

|                |               |
|----------------|---------------|
| <b>TEAM</b>    | <b>PLAYER</b> |
| <b>FACTION</b> | <b>BONUS</b>  |

**TEKKA FORCE**

| LEADER         | PILOT 2        | PILOT 3        | PILOT 4        | PILOT 5        |
|----------------|----------------|----------------|----------------|----------------|
| ○ ○ ○ ○ ○ GRIT | ○ ○ ○ ○ ○ GRIT | ○ ○ ○ ○ ○ GRIT | ○ ○ ○ ○ ○ GRIT | ○ ○ ○ ○ ○ GRIT |
| TRAIT          | TRAIT          | TRAIT          | TRAIT          | TRAIT          |
| TRAIT          | TRAIT          | TRAIT          | TRAIT          | TRAIT          |
| FEATURE        | FEATURE        | FEATURE        | FEATURE        | FEATURE        |
| FEATURE        | FEATURE        | FEATURE        | FEATURE        | FEATURE        |
| FEATURE        | FEATURE        | FEATURE        | FEATURE        | FEATURE        |
| FEATURE        | FEATURE        | FEATURE        | FEATURE        | FEATURE        |
| FEATURE        | FEATURE        | FEATURE        | FEATURE        | FEATURE        |
| FEATURE        | FEATURE        | FEATURE        | FEATURE        | FEATURE        |

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|--|--|--|--|--|
| <b>TORSO</b> ●●●●●<br>MOV JUMP<br>AP<br>T1<br>T2   | <b>TORSO</b> ●●●●●<br>MOV JUMP<br>AP<br>T1<br>T2   | <b>TORSO</b> ●●●●●<br>MOV JUMP<br>AP<br>T1<br>T2   | <b>TORSO</b> ●●●●●<br>MOV JUMP<br>AP<br>T1<br>T2   | <b>TORSO</b> ●●●●●<br>MOV JUMP<br>AP<br>T1<br>T2   |
| <b>L. ARM WITH SHIELD</b> ●●●●●<br>LS<br>LH  | <b>L. ARM WITH SHIELD</b> ●●●●●<br>LS<br>LH  | <b>L. ARM WITH SHIELD</b> ●●●●●<br>LS<br>LH  | <b>L. ARM WITH SHIELD</b> ●●●●●<br>LS<br>LH  | <b>L. ARM WITH SHIELD</b> ●●●●●<br>LS<br>LH  |
| <b>R. ARM</b> ●●●●●<br>RS<br>RH  | <b>R. ARM</b> ●●●●●<br>RS<br>RH  | <b>R. ARM</b> ●●●●●<br>RS<br>RH  | <b>R. ARM</b> ●●●●●<br>RS<br>RH  | <b>R. ARM</b> ●●●●●<br>RS<br>RH  |
| <b>LEGS</b> ●●●●●<br>MOV (BASE) <input type="text"/><br>JUMP (BASE) <input type="text"/><br>WATER IGNORE <input type="text"/><br>DIFF. TERR. IGNORE <input type="text"/> | <b>LEGS</b> ●●●●●<br>MOV (BASE) <input type="text"/><br>JUMP (BASE) <input type="text"/><br>WATER IGNORE <input type="text"/><br>DIFF. TERR. IGNORE <input type="text"/> | <b>LEGS</b> ●●●●●<br>MOV (BASE) <input type="text"/><br>JUMP (BASE) <input type="text"/><br>WATER IGNORE <input type="text"/><br>DIFF. TERR. IGNORE <input type="text"/> | <b>LEGS</b> ●●●●●<br>MOV (BASE) <input type="text"/><br>JUMP (BASE) <input type="text"/><br>WATER IGNORE <input type="text"/><br>DIFF. TERR. IGNORE <input type="text"/> | <b>LEGS</b> ●●●●●<br>MOV (BASE) <input type="text"/><br>JUMP (BASE) <input type="text"/><br>WATER IGNORE <input type="text"/><br>DIFF. TERR. IGNORE <input type="text"/> |

|                |               |
|----------------|---------------|
| <b>TEAM</b>    | <b>PLAYER</b> |
| <b>FACTION</b> | <b>BONUS</b>  |



| LEADER  | PILOT 2 | PILOT 3 | PILOT 4 | PILOT 5 |
|---------|---------|---------|---------|---------|
| GRIT    | GRIT    | GRIT    | GRIT    | GRIT    |
| TRAIT   | TRAIT   | TRAIT   | TRAIT   | TRAIT   |
| TRAIT   | TRAIT   | TRAIT   | TRAIT   | TRAIT   |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |
| FEATURE | FEATURE | FEATURE | FEATURE | FEATURE |

