

DUELIST SHEET

Team Name _____

Duelist Name: Maena Jarak

Class: Hired Guns Gunnery 4

Title: _____ Piloting 4

Duelist Level: 4 Dueling 4

Base Pay: _____ Salary Cap: 1,172K Rally 2

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Grizzly Mastery

Level 1 Melee Expert

Level 2 Running Gunner

Level 3 Hard to Kill

Level 4 Twin Affinity

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family

Level 1 Ranged Offense

Level 1 Offensive Movement

Level 2 Ranged Offense

Level 2 Offensive Movement

Level 3 Ranged Offense

Level 3 Offensive Movement

Level 4 Ranged Offense

Level 4 Offensive Movement

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
HAC	F	0	18 / 72 / ∞	x12		0	3	C
MRP / 36	F	-1	12 / 48 / ∞	x18	IF	0	3	C
MRP / 36	F	-1	12 / 48 / ∞	x18	IF	0	3	C
HGM	F	-1	31 / 120 / ∞	x20	IF, MR, AE 2	0	4	BL
VibroAxe	F	-1	Melee	x12	Melee, Armor Crushing	0	2	U

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

Player Name _____

Gear Model: Grizzly

Movement Walker 3 / 8 Armor 18 / 72 Action 2

Ground 6 / 13 Damage S L H C Size 7

Maneuver 0 Class Assault Market 200K

Def Mods Top +1 +1 W G Detect 2 Rarity 200K

Cbt Maneuver Sensors 0

Stop -1 -2 Fire Con. 0 Rarity R

PERKS Arms, Reinforced Front Armor (2), Improved Engine, Advanced Actuators

FLAWS Large Sensor Profile (1)

COST	Gear	Weapons & Components	Total
200K	+	472K	= 672K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA
1	Advanced Actuators	95K
2	Reloads (HAC)	15K
3	Improved Engine	22K
4		
5		
6		
7		
8		

TYPE 1	TYPE 2	TYPE 3	TYPE 4
1			
2			
1	MRP / 36	89K	
2	MRP / 36	89K	
1	HGM	123K	
2			

MANIPULATOR	Class	Arc	Component	Cost
	3	F	HAC	34K
	3	F	Vibro Axe	5K

DUELIST SHEET

Team Name _____

Duelist Name: Danghen Jarak

Class: Hired Guns Gunnery 4

Title: _____ Piloting 4

Duelist Level: 4 Dueling 4

Base Pay: _____ Salary Cap: 1,004K Rally 2

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Hunter Specialization

Level 2 MAC Specialization

Level 3 Hard to Kill

Level 4 Twin Affinity

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family

Level 1 Pugilist Form

Level 1 Offensive Movement

Level 2 Pugilist Form

Level 2 Offensive Movement

Level 3 Pugilist Form

Level 3 Offensive Movement

Level 4 Pugilist Form

Level 4 Offensive Movement

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
MAC	F	0	18 / 72 / ∞	x10		1	2	C
LGL	F	-1	6 / 24 / ∞	x15	IF, AE 2	2	3	U
MRP / 36	F	-1	12 / 48 / ∞	x18	IF	0	3	C
Chain Sword	F	0	Melee	x9	Melee, Overkill	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

DUELIST SHEET

Team Name _____

Duelist Name: Soldier Minerva Bonnie

Class: Hired Guns Gunnery 3

Title: _____ Piloting 4

Duelist Level: 4 Dueling 3

Base Pay: _____ Salary Cap: 738K Rally 1

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Wildcat Mastery

Level 1 Melee Expert

Level 2 Running Defense

Level 3 _____

Level 3 Hard to Kill

Level 4 _____

Level 4 Born to Tango

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family

Level 1 Pugilist Form

Level 1 Sword Form

Level 2 Pugilist Form

Level 2 Sword Form

Level 3 Pugilist Form

Level 3 Sword Form

Level 4 Pugilist Form

Level 4 Sword Form

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
MAC	F	0	18 / 72 / ∞	x10		1	2	C
HG (6)	F	-1	Trown	x15	Trown, AE 2	0	1	C
Vibro Claw	F	+1	Melee	x7	Melee	0	1	U
Vibro Rapier	F	+1	Melee	x6	Melee, Armor Piercing	0	1	R
Buckler	F	-1	Melee	Size+1	Melee, Special	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

