

PRO-BENDING

ARENA MOVES

BE AGGRESSIVE!

When you **hype up the audience in support of your team with sidelines antics**, make up a rallying cheer and roll with **PASSION**. On a 7–9, you succeed and the Pro-benders appreciate your efforts; pick one Pro-bender on your team to clear a condition of their choice. On a 10+, you whip the crowd into a frenzy! All Pro-benders on your team can clear a condition of their choice, and you may shift your balance as you choose. On a miss, the crowd responds to your attempts with disdain and contempt! This causes your team to lose some confidence—each Pro-bender on your team must mark a condition of their choice and explain how the lackluster cheering makes them feel.

SCOUTING REPORT

When you **scout the opposing team by analyzing their strengths and weaknesses, listening to rumors, watching closely, or otherwise gathering information**, roll with **FOCUS**. On a hit, you can convey your learnings to help your teammates determine what they should look out for or take advantage of in the match. On a hit, you learn one unknown Advantage or Weakness of the opposing team, if there are any. On a 7–9, pick one from the list below. On a 10+, pick both.

- Your team carries +1 forward against the opposing team for **Over the Edge, Down and Dirty, or Trash Talk**
- Your team holds 1. Any Pro-bender can spend that hold on a Highlight Move to choose a 10+ option, even if they didn't roll a 10+

On a miss, you inadvertently discover a massive advantage the other team has—one that they are about to deploy! When they deploy their advantage in the next round of Pro-bending, they get to choose which PC makes a Highlight Move and which Highlight Move that PC must make, ruthlessly targeting the PC's weaknesses!

MOTIVATIONAL SPEECH

When you **rally and unite the whole PC team with a moving speech**, roll with **HARMONY**. On a hit, your speech succeeds. All PCs listening to you either clear one condition or become *Inspired*, their choice. On a 10+, pick an additional option from the list:

- All PCs listening to your speech clear an additional condition
- Your team carries +1 forward against the opposing team for **Take One For The Team, Hold the Line, or Come From Behind**
- All PCs listening to your speech become *Prepared* until they next mark a condition

On a miss, your speech doesn't coordinate the team as you had hoped—they each must mark a condition or shift their balance away from center, their choice.

UNCONVENTIONAL TRAINING PROGRAM

When you **use novel training practices to improve the team's Pro-bending skills before a match starts**, roll with **CREATIVITY**. On a 7–9, your novel training practices take hold; choose one from the list below. On a 10+, choose two.

- All PCs who went through your training clear all fatigue before the match starts
- Each PC who went through your training holds 1. They may spend their hold during the match to take +1 forward against the opposing team when using **Hail Mary, Trick Shot, or Razzle Dazzle**
- All PCs who went through your training may shift their balance up to two steps in whatever direction they choose

On a miss, your esoteric training methods fail to produce tangible results. All Pro-benders who went through your training mark 2-fatigue before the match starts.

PLACE YOUR BETS

When you **place a bet on your team's success (or failure)**, tell the GM what result you are betting on and what you hope to earn—for example, enough money to buy a vehicle, enough money to buy a piece of equipment, enough money to bribe someone, etc. The GM will tell you what you must wager. If the outcome you predict comes to pass, roll. On a hit, you can collect your winnings. On a 7–9, you earn the ire of your bookie; they're likely to watch you more carefully and demand a higher wager next time. On a miss, your bookie doesn't have your winnings right now, and they'd prefer not to pay you—you'll have to track them down! If the outcome you predict doesn't come to pass, you can expect your bookie to find you for payment as soon as possible.

FACEOFF

FACEOFF

When you **engage in a faceoff with a single opponent**, mark up to 5-fatigue. Roll with the amount of fatigue you marked for this move, subtracting the number of conditions you currently have marked. On a hit, you win the faceoff, taking the round for your team! On a 10+, pick one from the list:

- Clear fatigue equal to how much you marked for this move
- Clear a condition of your choice
- Shift your balance as you choose

On a miss, your foe outplays you, knocking you from the raised platform. Describe how they overwhelmed you. Mark a condition and shift your balance away from center.

