

MECHA SAGES



Anthony Ford

Mecha Aces

Author
Anthony Ford

Cover Artist:
Cindy Chung

Editor:
Michael Hopcroft

Interior Artists:
Cindy Chung, Prakarn Unachak
Some artwork copyright Octavirate Entertainment
and are used with permission.

Lead Line Developer:
Michael Hopcroft

Cartographer:
Anthony Ford

Layout and Design:
Jack Reynolds
ComStar Media, LLC



Mecha Aces is copyright ©2005 ComStar Media, LLC and may not be reproduced in any form without the written permission of ComStar Media, LLC

Disclaimer:

The following materials based on Fudge, entitled Mecha Aces, are created by, made available by, and Copyright 2005 by Seraphim Guard Inc, and are not necessarily endorsed in any way by Steffan O’Sullivan or any publisher of other Fudge materials. Neither Steffan O’Sullivan nor any publisher of other Fudge materials is in any way responsible for the content of these materials unless specifically credited. Original Fudge materials Copyright 1992-1995 by Steffan O’Sullivan, All Rights Reserved.

About Fudge:

Fudge is a role-playing game written by Steffan O’Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of Fudge are available on the Internet at <http://www.fudgerpg.com/>. And in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anybody who wishes to distribute such material for free may do so; merely include this:

ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the Author of Fudge, Steffan O’Sullivan, P.O. Box 465, Plymouth, NH 03264.

CONTENTS

Intorduction	1	Independent Operator	7	Step 2: Frame	36
Chapter 0: Mecha Aces in a Nutshell	2	Making your Ace Pilot.....	7	Step 3: Trading Traits	36
What this Book Contains, what it Doesn't	2	GM Discussion	8	Step 4: Derived Values	38
Characters	2	Trading Traits	8	Reading the charts:	39
Traits	2	Attributes	9	Step 5: Wrap up.....	39
Attributes	2	Skills	9	Other Considerations.....	39
Skills	2	Gifts	12	Chapter 6: Mecha Gifts ..	40
Gifts	3	Faults.....	14	Overview.....	40
Faults.....	3	Derived Values	15	Magic/Supernatural Gifts	44
Magic.....	3	Wounds	15	Chapter 7: Mecha Faults	45
Psychic Powers	3	Damage Factors	15	Overview.....	45
Techniques	3	Wrap Up	15	Magic/Supernatural Faults..	48
Wound Levels.....	3	GM Review	16	Overview.....	49
Introduction to Mecha Anime	3	Chapter 2: Skills	17	Rises	49
How do I pilot this thing, anyway?!?!.....	4	Overview.....	17	Falls	49
Mecha, and all their bits and pieces	4	Skills	17	Chapter 8: Weapon Rises and Falls	49
Scale	5	Overview.....	29	Rise Descriptions	50
Damage Levels	5	Gift List.....	29	Fall Descriptions	52
Chapter 1: Character Creation.....	6	Physical Gifts.....	29	Chapter 9: Action Resolution	54
Overview.....	6	Mental Gifts.....	29	Overview.....	54
Strong and Silent.....	6	Chapter 3: Gifts.....	29	Checks	54
Hot Head.....	6	Other Gifts.....	30	Unopposed Checks.....	54
Square Chin.....	6	Chapter 4: Faults	32	Opposed Checks	54
Co-Pilot.....	6	Overview.....	32	Making Checks Outside of a Mecha	54
Reluctant Hero	7	Physical Faults	32	Making Checks Inside of a Mecha	54
Leader from the Front.....	7	Mental Faults	32	Mecha Based Checks.....	55
Rough Neck.....	7	Other Faults	34	Final Result	56
		Chapter 5: Mecha Conception	36	Pilot Based Checks	56
		Overview.....	36	Wrap Up	56
		Step 1: Concept.....	36		

CONTENTS

Chapter 10: Combat	57	Physics Redux	64	Michio's Character Sheet	75
Overview.....	57	Setting 01: MAT Police ...	65	Murasaki Nari	75
Time Frame	57	The Last War	65	Nari's Character Sheet	75
Step One: Initiative	57	MAT Police	65	Sanjo Tomi	76
Step Two: The Offensive Step	57	Unit 4: The Walking Thunder	65	Tomi's Character Sheet	76
Common Attack Table (Human):	58	Ken Ohmi	65	“Hawk's Claw” Hover Jet Fighter	78
Common Attack Table (Mecha):	58	Ken Ohmi's Character Sheet	66	Too Big “Sacred Moonlight” Power Armor	78
Step Three: The Passive Step	59	Clyde Henderson.....	67	“Evening Kiss” Advanced War Mecha	79
Common Resistances (Human):	59	Clyde's Character Sheet	67	Setting 04: Britain Grand Prix	80
Common Resistances (Mecha):	60	Burke Knight	68	Britain Grand Prix.....	80
Basic Combat Wrap-up.....	61	Burke Knight's Character Sheet	68	Event One: Road Racing	80
Advanced Combat Rules	61	Ronald Smith (Smitty)	69	Event Two: Quarter Mile Drag Races	81
Martial Arts	61	Smitty's Character Sheet.....	69	Event Three: Speedway Racing	81
Martial Arts with Weapons..	61	“Harbringer” Scavenger Hover Tank.....	70	Event Four: Maneuvering and Obstacle Course.....	82
Throwing	61	Setting 02: AI Project Clarity	71	Event Five: The Merry ol' Marathon.....	82
Holding.....	61	AI Project Clarity.....	71	Shigeki Saturo	83
Chapter 11: Running the Game	63	Mecha	71	Saturo's Character Sheet.....	83
Abstract	63	Genji Nobaru.....	71	Appendix A: Artificial Intelligence	84
How to be the Game Master!!!	63	Genji Nobaru's Character Sheet	72	Personality Profile.....	84
Your Job as the GM.....	63	Setting 03: Locus of Twilight	73	AI Creation: Facets.....	84
What are Mecha in your Setting?	63	Locus of Twilight.....	73	AI Creation: Skills	84
When to Bring in the Mecha	63	DUSK.....	73	AI Improvement.....	85
Where to Bring in the Mecha	64	Twilight Circuit	73	AI Characters	85
How to Bring in the Mecha..	64	The Dawn Slayers.....	73	AI Role-playing	85
Techno-babble.....	64	Virginia Day	74	First Law:	85
Physics.....	64	Virginia's Character Sheet ...	74	Second Law:	85
		Horigoshi Michio	74		

CONTENTS

Third Law:	85	Codec	93	Piercing	102
AI Assisted Piloting.....	85	Repair	93	Hard to Avoid.....	102
AI Gone Berserk!.....	86	Spell Song.....	93	Fast Acting	102
Taking Control	87	Powers:.....	94	Stunning.....	102
Appendix B: Magic.....	88	Drain (specify).....	94	Cancel	103
Overview.....	88	Summon Sprits	94	Assume (specify)	103
Spells	88	Manifest (element).....	94	Fix (specify).....	103
Learning Magic	88	Cleansing.....	94	Punishing	103
Using Magic in the Game....	88	Alchemy.....	94	Concussion	103
Limiting the Use of Magic....	88	Transmute Matter.....	94	Grace	103
Disciplines.....	89	Transmute Energy	95	Damaging	103
Discipline	89	Elementalism	95	Binding.....	103
Religious Respect.....	89	Manifest (element).....	95	Defensive Powers	103
Shinto Mysticism	89	Manifest (element, element)	95	Dispersing	103
Powers:.....	90	Control (element).....	95	Reflecting	104
Shinbatsu	90	Appendix C: Psychic Powers	96	Flash!.....	104
Bokusen.....	90	96	Bounce.....	104
Harae.....	90	Overview.....	96	Over-Burn	105
Megumi	91	Powers	96	Blocking.....	105
Naobi no Kami	91	Psychic Powers and Mecha..	96	Charging.....	105
O-mikuji	91	Limiting the Use of Powers..	96	Motive.....	105
Tatari.....	91	Power List.....	96	Counter.....	105
Ward.....	92	Appendix D: Techniques	101	Escape	105
Technomancy	92	101	Stalwart	105
Powers:.....	92	Overview.....	101	Zone.....	105
Current Modulation	92	Link to the Pilot.....	101	Mobility	105
Voltage Modulation.....	92	Two Types of Techniques....	101	Reaction Time	106
Interface	92	Using Techniques.....	101	Combat Boost (ODF)	106
Radio Broadcast.....	93	Purchasing Techniques.....	101	Combat Boost (DDF)	106
Radio Reception.....	93	Powers and Limits.....	102	Tough Stuff.....	106
Jamming	93	Powers	102	Cool Hand	106
		Offensive Powers.....	102		

CONTENTS

Hot Head.....	106	Navigate Turn	111	(Anime: Digital Dream Studios) 118
Lengthen	106	Pass.....	111	(Anime: GONZO)	118
Limits	106	Approach.....	111	Appendix I: Quick Reference	
General Limits.....	107	Stick.....	111	Sheet.....	119
Draining	107	PIT.....	112	Upcoming Games from	
Fewer Uses	107	Rear-End	112	ComStar Media	124
Soul Burn.....	107	Bump.....	112	About ComStar Media, LLC	
Certain Mecha.....	107	Block.....	112	125
Static.....	107	Appendix G: Converting			
Attack Limits.....	107	Characters to HeartQuest			
Less Damage	107	113		
Slow	107	Attributes	113		
Melee Only	107	Gifts & Faults.....	113		
Ranged Only.....	107	Appendix H: Wrap Up....	114		
Defenses Down.....	108	AD Police.....	115		
Slow	108	(Anime: ADV Films).....	115		
Break (specify)	108	(Anime: Sunrise).....	115		
Defect (specify)	108	(Anime: Bandai).....	115		
Weakened.....	108	(Anime: JVC).....	115		
Breakable.....	108	(Anime: ADV films).....	116		
Mundane	108	(Anime: ADV films).....	116		
Range Specific (specify)	108	(Anime: PLUM).....	116		
Shortened	108	(Anime: Gainax).....	116		
Appendix E: Sound as a		(Anime: Sunrise and Bandai)			
Weapon	109	116		
Rises	109	(Anime: Nutech).....	117		
Falls	109	(Anime: Sunrise).....	117		
Appendix F: Racing Rules		(Anime: ADV Films).....	118		
.....	111	(Anime: Sunrise).....	118		
Sprint.....	111	(Anime: Gainax).....	118		
Advance	111	(Anime: ADV films).....	118		

INTORDUCTION

Introduction

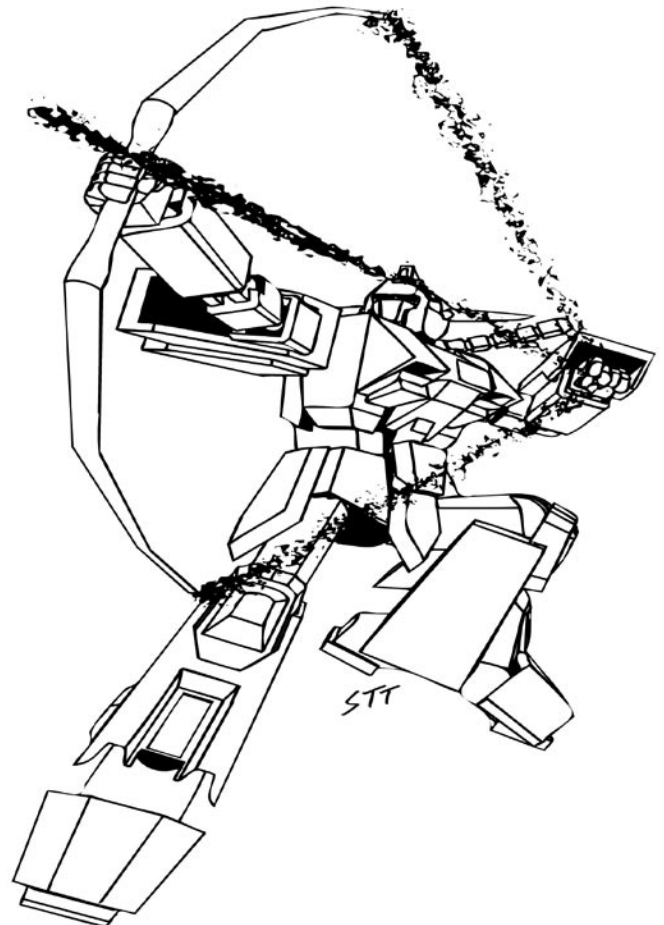
Welcome to Mecha Aces, the FUDGE based RPG based on mecha anime! In this book, you will read how to immerse yourself into the exciting and challenging world of mecha. What are mecha, you ask? This book considers mecha to be any man-made, mechanical vehicle. That means cars, trucks, boats, airplanes, and starships all fall under the jurisdiction of these rules. Most importantly, however, the term mecha refers to large mechanical humanoid vehicles used for war. This is where the bulk of mecha anime places its emphasis.

How will we 'immerse' ourselves, you ask? Well, take a large tub of water then... oops, wrong book, let's try again. In this book, you will learn how to play what is known as an RPG. That stands for Role Playing Game. In an RPG, the players act as characters in a story told by the GM, or Game Master. The point of the rules is that when two forces want to accomplish opposite goals, they can resolve the issue in an objective and logical matter (rather than simply arguing). The rules provided in this book are a great way to represent the serious action and zany antics of mecha anime.

What is mecha anime, you ask? Well, I was just getting to that. Anime is the term used to denote an animated feature that comes from Japan. There is a whole sub-culture in America devoted to this collection of works from half-way-round the world. To be considered a *mecha* anime, this book holds the anime to specific, all be it loose, criteria. First, the anime must contain some sort of mechanized technology. Be that in modern day form (cars, trucks, airplanes) or in futuristic form (fighting robots, huge spaceships). Second, this mechanization must have a proactive role in the story (the robots are used to fight a large scale war, the cars are used for racing, the spaceships are capable of battling one another, etc.). This rule setup may be a little hefty if you only wanted to apply it to the family car, which does nothing but tote the characters around unabated. These are the only two

criteria to apply while determining when to use this book's rules: there exists mechanized technology, and it is used actively to further the story.

This book's rules apply FUDGE as its basic foundation. However, do not mistake this book as another of the myriad of simple campaign settings or sourcebooks for FUDGE. This book only uses FUDGE as its core foundation. The rules are then modified, expanded, and adapted to fluid and practical application for mecha anime. That means that you will see a lot of new and innovative features added on top of the FUDGE foundation that you will not see in any other rulebook. That is the true beauty of Mecha Aces. By taking tested and solid FUDGE rules and breaking new ground with them, Mecha Aces aspires to be the premier mecha RPG.



CHAPTER 0:

MECHA ACES IN A NUTSHELL

Introduction

Mecha Aces applies the FUDGE rule-set to manage both human and mechanized interaction alike. To accommodate this, Mecha Aces uses generally normal human based rules, and then modifies them for use with mecha. We will now explore the various facets of this game, and provide a basic overlay for its main theme.

What this Book Contains, what it Doesn't

This book contains all of the rules you will need to run a table-top role-playing game which emulates the plot elements found in mecha anime. This includes character and mecha conception, tips on running an effective game, and even special optional rules such as magic, psychic powers, and techniques. This book also contains four sample settings, so you can have an easier time jumping right into the worlds of mecha anime! There is a lot to explore in this book, and I hope you will enjoy every nut and bolt of Mecha Aces!!!

Characters

The player will run their own character, with is their role in the story. This requires the player to talk, act, and speak for their character; the player assumes that identity for the duration of the game. Characters in Mecha Aces are most commonly Mecha pilots. However, depending upon the application of the Mecha Aces rules, your character could be whatever their dreams aspire!

Traits

In FUDGE, a person is broken down into certain Traits. These Traits are: Attributes, Skills, Gifts, Faults, and Supernatural Powers. Two of these Traits, Attributes and Skills, have levels which describe the character's ability relative to other characters. These levels are:

Superb (+3)

Great (+2)

Good (+1)

Fair (+0)

Mediocre (-1)

Poor (-2)

Terrible (-3)

Also, there are some derived values that will help define your character and assist in Action Resolution. We will examine each of these Traits briefly, so you can get a feel for the general structure of the game before continuing.

Attributes

Each character has five Attributes. These represent the characters basic physical and mental capabilities compared to other characters. The five basic Attributes are Strength, Agility, Tech, Insight, and Will. Strength is a measure of the character's brute force and physical prowess. Agility is a measure of the character's speed, grace, and dexterity. Tech is a measure of the character's logical and analytical thinking skills. Insight is the character's natural creativity and ability to inflect to solve problems. Will is a measure of the character's tenacity, resolve, and mental toughness. Attributes have levels, as mentioned before. All of a character's Attributes start off at Fair; upon creation a character receives two free levels to boost their Attributes.

Skills

As the name would convey, a Skill is an ability learned over time. There are nearly 100 different Skills in Mecha Aces. Skills reflect your character's experience and learning before they entered the story. Skills are also developed, honed, and generally improved throughout the course of playing with that

Chapter 0: Mecha Aces in a Nutshell

character. Unlike Attributes, a character does *not* start out as Fair in all of the Skills. Instead, each Skill starts off at some default level, usually Poor, and the character receives 45 points with which to specialize their Skills.

Gifts

This Trait reflects the unique assets a character has acquired over their lives, or was simply born with. Gifts do not have levels, you simply have them or you don't. However, some Gifts may be purchased multiple times for a better and better effect. There are several Gifts available in the similarly named Gifts chapter. Each character receives two free Gifts at creation.

Faults

Everyone has their imperfections. This Trait accounts for that human fallibility. A Fault can reflect a physical shortcoming, mental drawback, or simply a bad situation you are in. Purchasing Faults gives your character more points with which to purchase other Traits.

Magic

Mecha Aces includes a Magic system. This system is optional; the game in no way requires the characters to wield apocalyptic magics of doom. Implementation of the Magic rules is up to GM's discretion. The Magic system includes four sample disciplines, complete with powers for your budding mage's spell list.

Psychic Powers

Much like the Magic system, the Psychic Power rules are entirely optional, and are up to GM's discretion to implement. Psychic Powers allow a character to develop powerful psionic abilities, and use those tiny corners of the human brain nobody seems to bother with. Psychic abilities are purchased as Skills, with the power of their abilities depending upon that Skill's level.

Techniques

Pilots often use practiced maneuvers on the foe. From an acrobatic jet fighter trick, to a deliberate and strategic submarine maneuver, a pilot often finds the right stuff to defeat their enemy. As a Technique represents the pilot's basic talents, each Technique is linked to one of the pilot's Attributes. Thusly, a pilot can only have five Techniques. The construction and cost of Techniques is outlined in more detail in the aptly named Technique chapter.

Wound Levels

This is a reflection of the physical damage a person can endure. This is split into levels, called Wound Levels, which reflect the characters current state of health. These are: Hurt, Very Hurt, Down, and Dead. The base amount of Wound points in each level is equal to Strength + Will + 10. The Hurt level has the base amount available to it. The Very Hurt has double the base amount. The Down level has triple the base amount. Finally, the Dead level has five times the base.

Introduction to Mecha Anime

The basic form of a mecha is a vehicle that takes on a humanoid shape. This vehicle can be large or small, heavy or light, as long as it looks vaguely humanoid. Often, mecha are operated by a single pilot, which sits in a cockpit somewhere in the mecha (often the chest or head). Mecha can be used for construction, manual labor, or even warfare.

Mecha are used in anime in various ways. First and foremost, mecha are generally the big, weapon ridden vehicles the characters trample around in. This has a place in both military settings or even in lighter anime where anybody may have a mecha available to them. When in shoujo anime, mecha are often the 'backdrop' in front of which character interaction and development takes place. What this means is that the mecha are only an interesting sidepiece to the actual story of romance, drama, and/or comedy. Mecha may kick butt and take names, but the point of shoujo is its compelling story, not its compelling body count. Mecha are usually considered to be technologically

Mecha Aces

advanced. That is to say, mecha (at least bipedal war machines) are not existent in today's world. Mecha are usually found in a 'science fiction' type of anime. Despite this, any level of technological vehicle can be represented by Mecha Aces, by balancing the proper Gifts/Faults. In anime, mecha often co notate war, death, and destruction. This is not a necessary connection. Mecha can be utilized for their superior extension of the human body. While a coast guard member may not be able to swim up to a drowning person during a hurricane, their mecha may be able to brave the storm and use its large hand to rescue the unfortunate individual. Even smaller mecha can assist a situation non-violently. A person unable to move their legs from birth would greatly benefit from a small mecha that carries them, while retaining a humanoid enough shape to maneuver in a world built for bipeds. While applying Mecha Aces, be creative and flexible on how much the creation of mecha has benefited society.