| TORSO   | TORSO   | TORSO   | TORSO   | TORSO   |
|---|---|---|---|---|
|   |   |   |   |   |
| <div style="display: flex; justify-content: space-around; font-size: small;"> <span>MOV</span> <span>JUMP</span> </div> | <div style="display: flex; justify-content: space-around; font-size: small;"> <span>MOV</span> <span>JUMP</span> </div> | <div style="display: flex; justify-content: space-around; font-size: small;"> <span>MOV</span> <span>JUMP</span> </div> | <div style="display: flex; justify-content: space-around; font-size: small;"> <span>MOV</span> <span>JUMP</span> </div> | <div style="display: flex; justify-content: space-around; font-size: small;"> <span>MOV</span> <span>JUMP</span> </div> |
| T1  | T1  | T1  | T1  | T1  |
| T2  | T2  | T2  | T2  | T2  |

| L. ARM WITH SHIELD | L. ARM WITH SHIELD | L. ARM WITH SHIELD | L. ARM WITH SHIELD | L. ARM WITH SHIELD |
|--------------------|--------------------|--------------------|--------------------|--------------------|
|                    |                    |                    |                    |                    |
| LS                 | LS                 | LS                 | LS                 | LS                 |
| LH                 | LH                 | LH                 | LH                 | LH                 |

| R. ARM | R. ARM | R. ARM | R. ARM | R. ARM |
|--------|--------|--------|--------|--------|
|        |        |        |        |        |
| RS     | RS     | RS     | RS     | RS     |
| RH     | RH     | RH     | RH     | RH     |

| LEGS                                    | LEGS                                    | LEGS                                    | LEGS                                    | LEGS                                    |
|---|---|---|---|---|
|   |   |   |   |   |
| MOV (BASE) <input type="text"/>         | MOV (BASE) <input type="text"/>         | MOV (BASE) <input type="text"/>         | MOV (BASE) <input type="text"/>         | MOV (BASE) <input type="text"/>         |
| JUMP (BASE) <input type="text"/>        | JUMP (BASE) <input type="text"/>        | JUMP (BASE) <input type="text"/>        | JUMP (BASE) <input type="text"/>        | JUMP (BASE) <input type="text"/>        |
| WATER IGNORE <input type="text"/>       | WATER IGNORE <input type="text"/>       | WATER IGNORE <input type="text"/>       | WATER IGNORE <input type="text"/>       | WATER IGNORE <input type="text"/>       |
| DIFF. TERR. IGNORE <input type="text"/> | DIFF. TERR. IGNORE <input type="text"/> | DIFF. TERR. IGNORE <input type="text"/> | DIFF. TERR. IGNORE <input type="text"/> | DIFF. TERR. IGNORE <input type="text"/> |

**TEAM**      **FACTION**      **BONUS**      **PLAYER**      **TEKKAFORCE**

**WEAPON AP Hit Dmg Rng Sp**

|           |   |   |       |    |
|-----------|---|---|-------|----|
| Bash      | 1 | 8 | D6    | 0  |
| Melee1H   | 2 | 8 | D6+3  | 0  |
| Melee2H   | 2 | 8 | 2D6+6 | 0  |
| Shield    | / | / | /     | /  |
| M.gun     | 2 | 7 | 2D6   | 4  |
| Shotgun   | 1 | 8 | 4x2   | 2  |
| Cannon    | 2 | 8 | 6     | 6  |
| Laser     | 2 | 8 | 4     | 5  |
| Plasma    | 4 | 8 | 8     | 7  |
| SRM       | 3 | 8 | 2D6+3 | 3  |
| LRM       | 4 | 8 | 2D6+4 | 10 |
| Flamethr. | 2 | 9 | D6+2  | 0  |

