

Captain Name

Level

Skill Points

Health

Affiliation

Agility

Brawn

Focus

Tech

Background & Trauma

Resistances

Activated & Passive Skills

Loadout

Use an asterisk ( \* ) next to a number to indicate it has been modified by a Background, Trauma, item, or other effect.



|           |       |              |        |
|-----------|-------|--------------|--------|
| Unit Name | Level | Skill Points | Health |
|           |       |              |        |

|             |         |       |       |      |
|-------------|---------|-------|-------|------|
| Affiliation | Agility | Brawn | Focus | Tech |
|             |         |       |       |      |

|                     |             |
|---------------------|-------------|
| Background & Trauma | Resistances |
|                     |             |

|                            |         |
|----------------------------|---------|
| Activated & Passive Skills | Loadout |
|                            |         |

Use an asterisk ( \* ) next to a number to indicate it has been modified by a Background, Trauma, item, or other effect.



|           |       |              |        |
|-----------|-------|--------------|--------|
| Unit Name | Level | Skill Points | Health |
|           |       |              |        |

|             |         |       |       |      |
|-------------|---------|-------|-------|------|
| Affiliation | Agility | Brawn | Focus | Tech |
|             |         |       |       |      |

|                     |             |
|---------------------|-------------|
| Background & Trauma | Resistances |
|                     |             |

|                            |         |
|----------------------------|---------|
| Activated & Passive Skills | Loadout |
|                            |         |

Use an asterisk ( \* ) next to a number to indicate it has been modified by a Background, Trauma, item, or other effect.



|           |       |              |        |
|-----------|-------|--------------|--------|
| Unit Name | Level | Skill Points | Health |
|           |       |              |        |

|             |         |       |       |      |
|-------------|---------|-------|-------|------|
| Affiliation | Agility | Brawn | Focus | Tech |
|             |         |       |       |      |

|                     |             |
|---------------------|-------------|
| Background & Trauma | Resistances |
|                     |             |

|                            |         |
|----------------------------|---------|
| Activated & Passive Skills | Loadout |
|                            |         |

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Crew Name

Crew Level

Crew Inventory

Credits

Crew XP

XP Tracker



Record a Unit's name above each item in the Crew Inventory to indicate which Loadout it has been assigned to.