As far as this RPG is concerned, the definition of mecha is infinitely flexible. By balancing Gifts, Faults, and Attributes, this RPG can generate nearly any form of machinery, vehicle or otherwise.

In several cases, mecha represented by Mecha Aces will be as mundane as cars, airplanes, or even robot butlers. The Mecha Aces system provides the flexibility to be used on anything mechanical from a tinkerer's pocket watch robot to a huge space station. For anime with various forms of magic or paranormal powers, Mecha Aces can keep pace with a set of optional Supernatural Power Gifts and Faults.

How do I pilot this thing, anyway?!?!

Piloting a mecha is a difficult task. Much like riding a bike, piloting becomes easier with time, and it is a skill you never forget. Normal people, provided they have never seen a bicycle before, wouldn't know how to ride one right away. The same concepts apply to mecha piloting. Because Mecha Aces characters wouldn't be able to simply jump into a mecha and know what they are doing, a collection of Mecha Skills has been provided with Mecha Aces. Characters may purchase levels of Mecha Skills with skill points, as with any other skill. These skills cover the various

facets of piloting a mecha, and are provided in the Skills chapter.

Mecha, and all their bits and pieces

In Mecha Aces, the abilities and features of a mecha are explained by their Traits. Traits are qualitative representations that reflect the build and functionality of a mecha.

The first Trait we will deal with, Attributes, will explain the abilities of a mecha compared to other mecha of its size. There are five Attributes: Servo, Gyro, Comp, Build, and Maintenance. Each Attribute reflects the performance of that facet of the mecha's abilities. Attributes have a qualitative range, which exactly reflects its performance. That range is the same of that in Mecha Aces, being:

Superb (+3)

Great (+2)

Good (+1)

Fair (+0)

Mediocre (-1)

Poor (-2)

Terrible (-3)

The numbers in parenthesis after the range indicate the bonus or penalty incurred to an Action Resolution check that uses that Attribute. All Attributes start as Fair, and are altered during Mecha Conception.

The next Trait we will deal with is called Gifts. Gifts are the special features a mecha has that set it apart from the standard bipedal vehicle. Gifts also help determine the exact physical form. The functionality granted from a Gift is beneficial. Several Gifts are provided in the Gifts Chapter, but any beneficial feature a mecha has can be considered a Gift. Feel free, with GM discretion, to consider any such feature as a Gift.

The final Trait we will deal with is called Faults. Faults (like Gifts) are special features built into a mecha that set it apart from the norm. However, a

Chapter 0: Mecha Aces in a Nutshell

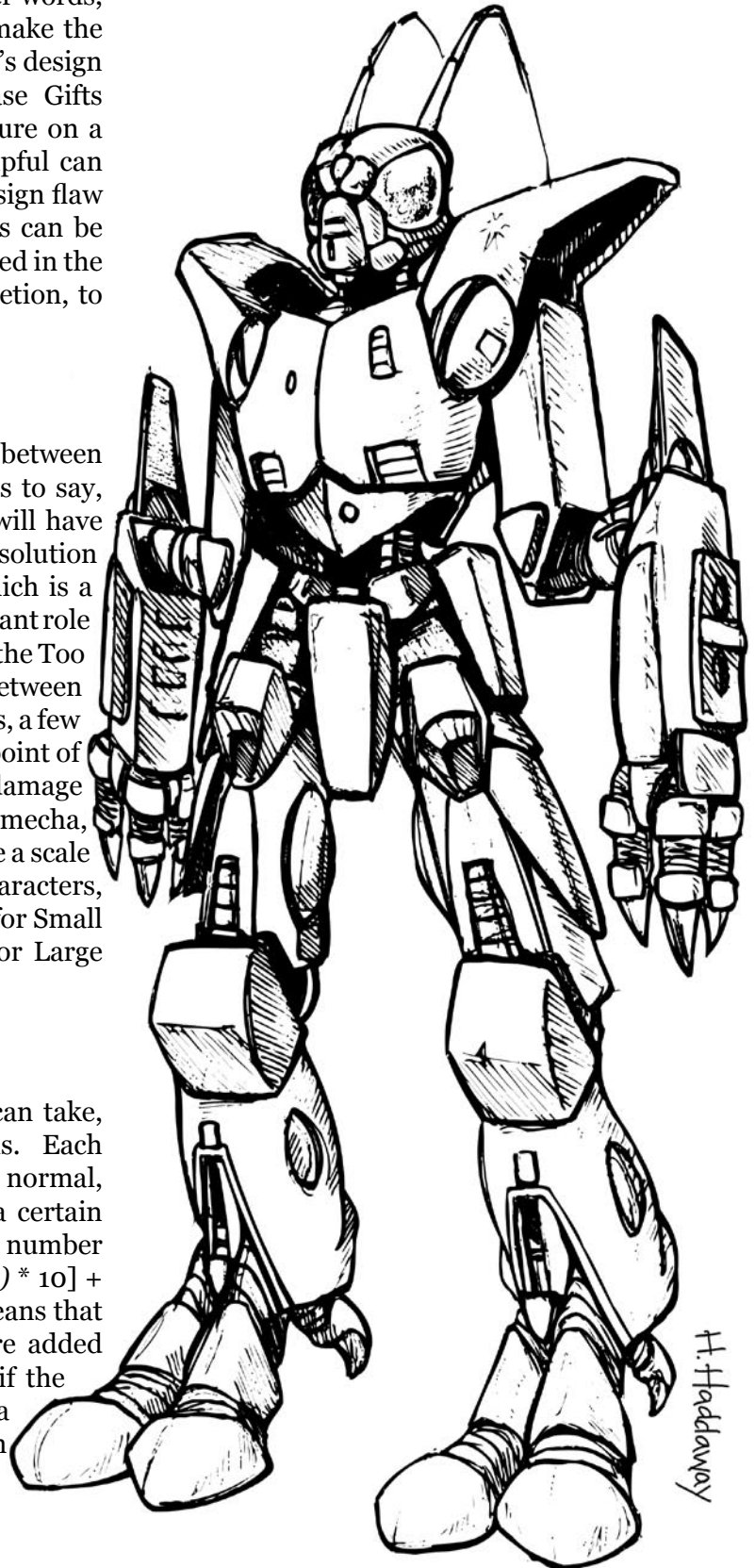
Fault's functionality is considered to be detrimental to the proper function of the mecha. In other words, while a Gift makes a mecha better, Faults make the mecha worse. Accepting Faults into a mecha's design yields more points with which to purchase Gifts or Attribute points. As with Gifts, any feature on a mecha that is considered abnormally unhelpful can be considered a Fault. That is to say, any design flaw that other mecha wouldn't normally possess can be considered a Fault. Several Faults are provided in the Faults Chapter, but feel free, with GM discretion, to create a few Faults of your own.

Scale

Scale reflects the difference in measure between the Traits of things of varying form. That is to say, characters and/or mecha of different sizes will have different scales, which means Action Resolution between them will be modified. Frame, which is a basic measure of a mecha's size, plays a dominant role in determining scale. Having levels in either the Too Small or Too Big Faults will affect it as well. Between Mecha Aces characters and mecha themselves, a few helpful conversions may be necessary. One point of damage to a mecha is equal to 20 points of damage to a Mecha Aces character. When contesting mecha, Mecha Aces characters are considered to have a scale of Small - 5. When contesting Mecha Aces characters, mecha are considered to have a scale of +10 for Small mecha, +15 for Medium mecha, and +20 for Large mecha.

Damage Levels

To reflect how much damage a mecha can take, we can determine a mecha's Damage Levels. Each mecha has four Damage Levels. They are: normal, -1, -2, and down. Each damage level has a certain number of Damage Points it can take. That number is equal to: $[(\text{Build} + \text{Maintenance}) (\text{min} = 1) * 10] + 20$. The note of $(\text{min} = 1)$ in the equation means that when a mecha's Build and Maintenance are added together, the total is considered to be one if the sum is negative or zero. This insures a mecha will have at least *some* Damage Points in each Damage Level.



CHAPTER 1:

CHARACTER CREATION

Overview

This chapter explains how to create your character for Mecha Aces. Your character is the identity you assume during the game; it is the role you play in the story. Generally, characters in Mecha Aces are Mecha pilots of some type or another. In keeping with the spirit of shonen anime, your character should be a unique and interesting individual, exhibiting dramatic personality traits, and embodying the daring and finesse of a fine-tuned pilot. Next we will discuss what goes on in the head of a pilot, and some archetypical pilot personalities. These archetypical personalities are not a requirement by any means; they simply provide an example of what goes on in shonen anime.

Strong and Silent

These pilots know that they have a job to do, and there is no need to really discuss it. Believing that actions speak louder than words, these pilots will surprise onlookers with their talents. Sometimes, these quiet pilots may secretly doubt themselves, so they keep their egos in check until they prove their worth. Once they are sure of their skill, however, they aren't apt to brag or gloat, they simply show up their opponents with quiet confidence. Tactically, these pilots often fare well in a large scale battle where they have time to think their actions through.

Hot Head

These pilots fly by the seat of their pants, and they like it that way. Often disregarding the rules and taking big risks, these pilots can get themselves into trouble with their superiors. It is alright, however, if a hot head didn't have what it takes to survive, their disregard for danger would've gotten them killed long ago. Hot headed pilots aren't afraid to brag or show off, because they usually have the skill to back up their claims. Their sheer confidence often makes them popular in romantic endeavors, but their inability to effectively think things through often

leads to notoriously short relationships. Tactically, hot headed pilots fly by gut instinct, which often works for them. This kind of pilots fight best in a one-on-one battle, their focus, tenacity, and single mindedness make them vicious hunters. In a large scale battle, however, their disregard for authority and unwillingness to stop and think in a battle often spells trouble for these hot shot aces.

Square Chin

These pilots are standard, born and bred, upright, outstanding soldiers, through and through. They do what they do by the book, and it is hard to shake them from their orders. These pilots fit in well with authority figures, and their boot-licking will move them up through the ranks quickly. Although confident, successful, and strong, these pilots' biggest weakness may show itself through their obedience. These pilots often cannot tell the difference between a good order and a bad one. Their ability to be manipulated by their superiors can get them not only into ethical dilemmas, but may also cost them their necks. Tactically, these pilots make excellent squad leaders, and fare well in any sized battle, as long as there is a plan or strategy to follow. These pilots may have issues when trying to think on their feet.

Co-Pilot

These pilots fare best in some sort of support role, like a co-pilot or radar interception officer (RIO), rather than piloting solo. These pilots often shy away from the spotlight, often transferring the credit to someone with more pizzazz, like a Hot Head. It's not to say that these pilots are any less skilled than others, it is just that they prefer to use their skills to help others rather than rack up kills on their own. These pilots respond well to orders, but if they can gather the chutzpa, they will protest to the protestable ones. Someone who is a natural co-pilot will be able to eventually get over their shyness, but can deal with it just fine if they have someone (like a Hot Head) to speak up for them. Often guilty of hero-worship,

Chapter 1: Character Creation

a co-pilot will bend over backwards to help others, especially someone they look up to. Tactically, these pilots make excellent wing-men, support units, or co-pilots. If they can muster the confidence, these pilots' true colors will shine through and they will make exemplary leaders.

Reluctant Hero

As their name suggests, these pilots are often the heroes of a story. However, they don't often wear their fate well; these pilots have uncanny skill but are unsure as to how to deal with it. Absolute aces on the battlefield, but these pilots require proper training to hone their great skills. Often, a Reluctant Hero will become overconfident, and try to take on too much at one time. Conversely, they could just as easily doubt themselves; this hesitation could lead them to their doom. Reluctant Heroes can be easily manipulated in their cockiness/doubt, so a proper mentor must keep them in line. Tactically, these pilots' lack of experience could get them into trouble in a large fight. However, their pure gut skill can get them through the stickiest of situations. Besides, how would a story fare if the hero dies?

Leader from the Front

Some leaders deal out orders, and then sit passively in a chair waiting for the outcome... but not this pilot! This pilot leads by example, and doesn't mind getting their hands dirty. These pilots feel that the best way to get the job done and inspire morale at the same time is to be right out there with the troops, fighting the good fight. These pilots, indicative of their leadership style, love piloting and their skill and success has *earned* them a command. These leaders take a big risk, fighting the front lines along with the common troops. They have no fear for such things, however, how can one expect them to sit idly by while their people fight? Tactically, these pilots make skilled and potent leaders, inspiring moral and racking up kills at the same time.

Rough Neck

Some say pilots are softer than a regular soldier, but tell that to this pilot, and you'd better have good insurance! These pilots are rough, hence their name, and don't take no bones about it. Often able to brave

rough terrain, little sustenance, and rows of enemy forces with or without a Mecha, these pilots know how to fight, whatever the cost. These pilots scoff at the words 'impossible' and 'suicide mission'; their daring and mental strength will win them the day. Pilots of this type are not afraid to brag; they know they have the skill to back it up. Tactically, these pilots can adapt to several situations, and know how to act independently of command to survive. They make tough fighters, and will attack to the last. Rough Necks are brave, strong, and tenacious... do you want to tell them otherwise?

Independent Operator

Often a pilot comes from a structured military background, but some fortunate souls find themselves in possession of a Mecha (of some type or another). These pilots learn their Mecha inside and out, and are very possessive of their prize. These pilots, since they often lack a support and repair crew, will often pick up the Mecha Repair Skill for when their Mecha gets damaged. These pilots, if they ever end up in a structured military situation, often disregard orders and act on their own agenda. Tactically, these pilots will do what it takes to survive, and don't make very good team players. A large scale battle may frighten them, as they lack the experience and training for such situations. However, in a smaller battle with no teammates, these pilots may dominate simply through the pilot's familiarity and skill with their equipment.

Making your Ace Pilot

Now that we have looked at different archetypical personalities, now it is time to think of the right one for your character. Do you want to use an archetype personality, or do you want to make one up on your own? Or perhaps, will you use bits of your own personality, or someone else's, to create your character. The choices are yours to make! Take a moment and think deeply about how you want your character to think, act, and feel about different situations. The more developed your character's personality is, the more fun it will be to play them! Also, having a back story, or history for your character can help you develop their personality. What effect on this pilot's life has their personal experience had? How have their attitudes changed over time? Who or what does

Mecha Aces

your character care about? These questions and more can help ‘flesh out’ your character.

GM Discussion

Now we will begin developing your character in terms of the Mecha Aces rules. Explain your character concept to your GM. They may have some input on how the setting they are running may have affected your character’s life. Also, your GM can tell you what optional rules are being used in their game. Are Techniques utilized? How about Magic? If so, what disciplines? Are psychic characters allowed? Will your character start out in a certain situation? Do they have a predefined set of items? A budget to purchase them? These questions and more can help you during the next few steps.

Trading Traits

This process is common among all FUDGE games. Basically, each beginning character receives a certain number of points with which to develop their character. These points can be shifted around any way the player wishes, and may be transferred between different Traits of the character. A Trait is a FUDGE term which describes different physical, mental, and situational facets that distinguish your character as an individual. The process of trading Traits is central to character conception, and will determine your character’s strengths and weaknesses in the game.

There are 5 Traits in FUDGE. They are Attributes, Skills, Gifts, Faults, and Supernatural Powers. In Mecha Aces, there are really 7: Attributes, Skills, Gifts, Faults, Techniques, Magic, and Psychic Powers. This is because Supernatural Powers are expanded and explained more consistently, to give more consistency to their use, at the same time allowing design flexibility. When Trading Traits in FUDGE, points travel between Traits in the following way:

1 fault = 2 attribute levels

1 fault = 6 skill levels

1 fault = 1 gift

1 attribute = 3 skill levels

1 gift = 2 attribute levels

1 gift = 6 skills

All Traits, with the exceptions of Gifts and Faults, have a level. This level describes the character’s ability in the Trait relative to other characters. In the FUDGE system, levels are described by using words rather than numbers. These words allow for variance in ability, while keeping within intuitive and descriptive bounds. In other words, saying you are a ‘level 23’ pilot makes less sense than simply saying that you are a ‘great’ pilot. In FUDGE, there are 7 descriptive levels, which are:

Superb (+3)



Great (+2)

Good (+1)

Fair (+0)

Mediocre (-1)

Poor (-2)

Terrible (-3)

Legendary (+4) is an extra level one step above Superb, and describes ability far superior than what would be normally considered the best of the best. This is a rather impossible standard, so please be frugal with Traits that could be described as Legendary.

Chapter 1: Character Creation

The numbers in parenthesis are a shortcut method of remembering each level's difference from Fair. These shortcuts come in handy during Action Resolution rolls, so they are written next to every level in this book.

Attributes

Attributes describe physical and mental properties that all people possess. They help define a character's capabilities as a person, aside from any special training. The human Attributes in Mecha Aces are: Strength, Agility, Tech, Insight, and Will. Their meaning is described below:

Strength – Physical prowess. This attribute reflects the character's brute strength and toughness. Characters with high Strengths are able to lift heavy objects, throw punishing punches, and take the staunchest blows. Characters with low Strengths are feeble, poor fighters, and cannot take too much damage.

Agility – Speed and nimbleness. This attribute reflects the character's natural speed, grace, and mobility. Characters with high Agility make good dancers, fast runners, and skilled pickpockets. Characters with low Agility are slow, clumsy, and generally not mobile.

Tech – Logic and analytical thinking. This attribute reflects the character's ability to think abstractly about logical problems. Characters with high Tech are good at math, have a knack for technology, and are quick and efficient when solving a problem. Characters with low Tech are technologically illiterate, have poor math skills, and have trouble thinking logically.

Insight – Personal understanding and creativity. This attribute reflects the character's natural understanding of existence, ability to think abstractly, and imagination. Characters with high Insight are natural artists, have a deep understanding of themselves and others, and seem to be able to solve problems intuitively. Characters with low Insight are unimaginative, shallow individuals, who would be a bore to have a philosophy discussion with.

Will – Willpower and stamina. This attribute reflects the character's ability to stick with their tasks, in both the mental and physical sense. Characters

with high Will are tenacious, possess inhuman staying power, and are unerring in their dedication. Characters with low Will are quick to give up, unable to run a marathon, and are easily manipulated.

All Attribute levels start out at Fair, which is saying that everyone starts out being average (not much of a stretch). Each character receives two free Attribute points to distribute at their leisure (one point raises an Attribute one level). An Attribute can be lowered to receive more points; lowering an Attribute one level yields one Attribute point. For example purposes, we will look at 'Tony the Ace', a character that will be constructed as we continue this chapter.

Tony the Ace chooses the following Attribute levels:

Strength: Fair (+0)

Agility: Good (+1)

Tech: Good (+1)

Insight: Fair (+0)

Will: Fair (+0)

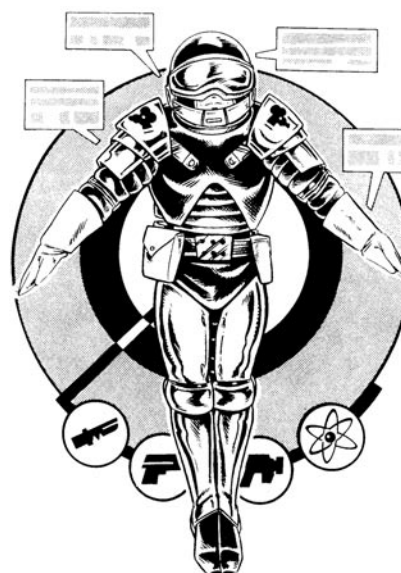
Skills

A Skill is a concept that is learned over time, and has a real world manifestation. In other words, skills are the bits of knowledge we learn over time that we put to good use. In Mecha Aces, each character, like each person, has skills to use at their disposal. These skills range from knowing math, to piloting huge mecha, to playing musical instruments, even to effective shopping techniques. There are nearly 100 skills at every character's disposal! Each character starts out with 45 Skill points with which to purchase skills.

For every character, each skill has a level. This level describes the amount of knowledge or competency that character has attained in that area. Skill levels are improved with Skill Points, and have the standard level range (from Terrible to Superb, much like Attributes). Before a character ever spends any Skill Points, they are assumed to have some default level in each skill; this describes how the character would attempt the skill untrained. For most skills, the default level is Poor. The default level depends upon the difficulty

Mecha Aces

of the skill. What is this difficulty, you ask? Well, not every skill is made equal. Some skills are easier to learn, and some skills are harder to learn. This difficulty (or lack thereof) is reflected by the number of points required to advance in skill level. There are 6 difficulty levels, but only 4 of them are used to purchase skills. The upper and lower extrema of the difficulty chart are used when the difficulty level is adjusted (this sometimes happens). Below is the skill difficulty chart, which is needed for purchasing skills. The default level for skills of the respective difficulties lies wherever the Skill Point cost is zero. If there is no 'zero cost' level, then the skill cannot be used without learning it first.



