

ROBOTECH / ROBOTECH II: THE SENTINELS

RPG CHARACTER SHEET

Name: _____ Rank: _____ Assignment: _____

Player: _____

Occupational Character Class

Primary: _____ Secondary: _____

Age: _____

I.Q.: _____

Sex: _____

Mental Endurance: _____

Weight: _____

Mental Affinity: _____

Height: _____

Physical Strength: _____

Land of Origin: _____

Physical Prowess: _____

Birth Order: _____

Physical Endurance: _____

Character Alignment: _____

Physical Beauty: _____

Disposition: _____

Speed: _____

Credits/Savings: _____

Hit Points

Base (Fixed): _____ Add'l.: _____

Standard Damage Capacity (Physical): _____

Equipment (Available for Use):

Gear (Carried):

Weapons

Weapon Type: _____ Range: _____ Damage: _____

Other Weapons: _____

Weapon Proficiencies:

O.C.C. Skills:

Other Skills:

Primary Mecha Type: _____

Secondary Mecha Type: _____

Vehicle Type(s): _____

Notes:

COMBAT SKILLS

Character Hand to Hand

Type: _____
of Attacks per Round: _____
Damage: + _____
Strike: + _____
Parry: + _____
Dodge: + _____
Roll: + _____
Kick: _____
Jump Kick: _____
Flip: _____
Knock Out: _____
Critical Strike: _____
Death Blow: _____
Prowl: _____
Climb: _____
Palm: _____
Pick Pockets: _____
Pick Locks: _____
Streetwise: _____
Special/Other: _____

Primary Mecha Combat

Type: _____
of Attacks per Round: _____
Strike: + _____
Parry: + _____
Dodge: - Vehicle: _____
Dodge - Guardian: _____
Dodge - Battloid: _____
Auto Dodge (Special): _____
Roll: _____
Initiative: + _____
Damage
Punch: _____
Kick: _____
Leap Kick: _____
Stomp: _____
Flip: _____
Tackle: _____
Speed
Flying/Riding: _____ / _____
Guardian: _____
Running: _____
Mega Damage Capacity
Main Body: _____
Head: _____
Legs: _____
Arms: _____

Secondary Mecha Combat

Type: _____
of Attacks per Round: _____
Strike: + _____
Parry: + _____
Dodge: - Vehicle: _____
Dodge - Guardian: _____
Dodge - Battloid: _____
Auto Dodge (Special): _____
Roll: _____
Initiative: + _____
Damage
Punch: _____
Kick: _____
Leap Kick: _____
Stomp: _____
Flip: _____
Tackle: _____
Speed
Flying/Riding: _____ / _____
Guardian: _____
Running: _____
Mega Damage Capacity
Main Body: _____
Head: _____
Legs: _____
Arms: _____

Character Notes/History:

WEAPONS LOG - All RDF and Southern Cross Mecha

Missile Type	Total No.	SHORT RANGE MISSILES															
High Explosive (L)																	
High Explosive (M)																	
Fragmentation (L)																	
Armor Piercing (M)																	
Plasma/Napalm (M)																	
Tear Gas																	
Knock-Out Gas																	
Smoke																	
Fire-Retardant																	
Additional Load																	

Missile Type	Total No.	MEDIUM RANGE MISSILES															
High Explosive (L)																	
High Explosive (M)																	
Heavy Explosive (H)																	
Fragmentation (M)																	
Armor Piercing (M)																	
Plasma/Heat (M)																	
Multi-Warhead																	
Smoke																	
Additional Load																	

Missile Type	Total No.	LONG RANGE MISSILES															
High Explosive (M)																	
High Explosive (H)																	
Fragmentation (H)																	
Armor Piercing (M)																	
Plasma/Heat (M)																	
Plasma/Heat (H)																	
Proton Torpedo (H)																	
Reflex (M)																	
Reflex (H)																	
Reflex Multi-Warhead																	
Additional Load																	

Gun Pod

Type: _____

Range: _____

Damage: _____

Payload: _____

Other

Type: _____

Range: _____

Damage: _____

Payload: _____

WEAPONS LOG - All REF Mecha

CYCLONE

GR-103 Mini-Missiles

Missile Types: _____

Chest - Left Side

Chest - Right Side

GR-97 Forearm Missiles

Left Arm

Right Arm

Other Weapon Systems

Type: _____

Range: _____

Damage: _____

Payload: _____

ALPHA FIGHTER

MM-60 Multi-Missile System (Short Range)

Left Shoulder

Right Shoulder

Left Arm

Right Arm

Left Leg

Right Leg

Gun Pod

Type: _____

Range: _____

Damage: _____

Payload: _____

Other

Type: _____

Range: _____

Damage: _____

Payload: _____

Shadow Fighter GR-12 Missiles (Extra)

Chest - Left Side

Chest - Right Side

BETA FIGHTER

MM-40 Multi-Missile System (Short Range)

Left Shoulder

Right Shoulder

Gun Pod

Type: _____

Range: _____

Damage: _____

Payload: _____

Other

Type: _____

Range: _____

Damage: _____

Payload: _____

Leg Missiles (Short Range)

Left Leg

Right Leg

Top Mounted (Medium Range)

Top

Long Range (Jet or Guardian Mode Only)

Left Shoulder

DESTROIDS and OTHER REF MECHA

For this mecha use missile log for RDF/SOUTHERN CROSS