

MOBILE ENGAGEMENT CHASSIS DIAGNOSTICS SHEET

MEC UNIT ID :

MEC TAG :

MEC STATS

SINGLE STAT TOTAL MAX : 9

TOR

TORQUE

BASE:

PART BONUS

DUR

DURABILITY

BASE:

PART BONUS

FIN

FINESSE

BASE:

PART BONUS

MOB

MOBILITY

BASE:

PART BONUS

ATU

ATTUNEMENT

BASE:

PART BONUS

COM

COMPUTING

BASE:

PART BONUS

NOTES

LIGHT FRAME

Shift Action can be split this Phase

ENERGY FRAME

-1 SYN to all Recharge Costs

KINETIC REGEN

+1 SYN to Self per 5 DMG you deal

GROUND

+2 SYN if [Effect] is applied to you

HYPER BOOST

Move +1 Space per Boost

OPTIMIZE

Generate +1 SYN to Self

TUNED MOTORS

+2 SYN to Self per Shift Action

FEEDBACK LOOP

+2 more Dice on an Elemental Detonation

OVERCLOCK

Amplify now adds 2 Dice to a Roll

PSYCHOTECH

+6 SYN at the Start of Combat

AIM ASSIST

Count as 2 Hits in Combat

UNBURDENED

Gain 2 SYN per Overheat

UNRELENTING

2 Interventions Per Turn Cycle

UNCONTAINABLE

1 Free Shift Action Each Ally Phase

UNTOUCHABLE

Overshielding Costs 1 SYN

MEC FRAME : ACTIVE PERKS

MEC STATUS

SHIELD MAX:

> BASE MAX 8

SHIELDS :

> EXPEND 1 SHIELD TO NEGATE 1 DMG

SOAK :

> NEGATES DMG AFTER SHIELDS - MAX 4

ARMOR :

> MAX INTEGRITY

INTEGRITY :

> COUNTS DOWN PER FINAL DMG TAKEN

SPEED :

> SPACES PER SHIFT

BREAKS

!! WARNING !!
MEC SHUT DOWN AT 3 PART BREAKS

BETYL BOND

[BOND]

[MAX 1 Use per Action]
>>Add 3 Dice to a Roll OR
>>Generate d6 + 2 SYN.
Distribute as you please.

[USABLE]

>>Bond refreshes at the start of each Episode.

AUXILIARY

BETYL CHAMBER :

CARGO SLOT :

CARGO SLOT :

CARGO SLOT :

CARGO SLOT :

HELMET

!! BREAK !!

MODIFIED :

MEC CAN ONLY ACT AT SIDE RANGE

CORE

!! BREAK !!

MODIFIED :

ROLL FOR PILOT INJURY:
Damage Organ
Cockpit Exposed

Catch Fire
Break a Bone
Bleeding Out

MANEUVER

!! BREAK !!

MODIFIED :

MEC CANNOT TAKE SHIFT ACTIONS

OPTION

!! BREAK !!

MODIFIED :

APPLY [BURNING] TO MEC

ARM L

!! BREAK !!

MODIFIED :

LEFT MEC ARM LOST

ARM R

!! BREAK !!

MODIFIED :

RIGHT MEC ARM LOST

STEEL HEART MEC FRAME

UPGRADE & DIAGNOSTICS SHEET

MEC UNIT ID :

MEC TAG :

TOTAL CREDITS INVESTED IN MEC :

TORQUE

STRENGTH - POWER - FORCE
Use Cases: Lift, Crush, Throw Overpower, "Open"

BASE :

+1 TOR

STARTS AT 1

+1 TOR

10,000c

DURABILITY

ARMOR - FORTITUDE - BUILD
Use Cases: Endurance, Weather Protection, Stability

BASE :

+1 DUR

STARTS AT 1

+1 DUR

10,000c

FINESSE

DEXTERITY - PRECISION - AIM
Use Cases: Fine Motor Tasks, Balance, Target an Exact Spot

BASE :

+1 FIN

STARTS AT 1

+1 FIN

10,000c

MOBILITY

SPEED - MANEUVERABILITY
Use Cases: Terrain Navigation, Expedient Travel, Climb, Jump

BASE :

+1 MOB

STARTS AT 1

+1 MOB

10,000c

ATTUNEMENT

RESONANCE - CONDUCTION
Use Cases: Channel Betyl, Paranormal Effects, Neurotech

BASE :

+1 ATU

STARTS AT 1

+1 ATU

10,000c

COMPUTING

HACKING - CALCULATING
Use Cases: Remote Control, Hijack System, Rapid Maths

BASE :