LONG-TERM INJURIES

LONG-TERM INJURY MOVE

When a **match ends and you take stock of your aches, pains, and injuries**, roll with **HARMONY** and adjust the outcome using the following modifiers:

- +1 for every round won in the match
- -1 for every round lost in the match
- -2 if you **suffered an injury** in the match

On a hit, you were not significantly injured during the match. On a 10+, you can clear a condition, clear 2-fatigue, or shift your balance one step. On a miss, you are more injured than you thought; the GM tells you how you were injured, and you must mark a condition or shift your balance away from center, your choice.

REFEREE MOVES

- **Zone Penalty**—the offending Pro-bender must move back one zone. This puts their team at a disadvantage, and costs that team the round.
- **Yellow Fan**—the offending Pro-bender receives a warning. Pro-benders are allowed one yellow fan warning; after that, they receive a red fan.
- **Red Fan**—the offending Pro-bender is removed from the match.

RANK & RENOWN

- **Unknown (0-5 wins)**: Nobody knows you, nor do they care that you're a wanna-be Pro-bender, even in your hometown.
- **Neighborhood (6-10 wins)**: You have a reputation for being a decent competitor with other Pro-benders, and you are known as being capable in your local neighborhood or district.
- **City-wide (11-20 wins)**: You are known by all of the local teams, trainers, refs, and sportscasters. Your name carries some weight within your whole hometown, but not far beyond that.
- **Regional (21-30 wins)**: You are known by hardcore fans across the regional circuit. You have fans in every stand. You also have people who despise you because you beat their favorite team before.
- **National (31-50 wins)**: You've endorsed products in your home country. You're the <insert product here> person! Even casual fans know who you are by name if not face.
- **Global (51+ wins)**: Your face is plastered on billboards and airships around the world. You cannot go anywhere but the most remote places without the chance that someone will recognize you and want your autograph.

HIGHLIGHT MOVES

OVER THE EDGE

-2 if you are Angry or Insecure

When you **try to knock one specific opponent off the edge of the platform**, mark 1-fatigue and roll with **FOCUS**. On a hit, your technique works! Describe how you managed to knock your opponent into the water, helping your team secure victory this round. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team for **Trick Shot** or **Duel**
- If this move is successfully executed in the second round, you have won a victory by knockout!

On a miss, narrate how you are knocked off the platform in a counterattack, causing your team to lose the round! You mark **Insecure**; if you already have **Insecure** marked, the GM shifts your balance one step. If you attempted this move and missed in the third round or later, your error has caused your entire team to get blasted off the platform, causing a loss by knockout and all PCs in the match also mark **Angry**. If they already have **Angry** marked, the GM shifts their balance one step.

DOWN AND DIRTY

-2 if you are Guilty or Troubled

When you **come close to fouling to gain an advantage in the match**, roll with **CREATIVITY**. On a hit, your nearly illegal move works, giving your team the round! Describe how your sneaky technique leads to success and slips past the referee. On a 10+, pick an option from the list:

- All PCs in the match clear **Afraid**
- All PCs in the match clear **Insecure**
- Your team carries +1 forward against the opposing team for **Razzle Dazzle** or **Trick Shot**

On a miss, you are called out for your foul; at the GM's discretion, you face the Referee Moves. Regardless of which Referee Moves you face, all PCs in the match (including you) mark **Angry**. You mark **Guilty** as well. If any PC must mark a condition they already have marked, the GM shifts their balance instead. Then, if you don't receive a zone penalty, go to a faceoff. If you did receive a zone penalty, then the other team scores a win for the round; describe how your dirty tactics led to your defeat.

TRASH TALK

-2 if you are Guilty or Insecure

When you **goad your opponents into foolish plays with your words**, roll with **PASSION**. On a hit, your taunts work, resulting in the other team making decisions in anger rather than with strategy. Describe how your words lead to their downfall, giving your team the round. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team
- All PCs in the match become **Inspired** until they next mark a condition

On a miss, your speech doesn't provoke your opponents to make unforced errors—instead, they seem to rally their forces despite your barbed words! Describe how their reaction is the opposite of what you intended and how your words came back to bite you in the end with a loss of the round. You must mark a condition or shift your balance away from center, your choice.

