

ROBOTECH



Skills

Maneuver (Fly) [Good +3]
Projectile Weapon GU-11 [Average +1]

Aspects

Mode: Fighter (High Speed)

Stunts

Afterburner
Transform to...



Skills

Maneuver (Fly) [Fair +2]
Maneuver (Ground Effects) [Fair +2]
Projectile Weapon GU-11 [Fair +2]
Close Combat Attack System [Average +1]

Aspects

Mode: Guardian (Stable)

Stunts

Transform to...



Skills

Maneuver (Ground) [Average +1]
Projectile Weapon GU-11 [Good +3]
Close Combat Attack System [Fair +2]

Aspects

Mode: Battloid (Nimble)

Stunts

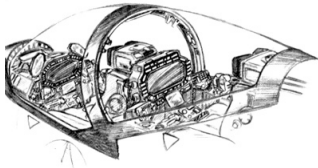
Transform to...

STATUS

System Stress



Structural Stress



CONSEQUENCES

Minor -2 _____

Major -4 _____

Severe -6 _____

Extreme -8 _____

Skills

Mecha Systems [Fair +2]
Ablative Armor [Average +1]
Beam Weapon Head Laser [Average +1]



Aspects

Stunts

Rapid Fire [Projectile Weapon] GU-11

FATE

Points

Refresh

EXTRA

