

# DUELIST SHEET

Team Name \_\_\_\_\_

Player Name \_\_\_\_\_

Duelist Name: \_\_\_\_\_

Class: \_\_\_\_\_ 

Gunnery	<input type="checkbox"/>
Piloting	<input type="checkbox"/>
Dueling	<input type="checkbox"/>
Rally	<input type="checkbox"/>

Title: \_\_\_\_\_

Duelist Level: \_\_\_\_\_

Base Pay: \_\_\_\_\_ Salary Cap: \_\_\_\_\_

Duelist Rep: \_\_\_\_\_ Unspent: \_\_\_\_\_

**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 - Suppressive Fire

**COMBO MOVES (PAGE 68-76)**

Combo Family	
Level 1	_____
Level 2	_____
Level 3	_____
Level 4	_____

**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

**Gear Model:**

Movement \_\_\_\_\_ Armor \_\_\_\_\_ / \_\_\_\_\_ Action \_\_\_\_\_

Walker \_\_\_\_\_ / \_\_\_\_\_ Damage \_\_\_\_\_

Ground \_\_\_\_\_ / \_\_\_\_\_ 

S	S	A	H	C
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 Size \_\_\_\_\_

Maneuver \_\_\_\_\_ Class \_\_\_\_\_ Market \_\_\_\_\_

**Def Mods**

Top	+1	+1
Cbt	Maneuver	
Stop	-1	-2

 Detect \_\_\_\_\_

Sensors \_\_\_\_\_ Rarity \_\_\_\_\_

Fire Con. \_\_\_\_\_

**PERKS** \_\_\_\_\_

**FLAWS** \_\_\_\_\_

**COST**

Gear	Weapons & Components	Total
+		=

\_\_\_\_\_

**SLOTS AVAILABLE**

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

**TYPE 1**

1		
2		

**TYPE 2**

1		
2		

**TYPE 3**

1		
2		

**TYPE 4**

1		
2		

**MANIPULATOR**

Class	Arc	Component	Cost

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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