HAIL MARY

-2 if you are Afraid or Angry

When you **make a long shot across the arena floor**, roll with **FOCUS**. Mark 1-fatigue. On a hit, narrate how your shot, despite the distance, still hits your target and ends up being a major factor in your team's victory this round. On a 10+, pick an option from the list:

- If this move is successfully executed in the third round, you have won the match by knockout!
- All PCs in the match become **Inspired** until they next mark a condition

On a miss, you're not the sniper you thought you were and your shot is wide off the mark. Describe how your miss turned the tides in your opponents' favor, losing you the round. You must mark a condition of your choice.

TRICK SHOT

-2 if you are Afraid or Insecure

When you **use the ring ropes to ricochet a shot or something equally skilled**, roll with **CREATIVITY**. Mark 1-fatigue. On a hit, narrate how your innovative action led to an opponent getting hit by a shot they didn't even see coming, giving your team victory for the round. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team for **Razzle Dazzle** or **Down and Dirty**
- All PCs in the match become **Inspired** until they next mark a condition

On a miss, your trick fails and you inadvertently provoke a foul! The GM chooses a Referee Move to enforce. Describe how your trick went awry. While your team doesn't blame you for the referee's poor eyesight, you still feel awful. Mark **Guilty**. If you already have **Guilty** marked, the GM shifts your balance. Then, if the GM didn't apply a zone penalty, go to a faceoff; if the GM did apply a zone penalty, the other team wins the round.

RAZZLE DAZZLE

-2 if you are Insecure or Troubled

When you **show off your spectacular techniques or blazing speed to intimidate your opponents**, roll with **CREATIVITY**. Mark 1-fatigue. On a hit, describe how your display led to you creating an opening for another teammate which was all your team needed to clinch victory for the round. All PCs in the match become **Inspired** until they next mark a condition. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team for **Over the Edge** or **Hail Mary**
- All PCs in the match become **Inspired** until they next mark a condition
- All PCs in the match clear 1-fatigue

On a miss, narrate how your display failed to impress the other team, and they kept it together and took the round. Furthermore, in showing off, you got the referee's attention; the GM issues you a yellow fan. You must mark **Troubled** or **Insecure**, your choice. If both are marked, the GM shifts your balance.

COME FROM BEHIND

-2 if you are Angry or Guilty

When you **make a last-ditch attempt to pull your team out of the gutter**, roll with **PASSION**. Mark 2-fatigue. On a hit, narrate how your team was down in the round and how you managed—against all odds, perhaps even single-handedly—to stage a comeback and win. On a 10+, pick an option from the list:

- If you execute this move successfully in the third round, your efforts win the match by knockout!
- All PCs in the match become **Inspired** until they next mark a condition
- All PCs in the match clear a condition

On a miss, narrate how your attempt to turn the tides of battle in your favor failed miserably. You lose the round, and you **suffer an injury**. Mark **Angry**, **Insecure**, or **Guilty**, your choice. If all three are marked, the GM shifts your balance.

HOLD THE LINE

-2 if you are Afraid or Guilty

When you **play defensively to create an opportunity for your teammates to go on the offensive**, roll with **FOCUS**. Mark 1-fatigue. On a hit, narrate how you stood your ground against your opponents and your team seized that opportunity to counterattack and win the round. On a 10+, pick an option from the list:

- All PCs in the match become **Prepared** until they next mark a condition
- All PCs in the match become **Inspired** until they next mark a condition
- All PCs in the match clear a condition

On a miss, narrate how your defense cracked under pressure and your team lost the round due to your failure. Mark **Troubled** or **Insecure**, your choice. If both are marked, the GM shifts your balance. You also **suffer an injury**. If you miss this move in the third round or later, your team loses by knockout.

TAKE ONE FOR THE TEAM

-2 if you are Angry or Troubled

When you **put your body in harm's way to try to protect a teammate**, roll with **HARMONY**. You **suffer an injury**. On a hit, describe how, by sacrificing your body, the PC you protected went on to win the round for your team. On a 10+, pick an option from the list:

- If you execute this move successfully in the third round, your efforts win the match by knockout!
- All PCs in the match become **Inspired** until they next mark a condition
- The PCs you protected clears all conditions

On a miss, describe how you withered under enemy attacks and were eliminated before your team could benefit from your noble sacrifice. If you attempt and fail this move in the second or third round, your team loses by knockout.

