**Character Sheet version 2.0 work sheet**

**Add formulas, rolls, and QoL changes**

**Fix list**

* Change image url’s to roll20 repository link
* Fix Tonnage to go to 20 tons minimum
* Skill rating 5-8 are numbered wrong
* Adjust Background image to match new elements.

**Format list**

* Mechgun 1 hard coded to be Punch / Kick with damage #/#
* Mech melee damage drop down
* Fix mechgun1 fields to melee stat line
* Range Boxes – drop down with range options.
* Add Mech heat dissipation text/numbers only
* Add label to current heat number box
* Make mech weight class a drop down list
* Mechgun Type drop down selector
* Mech loc drop down
* Mech range drop down
* Personal weapons ranges drop downs
* Movement is a number box min 1 max 5
* Bold all text
* Italicize all tags
* Add drop down to skill section that sets attribute value to relevant attribute
* total skill point and attribute counter
* Add Plot Point Counter
* Max Armor input for mechs, with max and value set as armor stat
* EDGE counter added, with max and value set as edge stat

**Formulas**

* When you add a childhood/education/real life it will ask you to add a bonus to a skill
* Skill bonus addition
* Create formula to output effect of heat level next to current heat box
* The plot point boxes start checked, when unchecked send message to log that someone is spending a plot point.

**Rolls**

* Click on Mech weapon to roll to hit and location.
* Work out how format to effectively roll weapon damage and add to the mechweapon roll
* Each attribute click number to initiate skill test with just attribute
* Click Skill to initiate skill test with current bonus

**Feature Req List**

* the ability to write (or choose from a list) at least 4 different locations for mech weapons (think hunchback -4P it can technically have small lasers in 4 locations, and does have medium in 3)  
  Have 5 +1 weapon group (+1 for punch/kick) with the ability for it to auto calculate the punch kick and you to select if it has both or just kick. (catapult has only kick it is a no arm mech

**Rejected features**

* Lock text area boxes size – not sure if possible
* All text fields don’t scroll when you hit the edge – probably more effort than it’s worth
* The ability to write three positive and negative traits (I don't understand why the sheet doesn't match the rulebook there at all) – this is potentially character creation information.
* Bullet point list in Disposition (ensure 4 lines at least) – can’t be done in a text area.

**V3.0 feature list**

* armor with 12 boxes so you can have the plate armor thing, also notes the damage reduction bonus(Javascript)
* Partial plot point check box fills the section with a color (Javascript)
* Toggle Condition and armor boxes to differentiate between lost and not available (Javascript)
* color change / formatting on page change buttons
* Set a trigger to the Monitors to modify based on the triggered stats values (Javascript)
* Partial Plot points incrementing a Plot Point counter when all checked, cannot check 3’rd box if all 5 plot points are full (javascript)