Level	Cake Walk	Easy	Most	Hard	Very Hard	Tough
Superb	3	4	5	6	7	8
Great	2	3	4	5	6	7
Good	1	2	3	4	5	6
Fair	0	1	2	3	4	5
Mediocre	-1	0	1	2	3	4
Poor	-2	-1	0	1	2	3
Terrible	-3	-2	-1	0	1	2

Don't be too intimidated by those higher numbers, the cost listed is to purchase the skill *at that level*. Thusly, really only one skill point needs to be spent on each level.

In order to save our players some time in looking up all of the Skills they want to purchase in the Skills chapter, on the following page is a big list of all of the skills:

Renaissance Group:

- Acting
- Literature
- Musical Instrument
- Painting

- Rhythm
- Sculpting
- Sense of Tone
- Singing
- That Certain Something (VH)
- Writing

Knowledge Group:

- Biology
- Chemistry
- Culture (place)

Chapter 1: Character Creation

Ecology	Automobile Repair (H)
Foreign Language	Computer Programming (H)
History (when)	Computer Repair
Mathematics	Computer Use
Medicine (VH)	Consumer Electronics Repair
Occultism	Consumer Electronics Use (E)
Physics	Heavy Machinery Operation
Research	Heavy Machinery Repair (H)
Teaching (H)	Maintenance
Trivia (E)	Mecha Repair (H)
Education (spc cost)	Troubleshooting
Everyday Group:	Sneaky Group:
Acrobatics	Breaking and Entering
Animal Care	Forgery
Cleaning	Indoctrination
Climbing	Lying
Cooking	Perception
Fashion Sense	Poisons
Finance	Provocation
Game (name)	Security Systems
Gossip	Seduction
Jumping	Sleight of Hand
Oration/Adlibbing	Stealth
Plant Care	Straight Face
Running	Tracking
Shopping	Combat Group:
Survival	Brawling
Swimming	Dodge
Technical Group:	Explosives

Mecha Aces

Guns (H)	Magical Discipline (specify) (H)
Holding	Scrying (H)
Initiative	Sense (H)
Martial Arts (discipline) (VH)	Spellcasting (VH)
Martial Arts Weapon (weapon discipline) (VH)	Telepathy (VH)
Melee Weapon	Use (power)
Throwing	<i>Tony the Ace chooses the following skills:</i>
Thrown Weapons	<i>Education: Fair (+0) (Assoc. Degree)</i>
Weapon Maintenance	<i>Mathematics: Good (+1)</i>
Mecha Group:	<i>Acting: Good (+1)</i>
Mecha Initiative (E)	<i>Singing: Fair (+0)</i>
Mecha Piloting	<i>Trivia: Fair (+0)</i>
Mecha Maneuvering	<i>Cooking: Fair (+0)</i>
Mecha Dodge	<i>Running: Fair (+0)</i>
Mecha Melee Combat (H)	<i>Computer Programming: Good (+1)</i>
Mecha Ranged Combat (H)	<i>Troubleshooting: Fair (+0)</i>
Mecha Targeting	<i>Brawling: Fair (+0)</i>
Mecha Extra Ranged Combat (VH)	<i>Dodge: Good (+1)</i>
Mecha Spatial Reasoning	<i>Initiative: Fair (+0)</i>
Mecha Communications (E)	<i>Mecha Initiative: Fair (+0)</i>
Mecha Teamwork (VH)	<i>Mecha Piloting: Fair (+0)</i>
Use Mecha Ability (H)	<i>Mecha Dodge: Fair (+0)</i>
Supernatural Group:	<i>Mecha Melee Combat: Fair (+0)</i>
Alchemy (VH)	<i>Mecha Ranged Combat: Good (+1)</i>
Arcane Folklore	<i>Mecha Communications: Fair (+0)</i>
Clairvoyance (VH)	
Dogma/Ritual	
Telekinesis (VH)	
Kinesis (specify) (VH)	

Gifts

A Gift, in FUDGE terms, is something about a character that is unique or interesting. Gifts do not have levels; you simply have them or don't have them. Gifts often provide a potent bonus or ability. Because of this, a character only receives two Gift points upon

Chapter 1: Character Creation

character creation. Keep in mind that even though there are many sample Gifts provided, a player and GM may agree that just about any unique or interesting thing about a character is a Gift. Creative GM's should feel free to experiment and invent new Gifts for their games. In case you don't want to leaf all the way to the Gifts chapter, below is a list of all of the default Gifts provided in Mecha Aces.

Endurance
Thick Skinned
Quick Reflexes
Great Balance
Sharp Sense (specify)
Ambidextrous
Mecha Basher (costs two Gift Points)
Hard to Kill
Sharp Wit
Clear Head
Focus
Clear Purpose
Natural Compass
Mecha Savvy
Natural Learner
Steel Trap Memory
Timing
Slick
Greater Destiny
Rank (specify)
Contact (specify)
Organization
Opportunity
Lucky

Item
Wealth
Base of Operations
Black Mail (who)
Magic (costs two Gift Points)
Psychic Ability (costs three Gift Points)
Technique (special cost)
Tony the Ace chooses the following Gifts:
Sharp Sense (hearing)
Timing (also yields Rhythm: Fair (+0) to his skill list)



Mecha Aces

Faults

Not everyone is perfect, and FUDGE adapts for that with the inclusion of Faults into its Traits. Faults are character flaws. They reflect the natural imperfections that people are born with or develop. Like Gifts, Faults do not have levels. Each Fault accepted onto a character yields points as per the Trading Traits chart (1 Fault = 1 Gift = 2 Attributes = 6 Skills). While Faults are entirely optional, it is important to concede some imperfection, if only to give your character some depth and development. In the same token, don't overload your character with Faults. Keep your character realistic, but don't let them trip over their own feet with too many Faults. Below is a List of all of the Faults in the Faults chapter, in case you don't want to look them up right now. Although there are several Faults in the Faults chapter, feel free to be creative and invent your own imperfections.

Young/Old
Dull Sense (specify)
Pain Sensitive
Slow Reaction
Light Framed
Over/Under Weight
Clumsy
Gender Bender
Poor Memory
Quixotic
Absent Minded
Phobia (specify)
Psychosis (specify)
Addiction (specify)
Compulsion (specify)
Distractible (specify)
Over-Confident

Troubled
Cowardly
Shy
Not the Sharpest Tack
Mecha Illiterate
Computer Illiterate
Dependent (person)
Dependence (person)
Girl/Guy Magnet
Bad Luck
Poor
Promise (specify)
Obligated (organization)

Bureaucratic Burden
Owes (specify)
Hidden Secret (specify)

Tony the Ace chooses the following Faults:

Absent Minded

Phobia (Bees)

Compulsion (Cleaning)

Because of the extra points, Tony the Ace has made the following adjustments:

Great Balance

Sharp Wit

Computer Use: Great (+2)

Mecha Initiative: Good (+1)

Mecha Piloting: Good (+1)

Mecha Dodge: Great (+2)

Chapter 1: Character Creation

Derived Values

Now that we have our Attributes, Skills, Gifts, and Faults selected, there are a few more things about your character that we must figure out. If your character has purchased the Technique, Magic, or Psychic Powers Gifts, first double check to make sure your GM is using those optional rules. If they are, follow the rules specific to the Gift to determine your Supernatural Powers. Next, we will look at the various numeric quantities you'll need when you run into a tussle.

Wounds

Everyone has their physical limit; we can't all stay in the ring 20 rounds with a boxing heavyweight. In FUDGE, the ability to sustain physical damage is measured numerically, in the form of Wounds. Every time your character sustains damage, that damage is deducted from a Wound Level. Each character has four Wound Levels: Hurt, Very Hurt, Down, Dead. These four levels describe the physical condition of the character. To determine how many points of damage can be taken in each Wound Level, add your character's Strength and Will, then add that total to 10. This is the base wound amount. The Hurt level has the base wound amount available to it. The Very Hurt level has twice the base available. The Down level has triple the base. Finally, the Dead level has five times the base amount available to it.

Tony the Ace's Wound Levels are as follows:

Hurt: 10 / 10

Very Hurt: 20 / 20

Down: 30 / 30

Dead: 50 / 50

As the names of the Wound Levels suggest, there are consequences to taking damage. Once your Hurt level is expended, there is a -1 penalty to all actions you take. Also, once your Very Hurt level runs out, you take a -2 penalty to all actions taken. Once the Down level is expended, the character falls unconscious, unable to act. Finally, once the Dead level runs out of points, the character dies.

Strength	ODF
Superb	+12
Great	+10
Good	+8
Fair	+7
Mediocre	+6
Poor	+4
Terrible	+2

Damage Factors

Strength	DDF
Superb	-8
Great	-7
Good	-6
Fair	-5
Mediocre	-4
Poor	-2
Terrible	0

In combat, people have a natural ability to deal out and take some punishment. In FUDGE, this is in the form of ODF and DDF. ODF means Offensive Damage Factor. This represents the character's natural ability to deal damage to a foe. This is a base amount for damage done in melee; in other words, it is the damage of an unarmed attack, and melee weapons add to this damage. DDF stands for Defensive Damage Factor. This is the character's natural ability to insulate damage from attacks. A character's DDF is subtracted from all incoming damage. To determine the ODF and DDF values for a character, refer to the charts provided.

Wrap Up

Take a look at your character. What do they look like? Use imagery and colorful language to describe

Mecha Aces

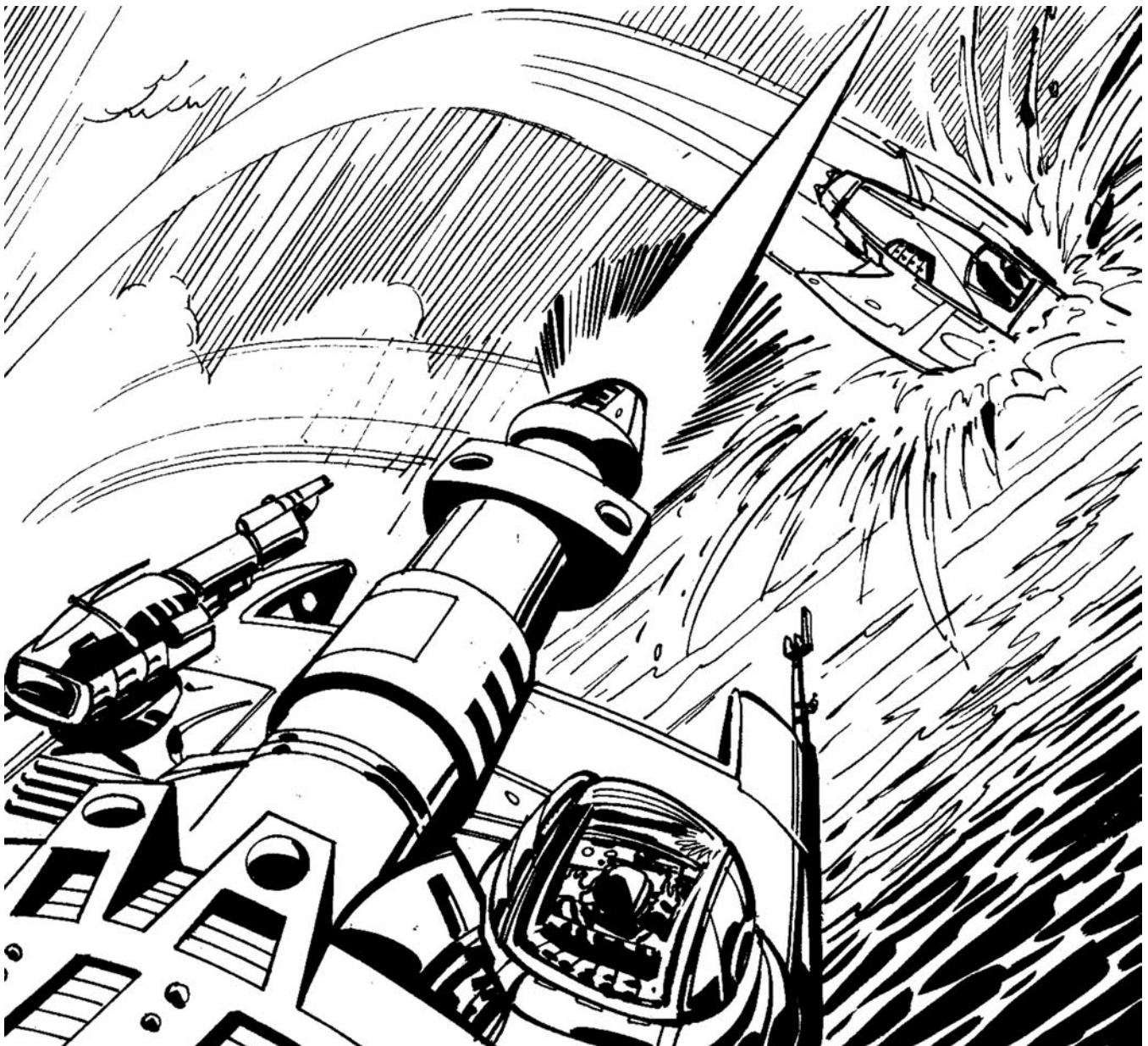
your character's appearance. You could even draw a picture of them, if you are artistically inclined.

Also, does your character have any items, or a personal budget to purchase them with? If so, prepare your item list so you'll have the right tools for the job!

GM Review

Show your character to your GM, so they can make sure it is kosher with their setting. Also, feel free to explain your character's history to them; they may

be able to work into the story in one way or another. Also, your GM can tell you what situation you are in at the beginning of the story, so you can jump right into the action! If you begin with a Mecha, your GM can give you its stats as well.



CHAPTER 2:

SKILLS

Overview

This chapter describes the nearly 100 different skills available for a character in Mecha Aces. The Skills are broken down into groups for easy referencing, and every group has a description that discusses the general nature of all of the Skills in that group.

Skills

Renaissance Group: Art, Literature, Theater, and other creative activities all fall under the Renaissance Group. An interesting feature of this group is the That Certain Something skill. It provides a synergy bonus to all creative endeavors, as long as the character convinces the GM that the work is creative and interesting. This makes the player actually put creative energy into applying their skills. Below are all of the skills, and their descriptions. There are 10 skills in this group.

Acting – This skill allows the character to know how to memorize lines, get into character, and produce an overall believable performance. Other applications of this skill include trying to improvise a scene, or adlibbing, knowing how to move on stage without upstaging yourself or anyone else, or even knowing effective ways of projecting one's voice. This skill could also be used to try to impersonate another person convincingly.

Literature – Of the three schoolboy skills: Reading, Writing, and 'Rithmetic, this skill allows 1 and 2 to gang up on 3. Having the Literature skill gives the character higher proficiency in finding grammatical and spelling errors, finding the main themes of a piece, and developing complex understandings of literature of all kinds. This skill is great for a book reviewer, editor, student, or any other person that needs to read things for their abstract meanings.

Musical Instrument – Playing a musical instrument with skill, technique, and passion is among the top of human creative achievements. This skill allows

the character to slowly master a single instrument, although the skill may be purchased several times to allow for proficiency in additional instruments.

Painting – Placing brush to canvas may seem easy, but there is a great deal of knowledge behind a purposeful stroke. This skill allows the character to have knowledge in various forms of painting styles, paint types, medium types, matting techniques, and all other things related to being a skillful painter

Rhythm – People, in life, often underestimate the many uses of a good sense of rhythm. It allows people to view time independent of a clock, perform actions with more grace and speed, and even reach new heights in their kung fu. Knowing how to accurately 'tap out' the beat of a song is a subtle but useful skill.

Sculpting – Some make art by adding. They add color to a canvas, music to the air, or voices to the stage. Your brand of art is that of subtracting. By taking away just the right bits and pieces of something, this skill allows you to create among the world's greatest art pieces.

Sense of Tone – A very rare gift among humans is the ability to hear in perfect pitch. This means that any tone that enters this person's ear will register as a unique and distinguished tone. Even though some people are born with this uncanny ability, everyday people, through practice, can achieve similar resolutions of hearing. This skill allows the character to recognize and analyze various frequencies of sound.

Singing – Not everyone can be one of the Three Tenors, but anybody can be taught the basic concepts of putting a steady tone and rhythm to one's voice. Singing is a soothing and useful skill to have, whether or not your character is a pop idol.

That Certain Something (VH) – This is the premier skill that drives artistic expression. This skill is not bound to any one form of creativity; rather it represents the character's latent abilities in personal

Mecha Aces

expression and creativity. TCS can apply a synergy bonus to any other skill in this group. The bonus is only allowed when the player tells the GM how the expression they are working on is creative and expressive.

Writing – The ability to effectively communicate in writing is one of the things that separate humans from the animal kingdom. This skill allows the character to better understand the rules of their language, rhetoric, and effective techniques in writing.

Knowledge Group: Gestalt knowledge on various subjects is important to the development of a strong intellectual character. The Knowledge group contains all skills which apply to remembering facts contained within various subjects, and skills used to gain more facts. Below are all of the skills in this group and their descriptions. There are 13 skills in this group.

Biology – Recognizing how and why various biological processes work is an important scientific skill. Biology deals with the science of life; from the highest level of human mechanics to the single celled metabolic process. Since Biology is closely linked to Chemistry, every Biology check receives synergy from the character's skill in Chemistry.

Chemistry – Analyzing and predicting chemical reactions and their components is a fundamental scientific skill. Chemistry deals with the analysis and interactions of any and every chemical reaction. Since Chemistry is closely linked to Physics, all Chemistry checks receive a synergy bonus from Physics.

Culture (place) – This skill allows the character to know and recognize the various attributes and rituals of any culture. This skill may be purchased many times, each time specializing in a different culture.

Ecology – This skill deals with the many scientific facets of trees, wildlife, and environments. This is a valuable skill for a forest ranger, mountain man, or any other 'survivalist' character.

Foreign Language – The character can read and/or speak a language that is not the one of their native land. At the Mediocre level, the character has only a reading knowledge of the language, at higher levels, more speaking fluency is gained.

History (when) – The character has knowledge of the events of a decade (if within the last fifty years), a century (if in the last millennium), or a major time period (if earlier than that). Higher skill levels yield either more knowledge of the same period, or equivalent knowledge of another time period (within the same range as the first). *Example: Great History could apply to the 1940's, 50's, and 60's, or it could be the 1960's++ (denotes extra knowledge, 3 levels worth).*

Mathematics – Some say mathematics is the language of the gods. Regardless of whether you agree, this skill gives the character more skill in math. At the Poor level (initial), the character has basic geometry and algebra knowledge. At the Mediocre level, the character has mastered trigonometry. At the Fair level, the character has mastered pre-calculus level math. At the Good level, the character knows the basic calculus skills of differentiation and integration. At the Great level, the character understands several calculus concepts, including matrix mathematics. Finally, at the Superb level, the character has mastered most advanced calculus subjects; few math problems provide a challenge for the character.

Medicine (VH) – The ability to successfully understand and repair the functions of the human body is no easy task. This skill requires years of challenging and involved medical schooling. At the Mediocre level, the character qualifies as an Emergency Medical Technician. At the Fair level, the character qualifies as a Registered Nurse. At the Good level, the character qualifies as a General Practitioner. At the Great level, the character qualifies as a Doctor. Finally, at the Superb level, the character qualifies as a Surgeon.

Occultism – This skill gives the character knowledge in all forms of paranormal science, both mythical and practical. Although this knowledge may be looked down upon by more stringent factions of the scientific community, occultism has its place in the realm of human knowledge.

Physics – The nuts and bolts by which reality works. Key topics include kinetics, electrostatics, thermodynamics, quantum physics, and even String Theory. Understanding physics is like understanding every drop of paint in the Mona Lisa. While the

Chapter 2: Skills

painting itself has unspoken beauty, each individual drop is beautiful and important in and of itself, while still contributing to the whole. Because of physics' close relationship to mathematics, all Physics checks receive a synergy bonus from Mathematics.

Research – While having knowledge is important, being able to acquire more knowledge is an invaluable skill. Research allows the character to effectively use several channels of information to find out what they need to. Such channels include the public library, the internet, and encyclopedias. Checks are made depending upon the difficulty and obscurity of the knowledge the character is after.

Teaching (H) – While simply reading information only allows someone to learn 10% of it, teaching the same knowledge will allow someone to retain 90%! Passing on knowledge from one person to another is a valuable skill, both in the realm of human understanding and human survival. This skill allows one character to assist another character in grasping information. Thusly, the teacher may make a Teaching check against their student's current skill in any other Knowledge skill. If this check succeeds, the student may apply the teacher's Teaching skill as a synergy bonus to checks made with that skill. This synergy bonus doesn't apply forever; a "refresher course" may be needed every now and again.

