

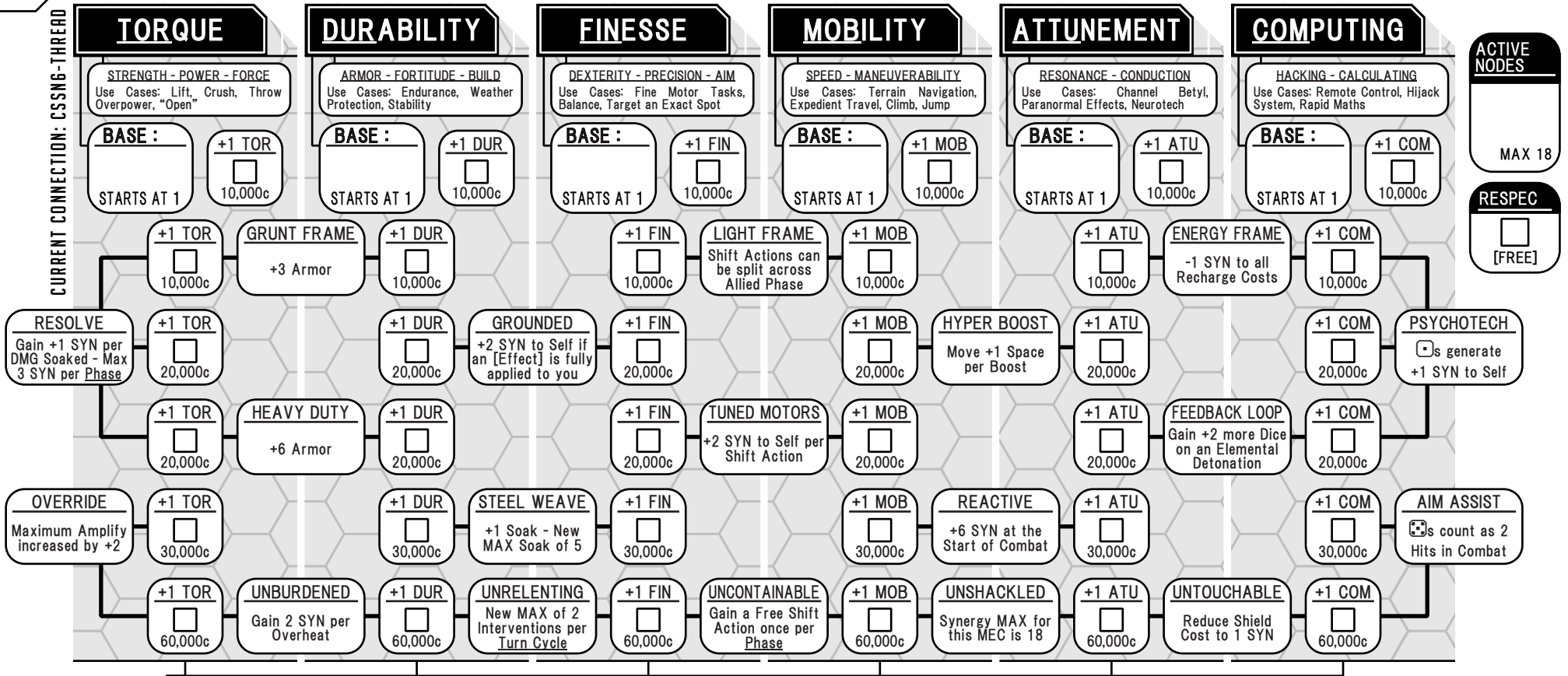
STEEL HEART MEC FRAME

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

10 + [] = []

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 [] 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 MEC.

>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.