

MECHA NAME

MECHA PORTRAIT

CHASSIS

STRUCTURE / FUEL /

CHASSIS SYSTEM

MECHANICS



BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME

TYPE

PASSIVE ACTION

DESCRIPTION/MECHANICS

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TYPE

PASSIVE ACTION

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