

**ROBOT COMBAT/VEHICLE LOG**

TYPE: \_\_\_\_\_ # OF ATTACKS: \_\_\_\_\_

STRIKE: + \_\_\_\_\_ PARRY: + \_\_\_\_\_

DODGE: + \_\_\_\_\_ ROLL: + \_\_\_\_\_

INNIATIVE: + \_\_\_\_\_ TEAR: \_\_\_\_\_

RESTR. PUNCH: \_\_\_\_\_ PUNCH: \_\_\_\_\_

POWER PUNCH: \_\_\_\_\_ STOMP: \_\_\_\_\_

KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_

BODY FLIP/THROW: \_\_\_\_\_

BODY BLOCK/TACKLE: \_\_\_\_\_

\_\_\_\_\_

SPEED \_\_\_\_\_

FLYING(SPACE/ATM.): \_\_\_\_\_ / \_\_\_\_\_

FTL( \_\_\_\_\_ ): \_\_\_\_\_

\_\_\_\_\_

RUNNING: \_\_\_\_\_

RANGE: \_\_\_\_\_

**STATISTICAL DATA**

HEIGHT: \_\_\_\_\_ WIDTH: \_\_\_\_\_

LENGTH: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

CARGO: \_\_\_\_\_

POWER SYSTEM: \_\_\_\_\_

VALUE-NEW: \_\_\_\_\_ USED: \_\_\_\_\_

**WEAPON SYSTEMS**

TYPE	DAMAGE	AMMO
:	D : ( )	
:	D : ( )	
:	D : ( )	
:	D : ( )	
:	D : ( )	
:	D : ( )	

.D.C. A.R.:

MAIN BODY: ( ) \_\_\_\_\_

HEAD: ( ) \_\_\_\_\_

LEFT LEG: ( ) \_\_\_\_\_

RIGHT LEG: ( ) \_\_\_\_\_

LEFT ARM: ( ) \_\_\_\_\_

RIGHT ARM: ( ) \_\_\_\_\_

SENSOR TURRET: ( ) \_\_\_\_\_

PILOT'S COMP.: ( ) \_\_\_\_\_

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**ARMOR:**

A.R.:  .D.C.: \_\_\_\_\_ / \_\_\_\_\_

WEIGHT: \_\_\_\_\_ COST: \_\_\_\_\_

PROWL PENALTY: - \_\_\_\_\_ %

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**ARMOR:**

A.R.:  .D.C.: \_\_\_\_\_ / \_\_\_\_\_

WEIGHT: \_\_\_\_\_ COST: \_\_\_\_\_

PROWL PENALTY: - \_\_\_\_\_ %

**OUTFITS**

**CHARACTER HISTORY**

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**CONTACTS**

NAME:	OCCUPATION:	NOTES:
NAME:	OCCUPATION:	NOTES:
NAME:	OCCUPATION:	NOTES:
NAME:	OCCUPATION:	NOTES:
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NAME:	OCCUPATION:	NOTES:
NAME:	OCCUPATION:	NOTES:

WEAPONS	RANGE	PAYLOAD	DAMAGE	STR/THR AIM/BURST	PARRY	RATE
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____
AMMO:	_____	_____	_____	/	_____	_____

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POWER PUNCH: \_\_\_\_\_ STOMP: \_\_\_\_\_

KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_

BODY FLIP/THROW: \_\_\_\_\_

BODY BLOCK/TACKLE: \_\_\_\_\_

\_\_\_\_\_

SPEED \_\_\_\_\_

FLYING(SPACE/ATM.): \_\_\_\_\_ / \_\_\_\_\_

FTL( \_\_\_\_\_ ): \_\_\_\_\_

\_\_\_\_\_

RUNNING: \_\_\_\_\_

RANGE: \_\_\_\_\_

**STATISTICAL DATA**

HEIGHT: \_\_\_\_\_ WIDTH: \_\_\_\_\_

LENGTH: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

CARGO: \_\_\_\_\_

POWER SYSTEM: \_\_\_\_\_

VALUE-NEW: \_\_\_\_\_ USED: \_\_\_\_\_

**WEAPON SYSTEMS**

TYPE	DAMAGE	AMMO
:	D : ( )	
:	D : ( )	
:	D : ( )	
:	D : ( )	
:	D : ( )	
:	D : ( )	

.D.C. A.R.:

MAIN BODY: ( ) \_\_\_\_\_

HEAD: ( ) \_\_\_\_\_

LEFT LEG: ( ) \_\_\_\_\_

RIGHT LEG: ( ) \_\_\_\_\_

LEFT ARM: ( ) \_\_\_\_\_

RIGHT ARM: ( ) \_\_\_\_\_

SENSOR TURRET: ( ) \_\_\_\_\_

PILOT'S COMP.: ( ) \_\_\_\_\_

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**PSIONICS/MAGIC**

PSIONIC/SPELL	RANGE	DURATION	SAVING THROW	DAMAGE	EFFECT	I.S.P./P.P.E.
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____