



ID	
Name	Refresh
Description	

ASPECTS

High Concept
Trouble
Archetype

SKILLS

Superb (+5)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Great (+4)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Good (+3)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fair (+2)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Average (+1)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EXTRAS & STUNTS

MECHA

Name	Weapon Systems
Design Philosophy	Armor Systems
Glitch	Other Systems
Notes	

PHYSICAL STRESS

1 2 3 4

MENTAL STRESS

1 2 3 4

CONSEQUENCES

2 Mild 2 Mild

4 Moderate

6 Severe

PHYSICAL STRESS

1 2 3 4 5 6

CONSEQUENCES

2 Mild 2 Mild

4 Moderate

6 Severe