Trivia (E) – having a grab bag of facts available can help out in a situation where one is at a loss for ideas. Trivia is a seemingly random collection of generally useless facts from all over the realm of human understanding. The Trivia skill may be used on its own to produce a random, useless fact in any situation. For a more practical use, the Trivia skill, with GM discretion, may apply a synergy bonus to any Knowledge skill in which the character has a Mediocre or lower level. The synergy bonus reflects that even though the character may not know a lot about that specific subject, they know enough general information to "fill in the blanks".

Education (special cost) – This skill allows the player to assume that their background of education has given them proficiency in several areas of knowledge. This skill effectively emulates other skills (in the Knowledge, Everyday, Technical and Renaissance Groups). Because of the wide spanning use of this skill, it costs twice as many skill points as normal, purchased on the Very Hard difficulty scale. The skills emulated by your education are Culture (local), History (national), Mathematics, Research, Computer Use, Oration/Adlibbing, Physics, Biology, Chemistry, Writing, and Literature. Depending upon the level of Education, the character has attained a certain amount of formal schooling. The levels are outlined below:

Education Level	Degree/Proficiency Attained	Skill Point Cost
Terrible	Grade School or less	2
Poor	Junior High School	4
Mediocre	High School Diploma	6
Fair	Associate's Degree	8
Good	Bachelor's Degree	10
Great	Master's Degree	12
Superb	Doctorate's Degree	14

Mecha Aces

This skill's level may be substituted for any of the skills it emulates. Because most skills start at Poor, purchasing Education at a higher level than that is most prudent. Because of the specialized nature of many formal education programs (such as Magnet Schools, or choosing an academic major in college), other skills should be purchased to reflect such specialization. If a higher level of one of the emulated skills is to be purchased, the player may assume that it starts at your Education's level (as opposed to the default of Poor in most cases). This Skill may seem slightly expensive, but it is a huge savings in skill points because of all the skills Education emulates. Just remember, a formal education is a huge advantage in the real world, and should not be taken for granted.

Everyday Group: In the course of our daily lives, we apply the lessons of our childhood. Such lessons include tasks as mundane as washing dishes, and as exotic as surviving in the wilderness on your own. Depending upon an individual's upbringing, a character could have any number of flavorful skills hidden up their sleeve. There are 16 skills in this group.

Acrobatics – While people may not do double handstands in everyday life, a certain degree of nimbleness is useful anytime. This is especially true in an anime setting, as your character may wish to dramatically stand on the top of a flagpole, or gracefully leap several stories downward without injury, or even something as outlandish as performing a complex gymnastic maneuver to catch a falling knick knack. The Acrobatics skill can be used in nearly any situation where gracefully and limber motion is a necessity. Skill checks with this skill often receive a synergy bonus from Agility.

Animal Care – Being able to properly feed and care for Fido and Spot is always a must. If your character has a pet, or other animal to care for, it is important to be able to properly feed, groom, exercise, clean, and otherwise care for them. Higher skill levels allow the character to act as an authority in larger scale animal care situations, such as running a dog kennel, horse barn, animal shelter, or any other facility for the care for animals.

Cleaning – The first thing you have to know to be a good cleaner: don't *ever* mix ammonia and bleach

together. The second thing: dust bunnies may be cute, but they are your mortal enemy. Thirdly: never underestimate the power of a well wielded broom. Finally: if you can eat off of it, you are doing a good job! Being able to properly clean things is an important part of living on your own. Washing dishes, cleaning toilets, sweeping floors, and changing garbage bags are all important skills needed to live in a safe and presentable environment. Higher skill levels will allow the character to clean faster and more effectively (in dirtier and dirtier conditions).

Climbing – This skill not only deals with simply scaling things, but also in the use of various types of climbing gear. Such gear includes rope, pitons, harnesses, picks, and other climbers for support. Higher skill levels will allow the character to work effectively with a team of other climbers to climb in any terrain with reduced difficulty. Climb the mountain, because it is there.

Cooking – Nothing is more soothing than the smell of delicious food cooking away in the kitchen. From fry cook to gourmet chef, this skill will allow the character to prepare edible food. Upon cooking, a skill check is made, the result of that check reflects the taste (and safety) of the food prepared.

Fashion Sense – Knowing what is 'in' and what is 'out' is an important skill to high school students and aspiring businessmen alike. To be successful, you must look the part, so dress for success! Higher levels in this skill will allow the character to not only find good looking clothes, but at lower prices as well.

Finance – Balancing one's checkbook is a prime example of the everyday application of Finance. This skill allows the character to effectively budget, save, and invest larger and larger sums of money. At the Great level, the character is eligible to become a certified public accountant.

Game (name) – To play a game, you have to know the rules (that is why you are reading this book, right?). The skill allows the character to learn and apply the rules of a single game. Thusly, this skill may be purchased multiple times, each time for a different game. Also, this skill may be applied to a class of games (such as board games, RPG's, tennis-like games, hockey-like games, etc.) to attain a basic working knowledge of the games in that type.

Chapter 2: Skills

Gossip – Getting the ‘scoop’ on people is a valuable skill to the busybody and mecha pilot alike. Knowing how to utilize the ‘grapevine’ is helpful to finding out the reputations and secrets of rival pilots, new commanders, or anyone else you may encounter.

Jumping – making a heroic leap can add dramatic flair to any role-playing situation. On top of that, being able to leap great distances is an important mobility option. This skill allows the character to effectively jump and land progressively longer distances. The exact distances coverable are up to the GM, and are setting specific. Skill checks with this skill often receive a synergy bonus from Agility.

Oration/Adlibbing – Being able to successfully deliver a message to a high number of people is necessary to a squad leader, politician, actor, and poet alike. On top of reducing stage fright, this skill even allows the character to make up a speech on the fly; delivering an inspirational pep talk to the squad, quickly dealing out battlefield instructions, or even jumping up on the soap box every now and then.

Plant Care – Successful gardening may not be important to every mecha pilot, but not only are plants a viable food source; they are also a stress relieving hobby. This skill allows the character to successfully sustain a plant, from perennials to grass to bonsai trees.

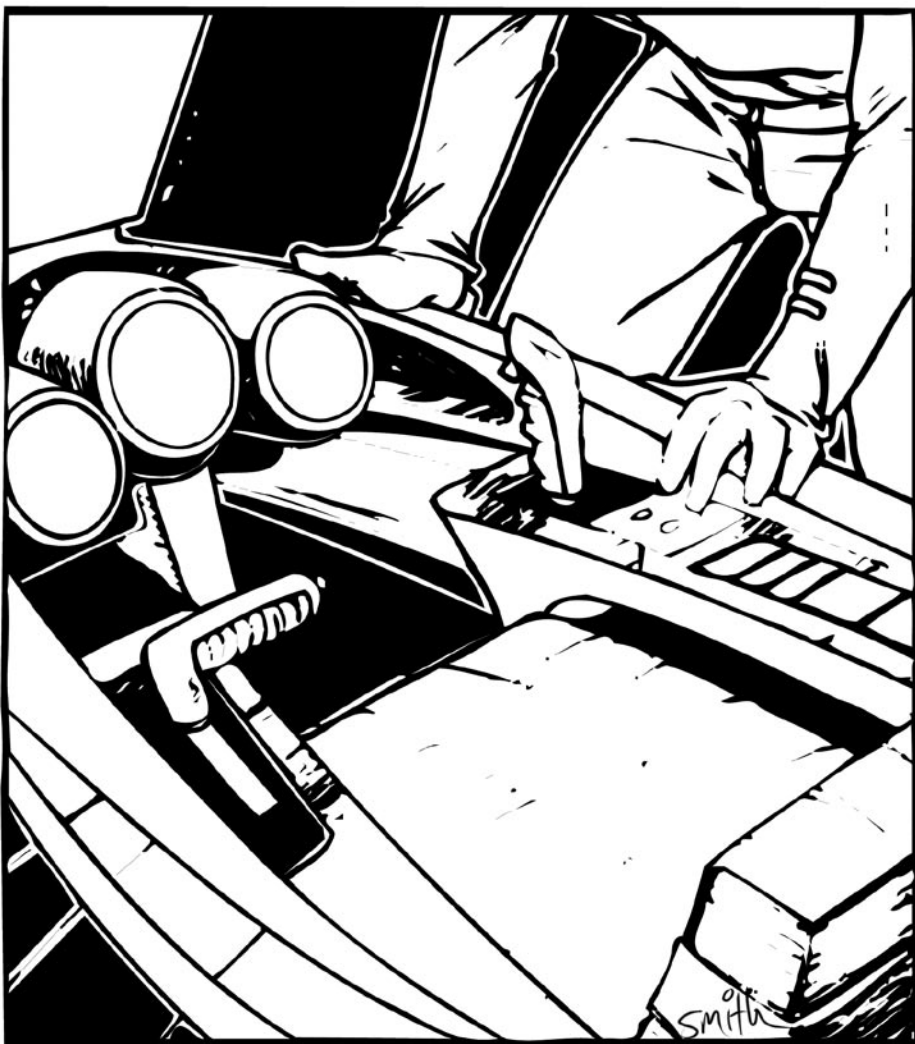
Running – While this may seem like a basic physical activity, a lot of skill is involved in running. Knowing how to avoid dehydration, efficiently breathe, maintain balance, and mentally focus is only the tip of the iceberg of things a successful runner must do. Even the proper way to swing one's arms takes practice and dedication. On top of a more effective technique while running, this skill grants the physical prowess and mental tenacity needed to keep running long distances.

Shopping – Spotting a sale from

a mile away and having a coupon at the ready are two applications of this skill. Shopping around for the best price, haggling for deals, and gauging product quality are important skills in any market place. Higher levels in this skill will allow the character a discount in nearly any store, and the haggling skills to back it up.

Survival – Knowing how to make your way around in the wilderness is important in any outdoor situation. You can't always depend upon your mecha, so when you end up in the wild for several days this skill will get you through it. Building a shelter from scratch, starting a fire, locating safe plants to eat, catching animals for meat, and protecting yourself from the elements are just a few uses for this skill.

Swimming – This skill allows the character to be knowledgeable and skilled in several forms of water



Mecha Aces

movement. This skill allows the character to be knowledgeable and skilled in many other swimming strokes, including the Breast Stroke, Back Stroke, Side Stroke, and Butterfly Stroke. At the Terrible level, the character is totally unable to swim. At the Poor level, the character is able to move around in the water using only the Doggy Paddle. At the Mediocre level, the character is able to swim using the Doggy Paddle and American Crawl, and is also able to tread water in place. At each subsequent level, the character masters another stroke (either from the above list or other types of strokes).

Technical Group: In most mecha anime, the action takes place in a modern or post-modern setting. Because of this, the following skills are gear toward the use, repair, and understanding of devices found in modern and post-modern settings. If the character grew up in a time when modern conveniences were abundant, it would be a good idea to have a few levels in at least some of these skills. There are 11 skills in this group.

Automobile Repair (H) – The nuances of an internal combustion engine can elude the greatest of minds, but not for this character. The intricate workings of an automobile are a trite matter; imagine how much money you can save in repairs if you can do the work yourself! At higher levels, the character can repair a vehicle to a condition that was better than before the damage.

Computer Programming (H) – Speaking with a computer in its own language is a powerful and difficult skill; even master programmers make occasional typing errors, or are stumped with a difficult computing problem. This skill allows the character to write and understand program code that a computer is able to execute. At higher skill levels, the character will have mastered several programming languages, and will be able to think of computing in an abstract way.

Computer Repair – All technology breaks down, and computers are certainly no exception. This skill allows the character to repair various aspects of a computer. At the Mediocre level, the character can repair minor issues in regards to desktop hardware. At the Fair level, the character can resolve minor hardware issues in a desktop computer and minor

software issues in any computer. At the Good level, the character can resolve most software and desktop hardware issues, along with minor issues in laptop sized systems. At higher levels, the character could get an acorn and a paper clip to run Tetris.

Computer Use – This skill deals with the ability to utilize various computing platforms to complete tasks. With each level, the character can choose a new computer operating system to be literate with, or choose to boost their skill in one they already understand. All checks on a single operating system are made assuming a Fair level, with the aptitude boosts raising the skill by one.

Consumer Electronics Repair – From blenders to security cameras, most electrical devices work on similar principles. This skill allows the character to repair such devices when they go awry. On the other hand, application of the concepts within this skill would allow the character to also bring electronics to a state of *disrepair* as well. Two for one sale in this skill!

Consumer Electronics Use (E) – Anyone who grew up with a television in their house at least knows how to turn it on. This skill deals with the use of any of the wide array of electronic devices that surround us in a modern society. Anything from a blender to a futuristic touchpad computer wall panel could be utilized with this skill.

Heavy Machinery Operation – Operating equipment like fork lifts, cranes, and bulldozers requires little more than a familiarity seminar, once you have the basic principles of machinery down. This skill deals with the use of industrial machines; including fork lifts, assembly line machines, and large cranes.

Heavy Machinery Repair (H) – Pure mechanics are very different from electronics. Understanding mechanical principles abstractly is the key to being able to repair large scale machines. Of course, being able to fix large machines implies that one would be able to break them as well. This skill is a must for any would be saboteur.

Maintenance – Keeping things in good working order is important for the long term usage of any device, electronic and mechanical alike. This skill

Chapter 2: Skills

allows the character to maintain the upkeep on all devices, electronic, mechanical, or mecha. However, this skill doesn't allow the repair of physical damage, but rather the cleaning, tightening, refueling, recharging, or otherwise restocking or the constituent parts or a device. Maintenance checks are made against the state or disrepair of the device. When applied to mecha, successful repair checks remove the temporary Maintenance penalties incurred from a lack of mecha upkeep.

Mecha Repair (H) – Whatever is to be considered mecha in a specific setting, this character has the necessary skills to repair them. Considering they have the proper tools and time, this character can repair lost Damage Points on any damaged mecha. Of course, working with a repair team makes repairs far more effective. For every fellow repairer, the lead repairer gains a synergy bonus from the helper's Mecha Repair skill. When making repair checks, the mecha gains the checks result times ten in restored Damage Points. Each repair check takes up one hour of work with proper equipment and facilities, or three hours with only the essential tools available.

Troubleshooting – In order to fix anything, you have to know what is wrong with it. This skill allows a character to examine any device that is not working properly. Upon succeeding a proper check based upon the nature of the problem, the character can find the source of that problem. This skill can only *find* the problem; it will take another skill entirely to *fix* the problem.

Sneaky Group: In a world of mistrust and intrigue, it is important to know your way around the underbelly of society. These skills involve such feats as burglary, manipulation, assassination, and generally sneaky activities. Anyone who doesn't have a particularly acute moral conviction should have some levels in a few of these skills (at least). There are 13 skills in this group.

Breaking and Entering – Before pulling the job, the cat burglar has to *get into* where the valuables are. This skill gives the character the necessary tools to complete this task. Such feats as picking a lock, using a crowbar on a door, or even fooling an electronic security check are included with this skill.

Forgery – Falsifying documents is a valuable

covert skill. From simply faking a signature to counterfeiting government documents, this skill can make a sneaky character's life much easier.

Indoctrination – One of the two basic manipulation skills, Indoctrination is placing an idea or emotion *into* someone's mind. Examples of this could be as large scale as brainwashing, or as mundane as convincing someone the sky is falling, or as commonplace as staring someone down (inspiring fear in them). Application of this skill applies to any attempt at pure manipulation that does not involve an emotion or idea that was present in the victim's mind already.

Lying – Telling a convincing untruth is important to any successful con. Skill checks are made against the victim's Insight (or Perception Skill), if you succeed, the lie is believed. Totally unbelievable lies receive a penalty to their checks. Also, if the victim has prior information from a trusted source that contradicts your lie, a Lying check is impossible; either a Provocation or Indoctrination check is necessary.

Perception – Having sharp eyes is the key to surviving in the battlefield. This skill allows the character to notice things that are important or out of place. Also, this skill helps the character to notice when another is lying; this skill is checked against an attempt for another character to use the Lying skill on you. Also, this skill is used to search for things, or notice things that are around you.

Poisons – Knowing the right mix of chemicals to affect someone's health is paramount to the life of a super-spy, assassin, and bad chef. At higher skill levels, the character can make nearly undetectable poisons, and detect such poisons before consumption.

Provocation – One of the two basic manipulation skills, this skill deals with stirring up or calming down emotions and ideas *already inside* the victim. Examples of this include inspiring a crowd, egging on an aggressive individual, and bringing up feelings during a therapy session. Remember, Provocation checks are only applicable to reinforcing or extinguishing feelings and ideas *already* within the victim.

Security Systems – Cameras, motion sensors, lasers, microphones, infrared, night vision, the list

Mecha Aces

goes on and on for specialized security equipment. This skill grants the proficiency with both using and *disabling* most electronic and computerized security systems.

Seduction – Using ones “natural charms” to manipulate another is among the classic methods of attaining ones ends. Skill checks are made against the victim’s Will; upon success the victim becomes putty in the seducer’s arms. Of course, the victim has to see the seducer in a desirable light, or a Seduction check is not possible (for example, attempting to seduce someone whose sexual orientation you violate).

Sleight of Hand – A few parlor tricks may impress the average pedestrian, but being light of finger has plenty of uses in the real world. Palming a prison key, pocketing an access card, or placing beneficial orders can make a mecha pilot’s life a lot gentler.

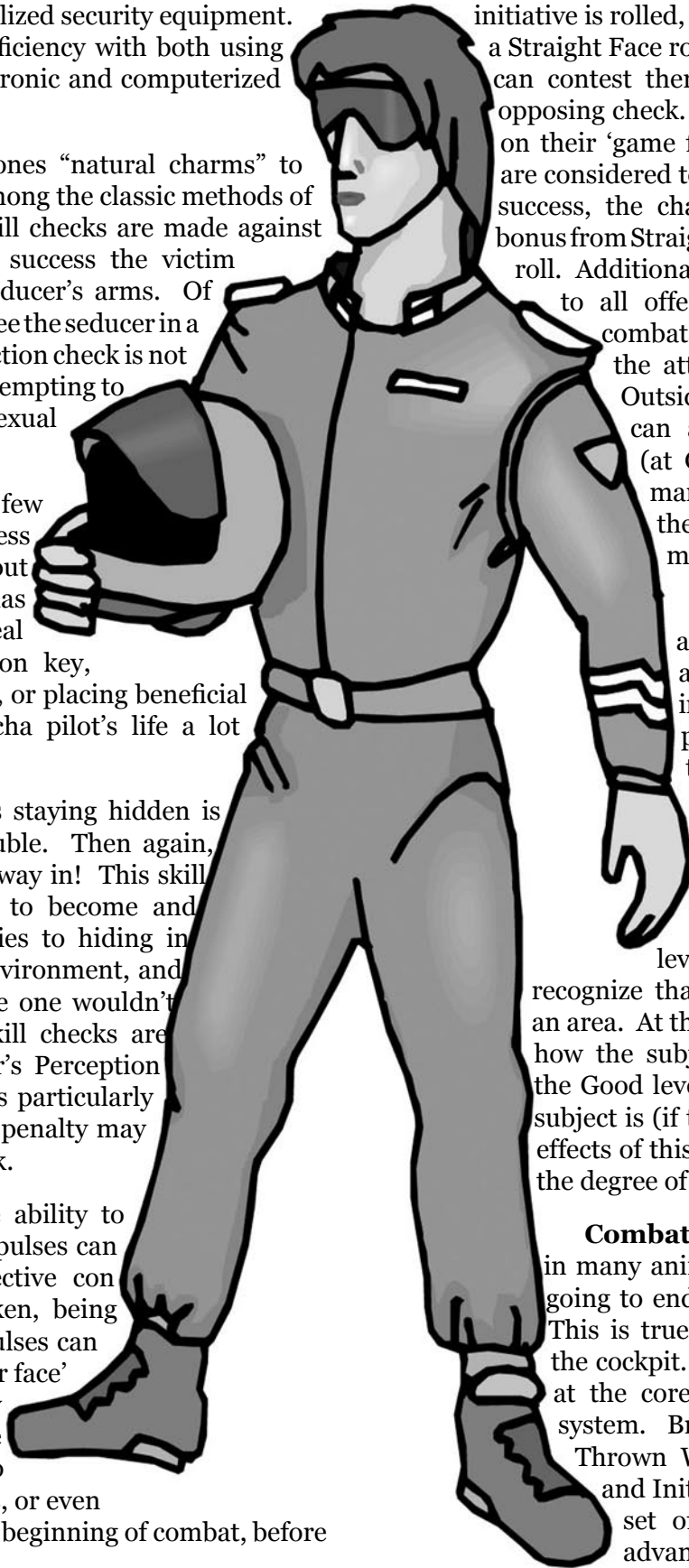
Stealth – Sometimes staying hidden is the best way out of trouble. Then again, sometimes it is the best way in! This skill deals with all attempts to become and stay hidden. This applies to hiding in darkness, crowds, the environment, and just about any place else one wouldn’t want to be noticed. Skill checks are made against the seeker’s Perception skill. If a hiding place is particularly good or bad, a bonus or penalty may apply to the Stealth check.

