

YOUR CHARACTER'S NAME:

Starting strength:

Current strength:

Starting health:

Current health:

WEAPONS:

Weapon:

Strength effect:

Durability:

Notes:

Weapon:

Strength effect:

Durability:

Notes:

Weapon:

Strength effect:

Durability:

Notes:

Weapon:

Strength effect:

Durability:

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Weapon:

Strength effect:

Durability:

Notes:

Weapon:

Strength effect:

Durability:

Notes:

ALLIES:

Name:

Strength:

Health:

Notes:

Name:

Strength:

Health:

Notes:

Name:

Strength:

Health:

Notes:

BATTLES:

Enemy:
Strength:
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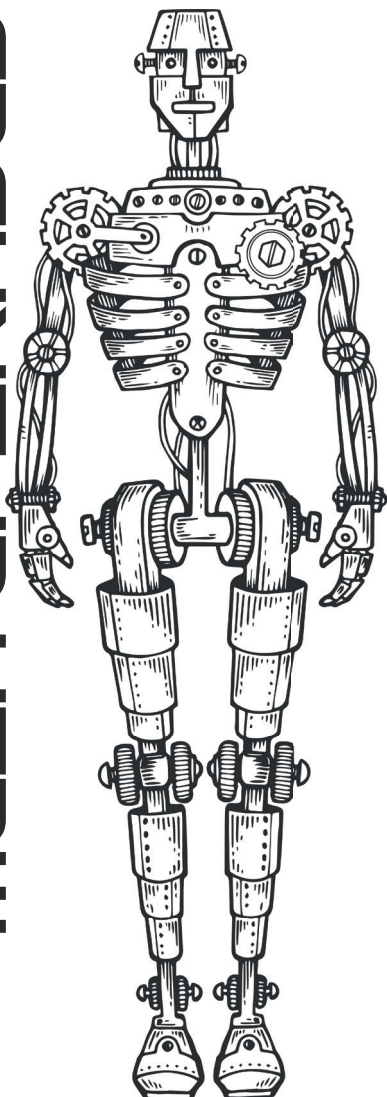
YOUR PACK:

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MECH UPGRADES



☐ NIGHT VISION

☐ SILVER-TONGUE MICROCHIP

☐ MECHHEART IMPLANT

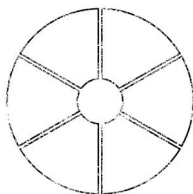
☐ POWER GAUNTLET

☐ SKELETAL STRENGTHENING

☐ PISTON LEGS

☐ SPIKED FEET

TOXICITY LEVEL:



Keep track of your toxicity level.

Once all of the sections are filled in, you will lose **2 HEALTH POINTS** each time you turn to a new section until you reach fresh air or perish.

