**Character Sheet Fix list**

* Attribute boxes way too long (fucking still)
* Rating and attribute box overlap causing issue with increment bara

**Feature List**

* Move Attributes 5-6 to the left
* All text fields don’t scroll when you hit the edge
* Experience level as Drop down/ selectable list
* Add Plot Point Counter
* Partial Plot points incrementing a Plot Point counter when all checked
* Partial plot point check box fills the section with a color
* Mechgun 1 hard coded to be Punch / Kick with damage #/#
* Range Boxes – drop down with range options.
* color change / formatting on page change buttons
* Toggle Condition and armor boxes to differentiate between lost and not available
* Set a trigger to the Monitors to modify based on the triggered stats values
* Mechgun Type drop down selector
* Lock text area boxes size
* Age, Height, Weight as Number fields
* Make tonnage a drop down list
* Bullet point list in Disposition (ensure 4 lines at least)
* Plot Point Counter
* The ability to write three positive and negative traits (I don't understand why the sheet doesn't match the rulebook there at all)
* When you add a childhood/education/real life it will ask you to add a bonus to a skill
* Auto calc condition monitor but with the ability to modify (not sure why this should be needed but it adds flexibility)
* armor with 12 boxes so you can have the plate armor thing, also notes the damage reduction bonus
* total skill point and attribute counter
* 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