Player Name _____

Gear Model: Wildcat

Movement _____ Armor 14 / 56 Action _____

Walker 6 / 9 Damage _____ 2

Ground 9 / 15 S S L H C Size _____

Maneuver 0 Class Trooper Market _____

Def Mods W | G Detect _____ 3 96K

Top +1 +1 Sensors _____ 0 Rarity _____

Cbt Maneuver Fire Con. _____ 0 Common

Stop -1 -2

PERKS Arms, Improved Off-Road, Target Designator, Improved Engine

FLAWS Exposed Movement

COST Gear Weapons & Components Total

96K + 162K = 258K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA
1	Vibro Claw	4K
2	Vibro Rapier	4K
3	Target Designator	58K
4	Hand Grenades (3)	7K
5	Hand Grenades (3)	7K
6	Reloads (MAC)	10K
7	Chassis Reinforcement	1K
8		

TYPE 1

TYPE 2

TYPE 3

TYPE 4

MANIPULATOR

Class	Arc	Component	Cost
2	F	MAC	26K
2	F	Buckler	45K

Level 1 Improved Engine 22K

Level 2 _____

Level 3 _____

Level 4 _____

Level 4 _____

Level 3 _____

Level 3 _____

Level 4 _____

Level 4 _____

Level 4 _____

Level 4 _____

Level 4 _____

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Level 4 _____

Level 4 _____

Level 4 _____

Level 4 _____

Level 4 _____

Level 4 _____

DUELIST SHEET

Team Name _____

Duelist Name: Soldier Maxwell Clyde

Class: Hired Guns Gunnery 4

Title: _____ Piloting 4

Duelist Level: 4 Dueling 4

Base Pay: _____ Salary Cap: 1,221K Rally 2

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Constrictor Specialization

Level 1 Mortar Mastery

Level 2 Energy Weapon Specialization

Level 2 Perfect Form, Perfect Grace

Level 3 _____

Level 3 Hard to Kill

Level 4 _____

Level 4 Born to Tango

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family

Level 1 Ranged Offense

Level 1 Offensive Movement

Level 2 Ranged Offense

Level 2 Offensive Movement

Level 3 Ranged Offense

Level 3 Offensive Movement

Level 4 Ranged Offense

Level 4 Offensive Movement

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
HGLC	F	+1	12 / 48 / ∞	x16	MB 3, ES	1	3	BL
MRP / 18	F	-1	12 / 48 / ∞	x18	IF	0	2	C
HGM	F	-1	30 / 120 / ∞	x20	IF, MR, AE 2	0	4	BL
Vibro Axe	F	-1	Melee	x12	Melee, Armor Crushing	0	2	U
Shield	F	-2	Melee	Size+3	Melee, Special	0	2	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

DUELIST SHEET

Team Name _____

Duelist Name: Adrienne Bits

Class: <u>Hired Guns</u>	Gunnery	4
	Piloting	3
Title: _____	Dueling	4
Duelist Level: <u>4</u>	Rally	3

Base Pay: _____ Salary Cap: 830K

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1	Warrior Specialization
Level 2	Running Defense
Level 3	Running Gunner
Level 4	Close Quarters Gun Fighter
Level 5	Hard to Kill

Standard Combos [Page 67]

- TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump
 TH 4 - Parry, Grapple
 TH 5 - Eject
 TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

	Combo Family
Level 1	Ranged Offense
Level 2	Ranged Defense
Level 3	Ranged Offense
Level 4	Ranged Defense
Level 5	Ranged Offense
Level 6	Ranged Defense
Level 7	Ranged Offense
Level 8	Ranged Defense

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
MAC Pistol	F	0	18 / 72 / ∞	x10	Pistol	1	2	C
MAC Pistol	F	0	18 / 72 / ∞	x10	Pistol	1	2	C
SKG	F	0	Melee	x10	Melee	0	1	U
HG (6)	F	-1	Thrown	x15	Thrown, AE 2	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

Player Name _____

Gear Model: Gladiator

Movement	Walker	5 / 9	Ground	6 / 12	Armor	15 / 60	Damage	S S L H C	Action	2	Size	6	
Maneuver	+1	Class	Heavy	Market	220K	Detect	2	Sensors	0	Rarity	Rare	Fire Con.	+1
Def Mods	Top	+1	+1	Cbt	Maneuver	Stop	-1	-2	Fire Con.	+1	Rare		

PERKS: Arms, Ram Plate, Reinforced Crew Compartment

FLAWS: _____

COST	Gear	Weapons & Components	Total
	220K +	110K	= 330K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA
1	Reloads (MAC)	10K
2	Spike Gun	4K
3	Hand Grenades (3)	7K
4	Hand Grenades (3)	7K
5		
6		
7		
8		

