

TEAM	PLAYER
FACTION	BONUS



LEADER	PILOT 2	PILOT 3	PILOT 4	PILOT 5
GRIT	GRIT	GRIT	GRIT	GRIT
TRAIT	TRAIT	TRAIT	TRAIT	TRAIT
TRAIT	TRAIT	TRAIT	TRAIT	TRAIT
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE
FEATURE	FEATURE	FEATURE	FEATURE	FEATURE

TORSO	TORSO	TORSO	TORSO	TORSO
 MOV JUMP T1 T2	 MOV JUMP T1 T2	 MOV JUMP T1 T2	 MOV JUMP T1 T2	 MOV JUMP T1 T2

L. ARM WITH SHIELD	L. ARM WITH SHIELD	L. ARM WITH SHIELD	L. ARM WITH SHIELD	L. ARM WITH SHIELD
 LS LH	 LS LH	 LS LH	 LS LH	 LS LH

R. ARM	R. ARM	R. ARM	R. ARM	R. ARM
 RS RH	 RS RH	 RS RH	 RS RH	 RS RH

LEGS	LEGS	LEGS	LEGS	LEGS
 MOV (BASE) <input type="text"/> JUMP (BASE) <input type="text"/> WATER IGNORE <input type="text"/> DIFF. TERR. IGNORE <input type="text"/>	 MOV (BASE) <input type="text"/> JUMP (BASE) <input type="text"/> WATER IGNORE <input type="text"/> DIFF. TERR. IGNORE <input type="text"/>	 MOV (BASE) <input type="text"/> JUMP (BASE) <input type="text"/> WATER IGNORE <input type="text"/> DIFF. TERR. IGNORE <input type="text"/>	 MOV (BASE) <input type="text"/> JUMP (BASE) <input type="text"/> WATER IGNORE <input type="text"/> DIFF. TERR. IGNORE <input type="text"/>	 MOV (BASE) <input type="text"/> JUMP (BASE) <input type="text"/> WATER IGNORE <input type="text"/> DIFF. TERR. IGNORE <input type="text"/>