Straight Face – The ability to control ones nervous impulses can make them a very effective con artist. In the same token, being able to inhibit ones impulses can give them a certain ‘poker face’ mystique. This skill may be used to disguise the character’s expression to hide their true intentions, or even project false ones. In the beginning of combat, before

initiative is rolled, any character may make a Straight Face roll. Any other combatant can contest them, using Insight in the opposing check. If the character putting on their ‘game face’ is unopposed, they are considered to have succeeded. Upon success, the character gains a synergy bonus from Straight Face to their initiative roll. Additionally, they gain a +1 bonus to all offensive actions, as other combatants cannot discern the attacker’s true intentions. Outside of combat, this skill can apply a synergy bonus (at GM’s discretion) to any manipulation roll where the victim can see their manipulator.

Tracking – This skill allows a character to pay attention to the changes in the environment that a person leaves as they pass through. In both natural and artificial settings, this character is able to key into the subtle signs left behind by a passer by. At the Mediocre level, the character can recognize that someone has been in an area. At the Fair level, they can tell how the subject entered/exited. At the Good level, they can tell who the subject is (if they know them). Exact effects of this skill’s use depend upon the degree of the success of a check.

Combat Group: Let’s face it; in many anime with mecha, you are going to end up fighting something. This is true both in and outside of the cockpit. The following skills are at the core of this games combat system. Brawling, Melee Weapon, Thrown Weapons, Guns, Dodge, and Initiative make up the basic set of combat skills. More advanced combat mechanics



Chapter 2: Skills

are encapsulated within the Martial Arts, Throwing, and Holding skills. There are 13 skills in this group.

Brawling – Put up yer dukes! This skill can get you out of an enemy guard's hands, or out of a bar brawl at the officers' club. Combat abilities utilized by the Brawling skill are mostly hard punches, harder tackles, and the occasional head but. More advanced combat systems are yielded by other skills (such as Martial Arts). Brawling checks are used in combat for the accuracy of most basic unarmed attack actions (such as throwing a punch).

Dodge – One way to survive a blow is to never get hit in the first place. This skill reflects the character's ability to move themselves out of the way of an incoming attack. It is used defensively during combat, and applies to both melee and ranged attacks. When making Dodge checks, Martial Arts may supply a synergy bonus, if it is at a Good level or higher.

Explosives – Explosives are very handy, if you want to go out with a bang. This skill applies to the character's knowledge and effectiveness with explosives of all types. Such explosives could include items as ad-hoc as Molotov Cocktails, to as complex as nearly unstoppable time bombs. The complexity of explosive available is reflected by the character's skill level and the setting the game is in.

Guns (H) – Handling a firearm involves a great deal of power and responsibility. This responsibility is often skimmed over by our oft violent media. This skill deals with the character's ability to effectively use firearms of all types and kinds. The exact firearms available to the character is setting specific. This skill is used both in and out of combat as accuracy when using any firearm.

Holding – The ability to keep someone else from moving around is a nice one to have. This skill does just that, it reflects the character's ability to place another character into a position in which they cannot move. Details on the exact combat mechanics of Holding are in the Combat chapter.

Initiative – This skill reflects the character's ability to go from a normal state to a combat ready one. At the beginning of combat, every combatant makes an initiative check. This determines the order in which the combatants will take their turns.

Martial Arts (discipline) (VH) – To purchase this skill, the player must specify a martial arts discipline. Depending upon the setting, recognized disciplines may be the ones we all know and love today, or ones that are found only in the setting. Examples of martial arts disciplines include Kung Fu, Judo, Tai Kwan Doe, Mau Tai, Karate, Jujitsu and Ninjitsu. A more in depth explanation of this skill is provided in the Combat chapter.

Martial Arts (weapon discipline) (VH) – This skill works in a similar way to the Martial Arts skill itself, except with this skill you are allowed to wield a weapon while using it. A more in depth explanation is provided in the Combat chapter.

Melee Weapon – This skill works just like the Brawling skill, except that you can wield a weapon while using it. This skill can be purchased multiple times, each time for a different weapon (or weapon type e.g. swords, knives, staffs, etc.).

Ranged Weapon – This skill works like other combat skills, but is used for weapons that attack at a range. This includes bows and arrows, slings and bullets, and crossbows and bolts. This skill can be purchased multiple times, each time with a different weapon.

Throwing – This skill reflects the character's ability to use their strength and leverage to hurl an opponent flying through the air. A more in depth look at Throwing the opponent is provided in the Combat chapter.

Thrown Weapons – This skill works just like the Melee Weapon skill, except it applies to weapons that are thrown at their target rather than used in melee range. Again, this skill can be purchased multiple times, each time for a different thrown weapon (or weapon type e.g. throwing knives, darts, rocks, etc.).

Weapon Maintenance – This skill reflects the character's ability to effectively maintain the upkeep of their weapon. Such upkeep includes cleaning, sharpening, or repair. This skill can be purchased once, and applied to all weapons the character has the skill to use. When using this skill, the check reflects the amount of time needed before more maintenance is needed again.

Mecha Aces

Mecha Group: The piloting and combat of mecha. As this is a Mecha Anime RPG, these skills could be considered... necessary. Whether it be bashing 40 foot tall robotic nightmares, or taking your throttle to the edge in a grand prix car race, you'll find the skills you need in this group! There are 12 skills in this group.

Mecha Initiative (E) – This skill reflects the pilot's ability to go from a peaceful situation to a battle ready stance. It is used to determine combat order during a mecha battle.

Mecha Piloting (or Driving) – This skill represents the character's ability to direct a mecha from one location to another. This skill is applicable to when someone is trying to land their mecha on rough terrain, pass another mecha while in a race, or complete any other movement-based maneuver. This skill can also be used to drive conventional automobiles.

Mecha Maneuvering – This skill reflects the character's ability to manipulate the moving parts of a mecha to use its shape to an advantage. This skill is often used in combat to evade attacks in melee range. For example, the Mecha Maneuvering skill could be used to shift a mecha's arm and torso to evade an incoming attack. It could also be used to try to snuggle a large mecha into a cramped tunnel, or to complete any maneuver that doesn't require the mecha to change its location, but rather its shape. Take note that someone using the Mecha Maneuvering cannot bend, twist, or turn a mecha in any way that it couldn't normally do, based on its physical structure.

Mecha Dodge – This skill reflects the character's skill in moving a mecha a very short distance in order to evade something. This skill is often used in combat while attempting to evade attacks from a range. This skill could also be used to move a mecha quickly in short bursts, such as attempting to hover in a high wind, evade another car hitting yours on the road, etc.

Mecha Melee Combat (H) – This skill reflects the character's adeptness in directing a mecha during melee battle, using weapons such as mecha sized swords, pole arms, axes, or any other mecha sized melee ranged weapon. Knowing how to swing, stab, and maneuver a weapon takes finesse, skill, and patience. While this skill reflects the accuracy of

using melee weapons, it doesn't increase or decrease the damage they do.

Mecha Ranged Combat (H) – This skill represents a character's ability to aim ranged weapons, such as mecha sized gun (or gun like) weaponry. Most gun-type weapons have a standard range associated with them; this skill determines accuracy while within this range. If the weapon used has either the Extra Range or Lock On Falls associated with it, the skill required to operate that weapon changes respectively.

Mecha Targeting – This skill reflects a pilot's ability to use a computer assisted lock on system to target missiles. Using this skill doesn't guarantee a hit with the weapon, but a successful lock on yields a bonus to the accuracy of the missile when it is fired. By default, a missile has Mediocre accuracy, but once a lock on is made, the pilot's Mecha Targeting skill is added onto the missile's accuracy score (*Example: If Clyde has a Mecha Targeting of Great (+2), then the missile would have a Good (+1) accuracy score once it is fired*). Dodging a missile is considered to be an unopposed check, unless the missile also has the Homing Rise, in which case the missile may make an opposed check to strike.

Mecha Extra Ranged Combat (VH) – This skill allows the character to account for different variables (arc, wind, fog, etc.) in order to land a shot from a great distance from their target. In order to use this skill, the weapon used must have at least one level of the Extra Range Rise. If the weapon has two or three levels in the Extra Range rise, then accuracy checks made receive a -1 or -2 penalty, respectively. These penalties can be nullified if the weapon has the Scope Rise, or if the mecha has the Improved Targeting Gift.

Mecha Spatial Reasoning – This skill helps the character figure out where and how far away their enemies are, even if they are not in view of the cockpit. Using this skill, a character can make an unopposed check (difficulty at GM's discretion) to locate one or more enemies that are out of sight. This skill can also determine how far away objects are, even if the cockpit's view isn't in three dimensions.

Mecha Communications (E) – This skill reflects a character's ability to decipher, encode, and understand various forms of communications. Characters with

Chapter 2: Skills

higher levels in this skill can pick up voices in the middle of static, understand the faintest Morse code, break the most difficult ciphers, decode flare signals in several languages, etc.

Mecha Teamwork (VH) – This skill reflects a pilot’s ability to act in a team. While one of the pilot’s saving graces is their ability to work independently, working in tandem with their unit is also essential. Thusly, this skill is applied to any action that is performed with at least one teammate. For example, if Clyde and Norm want to attack the same opponent at the same time in a melee, they can elect to do so using Teamwork. Thusly, their turns in combat would occur at the same time, and the faster teammate would pull their action until the slower one is ready. Once their collective turn is ready, they may substitute their Mecha Teamwork skill for their normal accuracy check. The teammate who pulled their turn rolls first, even though technically the two attacks occur simultaneously.

Use Mecha Ability (H) – This skill allows the pilot to use a supernatural ability that is built into the mecha. Thusly, it may only be purchased if the setting allows supernatural powers. Take note that in combat uses, like with the Damaging Spell Gift, this skill would reflect accuracy, proficiency, etc.

Supernatural Group: Skills relating to various paranormal activities. These skills can only be purchased with GM’s discretion, and if the proper Gifts are also purchased. There are 12 skills in this group.

Alchemy (VH) – Chemistry mixed with the arcane, Alchemy deals with the mystical properties of matter and energy. Alchemists manipulate the energy in all matter to change, or transmute, that matter’s shape. The ability to use the Alchemy skill is only granted through the purchase of the Magic gift. Depending upon the magical discipline, this skill could be used to learn spells, cast spells, or both.

Arcane Folklore – This skill grants the user knowledge of all the ancient fairie tales, old legends, and fantastic stories the setting has to offer. At higher levels, the character can remember more and more obscure stories.

Clairvoyance (VH) – This skill can only be

purchased if the character has the Psychic Power Gift. This power allows the character to communicate with beings from other realms. Most commonly, this power allows the character to speak with the dead. Since other characters do not share your visions, you may run the risk of being seen as crazy when you use this power. But if you are in open-minded company, or the setting runs rampant with other clairvoyants, you needn’t worry too much about the stigma. At higher levels, the character can see and comprehend more and more abstract or distant spiritual energies.

Cognition (specify) (VH) – This power allows its user to see into the past, present, or future. Seeing the past is called *post-cognition*, seeing the future is called *precognition*, and seeing the present is called *para-cognition*. Para-cognition allows the user to see events in the present, but at a different location. At lower levels, the visions are random and inexplicable. At higher levels, the character can try to ‘tap into’ the fabric of time and space to try to look at specific events.

Dogma/Ritual – This skill allows the character to apply time honored rituals to their magical repertoire. Performing the correct ritual is required to cast a spell, depending upon the magical discipline in question.

Telekinesis (VH) – This power allows its user to move objects with their mind. This skill can only be purchased if the character has the Psychic Power Gift. A more detailed description of this skill is available in the Psychic Powers Chapter.

Kinesis (specify) (VH) – This power grants its user the ability to manifest and control various types of matter and/or energy. This skill can only be purchased if the character has the Psychic Power Gift. A more detailed description of this power is available in the Psychic Powers Chapter

Magical Discipline (specify) (H) – This skill gives the character the ability to cast spells in the discipline chosen. More specifically, this skill indicates the amount and level of the spells that can be learned. A list of magical disciplines is available in the Magic Chapter. This skill can only be purchased if the character has purchased the Magic Gift.

Scrying (H) – Magical ‘sight beyond sight’ is an important tool to any potential mage. This magical

Mecha Aces

power allows the user to peer deep into the flows of reality to see what they can see. This skill can only be purchased if the character has purchased the Magic Gift as well. At its lower levels, the seer receives only seemingly random snippets of visions from all sorts of places, the seer themselves must then decipher any meaning out of their visions. At higher levels, the seer has learned to control their sight, and can use it to spy on people far away, look through solid objects (such as walls), and predict the future (the future they see is relative to the outcomes of the current situation).

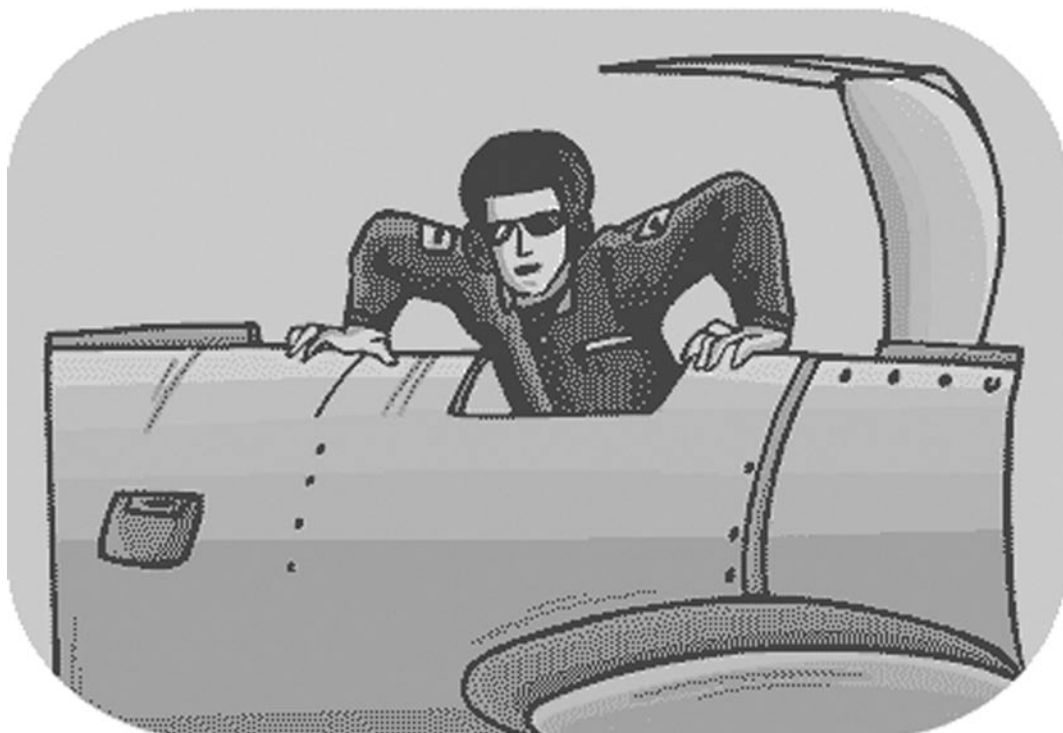
Sense (H) – This skill can only be purchased if the character has purchased the Psychic Power Gift. This power allows the user to innately sense mental energies. This allows them to almost ‘see’ people and other living creatures by tracking its mental energy aura. Also, this power allows its user to identify when a psychic power is being used by another person. At higher levels, the sensor can identify power usage at higher ranges, sense mental energies through barriers (such as walls), and even know what exact power at what level is being used by another person.

Spellcasting (VH) – This skill can only be purchased if the character has purchased the Magic Gift as well. This skill represents the character’s ability to effectively use magical spells. It is the quintessential skill for all magic users to have; without it, they would

have power but no idea how to use it. Depending upon the exact magical discipline, this skill could be used to use spells.

Telepathy (VH) – This skill can only be purchased if the character also has also purchased the Psychic Power Gift. This power allows its user to ‘hear’ thoughts. Telepathy can be used not only to hear the thoughts of others, but to transmit your own thoughts into someone’s mind. Thusly, telepathy can be used for either communication, reading someone’s mind, or placing thoughts into said mind. In order to take or place thoughts into an *unwilling* subject’s mind, you must make an opposed roll with your Telepathy against the victims’ Will. If you win, the mind is yours for the taking. If the subject wins, the manipulation is resisted. This is the basic structure for most Telepathy checks; modifiers on either end could represent the bearing of an attempt of greater magnitude, or a highly developed mental resolve.

Use (power) – This skill represents the character’s ability to use any miscellaneous powers that they have granted through Gifts. Thusly, this skill is used when a supernatural power falls under neither the Magic nor Psychic Powers categories.



CHAPTER 3:

GIFTS

Overview

This chapter explains the default Gift list available with Mecha Aces. Even though these skills are down in black and white, feel free to invent new Gifts of your own!

Gift List

Physical Gifts

These Gifts are connected to the character's body. This could be an interesting asset they were born with, or a development over time. Either way, these Gifts boost the physical capabilities of your character.

Endurance: This character never runs out of energy. While other runners may slow down at 5 miles, this character breaks through to their 2nd wind! The penalties incurred from being Hurt are now ignored. Also, the penalties incurred from being Very Hurt are reduced by 1 (to -1 instead of -2).

Thick Skinned: This character shrugs off not only insults, but blows as well. Their tough build has gotten them through many situations; going toe to toe with this one may be a challenge! This character receives an additional 5 Wound Points in each Would Level.

Quick Reflexes: Some people are just naturally good at dodge ball. This character is among the few at that level of finesse. Their lightning reaction time and hand eye coordination make them an excellent pilot. This character receives a +2 bonus to all initiative rolls, even ones in mecha.

Great Balance: This character is hard to knock down; their equilibrium is especially acute. This character may stand on thin wires, the tip-tops of towers, or anywhere else that would add dramatic flair to the simple act of standing. Also, they receive a +2 bonus to all checks that require balance (resisting being knocked over, etc.).

Sharp Sense (specify): This character has a naturally strong sense. This gift may be purchased up to 5 times. Each time, the player specifies which sense on the character is acute. They may choose from any of the 5 basic senses, sight, hearing, touch, taste, and smell. With GM discretion, other senses may also be acute, such as the character sense of extension, natural motion sense, or any other natural sense. All checks made that require the use of this extraordinary sense receive a +1 bonus.

Ambidextrous: This character can use either their right or left hands equally in skill. This character no longer incurs any sort of penalties from using their nondominant hand, as they no longer have a nondominant hand.

Mecha Basher (costs two Gift Points): This character was taught specific tactics in taking out mecha. Knocking out sensors, circumventing armor, using specialized anti-mecha weapons, and tying legs together are just some of the specialized skills picked up by this character. Whenever the character is pitted against a mecha, they are considered (to the mecha) to have a scale of Small. To the character, the mecha's scale is only +1.

Hard to Kill: This character just will not quit! No matter how many times you knock them down, they will jump right back up. This character may make a Will check (Great difficulty) to keep get back up after a wound has brought them to the Unconscious level.

Mental Gifts

These Gifts reflect a development of intellect. This could be a prodigal talent, or an asset derived from rigorous mental training. Pilots must rely on their quick mental reflexes to survive, so looking into these Gifts can give you the edge in battle.

Sharp Wit: This character knows what to say and just when to say it. Whenever making an opposed check against someone that requires wit, this character receives a +2 bonus.

Mecha Aces

Clear Head: This character can keep their eyes on the prize. They are very hard to distract or confuse, and will make excellent problem solvers. Any attempts to distract, confuse, or dissuade this character from their goal receive a -2 penalty.

Focus: This character knows what they want, and they know how to get it. This character can be brutally single minded in their purpose, ignoring all distractions. This character may choose a goal (this may be either an enemy combatant, or a non-combat objective, such as “getting this locked door open”), any checks made to reach this goal receive a +1 bonus. However, single-mindedness has its costs. Any check made that does not pertain to their current goal receives a -1 penalty. In combat, a character can declare their current focus goal (which may be an opponent) during their own turn only.