called hit on 3 or 2 L.A.M. hit on 2 or 3

ignores cover if hits 2 or 3

ignores cover if hits 2 or 3

ignores cover if hits 2 or 3

| TEAM                               | FACTION  | BONUS   | PLAYER  |   |
|------------------------------------|--|---|---|---|
| LEADER<br>GRIT<br>TRAIT<br>TRAIT   | <b>TORSO</b><br>CURRENT HP( /40):<br>MOV JUMP AP | T1<br>T2  | L.ARM WITH SHIELD HP( /20):<br>LS<br>LH   |   |
|                                    | L.ARM HP( /20):<br>R.ARM HP( /20):               | RS<br>RH  | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |   |
|                                    | TORSO CURRENT HP( /40):<br>MOV JUMP AP           | T1<br>T2  | L.ARM WITH SHIELD HP( /20):<br>LS<br>LH   | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |
|                                    | L.ARM HP( /20):<br>R.ARM HP( /20):               | RS<br>RH  | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |   |
|                                    | TORSO CURRENT HP( /40):<br>MOV JUMP AP           | T1<br>T2  | L.ARM WITH SHIELD HP( /20):<br>LS<br>LH   | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |
| L.ARM HP( /20):<br>R.ARM HP( /20): | RS<br>RH   | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |   |   |
| PILOT 3<br>GRIT<br>TRAIT<br>TRAIT  | <b>TORSO</b><br>CURRENT HP( /40):<br>MOV JUMP AP | T1<br>T2  | L.ARM WITH SHIELD HP( /20):<br>LS<br>LH   |   |
| L.ARM HP( /20):<br>R.ARM HP( /20): | RS<br>RH   | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |   |   |
| PILOT 4<br>GRIT<br>TRAIT<br>TRAIT  | <b>TORSO</b><br>CURRENT HP( /40):<br>MOV JUMP AP | T1<br>T2  | L.ARM WITH SHIELD HP( /20):<br>LS<br>LH   |   |
| L.ARM HP( /20):<br>R.ARM HP( /20): | RS<br>RH   | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |   |   |
| PILOT 5<br>GRIT<br>TRAIT<br>TRAIT  | <b>TORSO</b><br>CURRENT HP( /40):<br>MOV JUMP AP | T1<br>T2  | L.ARM WITH SHIELD HP( /20):<br>LS<br>LH   |   |
| L.ARM HP( /20):<br>R.ARM HP( /20): | RS<br>RH   | LEGS HP( /30):<br>MOV (BASE)<br>JUMP (BASE)<br>WATER IGNORE<br>DIFF. TERR. IGNORE |   |   |

**EQUIPMENT**      **Effect**

- Armor +5 hp to part (any)
- Ammunition +# ammo, 1 wpn (any)
- Chaff 1/2 miss dmg, 5# (any)
- Thruster +1 JUMP if any (T1,T2)
- Enercore +1 Base AP (any)

- LEGS**      **MOV JUMP**      **Differr.**      **Water**
- Two legs 5 2
  - Multi legs 3 2 ignore
  - Hover 4 ignore ignore
  - Caterpillar 5 ignore
  - Wheels 6

**NONTEKKA**      **HP**      **MOV**      **Wpn**

- UNITS**
- Tank 15 4 cannon 3
  - Juggernaut 20 3 cannon 3
  - Infantry 1 1 laser
  - Mechling 12 5 laser
  - Turret 10 0 (ranged)
  - Armored car 8 5 m.gun

|                            |                |
|----------------------------|----------------|
| <b>NAME</b>                | <b>PLAYER</b>  |
| <b>TEAM</b> (MEMBER NUM: ) | <b>FACTION</b> |

|               |              |
|---------------|--------------|
| <b>AGE</b>    | <b>HAIR</b>  |
| <b>SEX</b>    | <b>EYES</b>  |
| <b>NATION</b> | <b>SKIN</b>  |
| <b>HEIGHT</b> | <b>SCAR</b>  |
| <b>WEIGHT</b> | <b>MARK</b>  |
| <b>RACE</b>   | <b>OTHER</b> |









|   |                                    |
|---|------------------------------------|
| <b>TORSO</b> <input type="checkbox"/> <input type="checkbox"/>              |                                    |
| MOV   | JUMP                               |
| <b>AP</b>   |                                    |
| <b>T1</b>   |                                    |
| <b>T2</b>   |                                    |
| <b>L. ARM</b> WITH SHIELD <input type="checkbox"/> <input type="checkbox"/> |                                    |
| <b>LS</b>   |                                    |
| <b>LH</b>   |                                    |
| <b>R. ARM</b> <input type="checkbox"/> <input type="checkbox"/>             |                                    |
| <b>RS</b>   |                                    |
| <b>RH</b>   |                                    |
| <b>LEGS</b> <input type="checkbox"/> <input type="checkbox"/>               |                                    |
| <b>MOV (BASE)</b>   | <input type="text"/>               |
| <b>JUMP (BASE)</b>  | <input type="text"/>               |
| <b>WATER</b>  | <b>IGNORE</b> <input type="text"/> |
| <b>DIFF. TERR. IGNORE</b>   | <input type="text"/>               |

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| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>GRIT</b> |
| <b>TRAIT</b>   |
| <b>TRAIT</b>   |
| <b>BONUS FEATURE</b>   |
| <b>FEATURE</b>   |
| <b>FEATURE</b>   |
| <b>FEATURE</b>   |
| <b>FEATURE</b>   |
| <b>FEATURE</b>   |
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| <b>DESCRIPTION</b> |
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| <b>BOD</b> |
| <b>DEX</b> |
| <b>MOE</b> |
| <b>WIT</b> |
| <b>SCI</b> |
| <b>EMO</b> |
| <b>GUT</b> |
| <b>LUK</b> |

