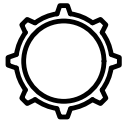


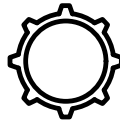
NAME & PRONOUNS

MODEL

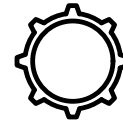
CHARGE



CURRENT



CIRCUIT



INNATE ABILITY

AUGMENTS

NAME

DESCRIPTION

WEAPONS

HEALTH

HEAVY

DAMAGE: 2  
RANGE: CLOSE  
CHARGE: +1 TO DAMAGE WHEN USING CHARGE

MOD

HEAD:  
Lose use of all Augments.

ARM:  
Reduce one  
technique  
by 1.



BODY:  
Dead.

ARM:  
Reduce one  
technique  
by 1.



LEGS:  
Lose all movement.

SHARP

DAMAGE: 1  
RANGE: CLOSE/MID  
CURRENT: +1 TO DAMAGE WHEN USING CURRENT

MOD

LONG

DAMAGE: 1  
RANGE: MID/FAR  
CIRCUIT: +1 TO DAMAGE WHEN USING CIRCUIT

MOD

ENERGY  
CELLS



METTLE



NAME

DESCRIPTION

NAME

DESCRIPTION

CHARACTER DESCRIPTION

1. Aesthetic:
2. Personality:
3. Bond:
4. Flaw:
5. Personal Ideal:
6. Greater Ideal:

INVENTORY AND NOTES