DUEL

-2 if you are Afraid or Troubled

When you **engage in a furious back-and-forth exchange of blows one-on-one with an opponent**, roll with **PASSION**. On a hit, you cast your opponent off the arena, making an opportunity to win the round! Describe how you use your martial prowess to remain in play while knocking your opponent down. On a 10+, pick an option from the list:

- All PCs in the match become **Inspired** until they next mark a condition
- All PCs in the match become **Prepared** until they next mark a condition
- Your team carries +1 forward against the opposing team for any Arena Move

On a miss, describe how you were toppled from the arena. If you attempt and miss this move in the second round or later, you **suffer an injury**. Otherwise, go on to a faceoff.

VEHICLES

CONTROL MOVE

When you **speed your vehicle into action at the start of a race or chase, or after spinning out**, roll and take +1 to the roll for each yes to the following questions (max+3):

- Are you trained in technology or otherwise an experienced driver?
- Is your **FOCUS** +2 or higher?
- Do you mark 2-fatigue right now?
- Is your balance within one point of your center?

On a 7–9, take control equal to 5 + your vehicle's stability. On a 10+, take control equal to 7 + your vehicle's stability. On a miss, either take control equal to your **FOCUS** + your vehicle's stability modifier, or mark a condition of the GM's choice to take control as if you had rolled a 7–9.

REPAIRS ON THE FLY

Once per race or chase, **when you make repairs to your vehicle on the fly**, roll with **FOCUS**. On a 7–9, repair one box of damage, and on a 10+, repair two. On a miss, you wind up causing more trouble, either inflicting more damage to the vehicle or causing it to slow down; the GM will tell you what trouble you caused.

DRIVING THROUGH CHALLENGE

When you **drive through a challenging section of the track**, roll with **FOCUS**. On a hit, you drive through it but you have to push yourself and your vehicle to do so; mark 1-heat and lose 1-control. On a 10+, choose one:

- Avoid marking 1-heat
- Avoid losing 1-control
- Move forward one position

On a miss, you barely make it past the challenge; mark 1-heat, lose 1-control, and drop back one position.

MODIFICATION MOVE

When you **work on a vehicle in a garage while significant time passes**, roll with **FOCUS**. On a 7–9, choose one. On a 10+, take both. On a miss, choose one and the GM will tell you what other resource or aid you need to finish the modification; until you obtain that resource or aid, the vehicle cannot be driven. Once you do, the modifications are both finished.

- Increase up to two different stats (damage track, heat track, or stability modifier), and decrease the third
- Add a special quality to the vehicle

USING VEHICLES IN THE GAME

- A vehicle's **damage** track represents how much damage it can take before it has real difficulty functioning; if the vehicle's damage track is ever full and it must take additional damage, then the vehicle stops working.
- A vehicle's **heat** track is an overall representation of the stress on the vehicle's engine and systems; if a vehicle's heat track is ever full and it must mark more heat, it takes damage instead.
- A vehicle's **stability** represents that vehicle's maneuverability and responsiveness through a single score. That score doesn't change unless the vehicle is modified or altered. Stability affects a driver's **control** during the race, where control is a resource that represents the combination of the driver's skill and the vehicle's own maneuverability, represented by **stability**. If a vehicle's control ever drops to 0, then the driver **spins out** (page 82).

VEHICLE TECHNIQUES

DEFEND & MANEUVER

ROLL WITH FOCUS

DEFENSIVE DRIVING

You maintain your position, regain 1-control, and ignore the first 2-heat or damage dealt directly by attacks to your vehicle for the exchange.

OVERTAKE

Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.

ADVANCE & ATTACK

ROLL WITH PASSION

SCRAPE

You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.

GUN IT

You push your vehicle to the limit. Lose 2-control. Then, mark up to 3-heat; your vehicle moves up positions equal to the amount of heat you mark.

EVADE & OBSERVE

CLEAR 1-FATIGUE OR 1-HEAT & ROLL WITH CREATIVITY OR HARMONY

HANG BACK

Drop back one position. Clear an additional 2-heat or regain up to 2-control, your choice.

WATCH DRIVING

Regain 1-control and become *Favored*. Next exchange, the enemy vehicle must reveal its approach before you reveal yours, allowing you to change your approach in response.

