



## 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