













## Abilities

AP  	AP  	AP  
AP  	AP  	AP  

<b>Callsign</b>	<b>Motto</b> <input type="radio"/> Used	<b>HP</b>
<input type="text"/>	<input type="text"/>	<div>Max <input type="text"/></div> <div>Current <input type="text"/></div>
<b>Class</b>	<b>Keepsake</b> <input type="radio"/> Used	<b>AP</b>
<input type="text"/>	<input type="text"/>	<div>Max <input type="text"/></div> <div>Current <input type="text"/></div>
<b>Appearance</b>	<b>Background</b> <input type="radio"/> Used	<b>TP</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>

[illegible][illegible]



# MECH

## Chassis

## Pattern

SP

EP

HEAT

CURRENT

Structure Pts.

Energy Pts.

Heat Cap

System Slots

Module Slots

Cargo Cap.

Tech Level

Salvage Value

Chassis Stats

Chassis  
Ability

Quirk

Appearance

## Systems & Modules

## Systems & Modules




## Cargo



# CRAWLER

<b>Name</b>	<b>Type</b>	<b>SP</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Ability</b>	<b>TECH LVL</b>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Description</b>	<b>UPKEEP</b>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
	<b>UPGRADE</b>	<input type="text"/>
	<input type="text"/>	<input type="text"/>

The image displays a 2x3 grid of six empty, textured rectangular boxes, each with a title above it. The titles are: Command Bay, Mech Bay, Armament Bay, Crafting Bay, Trading Bay, and Med Bay. The boxes have a light beige, mottled texture and rounded corners. The entire grid is set against a dark blue background.

Pilot Bay	Armoury	Cantina
		
<div>Storage Bay</div> 