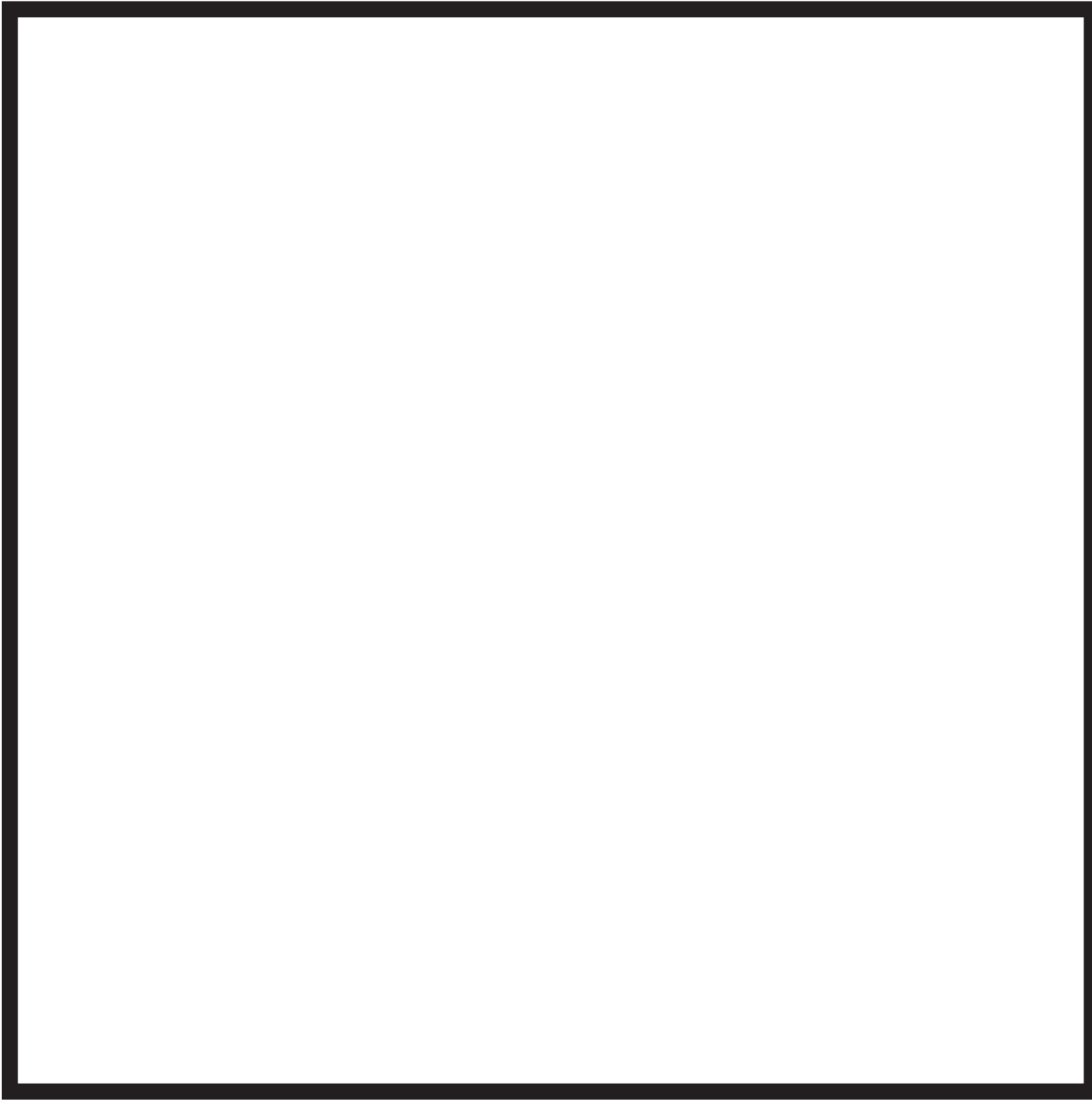


Rider Konchu



A Ready-To-Go Module
for *Rider Konchu*

Written by

Illustrated by

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Designer Notes

Rider Konchu

Rider Aesthetics

Primary Antagonist

Sample Stakes

*Transformation Device:
Weapon:
Bike Description:
Named Attack:*

*Transformation Device:
Weapon:
Bike Description:
Named Attack:*

*Transformation Device:
Weapon:
Bike Description:
Named Attack:*

Support Aesthetics

Gear Factions

*Weapon:
Ride Description:
Piece of Tech:*

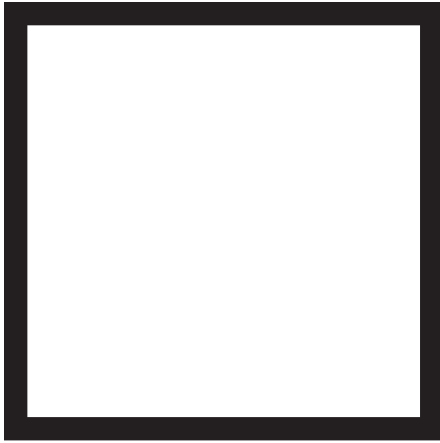
*Weapon:
Ride Description:
Piece of Tech:*

*Weapon:
Ride Description:
Piece of Tech:*

The Setting

Sample Consequences

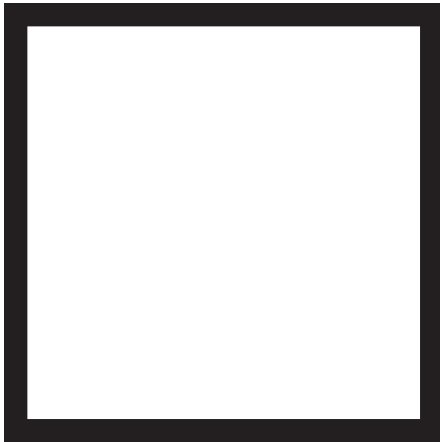
Custom Monsters



Heavy Turn:

Regular Turn:

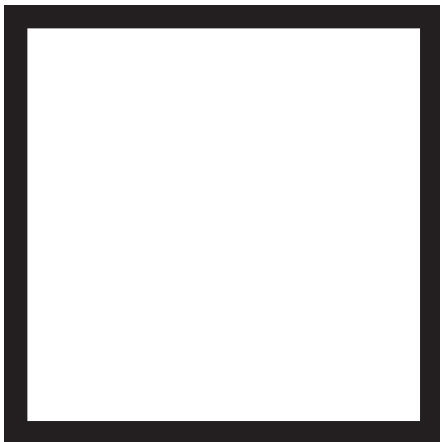
Light Turn:



Heavy Turn:

Regular Turn:

Light Turn:




Heavy Turn:

Regular Turn:

Light Turn:

Gear


(Feel free to cut them out and use them as cards! Print multiple copies of this page for extra gear. More gear = longer campaigns!)



Gear Name:
What can it do?

Activates?

Duration?



Gear Name:
What can it do?

Activates?


Duration?



Gear Name:
What can it do?

Activates?


Duration?



Gear Name:
What can it do?

Activates?


Duration?



Gear Name:
What can it do?

Activates?

Duration?



Gear Name:
What can it do?

Activates?

Duration?