



## Character Sheet

Name: \_\_\_\_\_

Faction: \_\_\_\_\_

|      |   |          |   |          |        |          |       |         |       |          |  |  |  |  |  |  |  |  |  |
|------|---|----------|---|----------|--------|----------|-------|---------|-------|----------|--|--|--|--|--|--|--|--|--|
| EXP  |   |          |   |          |        |          |       |         |       |          |  |  |  |  |  |  |  |  |  |
| Rank | 1 | 2 +trait | 3 | 4 +trait | 5 +mod | 6 +trait | 7+mod | 8+trait | 9+mod | 10+trait |  |  |  |  |  |  |  |  |  |

|                     |             |        |      |              |              |      |       |     |
|---------------------|-------------|--------|------|--------------|--------------|------|-------|-----|
|                     |             |        |      | Points Cost: |              |      |       |     |
| Movement            |             | Boost  |      |              |              |      |       |     |
|                     |             |        |      | Shield       |              |      |       |     |
| Integrity           |             | Armour |      | Type         | Shield Bonus |      |       |     |
|                     |             |        |      |              |              |      |       |     |
| WEAPONS             |             |        |      |              |              |      |       |     |
| Name                | Class       | Equip  | Tags | Shots        | ACC          | CRIT | Range | DAM |
|                     |             |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |
| Close Combat Weapon |             |        | DEX  | Attack       | Accuracy     |      | CRIT  | DAM |
|                     |             |        |      |              |              |      |       |     |
| Ability             | Description |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |
|                     |             |        |      |              |              |      |       |     |

Head Damage

Arm Damage

Leg Damage

Torso Damage

Shield Integrity

0 | 1 | 2 | 3 | 4 |

| Morale   |  |
|----------|--|
| Steady   |  |
| Wavering |  |
| Routed   |  |

|                |      |          |    |         |   |         |   |          |   |         |    |    |    |
|----------------|------|----------|----|---------|---|---------|---|----------|---|---------|----|----|----|
| Unit Integrity | 0    | 1        | 2  | 3       | 4 | 5       | 6 | 7        | 8 | 9       | 10 | 11 | 12 |
| Pilot Health   | -4   | -3       | -2 | -1      | 0 | 1       | 2 | 3        | 4 | 5       | 6  | 7  |    |
|                | Dead | Fading   |    | Sickly  |   | Frail   |   | Worn-out |   | Healthy |    |    |    |
| Pilot Mind     | -4   | -3       | -2 | -1      | 0 | 1       | 2 | 3        | 4 | 5       | 6  | 7  |    |
|                | Gone | Breaking |    | Rattled |   | Nervous |   | On-Edge  |   | Fine    |    |    |    |

|        |               |             |
|--------|---------------|-------------|
| Traits | Modifications | Current EXP |
|        |               |             |