MOBILE SUIT GUNDAM SKIRMISH

Character Sheet

Name: _____ Faction: _____

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

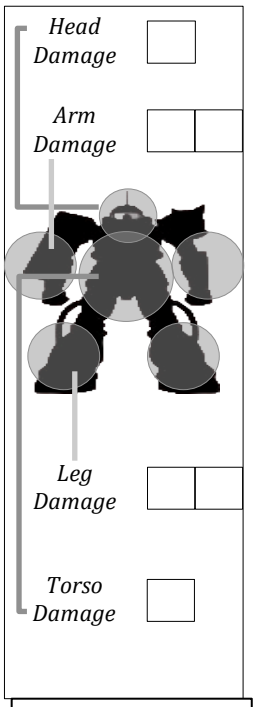
Psycho Gundam Mk-II Head	Titans / Axis	Points Cost: Base: 120 + (10x *) Standard/Total: 180 + (10x *)	
Movement	**Boost**		
7"	14"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
* (Remaining integrity of Psycho Gundam Mk-II "Head")	5 (5 Defend Die) <3+>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
2-Barrel Head Beam Guns (40 pts)	Beam	M	<P>	1	3+	5+	0" - 12"	3

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Unarmed (0 pts)	+0	1	4+	/	/

Ability	*Description*
Anti-Beam Coating <Passive> (10 pts)	This unit takes one (1) less total damage from "Beam" class weapons used in "Shoot" attacks against it.
Psychommu System <Passive> (10 pts)	If this unit targets an opposing unit with an ability effect "Attackers targeting this unit do not gain a "Flanking" bonus, ignore that effect for the duration of this unit's attack.
<Side Note>	Use the "Other Units" Damage Chart for critical hits.



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