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| <b>PERKS</b> |
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| <b>PERSONAL INFO - POSSESSIONS - NOTES</b> | <b>XP BAR</b>  |
|  | GRIT POINT  |
|  | PERK        |
|  | TRAIT       |
|  | FEATURE     |
|  | ATTRIBUTE   |
|  | <b>HITS</b>  |
|  |             |
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|  |             |

|                            |                |
|----------------------------|----------------|
| <b>NAME</b>                | <b>PLAYER</b>  |
| <b>TEAM</b> (MEMBER NUM: ) | <b>FACTION</b> |

|               |              |
|---------------|--------------|
| <b>AGE</b>    | <b>HAIR</b>  |
| <b>SEX</b>    | <b>EYES</b>  |
| <b>NATION</b> | <b>SKIN</b>  |
| <b>HEIGHT</b> | <b>SCAR</b>  |
| <b>WEIGHT</b> | <b>MARK</b>  |
| <b>RACE</b>   | <b>OTHER</b> |

|                      |
|----------------------|
| <b>GRIT</b>          |
| <b>TRAIT</b>         |
| <b>TRAIT</b>         |
| <b>BONUS FEATURE</b> |
| <b>FEATURE</b>       |
| <b>FEATURE</b>       |
| <b>FEATURE</b>       |
| <b>FEATURE</b>       |
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| <b>DESCRIPTION</b> |
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| <b>BOD</b> |
| <b>DEX</b> |
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| <b>PERKS</b> |
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**TORSO** ●● ●●

MOV

JUMP

AP

**T1**

**T2**

**L. ARM** WITH SHIELD ●● ●●

**LS**

**LH**

**R. ARM** ●●

**RS**

**RH**

**LEGS** ● ●

**MOV (BASE)** □

**JUMP (BASE)** □

**WATER** □ **IGNORE** □

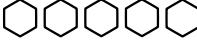
**DIFF. TERR. IGNORE** □

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|--|---|
| <b>PERSONAL INFO - POSSESSIONS - NOTES</b> | <p style="text-align: center;"><b>XP BAR</b></p> <p>GRIT POINT </p> <p>PERK </p> <p>TRAIT </p> <p>FEATURE </p> <p>ATTRIBUTE </p> <p style="text-align: center;"><b>HITS</b></p> |
|--|---|



|                            |                |
|----------------------------|----------------|
| <b>NAME</b>                | <b>PLAYER</b>  |
| <b>TEAM</b> (MEMBER NUM: ) | <b>FACTION</b> |

|               |              |
|---------------|--------------|
| <b>AGE</b>    | <b>HAIR</b>  |
| <b>SEX</b>    | <b>EYES</b>  |
| <b>NATION</b> | <b>SKIN</b>  |
| <b>HEIGHT</b> | <b>SCAR</b>  |
| <b>WEIGHT</b> | <b>MARK</b>  |
| <b>RACE</b>   | <b>OTHER</b> |

|   |
|---|
|  <b>GRIT</b> |
| <b>TRAIT</b>  |
| <b>TRAIT</b>  |
| <b>BONUS FEATURE</b>  |
| <b>FEATURE</b>  |
| <b>FEATURE</b>  |
| <b>FEATURE</b>  |
| <b>FEATURE</b>  |
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| <b>BOD</b> |
| <b>DEX</b> |
| <b>MOE</b> |
| <b>WIT</b> |
| <b>SCI</b> |
| <b>EMO</b> |
| <b>GUT</b> |
| <b>LUK</b> |

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| <b>PERKS</b> |
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**TORSO** ⬢ ⬢

MOV

JUMP

AP

**T1**

**T2**

**L. ARM** WITH SHIELD ⬢ ⬢

**LS**

**LH**

**R. ARM** ⬢ ⬢

**RS**

**RH**






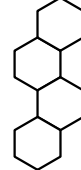
**LEGS** ⬢ ⬢

**MOV (BASE)** ▢

**JUMP (BASE)** ▢

**WATER** ▢ **IGNORE** ▢

**DIFF. TERR. IGNORE** ▢

|  |  |
|--|--|
| <b>PERSONAL INFO - POSSESSIONS - NOTES</b><br><br><div style="border: 1px solid black; height: 150px; width: 100%;"></div> | <p style="text-align: center;"><b>XP BAR</b></p> <p>GRIT POINT </p> <p>PERK </p> <p>TRAIT </p> <p>FEATURE </p> <p>ATTRIBUTE </p> <p style="text-align: center;"><b>HITS</b></p>  |
|--|--|

