



# BASIC ROLEPLAYING

## VEHICLE SHEET

VEHICLE TYPE \_\_\_\_\_

VEHICLE NAME \_\_\_\_\_

OWNER/SPONSOR \_\_\_\_\_

YEAR \_\_\_\_\_ MAKE \_\_\_\_\_ MODEL \_\_\_\_\_

SKILL \_\_\_\_\_

RATED SPEED \_\_\_\_\_ HANDLING \_\_\_\_\_

ACCELERATION \_\_\_\_\_ MOVE (MOV) \_\_\_\_\_

SIZE (SIZ) \_\_\_\_\_ HIT POINTS \_\_\_\_\_

CREW \_\_\_\_\_ PASSENGERS \_\_\_\_\_

CARGO \_\_\_\_\_ VALUE \_\_\_\_\_

CREW/OPERATOR \_\_\_\_\_ CARGO \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HIT POINTS \_\_\_\_\_

100+ 200+ 300+ 400+ 500+ 600+ 700+

DESTROYED 00 01 02 03 04 05 06 07 08

09 10 11 12 13 14 15 16 17 18 19 20

21 22 23 24 25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40 41 42 43 44

45 46 47 48 49 50 51 52 53 54 55 56

57 58 59 60 61 62 63 64 65 66 67 68

69 70 71 72 73 74 75 76 77 78 79 80

81 82 83 84 85 86 87 88 89 90 91 92

93 94 95 96 97 98 99

NOTES \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# BASIC ROLEPLAYING

## MOUNT SHEET

### MOUNT ONE

NAME \_\_\_\_\_ SPECIES \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

STR \_\_\_\_\_ INT \_\_\_\_\_ MOVE (MOV) \_\_\_\_\_

CON \_\_\_\_\_ POW \_\_\_\_\_ WALK \_\_\_\_\_

SIZ \_\_\_\_\_ DEX \_\_\_\_\_ FLY \_\_\_\_\_

HIT POINTS \_\_\_\_\_ DEAD 00 01 02 03 04 05 06 07 08 09 10

11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46

47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64

65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82

83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

POWER POINTS \_\_\_\_\_ UNC 00 01 02 03 04 05 06 07 08 09 10

11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

Dodge \_\_\_\_\_% DAMAGE MODIFIER \_\_\_\_\_ SKILLS \_\_\_\_\_

WEAPON \_\_\_\_\_% DAMAGE \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_ POWERS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_ POWERS \_\_\_\_\_

ARMOR \_\_\_\_\_ ARMOR VALUE \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_ POWERS \_\_\_\_\_

### MOUNT TWO

NAME \_\_\_\_\_ SPECIES \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

STR \_\_\_\_\_ INT \_\_\_\_\_ MOVE (MOV) \_\_\_\_\_

CON \_\_\_\_\_ POW \_\_\_\_\_ WALK \_\_\_\_\_

SIZ \_\_\_\_\_ DEX \_\_\_\_\_ FLY \_\_\_\_\_

HIT POINTS \_\_\_\_\_ DEAD 00 01 02 03 04 05 06 07 08 09 10

11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46

47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64

65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82

83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

POWER POINTS \_\_\_\_\_ UNC 00 01 02 03 04 05 06 07 08 09 10

11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

Dodge \_\_\_\_\_% DAMAGE MODIFIER \_\_\_\_\_ SKILLS \_\_\_\_\_

WEAPON \_\_\_\_\_% DAMAGE \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_ POWERS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_ POWERS \_\_\_\_\_

ARMOR \_\_\_\_\_ ARMOR VALUE \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_ POWERS \_\_\_\_\_