



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