Clear Purpose: This character has a goal in the grand scheme of things, and they know it. For example, the only person capable of piloting an experimental mecha simply through their natural abilities would have “piloting an experimental mecha” as their clear purpose in life. The advantage of this is that if various NPC’s with influence will recognize the character’s purpose, and assist them in fulfilling it. For example, the project leader of said experimental mecha sees that the character is the only one capable of piloting it, so the leader gives the character a conditional mecha piloting license and a free room in the base barracks.

Natural Compass: This character seems to have a natural knack for following directions, path finding, and finding their way through rough terrain. This character will almost never get lost, and can memorize locations to return to them later.

Mecha Savvy: This character has a natural technological knack. They somehow naturally know how to pilot various forms of mecha. All mecha skills for this character start off at the Mediocre level, rather than the Poor level.

Natural Learner: This character is able to soak up facts like a sponge. For this reason, all Knowledge group skills cost one level lower than normal (cost reduces from Most to Easy in most cases).

Steel Trap Memory: This character has the ability to remember things from important plot

elements to mundane details. If they need it, the player may ask the GM to repeat any information that was previously provided, as their character will undoubtedly remember it (even if the player cannot).

Timing: This character has a stunningly precise natural clock. They are seldom late, and could tell you what time it was without wearing a watch. This character will often (inadvertently) spring into a situation at the nick of time. Also, this character receives two free levels in the Rhythm skill.

Slick: This character has got it going on. They can diffuse any situation with a sly smile, an honest glance, and a strong handshake. Whenever this character attempts to manipulate another, they receive a +2 bonus.

Other Gifts

This category could almost be called “Situational Gifts”, as they do not usually reflect any asset in the character themselves, but rather a bonus incurred from the path they have chosen in life. This could give your character a more ‘fleshy’ background, and give them the extra little perks they need to survive in everyday life.

Greater Destiny: This character has a role in the great scheme of things. The character has no idea what their role as a cog in the fate machine is, but they know they have some sort of purpose in things. The GM will determine the specific role of the character in their campaign.

Rank (specify): This character is in an organization with a clear hierarchy. This character has attained some sort role in this organization above grunt (or data entry). The exact rank of the character is GM determined, and the GM may allow the character to spend more points on this gift to have a progressively higher rank. Remember, with a rank you not only receive the benefits, but also the responsibilities.

Contact (specify): This character has a close friend that can get them things. This can be anything from gear, to cash, to vital information. If the GM notices the character is abusing their contact, the contact may become unwilling to help them out any further.

Chapter 3: Gifts

Organization: This character is at the lead of a club, group, business, or other association of individuals. The size of this group is up to GM discretion, and the character will have to act as a responsible leader to maintain their group's trust. Also, the leader will have to deal with various micromanagement details.

Opportunity: This character has an opportunity waiting for them. This may be a standing invitation to an organization, a winning lottery ticket the character doesn't yet know has won, or any other fortunate event that the character has yet to stumble upon, or accept. The specific opportunity is determined by the story of the game. Once the character stumbles upon or accepts the opportunity, the Opportunity gift simply becomes the benefit yielded in "gift form" (Wealth if monetary, Rank if a job opening, etc.).

Lucky: This character has a standing agreement with Lady Luck. This makes the character exceptionally lucky. The character often gets out of sticky situations simply by the skin of their teeth. This character may re-roll any check that the GM allows them to. The GM should allow re-rolls sparingly, as this is a powerful concept.

Item: This character has some sort of item that is unique and/or not available on the open market. This item could have any number of benefits; with GM discretion, the item could purchase its own features which will pass their bonuses onto the user of the item. The feature could either be a bonus to a skill, or a gift inherent in the item itself. For example, an experimental laptop computer could yield a +2 bonus to the Computer Programming skill, or a mystical wand could have its own level in the Magic gift, giving it its own spells.

Wealth: This character has access to more money than the average person. It is up to GM discretion how the character received this money, and exactly how much is available to them. When determining money for starting items and gear, this character has double the normal amount they rolled.

Base of Operations: This character has a special location where they may hold meetings, conduct business, live, and store extra gear. The GM may determine the location and comfort level of this base, but the character is responsible for its upkeep

and equipment.

Black Mail (whom): In order to purchase this gift, the target must have the Hidden Secret Fault. This character knows someone's dirty little secret. Because of this, they can threaten their victim with exposure. They can extort money, favors, just about anything from the desperate soul they have in their clutches. Be careful, however, you victim just might call your bluff, and there is nothing more dangerous than someone with nothing to lose.

Magic (costs two Gift Points): This gift allows the character to use magical powers. Thusly, purchasing this gift falls strictly under GM discretion. This gift may also be purchased multiple times; for each level the character receives 5 spell points. These points are spent on customizing spells, which is discussed in greater detail in the Magic chapter.

Psychic Ability (costs three Gift Points): This gift allows the character to use supernatural mental talents. Thusly, purchasing this gift falls strictly under GM discretion. Once this gift is purchased, the character has effectively unlocked their latent psychic potential. Thusly, they can purchase the Kinesis, Sense, and Telepathy skills, and use such powers as determined by their level in those skills.

Technique (special cost): This character has perfected a specific pattern of movements to perform the maximum possible damage. This technique, by default, is performed by practiced control movements in mecha. However, a character with sufficient Martial Arts skill could perform techniques without mecha. Techniques are more specifically outlined in the Techniques chapter (conveniently named, eh?).



CHAPTER 4:

FAULTS

Overview

This chapter explains the variety of Faults available to your character. While these imperfections can fit many situations, feel free to experiment with your own Faults, and really give your character that unique bit of humanness RPGs strive for.

Physical Faults

These Faults reflect some physical imperfection in the character. This can be as simple as pain sensitivity, to as complex as your wildest imagination. However, remember that if your character is totally disabled due to physical defects, the game may not be as fun.

Young/Old: This character is either younger than 16, or older than 60. Thusly, they shall receive all of the included social stigmas for such ages. Also, due to their age, their physical capabilities receive a penalty. Whenever making any checks that require physical strength or agility, this character receives a -1 penalty.

Dull Sense (specify): This character has a sense that is in some way weaker than average. Any checks made that require that sense receive a -1 penalty. If the dulled sense is correctable (such as wearing glasses, or using a hearing aide), then the penalty is nullified as long as you are using the correction.

Pain Sensitive: This character is very intolerant of pain. They often whine, faint, or are otherwise unable to function. The penalty on checks made while the character is in the Hurt level is now -2 instead of -1.

Slow Reaction: This character is slow to take up arms against an assailant. Because of this, they receive a -2 penalty to any initiative rolls.

Light Framed: This character is supple and fragile. They cannot take the amount of physical punishment most people can. Because of this, they have 5 fewer Wound Points in each Wound Level.

Over/Under Weight: This character is more than 20 lbs over/under the average weight for their height. The character must suffer whatever social stigma is attached their physique. Also, they may incur various penalties in situations where their build will effect their situation; this is up to GM discretion.

Clumsy: This character and the laws of physics are mortal foes. They often bump into things, trip and fall, drop things, and exhibit many of the symptoms of drunkenness without the cause. The GM may (at their leisure) incur a -1 penalty to actions that require any form of coordination. This penalty is not always present, but is a fun idea for a tongue-in-cheek comedy sequence.

Gender Bender: This character is often mistaken for a member of the opposite gender. This is a perfect fault for a tom boy or a bishonen alike. This incurs no actual penalties in gameplay, besides the constant social stigma.

Mental Faults

These Faults reflect some sort of mental shortcoming the character has to deal with. Do not be alarmed, these Faults will not usually render your character institutionalized. Most of these Faults are mundane, and will not cause alarm to most passers by.

Poor Memory: This character has a bad memory. They have difficulties remembering details and facts. The GM has the liberty to 'gloss over' certain facts, and assume the character heard them but didn't remember (but please, don't gloss over facts that are important). NPC's are allowed to assume that the character should know the fact in question, and act accordingly.

Quixotic: This character easily gets caught up in life's dramas, and will jump from drama to drama one the old one loses its charm. They often pour 100% of their gallantry and focus on that drama until a new one comes along. This fault is best for the gossip or

Chapter 4: Faults

the heroic alike.

Absent Minded: This character tends to drift off in the middle of a thought. They often have difficulties staying focused and... mmmm... what's that shiny thing over... err.... where was I?

Phobia (specify): This character has an irrational fear of something. It can be as specific as the neighbors' dog, or as vague as all dogs. Whenever the character is in the presence of what they are phobic towards, they receive a -1 penalty to all actions taken.

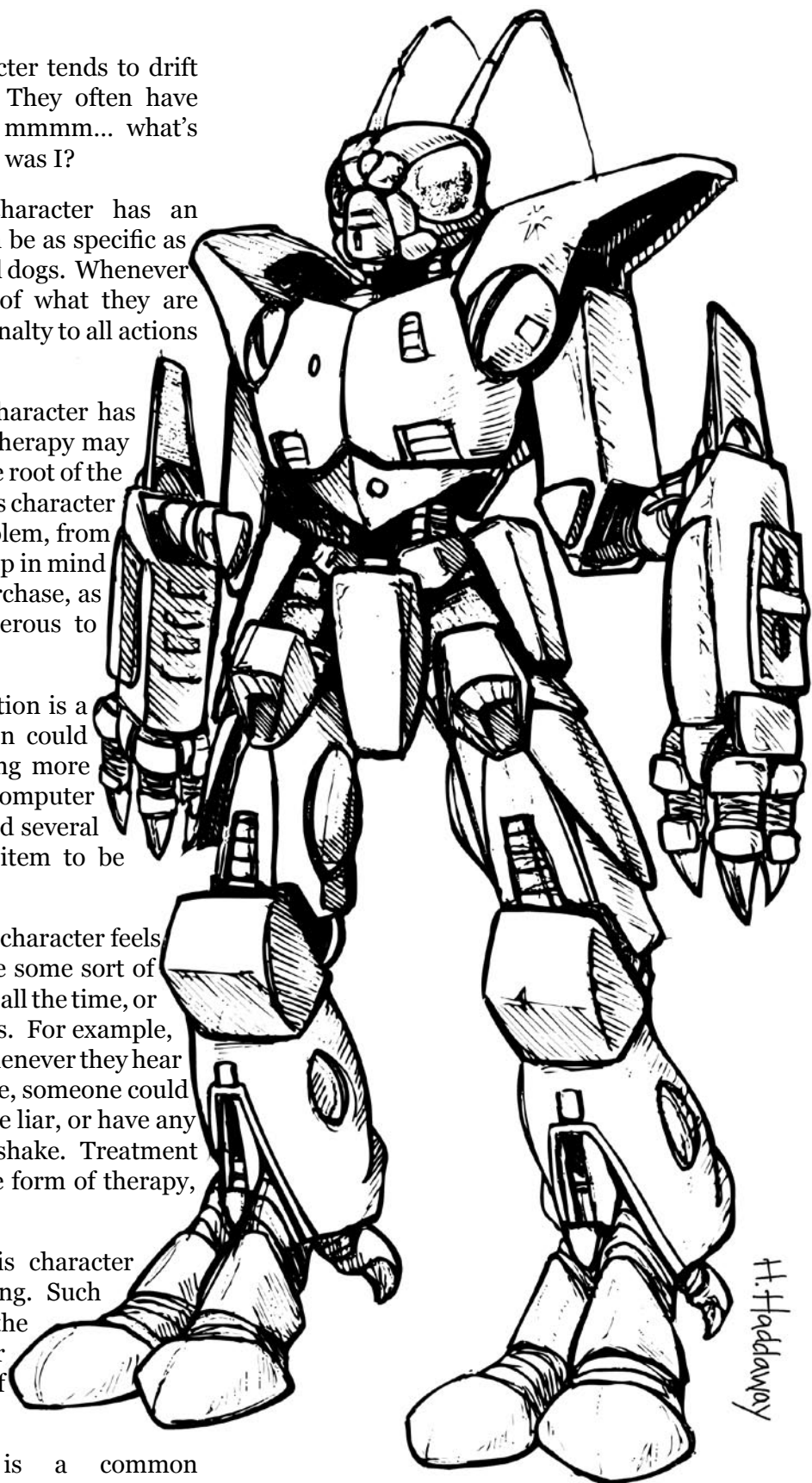
Psychosis (specify): This character has psychological problems. Years of therapy may help alleviate the symptoms, but the root of the problem may never be affected. This character could have any serious mental problem, from kleptomania, to schizophrenia. Keep in mind that this is a dangerous fault to purchase, as the character could end up dangerous to themselves and others.

Addiction (specify): Addiction is a powerful motivator. The addiction could be for a chemical, or for something more mundane, like food, sex, or even computer games. This gift could be purchased several times, each one with a different item to be addicted to.

Compulsion (specify): This character feels that they must constantly complete some sort of activity. This repetition could occur all the time, or whenever a 'triggering' event occurs. For example, the character may bark like a dog whenever they hear a door bell. In a more realistic sense, someone could be a compulsive cleaner, compulsive liar, or have any compulsive habit that they cannot shake. Treatment may be possible, but often is in the form of therapy, medication, or both.

Distractible (specify): This character can be easily distracted by something. Such things as attractive members of the opposite sex, candy, sports cars, or televisions are common examples of things that distract people.

Over-Confident: This is a common



Mecha Aces

character fault amongst pilots. They go through a few missions, rack up some kills, and survives... they think their hot stuff. This fault implies the character thinks they are better than they really are, as far as piloting abilities are concerned.

Troubled: This character sees the world as a dark and gloomy place. Everything seems to go against you. The glass is always half empty. NPC's may be unwilling to help this character, as they don't appear to have the initiative to get the job done.

Cowardly: This character stays away from confrontation at all costs. Often, they will run, hide, or wet themselves rather than fight anyone (or otherwise place themselves in danger). In a dangerous situation, the character must succeed a Will check (Good difficulty), or run in fear.

Shy: This character doesn't like meeting new people, talking to large groups, or opening themselves up to anyone. They often stay away from social interactions, especially with new people. Whenever the character tries to talk to a new person or to a large group, they must first succeed a Will check (good difficulty), or be rendered too bashful to speak.

Not the Sharpest Tack: This character has trouble learning facts and data. Because of this, all skills in the Knowledge group cost one level higher than normal (from Most to Hard in most cases).

Mecha Illiterate: This character has no clue whatsoever on how to pilot much of anything, let alone high tech mechanized war machines. All Mecha skills cost one level higher than normal (from Most to Hard in most cases).

Computer Illiterate: This character, for one reason or another, did not grow up around modern electronic conveniences. Because of this, all of the skills in the Technical group cost one level higher than normal (from Most to Hard in most cases).

Other Faults

These Faults reflect the characters current situation. Perhaps in the past they strayed from the straight and narrow, and now the character has to deal with it. A character's past can be a haunting thing, and is nearly impossible to escape from.

Dependent (person): You have to look out for someone who depends upon you. This could be an ill little sister, an aging parent, or your own nuclear family. The character(s) specified will often come to you for help, and you will feel ethically bound to help them in any way you can. Also, you will feel bound to come to their need if they are in trouble.

Dependence (person): Someone has something that you need. This could be fitting for a character that still lives at their parents house, needs their 'fix' from their preferred dealer, or even depends upon the military for all their food and lodging. The person you are dependent upon may or may not be always willing to assist you, which is up to the particular situation.

Girl/Guy Magnet: You somehow manage to attract members of the opposite (or the same) gender. This character is somehow on the business end of most crushes, 'fixing up' attempts, and romantic rumors. This Fault is a powerful one to have, as this character may find it hard to sneak around or even harder to 'disappear' into a crowd. Your dashing good looks and animalistic charm make you a hard one to miss! Keep in mind that the character needn't be good looking at all; they could just have an attractive ambience about them.

Bad Luck: You've been kicked in the shin by Lady Luck. For some reason, random but terrible events surround this character wherever they go. They always manage to be caught in the rain, drive up to a red light, and then have their car mysteriously break down. More often than not, once they leave their car it will dutifully explode, stranding the character in a rainstorm. Whenever the 4dF result of a roll is negative, the worst possible outcome will occur for this character. This is a powerful, and possibly deadly Fault to purchase, you have been warned.

Poor: It's not all caviar dreams, love. Some people just cannot get ahead in life, no matter how they try. This character is among the many unfortunates that have limited financial means. When determining their starting money for gear and items, this character has 1/3 of their rolled amount.

Promise (specify): They've made a promise to someone, and they feel ethically bound to keep it. This promise could be as specific as: 'I will meet you

Chapter 4: Faults

at the promenade on Saturday at 4', or as general as: 'I will always be there to protect you'. This promise could be made to a person, or group of people and any NPC's at the receiving end of this promise will hold the character to it.

Obligated (organization): This character has dedicated a certain amount of time to be working for a specific organization. Examples of this include a 5 season contract to play for a baseball team, a 2 year tour of duty with the navy, or a 6 month lease on a little place in an apartment complex. Once obligated, the character must fulfill their end of the bargain (playing baseball, following orders, paying rent), lest they suffer the consequences (fired, court marshaled, evicted).

Bureaucratic Burden: This character works for a company/organization/group that closely monitors their actions through paperwork. Thusly, the character must file the proper forms and requests to conduct much of their business. This includes requisitioning equipment, signing out their mecha before a mission, and even attending weekly staff meetings. This character will often end up with 8

bosses; to make sure they got all the memos and filed their TPS reports (with cover sheets).

Owes (specify): This character has a debt to pay off. This could be monetary, an item, or in the form of a favor. The person that they owe something to could be another player, or an NPC. This character will often be hassled by the people they owe something to, so be forewarned. This Fault can be purchased multiple times for a higher single debt or other debts to different people.

Hidden Secret (specify): Most people have something to hide. This character is among them. Their secret is often scandalous and harmful, and if it got out it would severely injure the character's reputation. This secret could be regarding illegal activities as well, and if it got out the character could be legally reprimanded. A character with the Black Mail Gift could take advantage of this character's secret, and extort money and/or favors from them... so be careful.



CHAPTER 5:

MECHA CONCEPTION

Overview

This chapter explains how to create a mecha in Mecha Aces. GM's will usually be the ones creating the mecha for their games, unless of course the players have some logical excuse to do so (being a mecha designer, engineer, or tinkerer).

Step 1: Concept

What is this mecha? Is it a standard mecha, a ground vehicle, an airplane, a star ship, all of these and then some are possible with Mecha Aces. Also, having an idea as to what this mecha is used for will help you in the next step.

Step 2: Frame

Frame is the measure of the size and prowess of this mecha. There are three Frames: Small, Medium, and Large (much like soft drinks). Examples of Small mecha are: robots, cars, hard suits, small boats, civilian aircraft, or other lightweight vehicles. Examples of Medium mecha are: standard military mecha, fighter jet aircraft, small spacecraft, light battle naval vessels, or other large military style vehicles. Examples of Large mecha are: huge spacecraft, large naval vessels, giant bomber aircraft, huge mecha, or any other giant marvels of engineering. Frame is relevant to the rules of Mecha Aces because Frame determines how many Attribute and Gift points the mecha receives, along with the Scale of the mecha. Those awards are outlined below:

Small mecha: receives 2 Attribute points and 3 Gift points

Medium mecha: receives 3 Attribute points and 4 Gift points

Large mecha: receives 4 Attribute points and 6 Gift points

Step 3: Trading Traits

This procedure isn't so different from that in FUDGE itself. The points received from the mecha's Frame are dispersed into their respective traits. They could also be transferred between the two traits, and their value is outlined below:

2 Attribute points = 1 Gift point

1 Gift point = 2 Attribute points

Each mecha has five attributes, which are a measure of its physical capabilities. These Attributes are: Servo, Gyro, Build, Comp, and Maintenance. Servo is the measure of the mecha's power to push, pull, or otherwise move objects; it is similar to physical strength, if measured in human terms. Gyro is the measure of the mecha's ability to move around in its environment; it is similar to speed or agility if measured in human terms. Build is a measure of the robustness and staying power of the mecha; it is similar to endurance if measured in human terms. Comp is the measure of the mecha's computational power and ability to use various systems and powers; it is similar to intelligence and intuition if measured in human terms. Maintenance is the measure of how well maintained the mecha is, and how much of its upkeep has been sustained; it is similar to the ongoing health of a person, if measured in human terms.

