

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

GROUNDLED

+2 SYN if [Effect] is applied to you

HYPER BOOST

Move +1 Space per Boost

PSYCHOTECH

⚡s generate +1 SYN to Self

TUNED MOTORS

+2 SYN to Self per Shift Action

FEEDBACK LOOP

+2 more Dice on an Elemental Detonation

OVERRIDE

+4 Max Amplify

BETYL BATTERY

+6 SYN at the Start of Combat

AIM ASSIST

⚡s 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: SHIELDS : SOAK :

> BASE MAX 8

> EXPEND 1 SHIELD TO NEGATE 1 DMG

> NEGATES DMG AFTER SHIELDS - MAX 4

ARMOR :

INTEGRITY :

SPEED :

> MAX INTEGRITY

> COURTS DOWN PER FINAL DMG TAKEN

> SPACES PER SHIFT

BREAKS

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

BETYL BOND

[MAXIMUM]

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

[CURRENT]

>>Bond refreshes at the start of each Episode.

AUXILIARY

BETYL CHAMBER :

MEC SCRAP HELD :

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

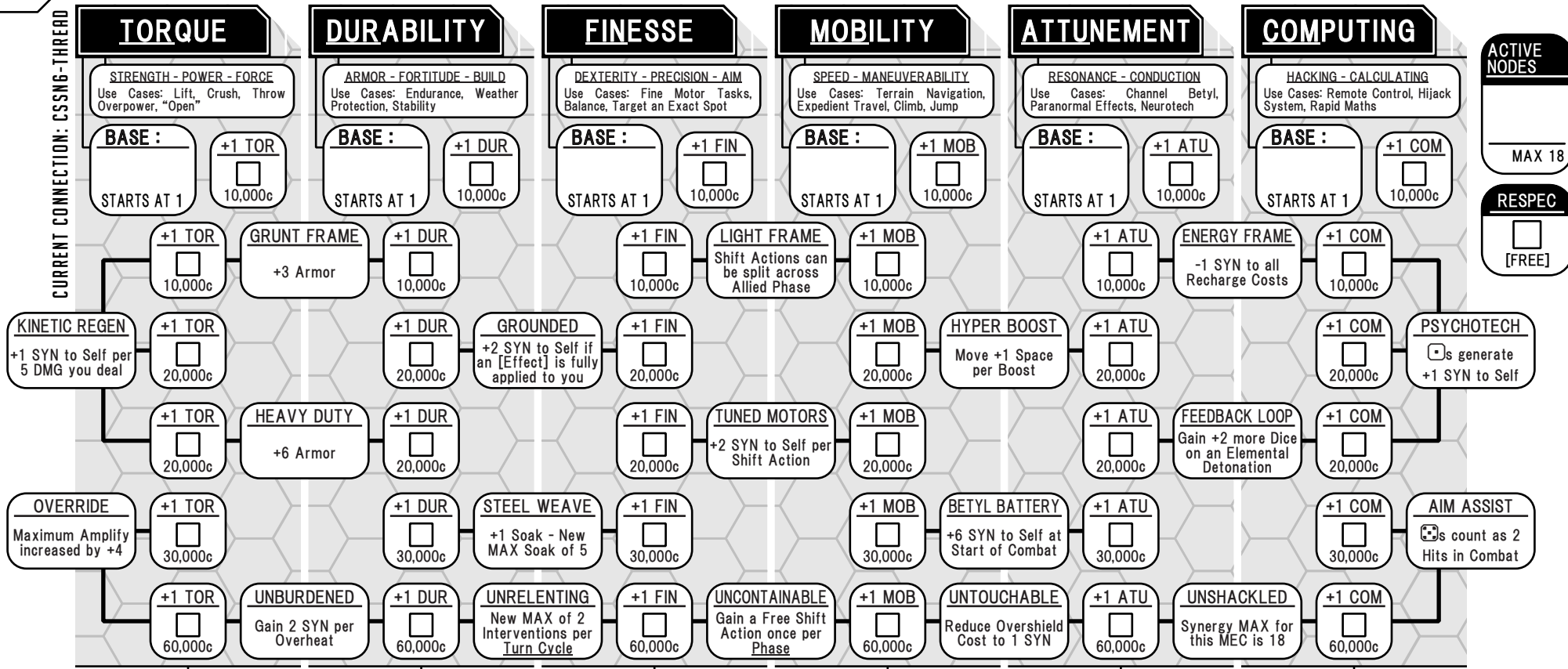
STEEL HEART MEC FRAME

UPGRADE & DIAGNOSTICS SHEET

MEC UNIT ID : _____

MEC TAG : _____

TOTAL CREDITS INVESTED IN MEC : _____



ACTIVE NODES

MAX 18

RESPEC

[] [FREE]

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 Pips for combat prowess, dire situations and nurturing your bond to your MEC.

ARMOR SUM

12 + _____ = _____

BASE ARMOR + **PART BONUSES**

+3 IF UNLOCKED GRUNT FRAME + _____ = _____

+6 IF UNLOCKED UNSTOPPABLE = **TOTAL ARMOR**

>> REINFORCE MEC ARMOR

10k 10k 10k 10k 20k 20k 30k 30k

Each Point bought adds +1 Armor

SPEED SUM

4 + _____ + _____ = _____

BASE SPEED + **BASE [MOB]** + **PART BONUSES**

ENHANCE = **TOTAL SPEED**

>> ENHANCE MEC SPEED

10k 10k 10k 30k

Each Point bought adds +1 Speed

>> WARNING <<

After a Field Repair, roll a d6. On a 1, roll another d6 for a Random Repair Error.

MEC REPAIRS

Repairs are the only way to restore Integrity. It usually costs 10,000c 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 1 MEC Scrap per Integrity Repaired.

>REPAIR ERRORS<

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