








Lancer Glyphs Showcase

All glyphs defined in `glyphs.typ`








About Unicode Glyphs & Resources

The Lancer glyphs shown below use custom Unicode codepoints (U+E900–U+E96B) from a specialized icon font. For information about finding standard Unicode glyphs and accessing online Unicode databases, see the comprehensive resource guide and examples at the end of `glyphs.typ` (lines 120-201). This guide includes links to unicode-table.com, [FileFormat.info](https://fileformat.info), [Unicode.org](https://unicode.org), and examples from common Unicode blocks like Geometric Shapes, Arrows, Mathematical Operators, and more.




NPC & Templates

Glyph	Name	Glyph	Name	Glyph	Name
	#npcTemplate		#npcFeature		#npcClass
	#npcTierCustom		#npcTier3		#npcTier2
	#npcTier1				

Conditions



Glyph	Name	Glyph	Name	Glyph	Name
	#conditionImmobilized		#conditionSlow		#conditionStunned
	#conditionShredded		#conditionLockOn		#conditionJammed
	#conditionImpaired				

Status Effects

Glyph	Name	Glyph	Name	Glyph	Name
	#statusDownAndOut		#statusShutDown		#statusProne
	#statusInvisible		#statusHidden		#statusExposed
	#statusEngaged		#statusDangerZone		


Actions & Activations


Glyph	Name
	#activationFull
	#reaction

Glyph	Name
	#activationQuick
	#activate

Glyph	Name
	#freeAction / free
	#deactivate



Tech Actions


Glyph	Name
	#techFull / fullTech


Glyph	Name
	#techQuick / quickTech / invade

Glyph	Name
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
Reserves



Glyph	Name
	#reserveTactical
	#reserveBonus / accuracy



Glyph	Name
	#reserveMech

Glyph	Name
	#reserveResource

Damage Types

Glyph	Name
	#burn
	#heat


Glyph	Name
	#energy
	#kinetic

Glyph	Name
	#explosive
	#variable



Area Effects

Glyph	Name
	#blast
	#line

Glyph	Name
	#burst
	#barrage

Glyph	Name
	#cone

Weapon Types

Glyph	Name
	#weapon / mechWeapon
	#range
	#grenade

Glyph	Name
	#melee
	#weaponProfile
	#mine

Glyph	Name
	#thrown
	#weaponMod
	#largeBeam

Pilot & Mech

Glyph	Name
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#pilot



#system / mechSystem



#overcharge

Glyph	Name
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#frame



#systemPoint



#structure

Glyph	Name
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#reactor



#coreBonus

Roles

Glyph	Name
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#roleArtillery



#roleSupport

Glyph	Name
-------	------



#roleController



#roletank / roleDefender

Glyph	Name
-------	------



#roleStriker

Sizes

Glyph	Name
-------	------



#sizeHalf



#size3

Glyph	Name
-------	------



#size1



#size4

Glyph	Name
-------	------



#size2

Ranks

Glyph	Name
-------	------



#rank1

Glyph	Name
-------	------



#rank2

Glyph	Name
-------	------



#rank3

Stats & Attributes

Glyph	Name
-------	------



#edef



#sensor



#repair

Glyph	Name
-------	------



#evasion



#difficulty

Glyph	Name
-------	------



#save



#threat

Items & Equipment

Glyph	Name
-------	------



#genericItem

Glyph	Name
-------	------







#skill


Glyph	Name
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#talent




<u>Glyph</u>	<u>Name</u>
	#trait
	#deployable

<u>Glyph</u>	<u>Name</u>
	#protocol
	#ammo

<u>Glyph</u>	<u>Name</u>
	#drone


Management


<u>Glyph</u>	<u>Name</u>
	#license
	#downtime
	#encounter

<u>Glyph</u>	<u>Name</u>
	#manufacturer
	#contentManager
	#compendium

<u>Glyph</u>	<u>Name</u>
	#squad
	#campaign


Vehicles

<u>Glyph</u>	<u>Name</u>
	#ship



<u>Glyph</u>	<u>Name</u>
	#vehicle

<u>Glyph</u>	<u>Name</u>
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Special Icons

<u>Glyph</u>	<u>Name</u>
	#nestedHexagons
	#burning
	#spikes
	#marker

<u>Glyph</u>	<u>Name</u>
	#orbit
	#balance
	#eclipse

<u>Glyph</u>	<u>Name</u>
	#orbital
	#reticule
	#swordArray