

# MECHWARRIOR™ DESTINY

Name: \_\_\_\_\_

## VITAL FACTORS

Faction: \_\_\_\_\_

Age: \_\_\_\_\_

Rank: \_\_\_\_\_

Experience Level: \_\_\_\_\_

Height/Weight: \_\_\_\_\_ m/ \_\_\_\_\_ kg

XP: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## HISTORY

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## PERSONALITY

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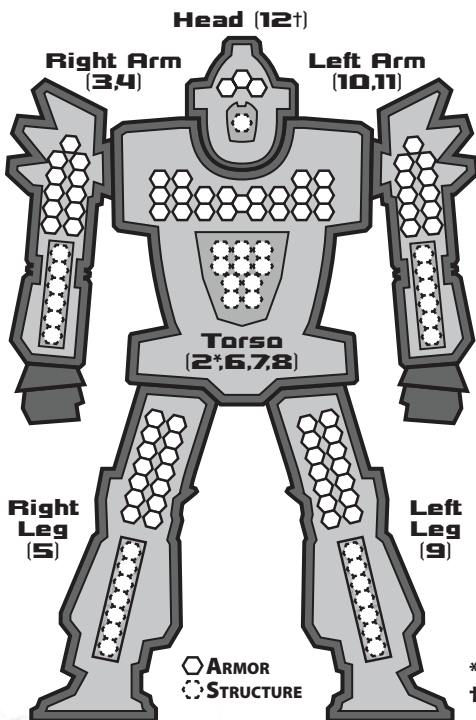
## DISPOSITION

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## HARDWARE

Type: \_\_\_\_\_

Weight: \_\_\_\_\_

Tonnage: \_\_\_\_\_

Movement: \_\_\_\_\_

Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

• \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## EQUIPMENT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Critical Hit on 8+  
†Requires Plot Point to hit

# MECHWARRIOR DESTINY™

Name: \_\_\_\_\_

## ATTRIBUTES



## SKILLS

Name	Rating+Attribute (Bonus)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)
_____	_____ + _____ (_____)

## LIFE MODULES

**FACTION:** \_\_\_\_\_

**CHILDHOOD:** \_\_\_\_\_

**HIGHER EDUCATION:** \_\_\_\_\_

**REAL LIFE:** \_\_\_\_\_

## INVENTORY

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## TRAITS

**Positive Trait:** \_\_\_\_\_

**Positive Trait:** \_\_\_\_\_

**Negative Trait:** \_\_\_\_\_

**Negative Trait:** \_\_\_\_\_

## CUES

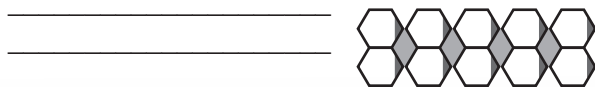
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## PERSONAL WEAPONRY

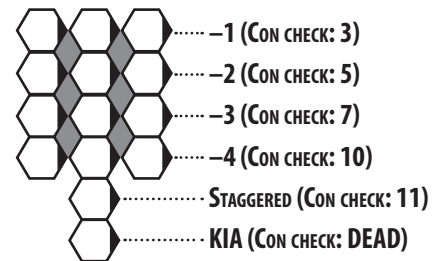
	Damage	Close	Near	Far
Unarmed/Martial Arts	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Notes: \_\_\_\_\_

