MANAGER SHEET

Team Name

Player Name

Manager Name:

Class: | Contacts

Title: | Negotiations

Money: | Organization

Team Level: **Team Rep:**

Manager Level: **Manager Rep:**

GENERAL STAFF

- ☐ Engineer 1
- ☐ Engineer 2
- ☐ Engineer 3
- ☐ Promoter
- ☐ Cheerleading Team
- ☐ Fixer 1
- ☐ Fixer 2
- ☐ Fixer 3
- ☐ Fixer 4
- ☐ Arena Clown

DUELISTS

DUELIST 1
Name
STAFF
☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler
NOTES
Sponsor Logos ☐☐☐☐

DUELIST 2
Name
STAFF
☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler
NOTES
Sponsor Logos ☐☐☐☐

DUELIST 3
Name
STAFF
☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler
NOTES
Sponsor Logos ☐☐☐☐

DUELIST 4
Name
STAFF
☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler
NOTES
Sponsor Logos ☐☐☐☐

DUELIST 5
Name
STAFF
☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler
NOTES
Sponsor Logos ☐☐☐☐

DUELIST 6
Name
STAFF
☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler
NOTES
Sponsor Logos ☐☐☐☐

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TALENTS

Level 1

Level 2

Level 3

Level 4

SPONSORS

Major Gear Manufacturer

Sponsor:

Level 1 Benefit:

Level 2 Benefit:

Level 3 Benefit:

Level 4 Benefit:

Minor Gear, Weapons or Systems Manufacturer

Sponsor:

Level 1 Benefit:

Level 2 Benefit:

Level 3 Benefit:

Level 4 Benefit:

Civilian Sponsors

Sponsor:

Benefit:

Sponsor:

Benefit:

RALLY ABILITIES

Completes their first Combo Chain. [1 Point]
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

Rally the Crowd (Threshold: 4, Points: MoS / MoF)
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

Overkills an opponent with a Combo Chain. [1 Point]
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

Knocks down larger opponent for the first time. [1 Point]
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

Grapples smaller opponent for the first time. [1 Point]
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

Ramp Jump for the first time. (1 Point)
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

DUELIST SHEET

Team Name

Player Name

Duelist Name:

Class: | Gunnery

Title: | Piloting

Duelist Level: | Dueling | Rally

Base Pay: **Salary Cap:**

Duelist Rep: **Unspent:**

Gear Model:

Movement	
Walker	/
Ground	/
Maneuver	

Armor	/

Damage					
S	S	L	H	C

Action

Size

Class

Market

Rarity

Def Mods	W	G
Top	+1	+1
Cbt	Maneuver	
Stop	-1	-2

Detect	
Sensors	
Fire Con.	

PERKS

FLAWS

COST	Gear	Weapons & Components	Total
	+		=

TALENTS [PAGE 30-32]

Level 1

Level 2

Level 3

Level 4

Standard Combos [Page 67]
TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump
TH 4 - Parry, Grapple
TH 5 - Eject
TH 6 - Suppresive Fire

COMBO MOVES [PAGE 68-76]

	Combo Family
Level 1	
Level 2	
Level 3	
Level 4	

SLOTS AVAILABLE

	#	Component/Effect	Cost/NA
TYPE 1	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
TYPE 2	1		
	2		
TYPE 3	1		
	2		
TYPE 4	1		
	2		

	Class	Arc	Component	Cost
MANIPULATOR				

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity

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

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