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The image shows a character sheet template with a light gray background and a double-line border. It contains several geometric shapes for stats and a large rectangular area for hit points and barriers.

- AC:** A hexagon shape with the text "AC" inside.
- BODY:** A triangle shape with the text "BODY" inside.
- SPEED:** A square shape with the text "SPEED" inside.
- HIT POINT MAXIMUM:** A large rectangular area with the text "HIT POINT MAXIMUM" and a horizontal line for a value.
- CURRENT HIT POINTS:** A large rectangular area with the text "CURRENT HIT POINTS" and a horizontal line for a value.
- BARRIER MAXIMUM:** A large rectangular area with the text "BARRIER MAXIMUM" and a horizontal line for a value.
- CURRENT BARRIER POINTS:** A large rectangular area with the text "CURRENT BARRIER POINTS" and a horizontal line for a value.
- HANDLING:** An octagon shape with the text "HANDLING" inside.
- TURN:** An octagon shape with the text "TURN" inside.
- CHARGE:** A square shape with the text "CHARGE" inside.

NAME	ATK BONUS	DAMAGE	RANGE	COST

*WEAPONS WITH LONG RANGE IMPOSE DISADVANTAGE ON ATTACK ROLLS MADE AGAINST TARGETS WITHIN 7 ARCS OF THEM

NOTES

SPACESHIP APPEARANCE

DEVELOPMENTS