

CARD POOL REGISTRATION

PLAYER USING POOL

PLAYER REGISTERING POOL

FIRST NAME

LAST NAME

FIRST NAME

LAST NAME

PRONOUNS

PLAYER ID

PRONOUNS

PLAYER ID

CHOOSE YOUR HERO

<input type="checkbox"/>	Dash, Database
<input type="checkbox"/>	Maxx Nitro
<input type="checkbox"/>	Teklovossen

EVO EQUIPMENT

<input type="checkbox"/>	Evo Atom Breaker (chest)
<input type="checkbox"/>	Evo Battery Pack (chest)
<input type="checkbox"/>	Evo Buzz Hive (chest)
<input type="checkbox"/>	Evo Charging Rods (legs)
<input type="checkbox"/>	Evo Circuit Breaker (head)
<input type="checkbox"/>	Evo Cogspitter (arms)
<input type="checkbox"/>	Evo Command Center (head)
<input type="checkbox"/>	Evo Data Mine (head)
<input type="checkbox"/>	Evo Engine Room (chest)
<input type="checkbox"/>	Evo Face Breaker (arms)
<input type="checkbox"/>	Evo Mach Breaker (legs)
<input type="checkbox"/>	Evo Sentry Base Arms
<input type="checkbox"/>	Evo Sentry Base Chest
<input type="checkbox"/>	Evo Sentry Base Head
<input type="checkbox"/>	Evo Sentry Base Legs
<input type="checkbox"/>	Evo Smoothbore (arms)
<input type="checkbox"/>	Evo Steel Soul Controller (arms)
<input type="checkbox"/>	Evo Steel Soul Memory (head)
<input type="checkbox"/>	Evo Steel Soul Processor (chest)
<input type="checkbox"/>	Evo Steel Soul Tower (legs)
<input type="checkbox"/>	Evo Thruster (legs)
<input type="checkbox"/>	Evo Whizz Bang (arms)
<input type="checkbox"/>	Evo Zip Line (legs)
<input type="checkbox"/>	Evo Zoom Call (head)

ITEM

P1	P2	P3	ITEM
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Autosave Script
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Backup Protocol: BLU
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Backup Protocol: RED
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Backup Protocol: YEL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Boom Grenade
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dissolving Shield
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fuel Injector
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Grinding Gears
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hadron Collider
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hyper Driver
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medkit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MHz Script
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mini Forcefield
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Overload Script
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Penetration Script
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Polarity Reversal Script
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Prismatic Lens
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Quantum Processor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Security Script
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stasis Cell
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Steam Canister
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tick Tock Clock

MECHANOLOGIST

P1	P2	P3	MECHANOLOGIST
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Big Bertha
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Big Shot
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bull Bar
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Burn Rubber
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crankshaft
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data Link
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dive Through Data
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dumpster Dive
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Expedite
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fabricate
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fender Bender
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Firewall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Full Tilt
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gas Guzzler
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gas Up
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gigawatt
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Heist
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Jump Start
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Lay Waste
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Maximum Velocity
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meganetic Lockwave
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MetEx
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Moonshot
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Out Pace
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Over Loop
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Panel Beater
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Quickfire
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Razzle Dazzle
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Re-Charge!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rev Up
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Smash and Grab
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spring a Leak
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sprocket Rocket
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Steel Street Hoons
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	System Failure
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	System Reset
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Teklonetic Force Field
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Twin Drive
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Under Loop
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Zero to Fifty

EQUIPMENT

<input type="checkbox"/>	Cogwerx Base Arms
<input type="checkbox"/>	Cogwerx Base Chest
<input type="checkbox"/>	Cogwerx Base Head
<input type="checkbox"/>	Cogwerx Base Legs
<input type="checkbox"/>	Teklo Base Arms
<input type="checkbox"/>	Teklo Base Chest
<input type="checkbox"/>	Teklo Base Head
<input type="checkbox"/>	Teklo Base Legs

Total Cards

Total Cards

UPGRADE

P1	P2	P3	UPGRADE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Annihilator Engine
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Demolition Protocol
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Heavy Artillery
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Liquid-Cooled Mayhem
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mechanical Strength
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meganetic Protocol
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pulsewave Protocol
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Steel Street Enforcement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Terminator Tank
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	War Machine

Total Cards

Total Cards

SCRAP / GALVANIZE

P1	P2	P3	SCRAP / GALVANIZE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cognition Field
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hydraulic Press
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hyper Scrapper
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Infuse Alloy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Infuse Titanium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Junkyard Dogg
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ratchet Up
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrap Compactor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrap Harvester
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrap Hopper
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrap Prospector
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrap Trader
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Soup Up
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Torque Tuned

Total Cards

Total Cards

TOTAL CARDS
IN POOL