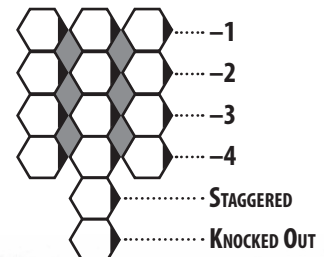
## ARMOR



## PHYSICAL CONDITION MONITOR



## FATIGUE CONDITION MONITOR







# MECHWARRIOR™ DESTINY

Name: \_\_\_\_\_

## VITAL FACTORS

Faction: \_\_\_\_\_

Age: \_\_\_\_\_

Rank: \_\_\_\_\_

Experience Level: \_\_\_\_\_

Height/Weight: \_\_\_\_\_ m/ \_\_\_\_\_ kg

XP: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## HISTORY

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## PERSONALITY

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## DISPOSITION

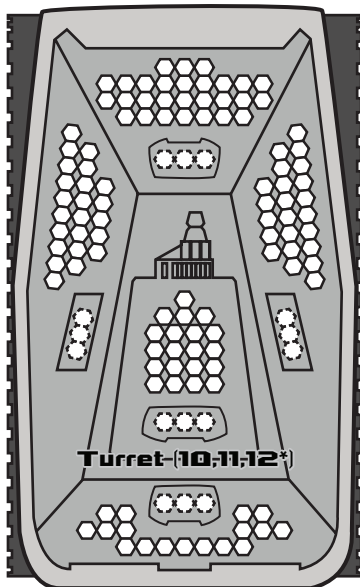
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Front (2\*,4,7)



Right Side  
(5,6)

Left Side  
(8,9)

Turret (10;11;12\*)

Rear (3)

\*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only):

-2 Movement on 8+

## HARDWARE

Type: \_\_\_\_\_

Weight: \_\_\_\_\_

Tonnage: \_\_\_\_\_

Movement: \_\_\_\_\_

Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

• \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## EQUIPMENT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____



# MECHWARRIOR™ DESTINY

Name: \_\_\_\_\_

## VITAL FACTORS

Faction: \_\_\_\_\_

Age: \_\_\_\_\_

Rank: \_\_\_\_\_

Experience Level: \_\_\_\_\_

Height/Weight: \_\_\_\_\_ m/ \_\_\_\_\_ kg

XP: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## HISTORY

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## PERSONALITY

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## DISPOSITION

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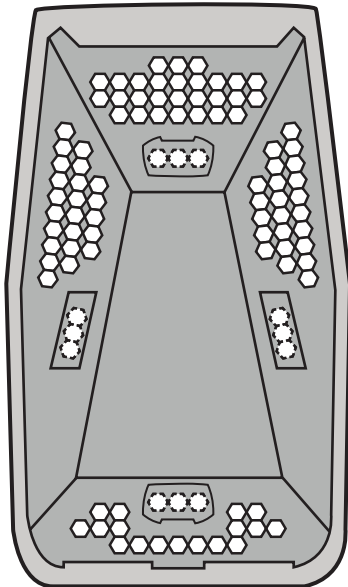
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Front (2\*,4,7,10,11,12\*)

Right Side (5,6)



Left Side (8,9)

Rear (3)



\*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only):

-2 Movement on 8+

## HARDWARE

Type: \_\_\_\_\_

Weight: \_\_\_\_\_

Tonnage: \_\_\_\_\_

Movement: \_\_\_\_\_

Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## EQUIPMENT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# MECHWARRIOR™ DESTINY

Name: \_\_\_\_\_

## VITAL FACTORS

Faction: \_\_\_\_\_

Age: \_\_\_\_\_

Rank: \_\_\_\_\_

Experience Level: \_\_\_\_\_

Height/Weight: \_\_\_\_\_ m/ \_\_\_\_\_ kg

XP: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

## HISTORY

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## PERSONALITY

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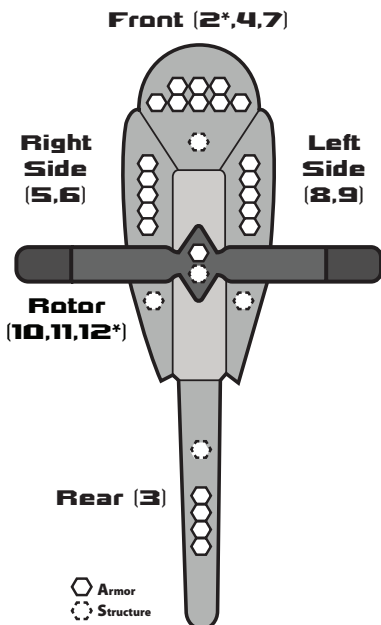
## DISPOSITION

