

Escaflowne

Cost: 459.37
Weight: 30.00

Servos

Servo Typ	SpAv	SpReq	Eff	Kls	CP	Notes	Amr	SP	Typ	CP	Notes
Arm AH	5	0	0	10	10.00	Dmg +2, Thr 5	AH	9	S	9.00	DC 1
Arm AH	5	0	0	10	10.00	Dmg +2, Thr 5	AH	9	S	9.00	DC 1
Head LH	5	0	0	7	7.00		LH	7	S	7.00	DC 1
Leg AH	7	0	0	10	10.00	Dmg +4	AH	9	S	9.00	DC 1
Leg AH	7	0	0	10	10.00	Dmg +4	AH	9	S	9.00	DC 1
Tails LH	6	0	0	7	7.00		LH	7	S	7.00	DC 1
Torso SH	10	0	0	20	20.00			0		0.00	

Sensor

System Class	Abbr	Cost	Spaces	Eff	Kills	Range	CommRange	Location
Sensor Heavy Striker	HS	6	1	0	2	11 km	1He	
Sensor Backup	B	2	2	0	2	1 km	300 km	2To

Weapon

Weapon	WA	Range	Damage	Shots	Kills	CP	Eff	Space	Cost	Notes	Location
Sword	50	0	10	0	10	10.00	8	2	14.00	Armor-Piercing, 2To	

Crew

Person	Num	Controls	Enclosure	Escape	Cost	CostMult	Spaces	Eff	Location
Pilot	1	Screen	Armored	Ejection Seat	1.00	0.00	1	0	1To

Additive

System	Cost	Space	Eff	Notes	Location
Hand	2.00	2	0	2Ar	
Hand	2.00	2	0	2Ar	
Liftwire	0.30	0	0		
Anti-Theft Code Lock	0.40	0	0		
Spotlights	0.20	0	0		
Nightlights	0.50	0	0		
Storage Modules	1.00	1	0		1To
Design and Decor	2.00	1	0	+3 Cl	1To

Hydraulics

Type	CostMult	Kills	Space	Eff	Dmg	Bonus	Lift
Heavy	0.10	0	1	0	1		1.50

Propulsion

Type	Space	Eff	Cost	MA	Notes	Location
Gravitics	-48	94	45.00	30		2Ar 2Ar 2Le 2Le 2To

Multiplier

System	CostMult	Space	Eff	Notes	Location
PowerPlant	0.00	0	0	Standard Charged Bioenergy	
Dimensional Storage	0.10	0	0		
Summoning Your Mech	0.33	0	0		
Beast Form	0.30	0	0		

Notes:

The original Escaflowne was an advanced magical mecha produced by a reclusive clan of dimension-traveling aliens. They built the mecha for a human king who helped them in a tight spot. Unlike other "Guymelef" mecha of the period, Escaflowne could establish an empathic link to its pilot, allowing the pilot to enjoy greater than normal piloting ability than the normal, purely mechanical mecha of the period would permit.

Three details exist in the Chrono reproduction which are faithful to the original design, although only two are intentional. First, the wings become the cape and arms when the mech is in humanoid form. Second, the more advanced control system eliminates the penalty a pilot of a purely mechanical Guymelef would suffer (although it remains to be seen if the empathic link further enhances its performance).

The third has to do with Escaflowne's Prime Power. The mech is a semisentient probability engine, which acts to put its pilot in the center of events, whatever those events are. Its specific focus is ensuring the pilot has the means to accomplish their mission goal, whatever that goal is.