Each Attribute has an initial value of Fair, to be raised by Attribute points, or lowered for additional points. Remember, the value range for Attributes is:

Superb (+3)

Great (+2)

Good (+1)

Fair (+0)

Mediocre (-1)

Poor (-2)

Chapter 5: Mecha Conception

Terrible (-3)

Once your Attributes have values, you may purchase Gifts for your mecha. Gifts are located in the Mecha Gifts Chapter. Provided below is a list of all of the available Gifts in Mecha Aces, in case you don't want to leaf through and look it up.

Energy Shields

Plate Armor

Light Armor

Counter Measures

Electronic Counter Measures

Communications Jamming

Radar Jamming

Jamming Resistant

Untraceable Communications

Cloaking Device

Quiet Operation

Personnel Capacity

Cargo Capacity

Lookin' Cool

Rugged

Built Very Well

Extra Mobility

Extra Maneuverability

Pressure Jump

Winged Flight

Wingless Flight

Space Worthy

Space Flight

Re-Entry Capable

Faster than Light

Improved Flight Control

Extra Ammo Storage

Auxiliary Power

Emergency Gear

Extra Arms

Extra Legs

Transform

Component

Hovering

Tools

Speech

Simple Interface

Enhanced Targeting

Remote Control

AI Computer

Weapon

Summonable

Magic Resistant

Damaging Spell

Magic Repair

Magic Shielding

Spirit

Also, for additional points, you may take on Faults, in the Mecha Faults Chapter. Each new Fault yields one more point with which to purchase Gifts. Below is a list of the available Faults in the Mecha Aces rulebook, in case you don't feel like looking it up.

Rust Bucket

Limited Power

Power Hookups

Too Big

Mecha Aces

Too Small
Fewer Arms
No Legs
Complicated Interface
Delicate Equipment
Low Mobility
High Upkeep
Peaceful Purpose
Vulnerable Spot
Loud Operation
Weakened Armor
Rickety Frame
Blind Spot
Pilot in Risk
Electrical Surge
Grounded
Indiscernible Readout
Crew Required
Space Bourne
Unfortunately Unique
Human Fallacy
Crazed AI
Weak to Magic
Magic Illiterate
Magic Repellant

takes damage. To find this value, add your Build and Maintenance together (with a minimum of one), and multiply that by 10. Add 20 to that value, and this is the total number of Damage Points in each Damage Level. There are 4 Damage Levels that the mecha has: normal, -1, -2, and down. Each Damage Level represents the condition of the mecha, and has the previously computed Damage Point total available to it to take in damage. At the normal level, the mecha may operate normally. At the -1 level, all rolls receive a -1 penalty due to the damage of the mecha. At the -2 level, the mecha now receives a -2 penalty on all of its rolls. Finally, at the down level, the mecha is unable to operate and needs repair, lest it be immanently destroyed when the down level runs out of Damage Points to take.

Another value you may want to know is how much your mecha can move around in one turn. This value starts with a base of 20 meters in each turn, but may be raised/lowered through various Gifts/Faults.

Also, if the mecha purchased the Too Big or Too Small Faults, be sure to note that in your mecha's Scale (Example, a Small framed mecha with a Too Big of 4 would have a Scale of Small + 4... Also, a Medium framed mecha with a Too Small of 3 would have a Scale of Medium - 3).

The next set of derived values is the mecha's Offensive Damage Factor and Defensive Damage Factor. The ODF of the mecha is bonus damage done whenever the mecha lands a melee attack, or the total damage done when the mecha strikes an opponent unarmed. It doesn't have any bearing on ranged attacks, unless that attack is a throwing style one. The DDF is the mecha's natural damage insulation ability. The mecha's DDF is subtracted from all received damage. The ODF and DDF of a mecha are dependant upon various attributes. Servo and Gyro affect a mecha's ODF, while Build and Maintenance affect the mecha's DDF. The charts outlining their values is on page 47:

Step 4: Derived Values

Several other values may be computed to flesh out your mecha and make it playable. The first of these values is the number of Damage Points in each Damage Level. Damage Points keep a measure of how beat up your mecha is; they are deducted as the mecha

Chapter 5: Mecha Conception

Servo	Superb	Great	Good	Fair	Medium	Poor	Terrible
Gyro							
Superb	+10	+9	+9	+8	+8	+7	+7
Great	+9	+9	+8	+8	+7	+7	+6
Good	+9	+8	+8	+7	+7	+6	+6
Fair	+8	+8	+7	+7	+6	+6	+5
Med.	+8	+7	+7	+6	+6	+5	+5
Poor	+7	+7	+6	+6	+5	+5	+4
Terr.	+7	+6	+6	+5	+5	+4	+4

Maint.	Superb	Great	Good	Fair	Medium	Poor	Terrible
Build							
Superb	-6	-5	-5	-4	-4	-3	-3
Great	-5	-5	-4	-4	-3	-3	-2
Good	-5	-4	-4	-3	-3	-2	-2
Fair	-4	-4	-3	-3	-2	-2	-1
Med.	-4	-3	-3	-2	-2	-1	-1
Poor	-3	-3	-2	-2	-1	-1	0
Terr.	-3	-2	-2	-1	-1	0	0

Reading the charts:

In the ODF chart, Servo values are listed along the top row, while Gyro values are listed along the first column. If the mecha has a Servo of Great, and a Gyro of Poor, its ODF would be +7. In the DDF chart, Maintenance levels are listed along the top row, while Build values are listed along the first column. A mecha with a Maintenance of Mediocre and a Build of Fair would have a DDF of -2.

Step 5: Wrap up

Make any notes on the applications and uses of this mecha. Does this mecha belong to anyone in particular? If the mecha has an AI, what is its personality like? Does the mecha carry any extra equipment for the pilot to use? Where is the mecha kept? How does it move from place to place? All these questions and more could help the players have an idea on how the mecha should be appropriately used.

Other Considerations

As a GM, when creating a setting, it is important to apply some consistency in your mecha designs. Try to match your level of consumer technology with or near to the level of military technology; many military innovations find their way to the private market. Also, creating a template of Gifts and Faults most mecha share can make the creation process much faster. Another tip, creative mecha design can turn a standard mecha RPG to a truly epic adventure! Thusly, take your time... the pay off is worth it.

CHAPTER 6:

MECHA GIFTS

Overview

In this chapter, we will be explaining the various Mecha Gifts available to our intrepid mecha designers! Feel free to create your own innovative features for your mecha; sometimes a setting needs that unique piece of engineering.

Energy Shields: The mecha is endowed with a negative polymer energy shield. Upon activation, the shield grants an extra level of Damage Points. These DP are consumed before the mecha's are even touched. The additional Damage Points in that level are equal to 1.5 times that mecha's normal DP level total.

Plate Armor: This gift may be purchased up to three times. Each time this gift is purchased, the mecha's DDF is lowered by 3, but its Defensive rolls receive a -1 penalty (due to the restricted movement). If you purchase this gift, you may not purchase the Light Armor gift.

Light Armor: This gift may be purchased up to three times. Each time this gift is purchased, the mecha's DDF is lowered by 1. If you purchase this gift, you may not purchase the Plate Armor gift.

Counter Measures: This gift may be purchased many, many times. Each level allows this gift to be used once more in a battle (1 level, one use per battle; 4 levels, 4 uses per battle). This mecha has tiny defensive measures that deflect incoming missiles. They may be used as a defense action. To determine if the measures work, both mecha make an opposed Comp check. If the attacker wins, the missiles hit normally. If the defender wins, the missiles are deflected harmlessly.

Electronic Counter Measures: This Gift represents a passive computer system inside the mecha that disrupts the targeting systems in nearby missiles. Each time an attacker wishes to lock on to you with a missile, they must make an opposed Comp check with you. If they fail, they are unable to lock

on with the missile (although they may dumb-fire it normally). If they succeed, then they have locked on normally and may fire. Also, this system counteracts the effects of the Homing Rise, if the attacking missile has it.

Communications Jamming: The mecha has a special device designed to wreck havoc on radio signals. Any mecha within a 1 mile radius must make an Opposed Comp (-2 penalty) check against the jamming mecha. If failed, the mecha's communications are jammed; if succeeded, the mecha's communications are not jammed. If the target manages to avoid the jamming, they will need to check again next round. Even if a mecha's communications are not jammed, they are still distorted and full of static.

Radar Jamming: The mecha has a special device designed to wreck havoc on radar signals. Any mecha within a 1 mile radius must make an Opposed Comp (-2 penalty) check against the jamming mecha. If failed, the mecha's radar systems are jammed; if succeeded, the mecha's radar systems are not jammed. If the target manages to avoid the jamming, they will need to check again next round.

Jamming Resistant: This mecha's computers are constantly adjusting the frequency, wavelength, and amplitude of outgoing radio waves. Because of the system's highly adaptive nature, it is incredibly difficult to jam both its radar and communications. All jamming resisting checks made by this mecha receive a +3 bonus. Even if this mecha fails such checks, they may try again every round to resist further jamming.

Untraceable Communications: The mecha's radio is synchronized to a cipher program at HQ, making its communications transmissions untraceable and unable to be intercepted.

Cloaking Device: This Gift may be purchased up to three times. Each time this Gift is purchased, the mecha gains a more and more effective invisible form. Thusly, each level of this Gift yields a +1 bonus to your defensive rolls, and a -1 penalty to enemy

Chapter 6: Mecha Gifts



defensive rolls, while the cloaked mecha attacks them. Also, as the invisibility becomes more convincing, the mecha's wavy outline, footprints, and noises will be harder to notice and single out. For each level in Cloaking Device, onlookers must make a progressively harder and harder Perception Skill check to notice the mecha (having the Keen Senses gift yields a +2 bonus to the roll). That difficulty is Fair, Good, and Great... respectively. If the cloaked mecha is noticed, it loses its bonuses/penalties against that enemy until the cloaked mecha moves more than 50 meters, at which point the onlooker must try to notice the mecha again.

Quiet Operation: This mecha is incredibly quiet in its operation, as the name suggests. Any checks to attempt to locate the mecha through its noise receive a -3 penalty. This gift is especially appropriate for scout mecha. Keep in mind that this gift cannot insulate noise in the environment that the mecha causes, such as crushing pavement, tearing trees, etc.

Personnel Capacity: The mecha can safely and comfortably house more people. This Gift may be purchased as many times as you see fit. The total capacity is equal to the level in this gift raised to the third power. *Example: if a light passenger jet has a Personnel Capacity of level 4, it can hold 64 people.* The drawback of being able to hold more people is that the mecha must be large enough to do so. For every level of Personnel Capacity beyond the 2nd, a level of Too Big must be taken as well. *That same jet needs a Too Big fault of at least 2, in order to hold all the extra people.*

Cargo Capacity: This mecha has large cargo bays, thusly for every level in the Too Big fault this mecha has, the mecha can hold twice the raw amount of cargo it could before. The base amount of cargo capacity is 10 cubic feet (this amount may be adjusted to fit any setting). If the extra capacity is used to hold other mecha, or used as a docking bay, it can only hold so many (and so large) other mecha. If the bay is used to hold average sized mecha, it can hold a number of them equal to twice the number of levels of the Too Big fault the containing mecha has. If the mecha in the bay have the Too Big fault themselves, then the containing mecha can only hold a total amount of levels of Too Big as it has itself (*Note that average sized mecha are considered to have a*

Mecha Aces

Too Big of ½. Example: If the containing mecha has a Too Big of 6, it can hold a mecha with a Too Big of 3, one with a Too big of 2, and two average sized mecha all at the same time).

Lookin' Cool: This mecha's cockpit is tricked out! Leather seats, extra monitors, shiny buttons, noises that don't mean anything, etcetera. On the outside, your mecha has a custom paint job, chrome trim-work, swirling lights, you name it! Because of this, you may make an Appearance Check (even while in your mecha) to inspire awe in the crowd, gather groupies, distract the enemy, or any other feat that requires that you look cool. This gift is especially appropriate for mecha owned by rich bushido who wants to impress the crowd.

Rugged: This mecha was designed to operate in the harshest conditions. Because of this, environmental factors that would normally disable a mecha (too wet, too hot, too cold, too windy, etc) no longer affect it. Take note that the pilot only gains the protection of this gift if they are inside of the cockpit/cabin of the mecha.

Built Very Well: This Gift may be purchased up to three times. The mecha is built to last, but still is able to move normally. Its robust structure gives it an additional 4 Damage Points in each Damage Level.

Extra Mobility: This Gift may be purchased up to three times. The mecha has excellent straight-line speed abilities. The mecha may move an additional 20 meters in its turn.

Extra Maneuverability: The mecha is incredibly agile and quick. Thusly, it gains a +1 bonus to all defensive rolls that require agility.

Pressure Jump: The mecha has special hydraulic systems in its legs; it may now jump upward as far as it can move in a turn (rather than the normal ½ as far).

Winged Flight: This gift may be purchased four times. At one level, the mecha has rudimentary atmospheric flight of subsonic speeds, requiring lift based wings. This mecha's airborne movement rate is 60 meters per turn. At two levels, the mecha has basic flight of subsonic speeds. This mecha's airborne movement rate is 120 meters per turn. At three

levels, the mecha has advanced atmospheric flight, and is capable of sonic speed. This mecha's airborne movement rate is 180 meters per turn. At four levels, the mecha has mastered the art of flying in the air at supersonic speeds. This mecha's airborne movement rate is 240 meters per turn.

Wingless Flight: This gift may be purchased four times. At one level, the mecha has basic wingless flight, but still requires a runway style take off. This mecha's airborne movement rate is 50 meters per turn. At two levels, the mecha has moderate flight ability, and may take off vertically. This mecha's airborne movement rate is 100 meters per turn. At three levels, the mecha has more agile wingless flight. This mecha's airborne movement rate is 150 meters per turn. At four skill levels, the mecha has mastered wingless flight, and can fly at any angle (upside down, sideways, etc.). This mecha's airborne movement rate is 200 meters per turn.

Space Worthy: The mecha has a self-contained cockpit and space-ready actuators. Also, the mecha has emergency gear in its cockpit, including: an extra space suit, backpack thruster bundle, 150' magnetic winch, and other bits of space survival gear.

Space Flight: This gift may be purchased twice. The mecha has specially built space thrusters and rocket engines. At the first level, the mecha can fly in space, but needs a larger ship nearby as it cannot fly long or fast enough to survive in space. At the second level, the mecha has more advanced engines with which fly long and hard in the great beyond, and is totally self-sufficient in space. Naturally, the mecha must have the Space Worthy gift to last in space. Movement speed in space is determined by the Wingless Flight gift, with all movement rates doubled.

Re-Entry Capable: This Gift may be purchased twice. At its first level, the mecha is able to travel from space to the surface of a planet, and survive the trip. At its second level, the mecha has the power and durability to exit an atmosphere under its own power, on top of being able to return from the journey.

Faster than Light: This mecha has the ability to travel from one point in space to another at speeds that break normal physics. In order to purchase this gift, the mecha must be Space Worthy. The mechanics

Chapter 6: Mecha Gifts

of this Gift's use are determined by the GM.

Improved Flight Control: The mecha has special programs to perform precise maneuvers, and special thrusters and actuators to perform them. All checks to perform any flight maneuver (landing on a rocky cliff, flying low to avoid radar, dodging trees as you skim the landscape, etc.) receive a +2 bonus.

Extra Ammo Storage: The mecha is built with extra bays for storing ammunition. Any weapon with the Requires Ammo Fall is bestowed with twice its normal ammo capacity.

Auxiliary Power: This mecha has a little 'umph' left in it after a long battle. Activating the mecha's Auxiliary Power takes one turn, and can only be used once a battle. If the mecha has the Limited Power fault, activating its Auxiliary Power doubles its remaining operating time, but cannot be used until at least half of the normal time is expended (you can still purchase this gift if you don't have Limited Power). Also, while the auxiliary power is activated, the mecha's DDF and ODF are raised by 4, and all combat actions receive a +1 bonus. Auxiliary Power lasts 5 rounds, so use it wisely. After Auxiliary Power is expended, the DDF, ODF, and roll bonuses go away, but the bonus operating time remains until it is used up.

Emergency Gear: In case of emergencies, this mecha can be used as a sanctuary from the elements. Included in a special storage hatch are extra food, rope, a fire extinguisher, some emergency flares, a radio, extra batteries, a first aid kit, a flotation device, a lawn flamingo, a pop-up dome tent, and all sorts of other camping/survival items. Using such items to perform various Wilderness Skill checks will yield a +2 bonus to those checks.

Extra Arms: This gift can be purchased many, many times. Each time this gift is purchased, the mecha receives one more arm with which to interact with its environment. For every two new arms, the mecha receives another combat action during its turn. *Example: a mecha with 2 arms (normal amount) takes 1 turn, while a mecha with 6 arms takes 3 turns.*

Extra Legs: This gift can be purchased many, many times. Each time this gift is purchased, the

mecha receives one more leg with which to walk on. Each new leg allows the mecha to travel 10 more meters every turn. *Example: a mecha with 2 legs (normal amount) can move 20 meters in a turn, but a mecha with 5 legs can move 50 meters in a turn.*

Transform: This gift may be purchased many, many times. Each time this gift is purchased, the mecha gains an additional form. While the mecha keeps its attributes and Damage Point levels, each form has unique Gifts and Faults. While each level gives the mecha one more form, each subsequent form must include the same level in the Transform Gift as the original.

Component: This mecha is part of a larger, conglomerate mecha. Each component of the larger mecha needs to have this gift. When all of the pieces connect together, a new mecha is formed, with a bonus number of Gift Points equal to the number of mecha needed to make this conglomerate.

Hovering: Most mecha, even those with flight capability, need to touch the ground at some time. This mecha gently glides from 1 inch to 20 feet above the ground. Additionally, vectored thrust engines keep the mecha especially mobile, granting a bonus of 40 meters of movement in each turn. Also, terrain no longer has any bearing on its mobility.

Tools: This mecha has several built in tools, both powered and mechanical. The mecha receives a +2 bonus whenever it is building or repairing something.

Speech: The mecha's computer now has a vocal component. It can speak whatever language the designer of the mecha spoke (English if built in the USA, Japanese if built in Japan, Both English and French if built in Canada, etc.), and has a perfect vernacular and sense of grammar. If the mecha has an AI, the speaking capabilities will help express the AI's personality. If the mecha doesn't have an AI, it can still use speech to convey technical information that would otherwise have to appear on a monitor.

Simple Interface: The mecha's computer has a cute, simple to use, and quite cartoony graphical user interface (GUI). Anyone who normally wouldn't be operating this mecha will find the computer quite accommodating. Any pilot who has a Poor rating

Mecha Aces

in any Mecha skill would be considered to have a Mediocre rating while piloting this mecha.

Enhanced Targeting: This mecha's targeting computer is well programmed, and compensates for wind, lag, temperature, barometric pressure, and astrological tendencies. All accuracy rolls with ranged weapons receive a +1 bonus.

Remote Control: This gift may be purchased three times. At its first level, the mecha can be controlled by a special remote device that is within 500 meters of the mecha. At its second level, the mecha's remote now has a range of 5 miles. At its third level, the remote's range is 10 miles, and can be rerouted through a satellite network to control the mecha from virtually anywhere.

AI Computer: This mecha has a sentient AI computer. See AI chapter for details.

Weapon: 20 points of damage for every level in that weapon. See Weapon chapter for details.

Magic/Supernatural Gifts

Summonable: This mecha can be sent and retrieved from another plane of existence, making the need for hangars a thing of the past. The mecha must maintain some material element in the plane it will be summoned to, such as a pendant, key, or other plot-heavy item. The person who possesses this item needs only to activate it (by whatever means described by the designer), and the mecha will zap into existence, ready to be piloted. Being sent to another plane doesn't heal any damage, so it doesn't totally replace a hangar.

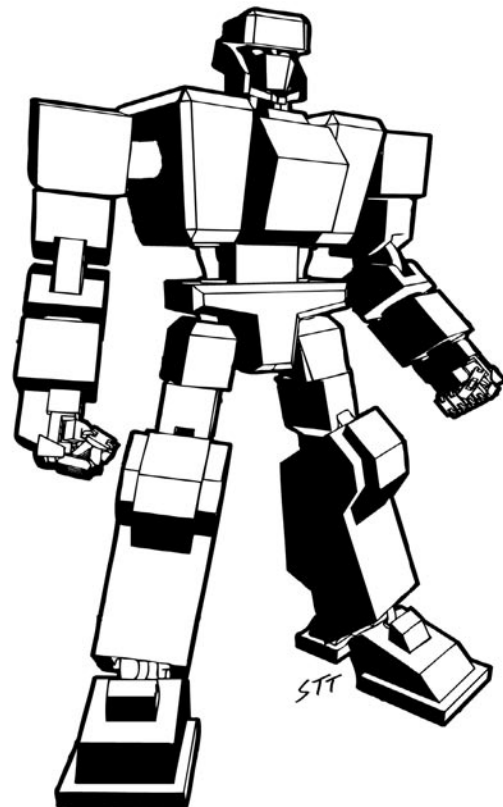
Magic Resistant: This gift may be purchased up to three times. At its first level, the mecha can ignore the first 20 points of any magical damage done to it. At its second level, the mecha can totally ignore the effects of one magical power in each battle, and can also ignore the first 20 points of magical damage done to it. At its third level, all supernatural powers receive a -2 penalty to their Use checks within a 10 mile radius of the mecha, and the mecha also receives the level 2 benefits of this Gift.