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\*Critical Hit on 8+

## HARDWARE

Type: \_\_\_\_\_

Weight: \_\_\_\_\_

Tonnage: \_\_\_\_\_

Movement: \_\_\_\_\_

Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_

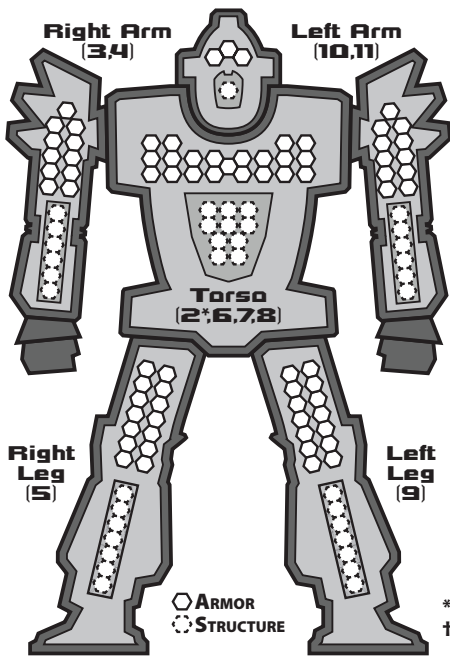
## EQUIPMENT

\_\_\_\_\_

\_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____



## HARDWARE

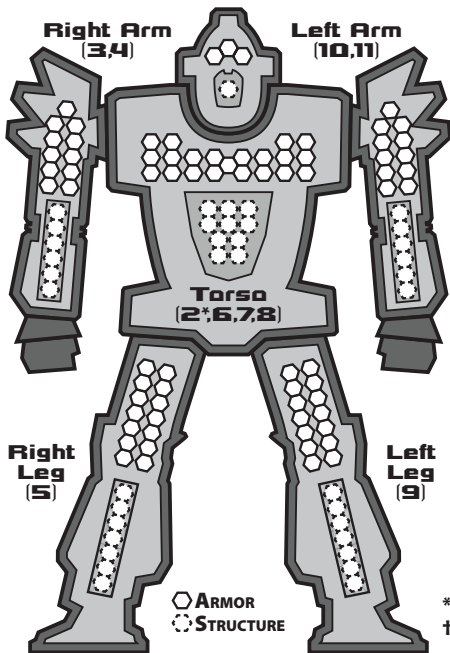
Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: ● \_\_\_\_\_  
 ● \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Critical Hit on 8+  
 †Requires Plot Point to hit



## HARDWARE

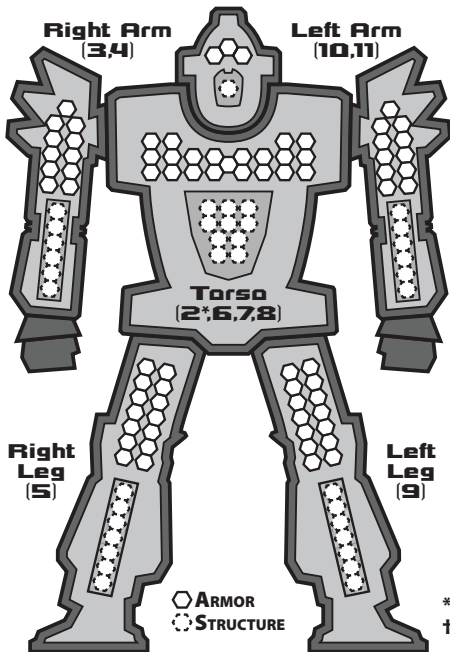
Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: ● \_\_\_\_\_  
 ● \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Critical Hit on 8+  
 †Requires Plot Point to hit



## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

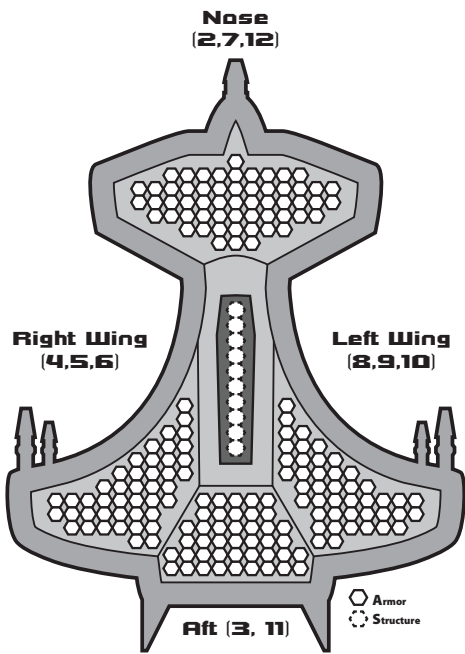
Tags: ● \_\_\_\_\_  
 ● \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Critical Hit on 8+  
 †Requires Plot Point to hit





When damaged (2+ damage): Critical Hit on 8+

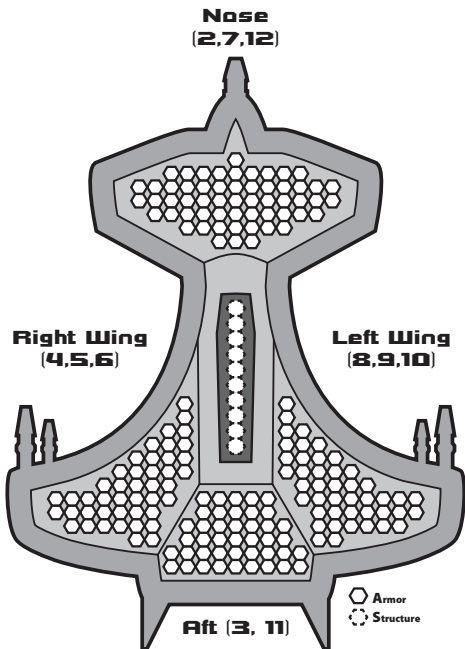
## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_  
 • \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____



When damaged (2+ damage): Critical Hit on 8+

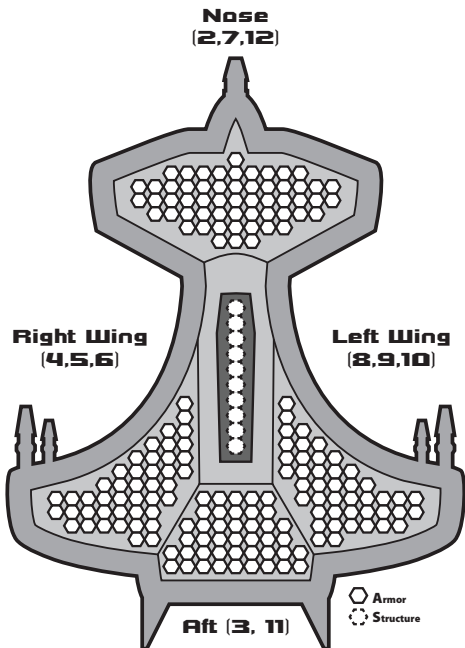
## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_  
 • \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____



When damaged (2+ damage): Critical Hit on 8+

## HARDWARE

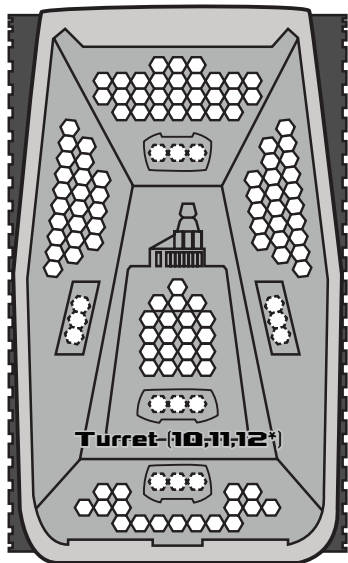
Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_  
 • \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Front (2\*,4,7)



Right Side (5,6)

Left Side (8,9)

## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_  
 • \_\_\_\_\_ • \_\_\_\_\_

