

# ENTROPIC GAMING SYSTEM

player ..... mecha .....

type ..... description .....

## ABILITIES, ATTRIBUTES, & SKILLS

attack	maneuverability	propulsion	resilience	acceleration	initiative	top speed	operating-mecha
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## ADD-ONS

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## WEAPONS

Add-on System	Range	DMG	ROF	Shots	ACC	TSPD	Notes

## TRACKERS

COMBAT ACTION TRACKER				SPEED	AMMO	AMMO		
1	2	Non-Pilot	Non-Pilot	current	0000  5	0000  50	0000  5	0000  50
					0000  10	0000  35	0000  10	0000  35
					0000  15	0000  60	0000  15	0000  60
				accelerate	0000  20	0000  65	0000  20	0000  65
					0000  25	0000  70	0000  25	0000  70
					0000  30	0000  75	0000  30	0000  75
				decelerate	0000  35	0000  80	0000  35	0000  80
					0000  40	0000  85	0000  40	0000  85
					0000  45	0000  90	0000  45	0000  90

## MISSION NOTES

