



Chassis Type

Mobility Type

Pilot Name

Player Name

Pilot Level

Class Type

Engine Type

Fuel Tank

Module Adapter

ATUM Name

ATUM Ability Scores

STR

CON

Hitpoints

Current

Maximum

Pilot Ability Scores

DEX

INT

WIS

CHA

Pilot Proficiency

Save

Mod

Save

Mod

Save

Mod

Save

Mod

Save

Mod

Save

Mod

- \_\_\_ Acrobatics (Dex)
- \_\_\_ Animal Handling (Wis)
- \_\_\_ Arcana (Int)
- \_\_\_ Athletics (Str)
- \_\_\_ Deception (Cha)
- \_\_\_ History (Int)
- \_\_\_ Insight (Wis)
- \_\_\_ Intimidation (Cha)
- \_\_\_ Investigation (Int)
- \_\_\_ Medicine (Wis)
- \_\_\_ Nature (Int)
- \_\_\_ Perception (Wis)
- \_\_\_ Performance (Cha)
- \_\_\_ Persuasion (Cha)
- \_\_\_ Religion (Int)
- \_\_\_ Sleight of Hand (Dex)
- \_\_\_ Stealth (Dex)
- \_\_\_ Survival (Wis)

Proficiency (Y/N) SKILLS

Hit Dice

Armour Plating

Number of Crew

Speed

Severe Damage

Module Slots

Armour Class

ATUM Features

Manipulator Weapons & Hardpoint Modules

NAME	TO HIT	DMG	RANGE
PROPERTIES			
NAME	TO HIT	DMG	RANGE
PROPERTIES			
NAME	TO HIT	DMG	RANGE
PROPERTIES			
NAME	TO HIT	DMG	RANGE
PROPERTIES			

ATUM Storage

Carrying Capacity (Lbs)

Current

Maximum

Fuel Use (Days)

Total

Remaining

Additional Inventory

Upgrade Modules

Crew Names and Roles