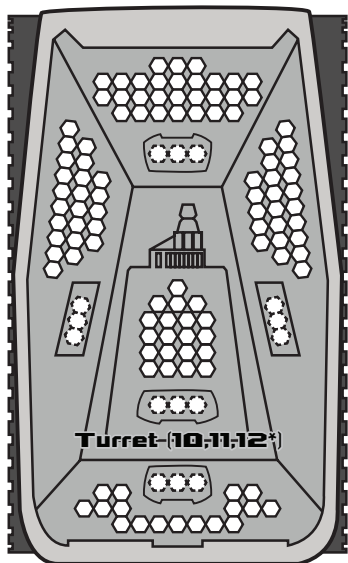
## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Armor (3)  
 Structure \*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only):  
 -2 Movement on 8+

Front (2\*,4,7)



Right Side (5,6)

Left Side (8,9)

## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_  
 • \_\_\_\_\_ • \_\_\_\_\_

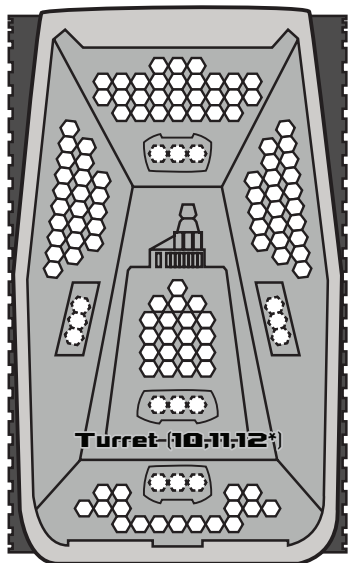
## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Armor (3)  
 Structure \*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only):  
 -2 Movement on 8+

Front (2\*,4,7)



Right Side (5,6)

Left Side (8,9)

## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: • \_\_\_\_\_ • \_\_\_\_\_  
 • \_\_\_\_\_ • \_\_\_\_\_

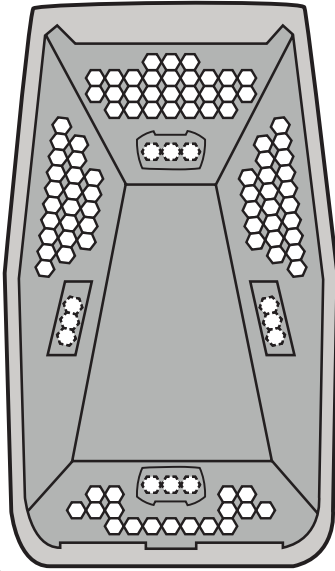
## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Armor (3)  
 Structure \*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only):  
 -2 Movement on 8+

Front (2\*,4,7,10,11,12\*)



Right Side (5,6)

Left Side (8,9)

## HARDWARE

Type: \_\_\_\_\_  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

## EQUIPMENT

Tags: • \_\_\_\_\_  
 • \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

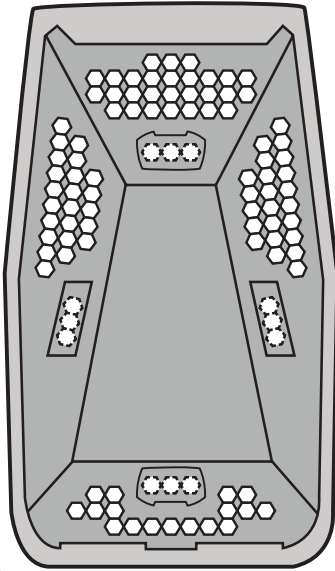
Armor  
Structure

Rear (3)

\*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only): 2 Movement on 8+

Front (2\*,4,7,10,11,12\*)



Right Side (5,6)

Left Side (8,9)

