

# STARGRAVE

<b>CREW NAME</b>	Experience
<b>SHIP NAME</b>	Credits
Ship Upgrades	

CAPTAIN			Background			Level	
Move	Fight	Shoot	Armor	Will	Health	Current Health	
Power/Effect		Activation	Strain	Power/Effect		Activation	Strain
Gear/Notes							

FIRST MATE			Background			Level	
Move	Fight	Shoot	Armor	Will	Health	Current Health	
Power/Effect		Activation	Strain	Power/Effect		Activation	Strain
Gear/Notes							

<b>SOLDIER 1</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 2</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 3</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 4</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 5</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 6</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 7</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								

<b>SOLDIER 8</b>			<b>Type</b>			<b>Cost</b>		<b>Current Health</b>
<b>Move</b>	<b>Fight</b>	<b>Shoot</b>	<b>Armor</b>	<b>Will</b>	<b>Health</b>			
<b>Gear/Notes</b>								