

# 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: \_\_\_\_\_

Weapon Type: \_\_\_\_\_ Range: \_\_\_\_\_ Damage: \_\_\_\_\_

Weapon Type: \_\_\_\_\_ Range: \_\_\_\_\_ Damage: \_\_\_\_\_

Weapon Type: \_\_\_\_\_ Range: \_\_\_\_\_ Damage: \_\_\_\_\_

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: \_\_\_\_\_

[illegible][illegible][illegible][illegible]

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

Range: \_\_\_\_\_

Damage: \_\_\_\_\_

Payload: \_\_\_\_\_

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