LANCER

MECH TITLE _____

FRAME SIZE GRIT

EVASION ____ ARMOR ____ E-DEF ____

MOVE ____ SAVE ____ TAR SENSORS ____

HP ____ HEAT ____

HULL AGI SYS ENG

OVRSH ____ BURN ____ STRESS ____

OVERCHARGE

STRUCT ____

REPAIR ____

1

1d3

1d6

...1d6+4

FRAME TRAITS

CORE SYSTEM

CP ____

CORE BONUSES

TALENTS

TALENT / LEVEL

ABILITY NAME
DESCRIPTION / EFFECT

MECH TITLE _____ SYSTEMS POINTS _____

WEAPON MOUNTS

MOUNT	THREAT/RANGE DAMAGE	TAGS EFFECT	SYSTEM POINTS

SYSTEMS

SYSTEM POINTS	SYSTEM NAME DESCRIPTION / EFFECT	ACTION TYPE