

# BIG EYES, SMALL MOUTH

## Mecha Design Character Sheet

Mecha Name: \_\_\_\_\_  
 Owner(s): \_\_\_\_\_ Manufacturer: \_\_\_\_\_  
 Model Number: \_\_\_\_\_ Model Year: \_\_\_\_\_ Point Total: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_

### Mecha Derived Values

Armour \_\_\_\_\_ Health Points \_\_\_\_\_ Energy Points \_\_\_\_\_ ACV/DCV \_\_\_\_\_/\_\_\_\_\_

### Structural Sub-Attributes

- Armour Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Extra Arms Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Extra Capacity Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Extra Endurance Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Super-Strength Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Toughness Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_

### Mobility Sub-Attributes

- Flight Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Ground Speed Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Jumping Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Manoeuvre Bonus Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Space Flight Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Star Drive Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Tunnelling Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Water Speed Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_

### Other Sub-Attributes

- Accessories Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Artificial Intelligence Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- ECM Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Force Field Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Life Support Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Mechanical Transform Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Merging Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Multiple Mecha Attacks Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Regeneration Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Sensors Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Special Equipment Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Shield Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Stealth Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Summonable Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- Super-Transformable Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- \_\_\_\_\_ Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_
- \_\_\_\_\_ Level \_\_\_\_ (\_\_\_\_ Points)  
Notes: \_\_\_\_\_

### Weapon Abilities and Defects

Weapon 1 Name: \_\_\_\_\_ Level: \_\_\_\_\_ Points: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Notes: \_\_\_\_\_  
 Weapon 2 Name: \_\_\_\_\_ Level: \_\_\_\_\_ Points: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Notes: \_\_\_\_\_  
 Weapon 3 Name: \_\_\_\_\_ Level: \_\_\_\_\_ Points: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Notes: \_\_\_\_\_  
 Weapon 4 Name: \_\_\_\_\_ Level: \_\_\_\_\_ Points: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Notes: \_\_\_\_\_

	Weapon 1	Weapon 2	Weapon 3	Weapon 4
<input type="checkbox"/> Accurate	_____	_____	_____	_____
<input type="checkbox"/> Area Effect	_____	_____	_____	_____
<input type="checkbox"/> Auto-Fire	_____	_____	_____	_____
<input type="checkbox"/> Concealable	_____	_____	_____	_____
<input type="checkbox"/> Burning	_____	_____	_____	_____
<input type="checkbox"/> Flare	_____	_____	_____	_____
<input type="checkbox"/> Flexible	_____	_____	_____	_____
<input type="checkbox"/> Homing	_____	_____	_____	_____
<input type="checkbox"/> Indirect Fire	_____	_____	_____	_____
<input type="checkbox"/> Long Range	_____	_____	_____	_____
<input type="checkbox"/> Muscle-Powered	_____	_____	_____	_____
<input type="checkbox"/> Penetrating	_____	_____	_____	_____
<input type="checkbox"/> Spreading	_____	_____	_____	_____
<input type="checkbox"/> Stun	_____	_____	_____	_____
<input type="checkbox"/> Tangle	_____	_____	_____	_____
<input type="checkbox"/> Trap	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> Exposed	_____	_____	_____	_____
<input type="checkbox"/> Fixed	_____	_____	_____	_____
<input type="checkbox"/> Inaccurate	_____	_____	_____	_____
<input type="checkbox"/> Limited Shots	_____	_____	_____	_____
<input type="checkbox"/> Low Penetration	_____	_____	_____	_____
<input type="checkbox"/> Melee	_____	_____	_____	_____
<input type="checkbox"/> No Damage	_____	_____	_____	_____
<input type="checkbox"/> Only In Water	_____	_____	_____	_____
<input type="checkbox"/> Short Range	_____	_____	_____	_____
<input type="checkbox"/> Slow	_____	_____	_____	_____
<input type="checkbox"/> Static	_____	_____	_____	_____
<input type="checkbox"/> Stoppable	_____	_____	_____	_____
<input type="checkbox"/> Toxic	_____	_____	_____	_____
<input type="checkbox"/> Unreliable	_____	_____	_____	_____
<input type="checkbox"/> Uses Energy	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

### Mecha Defects

- Awkward Size Level \_\_\_\_ (\_\_\_\_ MBP)
- Exposed Occupants Level \_\_\_\_ (\_\_\_\_ MBP)
- Less Armour Level \_\_\_\_ (\_\_\_\_ MBP)
- Limited Force Field Level \_\_\_\_ (\_\_\_\_ MBP)
- Noisy Level \_\_\_\_ (\_\_\_\_ MBP)
- One Arm/No Arm Level \_\_\_\_ (\_\_\_\_ MBP)
- Partial Armour Level \_\_\_\_ (\_\_\_\_ MBP)
- Reduced Capacity Level \_\_\_\_ (\_\_\_\_ MBP)
- Restricted Flight Level \_\_\_\_ (\_\_\_\_ MBP)
- Start-Up Time Level \_\_\_\_ (\_\_\_\_ MBP)
- Volatile Level \_\_\_\_ (\_\_\_\_ MBP)
- Wind-Powered Level \_\_\_\_ (\_\_\_\_ MBP)
- Crew Requirement Level \_\_\_\_ (\_\_\_\_ MBP)
- Hangar Queen Level \_\_\_\_ (\_\_\_\_ MBP)
- Limited Endurance Level \_\_\_\_ (\_\_\_\_ MBP)
- Mutual Damage Level \_\_\_\_ (\_\_\_\_ MBP)
- Not So Tough Level \_\_\_\_ (\_\_\_\_ MBP)
- One-Way Transformation Level \_\_\_\_ (\_\_\_\_ MBP)
- Poor Manoeuvrability Level \_\_\_\_ (\_\_\_\_ MBP)
- Restricted Ground Move Level \_\_\_\_ (\_\_\_\_ MBP)
- Restricted Path Level \_\_\_\_ (\_\_\_\_ MBP)
- Summoning Object Level \_\_\_\_ (\_\_\_\_ MBP)
- Weak Point Level \_\_\_\_ (\_\_\_\_ MBP)
- \_\_\_\_\_ Level \_\_\_\_ (\_\_\_\_ MBP)

Mecha Defect Notes: \_\_\_\_\_