

MOBILE SUIT **GUNDAM** SKIRMISH

Character Sheet

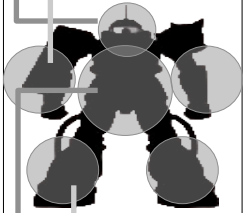
Name: _____ Faction: _____

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

				<u>Points Cost:</u>				
Movement		Boost						
				Shield				
Integrity		Armour		Type	Shield Bonus			
WEAPONS								
Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Close Combat Weapon			DEX	Attack	Accuracy	CRIT	DAM	
Ability	Description							

Head Damage

Arm Damage



Leg Damage

Torso Damage

Shield Integrity

0 | 1 | 2 | 3 | 4 |

Morale	
<i>Steady</i>	
<i>Wavering</i>	
<i>Routed</i>	

Unit Integrity	0	1	2	3	4	5	6	7	8	9	10	11	12
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Pilot Health	-4	-3	-2	-1	0	1	2	3	4	5	6	7
	<i>Dead</i>	<i>Fading</i>		<i>Sickly</i>		<i>Frail</i>		<i>Worn-out</i>		<i>Healthy</i>		

Pilot Mind	-4	-3	-2	-1	0	1	2	3	4	5	6	7
	<i>Gone</i>	<i>Breaking</i>		<i>Rattled</i>		<i>Nervous</i>		<i>On-Edge</i>		<i>Fine</i>		

Traits

Modifications

Current EXP