VEHICLE DAMAGE & HEAT

Damage Track

- **5 boxes** = A basic automobile—a cheap, basic two-seater
- **7–8 boxes** = A sturdy, somewhat reinforced automobile—a basic four-seater
- **10 boxes** = A truck, a heavy automobile—a basic truck with a cargo bed
- **12–13 boxes** = An armored automobile—a plated four-seater
- **15 boxes** = A heavily armored automobile—an armored carrier

Heat Track

- **5 boxes** = Low heat capacity—a cheap automobile with a simple engine
- **7–8 boxes** = Improved heat capacity—a more expensive car, or a cheap car with a tuned-up engine
- **10 boxes** = Basic high-speed racing heat capacity—luxury automobile, a basic automobile skillfully enhanced by a clever mechanic, a starting race car
- **12–13 boxes** = Improved high-speed racing heat capacity—a decent professional racing vehicle, a basic automobile turbocharged by a master mechanic
- **15 boxes** = Incredible heat capacity—a custom-built racer with brand new parts

STARTING A RACE

STEP 1 CONTROL

Every driver, PC or NPC, gets their starting control as detailed on page 82. PCs make the control move; NPCs take control as appropriate.

STEP 2 PCs WAGER

Each PC driver secretly chooses to mark up to 5-heat and spend up to 3-control. All PC drivers reveal how much they chose to mark or spend at the same time. Add up each driver's marked heat and spent control—that is their initial wager for position.

STEP 3 NPCs WAGER

For each NPC driver, the GM rolls a single d6 for heat and a single d6 for control. The NPC marks heat equal to the first d6 roll, and spends control equal to half the second d6 roll (round up). Add up each NPC driver's marked heat and spent control—that is their initial wager for position.

STEP 4 DETERMINE ORDER

Whichever driver, PC or NPC, has the highest total initial wager for position takes the first position. Second position goes to the second highest total, third position to the third highest, and so on. If there is a tie in the wagers for position, break it by whoever wagered more control. If there is still a tie, break it by whose vehicle has the highest stability. If there is still a tie, roll a d6 randomly for each driver—highest roll gets the better position!

STARTING A CHASE

STEP 1 CONTROL

Every driver, PC or NPC, gets their starting control as detailed on page 82. PCs make the control move; NPCs take control as appropriate.

STEP 2 SET INITIAL POSITIONS

The GM sets initial positions, including empty positions, based on the fiction coming into the chase. Generally speaking:

- Quarry and chasers start with no empty positions between them when the chasers are hot on their quarry's tail.
- Quarry and chasers start with one empty position between them when they're close, but the quarry has a decent chance to escape or a bit of a head start.
- Quarry and chasers start with two empty positions between them when the quarry has a significant head start.
- Quarry and chasers start with three empty positions between them when the quarry has a massive head start.

STEP 3 PCs WAGER

Each PC driver secretly chooses to mark up to 5-heat and spend up to 3-control. All PC drivers reveal how much they chose to mark or spend at the same time. Add up each driver's marked heat and spent control—that is their initial wager for position.









STEP 4 NPCs WAGER








For each NPC driver, the GM rolls a single d6 for heat and a single d6 for control. The NPC marks heat equal to the first d6 roll, and spends control equal to half the second d6 roll (round up). Add up each NPC driver's marked heat and spent control—that is their initial wager for position.








STEP 5 DETERMINE ORDER








Whichever driver, PC or NPC, has the highest total initial wager for position advances a number of positions equal to the number of vehicles in the race, creating empty positions behind them if need be. The second highest total then advances a number of positions equal to the number of vehicles in the race minus one. The third highest total advances a number of positions equal to the number of vehicles in the race minus two, and so on. If there is a tie in the wagers for position, break it by whoever wagered more control. If there is still a tie, break it by whose vehicle has the highest stability. If there is still a tie, roll a d6 randomly for each driver—highest roll is considered to have the higher wager!