TYPE 1	TYPE 2	TYPE 3	TYPE 4
1			
2			
3			
4			
5			
6			
7			
8			

MANIPULATOR	Class	Arc	Component	Cost
	2	F	MAC Pistol	41K
	2	F	MAC Pistol	41K

DUELIST SHEET

Team Name _____

Duelist Name: 'Boom Boom' Sadie Toepfer

Class: <u>Hired Guns</u>	Gunnery	4
	Piloting	4
Title: _____	Dueling	4
Duelist Level: <u>4</u>	Rally	4

Base Pay: _____ Salary Cap: 947K

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1	Hunter Mastery
Level 2	Close Quarters Gun Fighter
Level 3	Hard to Kill
Level 4	Gear Connection

Standard Combos [Page 67]

- TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump
 TH 4 - Parry, Grapple
 TH 5 - Eject
 TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

	Combo Family
Level 1	Kickboxer
Level 2	Ranged Offense
Level 3	Kickboxer
Level 4	Ranged Offense
Level 5	Kickboxer
Level 6	Ranged Offense
Level 7	Kickboxer
Level 8	Ranged Offense

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
LBZK	F	0	12 / 48 / ∞	x15		0	2	U
SKG	F	0	Melee	x10	Melee	0	1	U
HG (6)	F	-1	Thrown	x15	Thrown, AE 2	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

DUELIST SHEET

Team Name _____

Duelist Name: Emili Royal

Class: Hired Guns Gunnery 3

Title: _____ Piloting 4

Duelist Level: 4 Dueling 4

Base Pay: _____ Salary Cap: 830K Rally 2

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Jager Mastery

Level 2 Running Gunner

Level 3 Hard to Kill

Level 4 _____

Level 5 Controlled Crash

Level 6 _____

Level 7 _____

Level 8 Double Down Revamp

Level 9 _____

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family

Level 1 Offensive Movement

Level 2 Defensive Fighting

Level 3 _____

Level 4 Offensive Movement

Level 5 Defensive Fighting

Level 6 _____

Level 7 Offensive Movement

Level 8 Defensive Fighting

Level 9 _____

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
LAC	F	0	12 / 48 / ∞	x8		2	2	C
HPZF	F	-1	12 / 48 / ∞	x20	M, One Shot	0	2	C
HG (6)	F	-1	Thrown	x15	Thrown, AE 2	0	1	C
Vibro Claw	F	+1	Melee	x7	Melee	0	1	U
Buckler	F	-1	Melee	Size+1	Melee, Special	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

Player Name _____

Gear Model: Dartjager

Movement Armor 12 / 60 Action

Walker 6 / 10 Damage

Ground 9 / 16 S S L H C Size

Maneuver +1 Class Light Market

Def Mods W G Detect 2 158K

Top +1 +1 Sensors 0 Rarity

Cbt Maneuver Fire Con. 0 Common

PERKS Arms, Improved Engine, Easy to Modify,

Advanced Actuators, Improved Rear Defense

FLAWS Exposed Movement System

COST Gear Weapons & Components Total

158K + 215K = 373K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA
1	Advanced Actuators	95K
2	Reloads (LAC)	10K
3	Hand Grenades (3)	7K
4	Hand Grenades (3)	7K
5	Vibro Claw	4K
6		
7		
8		

TYPE 1

Level 1 HPZF 33K

Level 2 _____

Level 3 _____

Level 4 _____

Level 5 _____

Level 6 _____

Level 7 _____

Level 8 _____

Level 9 _____

MANIPULATOR Class Arc Component Cost

2 F LAC 20K

2 F Buckler 25K

DUELIST SHEET

Team Name _____

Duelist Name: Yang Jounz

Class: Hired Guns Gunnery 4

Title: _____ Piloting 4

Duelist Level: 4 Dueling 4

Base Pay: _____ Salary Cap: 988K Rally 3

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Eye of the Storm

Level 2 _____

Level 3 LAC Specialization

Level 4 _____

Level 5 Hard to Kill

Level 6 _____

Level 7 _____

Level 8 Melee Expert

Level 9 _____

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family

Level 1 Sword Form

Level 2 Ranged Offense

Level 3 _____

Level 4 Sword Form

Level 5 Ranged Offense

Level 6 _____

Level 7 Sword Form

Level 8 Ranged Offense

Level 9 _____

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
LAC	F	0	12 / 48 / ∞	x8		2	2	C
MRP / 36	F	-1	12 / 48 / ∞	x18	IF	0	3	C
Vibro Rapier	F	+1	Melee	x6	Melee, Armor Piercing	0	1	R
Buckler	F	-1	Melee	Size+1	Melee, Special	0	1	C
HG (6)	F	-1	Thrown	x15	Thrown, AE 2	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40