## HARDWARE

Type: \_\_\_\_\_  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

## EQUIPMENT

Tags: • \_\_\_\_\_  
 • \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

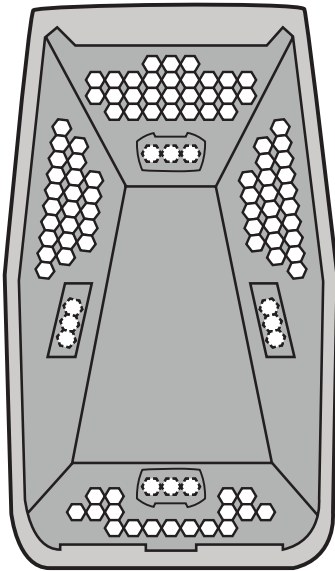
Armor  
Structure

Rear (3)

\*Critical Hit on 8+

When damaged (Hover, Tracked, and Wheeled Only): 2 Movement on 8+

Front (2\*,4,7,10,11,12\*)



Right Side (5,6)

Left Side (8,9)

## HARDWARE

Type: \_\_\_\_\_  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

## EQUIPMENT

Tags: • \_\_\_\_\_  
 • \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

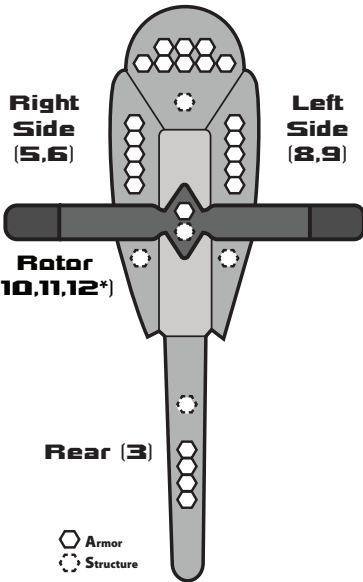
Armor  
Structure

Rear (3)

\*Critical Hit on 8+

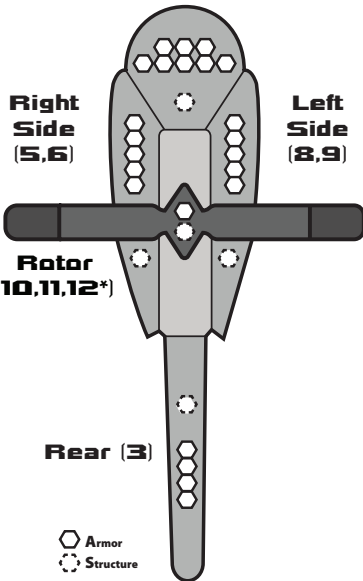
When damaged (Hover, Tracked, and Wheeled Only): 2 Movement on 8+

Front (2\*,4,7)



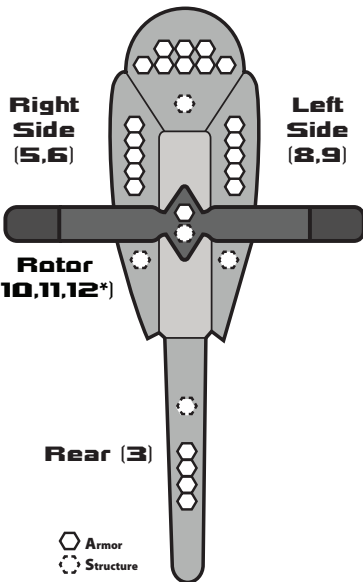
\*Critical Hit on 8+

Front (2\*,4,7)



\*Critical Hit on 8+

Front (2\*,4,7)



\*Critical Hit on 8+

## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: ● \_\_\_\_\_ ● \_\_\_\_\_  
 ● \_\_\_\_\_ ● \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: ● \_\_\_\_\_ ● \_\_\_\_\_  
 ● \_\_\_\_\_ ● \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## HARDWARE

Type: \_\_\_\_\_ EQUIPMENT  
 Weight: \_\_\_\_\_  
 Tonnage: \_\_\_\_\_  
 Movement: \_\_\_\_\_  
 Heat Dissipation: \_\_\_\_\_

Tags: ● \_\_\_\_\_ ● \_\_\_\_\_  
 ● \_\_\_\_\_ ● \_\_\_\_\_

## WEAPONS

	DAMAGE	TYPE	HEAT	LOC	POINTBLANK	SHORT	MEDIUM	LONG
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____