

**Dragon Section**

Player

Level

Pilot

Callsign

Height

Age

Weight

Gender

Bio

History

Tendency

License

Subtype

**History & Genetic Options**

**Subtype Features & Extensions**

**Merc Corps**

Corps Name

Government

Corps Zone

Shepherd

**Skill Masteries**

**Stats & Skills**

Red = Offense Blue = Defense Gray = Alternating Row

**Physique**

- Ballistics
- Block
- Deflect
- Force
- Resist Force
- Stability
- Suspension

**Reflexes**

- Black Ops
- Dodge
- Flyability
- Gyroscopics
- Melee
- Parry
- Timing

**Health**

- Pain Tolerance
- Regeneration
- Resist Disease
- Resist Environs
- Resist Rads
- Stamina
- Surgery

**Empathy**

- Deception
- Detect Lie
- Leadership
- Negotiation
- Sense Danger
- Sense Motive
- Seduction

**Tech**

- Deduction
- Electronics
- Mechanics
- Memory
- Missile Guidance
- Resist Lock-on
- Sensor Analysis

**Spirit**

- Chronoception
- Clairvoyance
- Equanimity
- Energy Weapons
- Meditation
- Oneiromancy
- Sense Occult

**Inventory**

**Mastery Bonus**

**Credits**

**Pilot Items**

Advanced Mech Section

Armor <small>Now / Max</small> Energy /	Sensors Recovery	Move Boost	Hand Weapons Max Weight Back Weapons Max Weight
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Head Name Actions	Armor Price		
<b>Torso</b> Name Actions	Armor Price		Type
Arms Name Actions	Armor Price		
<b>Legs</b> Name Actions	Armor Price		
CPU Name Actions	Armor Price		Tuning
<b>Reactor</b> Name Actions	Armor Price		
Boosters Name Actions	Armor Price		
<b>Left Weapon</b> Name Actions	Weight Price		
Right Weapon Name Actions	Weight Price		
<b>Back Weapon</b> Name Actions	Weight Price		

Notes Section

Active Status Effects & Conditions

Downtime & Headquarters Upgrades

Reputation & Relationships

Miscellaneous Notes