+1 COM

STARTS AT 1

+1 COM

10,000c

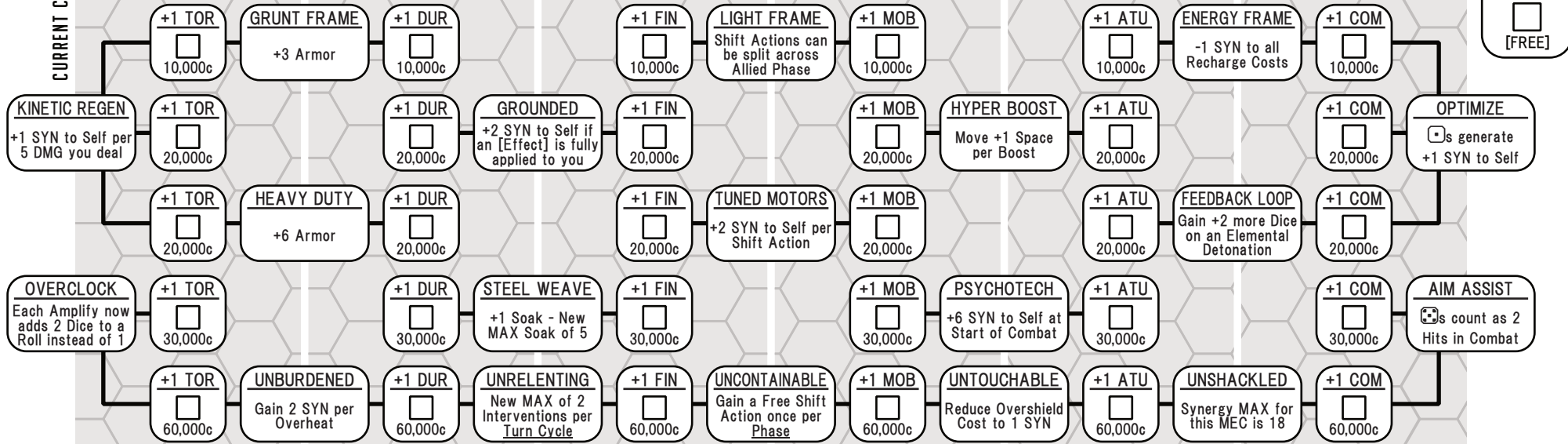
ACTIVE NODES

MAX 18

RESPEC

[FREE]

CURRENT CONNECTION: CSSNG-THREED



UPGRADING MEC

- Upgrade Nodes can be purchased to give your MEC a permanent Stat Boost.
- Upgrade Nodes can be purchased in ANY ORDER provided you can afford it.
- MECs have a **MAX OF 18 UPGRADES** Nodes that can be active at once.
- Each time you purchase an Upgrade Node, you are advised to cross out a Node elsewhere on the Upgrade Chart.
- MEC Perks unlock and can be circled when ALL attached Nodes are purchased.
- MEC Upgrade Nodes can be uninstalled. You will be refunded 50% of their cost.
- Each MEC also starts with a single **Free Respec**. When used, it will fully refund all Upgrades without penalty. GM decides if this can be done again.

- ARMOR : INTEGRITY -

Armor measures the MAX amount of Integrity a MEC can lose via DMG. When at Zero Integrity, any additional DMG will result in the MEC suffering a Part Break (MAX once per Action) as decided by a d6 Roll.

[MECs Shut Down after 3 Part Breaks]

BETYL BOND

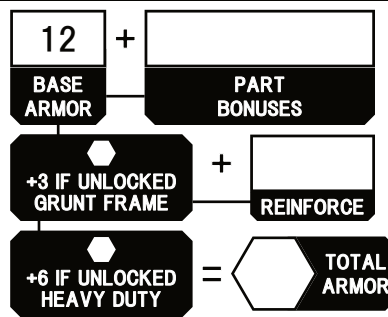
Betyl Bonded To :

[MAX BOND 6]

>> BOND EXP : ● ● ● ● ● ●

Bond is increased by spending 4 Bond EXP. GMs can grant Bond EXP for combat prowess, dire situations and nurturing your bond to your MEC.

ARMOR SUM

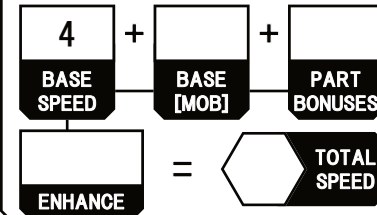


>> REINFORCE MEC ARMOR

10k 10k 10k 20k 30k

Each Point bought adds +1 Armor

SPEED SUM



>> ENHANCE MEC SPEED

10k 10k 10k 30k

Each Point bought adds +1 Speed



>> WARNING <<

If 3 or more ●s are Rolled in a Field Repair roll a d6 for a Random Repair Error.

MEC REPAIRS

Repairs are the only way to restore Integrity. It usually costs 5,000c for a Full Repair. Broken Parts must be completely replaced.

Pilots can Roll Mechanics to perform a Field Repair. Each Hit Repairs 1 Integrity to one MEC. Field Repairs take 8 hours and 3 MEC Scrap to complete.

>REPAIR ERRORS<

- : MEC will randomly ATK at GM's discretion.
- : Random Part is inoperable next Combat.
- : MEC is [Burning] at the start of next combat.
- : Repair wholly fails at full cost.
- : Start next Combat at -5 SYN.
- : MEC cockpit won't close next combat.