Pilot Creation

Starting HP	1d10+4
Attributes	Roll 4d6 and drop lowest for each in order
	STR - Close Combat
	AGI - Ranged combat
	CON - Health, general endurance
	KNO - Knowledge, Intelligence, Perception
	WILL - Willpower, Mental Endurance
Starting Gear (one of each)	Sidearm
	One Rifle, SMG, or Light Machine gun
	Vibroknife
	Hyperlight Armor
Saves	All pilots start with FORT and REFLEX saves at 13 base plus modifiers

Modifiers:
Attrib 0-5 = -3
6-7 = -2
8-9 = -1
10-11 = 0
12 - 13 = +1
14-15 = +2
16=7 = +3
18+ = +4

Equipment Rarity

Standard issue (common)	1-10
Command (rare)	11-15
Specialist (very rare)	16-19
Unique (Custom)	20

When creating an encounter, roll on each NPC (if you don't want to set it up yourself) 1d20

** For every six standard units, there will typically be one command level with them

Pilot Actions (outside Neoframe)

Move (on foot)	Costs one action
Attack	Costs one action
Wall Running	Pilots can use the wall run boosters to move two zones but have no other action. Wall run allows them to avoid obstacles on the ground and get the drop from above.They can also activate Wall run in Skimmer Mode where they go prone and slide, which allows them to gain an advantage die on the defense roll. They cannot slide or wall run during melee.

Pilot Actions (outside Neoframe) (cont)

	Wall running - each action spent on a wall run lets you move horizontally or vertically one zone
	Skimming - you move one zone, you defend next attack with advantage. Your next attack after finishing a skim/slide is at disadvantage
Reduced Action Points	At 1/2 HP, a pilot only gets two actions

Pilots on foot are fast and lethal due to their hyperlight battle armor. When outside your mech, you may take up to 3 actions, but the third action, if it requires a die roll (an attack for ex) is done with disadvantage. Defending after a third action also is done with disadvantage

Die rolls

Basic rolls are d20 + mod

Boost Dice = Take an extra d20 for every bonus you have in the situation (not just one!) and take the best roll

Burden Dice = take an extra d20 for each disadvantage. Roll all and take the worst

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Ranges	
Close	5 ft or less
Nearby	Up to 60 ft
Far	Up to 120 ft
Extreme	Beyond 120 ft

Pilot Healing	
One Hour	Resets Armor value to full
Take a breath	Step out of Combat and do nothing for a full turn - earn back 1/2 your max HP value. Cannot exceed your current Max HP
	Can only take one breather per encounter
12 hours	A 12 hour rest restores all Armor and HP
Regen Token	Start each session with one token per pc. Spend token at any time to restore all HP.
Mecha Attacks	Mech weapons do their base damage rolled x10 against pilots.
	Pilots may attempt to dodge (Reflex save) incoming mecha attacks

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Page 2 of 2.