| Combat Data | Skills | Quirks | | | | | | | | | | | | | |
|---|---|---------------|-------|-------|-------|-------|-------|-------|-------|---|------------------|-------|-------|-------|----------------|
| Melee _____ Ranged _____ Unarmed _____ Dodge _____ Deflect _____ Combat Analysis _____ | <table style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">Name</th> <th style="width: 50%;">Level</th> </tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> </table> | Name | Level | _____ | _____ | _____ | _____ | _____ | _____ | <table style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 100%;">Name/Description</th> </tr> <tr><td>_____</td></tr> <tr><td>_____</td></tr> <tr><td>_____</td></tr> </table> | Name/Description | _____ | _____ | _____ | Level _____ |
| Name | Level | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | |
| _____ | _____ | | | | | | | | | | | | | | |
| Name/Description | | | | | | | | | | | | | | | |
| _____ | | | | | | | | | | | | | | | |
| _____ | | | | | | | | | | | | | | | |
| _____ | | | | | | | | | | | | | | | |