多次元機甲戦士道

MEKTON

メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA

MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS +x1.0

Multiplier System	CP x ?
Powerplant XS:	

MEKTON PROFILE

Name	Weight	Cost

SERVOS & ARMOR

CP / Tons

SP	Kills	Servo	Level	Space	Cost	Armor	Cost

SUBASSEMBLIES

CP / Tons

Cockpit	# Crew	Options	Space	CP

Subassemblies	Loc	Space	CP	K

MOVEMENT SYSTEMS

CP / T

Movement System	Loc	Spc	CP	K

SENSORS

CP / Tons

Sensors			
Loc			
Range			
Comm			
Kills			
Cost			
Space			

SHIELDS

CP / Tons

Shield	DA	SP	Loc	Space	Cost

ARMAMENT

CP / Tons

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes

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SYSTEMS

+x1.0

Crew	Skill	Mult

MA	Day Move	Space	Mult

Hyperdrive	Mult

TURN RADIUS

SUBASSEMBLIES

CP

Passengers	Space	Cost

Cargo (t)	Space	Cost

# of Mecha	Space	Cost

Screen SP	Space	Cost

SHIP PROFILE

Name	Weight	Cost

HULL

CP

Class	CPs	Space	Kills	SP	CPs

ARMAMENT

CP

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes

多次元機甲戦士道
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ROADSTRIKER STATS

Configuration	MV	MR	Land MA	Flight MA

MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS +x1.0

Multiplier System		CP x ?
Powerplant	XS:	

SERVOS & ARMOR

CP | Tons

SP	HITS	Servo	Level	Space	Cost	Armor	Cost

ROADSTRIKER PROFILE

Name	Weight	Cost

SUBASSEMBLIES

CP | Tons

Cockpit	#Crew	Options	Space	CP

Subassemblies	Loc	Space	CP	H

MOVEMENT SYSTEMS

CP | T

Movement System	Loc	Spc	CP	H

SENSORS

CP | Tons

Sensors			
Loc			
Range			
Comm			
Hits			
Cost			
Space			

SHIELDS

CP | Tons

Shield	DA	SP	Loc	Space	Cost

ARMAMENT

CP | Tons

Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes

多次元機甲戦士道

MEKTON

メクトン

PROFESSION/TEMPLATE	AGE

CHARACTER STATS

	INTELLIGENCE		Education
	COOL		Stability
	REFLEXES		Run
	ATTRACTIVENESS		Jump
	EMPATHY		Anime Leap
	TECH ABILITY		Stun
	LUCK		Lift
	MOVE ALLOWANCE		EV
	BODY TYPE		Throw

1D10:	1	2-4	5	6	7-8	9-10
LOC:	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
SP:						
Hits:						

CHARACTER PROFILE

Name

Equipment	Wt.	Cost