

PLAYER



CHARACTER RECORD

NAME

SPECIES

ASPECTS

HERITAGE

APTITUDE

CLASS D

CAPTAIN

CREWMATES

SKILLS

+5

+4

+3

+2

+1

CONDITIONS

MINOR

WINDED

ANGRY

MAJOR

STUNNED

CRITICAL

BROKEN

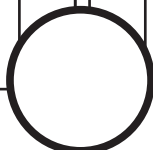
CONSEQUENCES

MILD [-2]

MODERATE [-4]

SEVERE [-6]

SPECIES ABILITIES STUNTS



REFRESH



CHARACTER RECORD

ADVANCEMENTS

MINOR MODERATE

CREDITS

GEAR POINTS

WEAPONS

WEAPONS	TIER	ASPECT	UPGRADES
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

ARMOR

ARMOR	TIER	ASPECT	UPGRADES
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

CONSEQUENCES

MILD (-2)	MODERATE (-4)	SEVERE (-6)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SHIELDS

SHIELDS	TIER	STRESS	UPGRADES
<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>

PERSONAL GEAR

PERSONAL GEAR	UPGRADES
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>