VEHICLE TEMPLATES








Name:	STABILITY 
Damage:	   
Heat:	  
Special Qualities:	

Name:	STABILITY 
Damage:	  
Heat:	  
Special Qualities:	

Name:	STABILITY 
Damage:	  
Heat:	  
Special Qualities:	

Name:	STABILITY 
Damage:	  
Heat:	  
Special Qualities:	

Name:	STABILITY 
Damage:	  
Heat:	  
Special Qualities:	

Name:	STABILITY 
Damage:	  
Heat:	  
Special Qualities:	

MECHA

Chassis Types

Chassis Type	Core Traits
Tank	7 energy, max 2 additional modules
Suit	12 energy, max 4 additional modules
Hummingbird	10 energy, max 3 additional modules + Wing module

Chassis Quality

Chassis Type	Trait Modifications
Poor	-2 energy, -1 max additional modules
Basic	+0 energy, +0 max additional modules
Excellent	+3 energy, +1 max additional modules

Skin Quality

Quality	Effect
Thin/Poor	The first forceful attack upon the mecha each round inflicts +1-energy
Basic	None
Heavy/Thick	The first forceful attack upon the mecha each round inflicts -1-energy

Skin Material

Material	Effect
Iron	Vulnerable to metalbending
Steel Alloy	Vulnerable to metalbending. Once per combat, ignore any harm inflicted by a single attack
Platinum	Immune to direct metalbending, all firebending attacks inflict -1-energy

Mecha Modules

Name	Benefit
Projectile Claw	Gain the Projectile Claw technique
Electricity Generator	Gain the Electric Retaliate technique
Shock Bolas Launcher	Gain the Shock Bolas technique
High-Power Electromagnet	Gain the High-Power Electromagnet technique
Stabilizer	Mark 1-energy to immediately avoid becoming <i>Impaired</i> or <i>Trapped</i>
Flamethrower	Gain the Flamethrower technique
Pneumatic Piston Punch	Gain the Piston Punch technique
Heavy Grapple Lines	Gain the Heavy Grapple Line technique
Electricity Cannon	Gain the Electricity Cannon technique
Chainsaw	Gain the Chainsaw technique
Retractable Weapon	Gain the Retractable Strike technique
Wings	Gain the Fly technique
High-Powered Water Cannon	Gain the Hydroblast technique
Extra Battery	Add three energy to the mecha. If this module is damaged, mark 3-energy
Redundant Modules	This counts as two extra modules that can be marked to avoid damaging another module when attacked, at no other consequence

Note: Mecha techniques found on page 98 of the Republic City book

MECHA TEMPLATES

Name:	_____
Chassis Type:	<input type="checkbox"/> Tank <input type="checkbox"/> Suit <input type="checkbox"/> Hummingbird
Chassis Quality:	<input type="checkbox"/> Poor <input type="checkbox"/> Basic <input type="checkbox"/> Excellent
Skin Quality:	<input type="checkbox"/> Thin <input type="checkbox"/> Poor <input type="checkbox"/> Basic <input type="checkbox"/> Heavy <input type="checkbox"/> Thick
Skin Material:	<input type="checkbox"/> Iron <input type="checkbox"/> Steel Alloy <input type="checkbox"/> Platinum
Energy:	◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇
Modules:	<input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
Notes:	_____ _____ _____

Name:	_____
Chassis Type:	<input type="checkbox"/> Tank <input type="checkbox"/> Suit <input type="checkbox"/> Hummingbird
Chassis Quality:	<input type="checkbox"/> Poor <input type="checkbox"/> Basic <input type="checkbox"/> Excellent
Skin Quality:	<input type="checkbox"/> Thin <input type="checkbox"/> Poor <input type="checkbox"/> Basic <input type="checkbox"/> Heavy <input type="checkbox"/> Thick
Skin Material:	<input type="checkbox"/> Iron <input type="checkbox"/> Steel Alloy <input type="checkbox"/> Platinum
Energy:	◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇
Modules:	<input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
Notes:	_____ _____ _____

Name:	_____
Chassis Type:	<input type="checkbox"/> Tank <input type="checkbox"/> Suit <input type="checkbox"/> Hummingbird
Chassis Quality:	<input type="checkbox"/> Poor <input type="checkbox"/> Basic <input type="checkbox"/> Excellent
Skin Quality:	<input type="checkbox"/> Thin <input type="checkbox"/> Poor <input type="checkbox"/> Basic <input type="checkbox"/> Heavy <input type="checkbox"/> Thick
Skin Material:	<input type="checkbox"/> Iron <input type="checkbox"/> Steel Alloy <input type="checkbox"/> Platinum
Energy:	◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇
Modules:	<input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
Notes:	_____ _____ _____