Damaging Spell: The mecha has the innate ability to evoke energies to damage an opponent.

The nature of this energy may be magical, or merely paranormal, depending upon the setting. Damaging Spells may purchase Rises and Falls from the Weapons Chapter. Each level in the Damaging Spell inflicts 20 points of magical damage. **Magic Repair:** The mecha has the supernatural ability to repair its own damage in battle. Each round the mecha repairs damage equal to the number of Damage Points in each level divided by four. The restoration only applies to the mecha's current Damage Level.

Magic Shielding: The mecha has a bubble of magical energies surrounding it. This layer absorbs damage before the mecha does. The amount of damage the shield can take is equal to the number of Damage Points in each level multiplied by two.

Spirit: This Gift may only be purchased if the mecha has an AI Computer. This AI Computer has the ability to enumerate, analyze, and contain a human soul. Thusly, if the proper care is taken to a dying human or their remains, a person may live on in the form of a machine.



CHAPTER 7:

MECHA FAULTS

Overview

Mecha Faults are design flaws that make a mecha design more realistic and interesting. Sometimes when designing something, certain concessions must be made in one facet of performance to boost another. This concession takes the form of a Mecha Fault.

Rust Bucket: This mecha is old, and isn't aging gracefully. It has fallen into a state of severe disrepair. Because of this, its Maintenance attribute can never rise above Mediocre. Any attribute points formerly invested to make this mecha's Maintenance rise above Mediocre must be reallocated.

Limited Power: This fault can be taken many, many times. This mecha doesn't carry the internal energy it needs to operate indefinitely. The first time this fault is taken, the operating time reduces to 16 hours. Each subsequent time the fault is taken, the operating time halves. Once the time is up, the mecha needs to be recharged or refueled, or needs "down time" to recharge its batteries. This fault can be taken to represent a mecha with a limited use battery, a vehicle that relies on fossil fuels to operate, or any other mechanical need for energy that may arise. A mecha needs to operate for at least 10 seconds, which is the time consumed in one turn.

Power Hookups: The mecha requires an external power source, with which it must connect to in some way, as in plugging into a battery pack. This fault could also represent a mecha that is powered by some removable source, such as solar power. Once the power source is removed, the mecha cannot operate unless it also has the Limited Power fault or Auxiliary Power gift (these would both represent some sort of back-up internal power).

Too Big: This fault can be taken many, many times. This mecha is large, quite large. As size is really a relative term, in order to take this fault, the mecha must be at least 2 times larger than most other mecha in its setting. Each subsequent level after that represents a doubling of the mecha's size. Taking

this fault will affect the Scale of the mecha when determining Opposed Check modifiers. For each two levels in Too Big, the scale increases by 1. Finally, being large also has its advantages; for every two levels in Too Big, the mecha gains 15 more Damage Points in each level.

Too Small: This fault can be taken up to three times. This mecha is smaller than other mecha in its setting. Keep in mind that Medium and Large mecha can be considered Too Small, because their limited size carries the equivalent power of a Medium or Large mecha. At one level, the mecha has only just enough room for its pilot, effectively becoming powered armor suit. Its Scale is adjusted to its Frame - 1. At two levels, the mecha is humanoid size. Its scale is now that of an average sized human, and the mecha can no longer manipulate mecha sized weaponry. It no longer may house a pilot, and must be controlled through either the Remote Control or AI Computer gift. Its Scale is now its Frame - 2. At three levels, the mecha is now half the size of a human. This carries all of the restrictions as level two, but now the mecha's scale is adjusted (Frame - 3). Needless to say, any mecha with the Too Small fault cannot have the Too Big fault or Personnel Capacity gift.

Fewer Arms: This fault can be purchased twice. At one level, the mecha now has only one arm, and must adjust its functionality appropriately. At two levels, the mecha has no arms, and all of its weapons must have either the Deployable or Mounted rises. Needless to say, if the mecha has the Fewer Arms fault, it cannot have the Extra Arms gift.

No Legs: This fault may be purchased twice. The mecha doesn't have legs, and must rely on alternative means of transportation. With one level in this fault, the mecha doesn't have legs, instead using wheels, treads, or other means of motivation. Any effects that arise from moving on bad terrain are doubled on this mecha. With two levels in this fault, the mecha doesn't have legs or any other form of ground travel. It is a naval vessel, a space bourn vehicle, or an aircraft (which does need to land, but is ineffective

Mecha Aces

while actually on the ground).

Complicated Interface: The mecha's computer system is a text-based console operating system, and requires special training to operate. Any pilot who doesn't have appropriate mecha skills will find this mecha very unforgiving. A pilot with a Poor rating in any Mecha skill will effectively have a Terrible rating while piloting this mecha.

Delicate Equipment: This mecha was build to operate in very specific environments. When it is out of its element (too hot, too cold, too wet, etc.) it will be incapacitated twice as quickly as normal mecha.

Low Mobility: This mecha is heavy, and cannot move very quickly. Its movement speed is reduced to 10 meters per turn, and cannot be raised by any gifts.

High Upkeep: This mecha goes through parts like water through a sieve. Any damage repair checks receive a -2 penalty, and parts for this mecha are twice as expensive as normal.

Peaceful Purpose: This mecha may not have weapons, it is built not as a machine of war, but as a civilian vehicle. This Fault is also perfect for repair robots, troop carriers, or any other non-combatant mecha.

Vulnerable Spot: This mecha has an area that is not protected by its armor. In this spot, the DDF is zero, and can never be raised. To notice this spot, the enemy must either know about it beforehand, or notice it with a Great Perception skill check. To hit the spot, the attacker receives a -2 penalty.

Loud Operation: This mecha is loud, and cannot hide very effectively. Any attempts to notice and locate this mecha by its sound receive a +2 bonus.

Weakened Armor: This fault may be purchased up to three times. Each time it is purchased, the mecha's DDF is reduced by 1. If you purchase this fault, you cannot purchase the Light Armor or Plate Armor gifts.

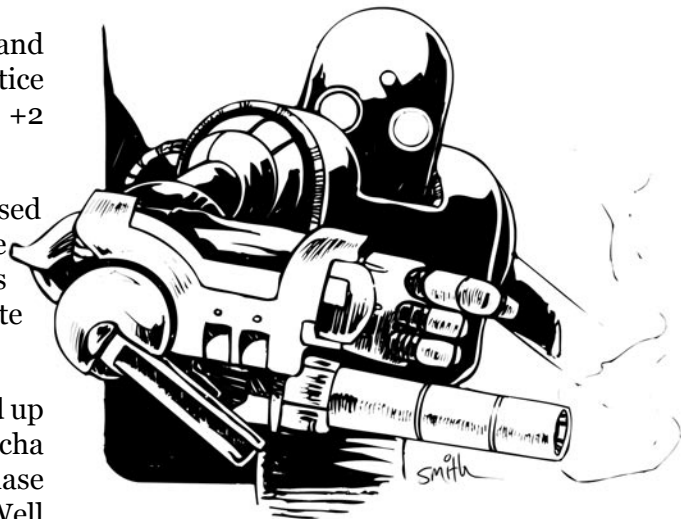
Rickety Frame: This fault may be purchased up to three times. Each time it is purchased, the mecha has 4 fewer Damage Points per level. If you purchase this fault, you may not purchase the Built Very Well

gift.

Blind Spot: This mecha has an area behind or to the side of it that is not covered by windows, cameras, or sensors. Any attacks made from this spot receive a +2 bonus to their accuracy. The spot can be noticed with a Good Perception skill roll, or taken advantage of if the enemy knows of it beforehand.

Pilot in Risk: This mecha's cockpit, cabin, or control room is exposed to attack, leaving the pilots and passengers in severe danger of being blasted to tiny bits. To hit exposed people on the mecha (as if anyone would attempt such an underhanded maneuver), the attacker receives a -2 penalty to their accuracy.

Electrical Surge: This mecha has some... issues... with its internal wiring. During operation, certain functions of the mecha may be disabled or otherwise useless. For example, the communications radio could not work at all, or it can instead broadcast radar waves, making it a rather useless radio. At any point (in combat or otherwise) the GM may roll a random electronic screw-up to occur. Rolling 2dF, then 1dF, then 2dF and comparing to the chart below will generate the effect that will occur.



Chapter 7: Mecha Faults

Value	1 st Roll	2 nd Roll	3 rd Roll
(2dF, or 1dF)	Component (2dF)	Action (1dF)	Component (2dF)
+2	Emergency Lights		Emergency Lights
+1	Radio	Acts like...	Radio
+0	Radar	Is disabled (no 3 rd roll)	Radar
-1	Engines	Swaps with...	Engines
-2	Weapons		Weapons

How to read the rolls: If the roll comes up Radio Acts like... Radar, this means that the radio now broadcasts radar waves (making it sound funny and become useless), but the radar itself is unaffected. If the roll came up Radio Swaps with... Radar, this means that not only the radio is acting like a radar system, but the radar is acting like a radio as well. Finally, if the roll comes up Radio Is disabled, then no further rolling is needed and the radio simply doesn't work. This is a very fun fault with which GM's may endlessly pester players for their entertainment. The effects last as long as the GM wishes, and can be rolled for new effects at any time (again, as the GM wishes).

Grounded: This mecha needs to stay on the ground. Thusly, it can now only jump $\frac{1}{4}$ of the distance it can move in a turn. Also, it can not have any flight or jump related gifts.

Indiscernible Readout: This mecha doesn't know any specific language, at least not one understandable by humans. The mecha communicates by beeps and whistles, machine code readouts, or garbled pseudo-speech. This fault is perfect for low-level repair robots that never have contact with humans, or a mecha from a foreign land.

Crew Required: This fault may be taken many, many times. This mecha requires a certain number of people to do several jobs to make this mecha work effectively. To determine the number of people required to run the mecha, take the level of this defect and raise it to the third power. Keep in mind that the mecha must have room for all the crew it requires; an equal or higher level of the Personnel Capacity gift must be taken along side this fault.

Space Bourne: This mecha must remain in space, and has no ability to operate in any atmosphere. This defect is perfect for oversized starships, or even tiny repair robots that couldn't survive re-entry into an atmosphere. Needless to say, if this mecha has this fault, it may not have the Re-Entry Capable gift.

Unfortunately Unique: Although being different, creative, and unique is anything but a fault, sometimes being an oddball can have its drawbacks. This mecha is one of a kind, and will raise the eyebrows of most onlookers. Passing through security checks, populated areas, military checkpoints, and the like will be exceptionally difficult (especially if you are 'technically' not the 'owner' of this 'stolen' mecha).

Human Fallacy: This fault may only be taken if the mecha has the AI Computer Gift. The AI in this mecha exhibits a trait that resembles the negative side of human nature. Such traits include greed, blood-thirstiness, dishonesty, crudeness, or any negative aspect of human nature. Also, having this fault means the AI is willing to break Asimov's Three Laws of Robotics, making it a risky sidekick and a dangerous robot.

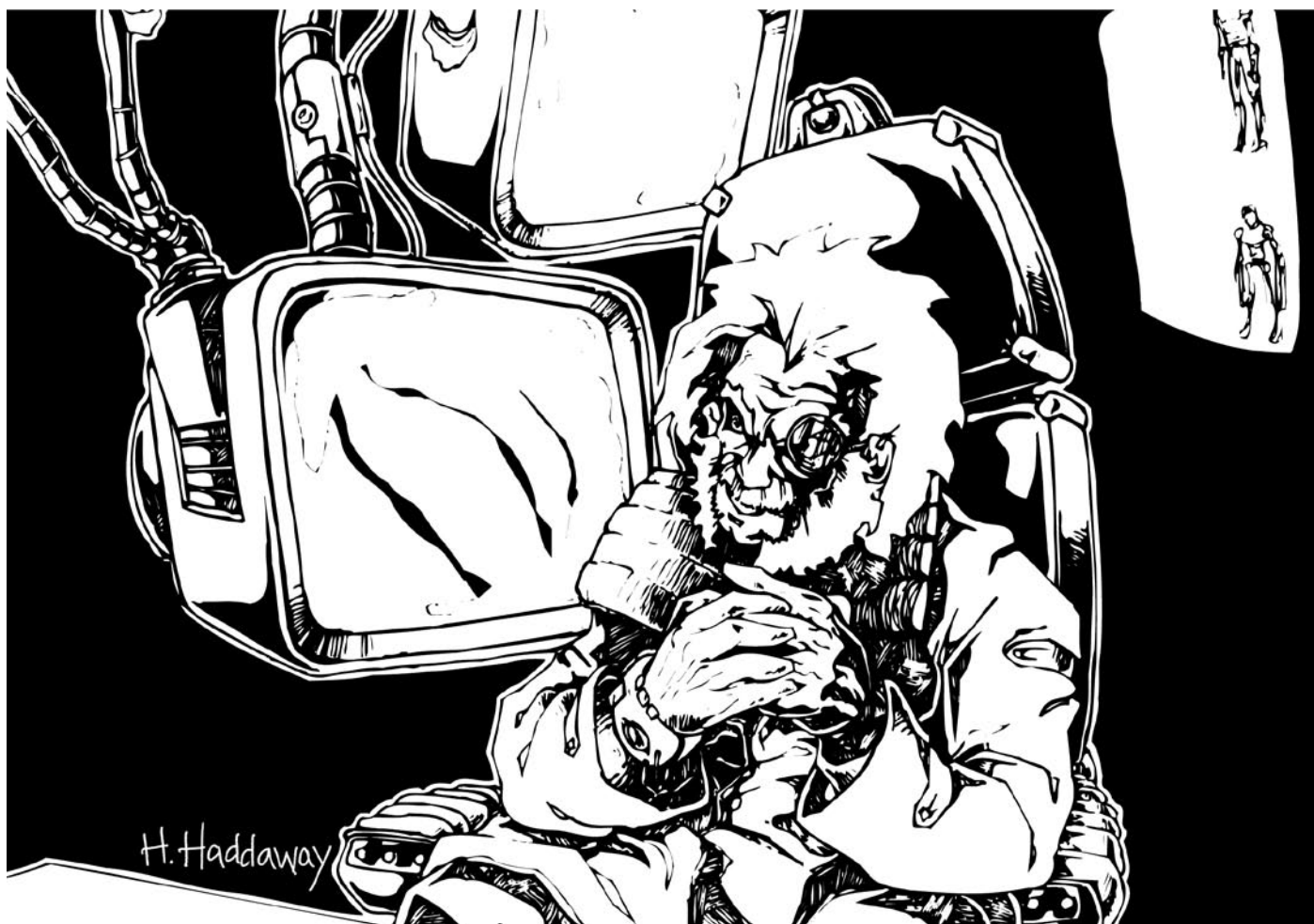
Crazed AI: This fault may only be taken if the mecha has the AI Computer Gift. This AI is bred for battle, and takes no prisoners. When attempting to take control of the mecha, this AI receives a +2 bonus to its roll. Once the AI goes berserk, its Aggressive Facet receives a +3 bonus, and all combat rolls receive a +1 bonus.

Magic/Supernatural Faults

Weak to Magic: This mecha is especially conductive to magical energies. All magic effects (including magic damage) are doubled.

Magic Illiterate: Even if this mecha has an AI with the Channeling skill, no supernatural powers can be invoked while inside the cockpit of this mecha.

Magic Repellant: This mecha cannot touch anything magical, even weapons with any magical Rises/Falls. If this mecha does come into contact with magic, it receives 1 point of damage every second it is in contact with that magical item.



CHAPTER 8:

WEAPON RISES AND FALLS

Overview

Like a mecha, a mecha sized weapon can have its own unique engineering marvels and flaws. Weapon Rises and Falls reflect these works of machine art in all their glory. Your slide rule would be proud.

Rises

Rises are features of a weapon that improve its performance. These upgrades help increase range, accuracy, rate of fire, and so on. Unfortunately, these bonuses come with a price; each Rise decreases the weapon's damage by 10 points (to a minimum of zero). Each weapon can only have a certain number of Rises and Falls. For each level in the Weapon Gift that weapon has received, it may purchase up to two Rises/Falls (Example: a level 3 weapon could purchase 6 Rises and/or Falls). Take note that a number next to the Rise indicates that it may be purchased more than once, and a plus sign means that it can be purchased many, many times.

- Accurate
- Anti-Magic (3)
- Barrage (+)
- Connected (3) (Melee only)
- Corrosion
- Defensive
- Deployable
- Extra Range (3)
- Holy
- Homing
- Lasting (3)
- Mounted

- Multi Fire (+)
- Multiplex
- Piercing
- Pushing
- Quick
- Scope
- Shield Piercing
- Spread (2)
- Stunning

Falls

Falls are defects and flaws that a weapon can possess. Such design flaws reduce performance and reliability, but such sacrifices were made to increase damage. Each Fall increases the weapon's damage by 10 points. Keeping a logical and beneficial balance between Rises and Falls is important. Using Falls to balance out the damage reduction of Rises is a good way to keep the weapon fair and effective.

- Charging
- Cursed
- Drawing Turn
- Dull
- Gunner Required (3)
- Inaccurate
- Limited Ammo (5)
- Lock On Required
- Melee
- Recoil
- Reload Time (3)

Mecha Aces

Short Range

Slow

Stalled Fire

Tell Tale

Too Large

Traceable

Unreliable

Wielder Harm

Rise Descriptions

Accurate: This weapon is incredibly precise in its aim. Because of this, any attacks made with this weapon receive a +2 bonus to their accuracy roll.

Anti-Magic (3): This Rise may be purchased up to three times. This weapon has a special magic nullifying field built into it. For every level in this Rise, any victim of this weapon cannot use any magic for an additional turn after the attack.

Barrage (+): This Rise may be purchased many, many times. This weapon fires several shots at once, creating a swarm of projectiles for the enemy to dodge. The number of shots the weapon releases is equal to its level in Barrage times two. As the number of shots increase, the shots become harder and harder to evade. Every other shot receives a +1 bonus to its accuracy roll, which stacks up to a +3 bonus maximum. Each shot will deal less damage, as the whole of the attack will deal the total damage of the weapon (*Example: if the weapon deals 40 damage, and has a Barrage level of 5, each shot will deal 4 damage*). Obviously, this Rise cannot be purchased if the weapon is a Melee one.

Connected (3) (Melee only): This Rise may be purchased up to three times. This Rise, when placed on a Melee weapon, connects the weapon to the mecha via a cable, support, etc. This support allows the weapon to be thrown or otherwise propelled, and then returned after the attack is complete. At its first level, this Rise connects the weapon at a distance of five times its normal range. At its second level, this Rise connects the weapon at a distance of ten times

its normal range. At its third level, this Rise connects the weapon at a distance of twenty times its normal range; and the weapon can stay deployed from turn to turn in order to execute extra attacks (one additional attack per turn, but with a -1 penalty to the accuracy roll).

Corrosion: This weapon burns, melts, atomizes, or otherwise eats away at enemy mecha. Thusly, after each successful attack, this weapon applies 5 additional damage per round for 4 rounds. If more attacks are received from a Corrosive weapon the 5 round limit resets; the corrosion cannot infinitely stack.

Defensive: This weapon, rather than causing damage, prevents it. As a defensive action, you may use this weapon (with the Mecha Melee Combat Skill) to insulate an amount of damage equal to the damage this weapon would normally do. Because of the revamping of this 'weapon', no other Rises or Falls can be applied to this weapon. The only exception to this is the Melee Fall, which indicates the shield may only be used against melee ranged attacks.

Deployable: This weapon is built into the mecha in such a way that it can be stored within a special bay within the mecha itself. Thusly, the weapon cannot be knocked or ripped off while it is within the bay. Unfortunately, this security means that the weapon requires one turn to deploy before it can be used.

Extra Range (3): This Rise can be purchased up to three times. At its first level, the weapons effective range doubles, from 100m to 200m. At its second level, the effective range doubles again, from 200m to 400m. All accuracy checks with this weapon receive a -1 penalty. At its third level, the effective range increases from 400m to 1000m. All accuracy checks receive a -2 penalty. Take note that accuracy checks are now made with the Mecha Extra Range Combat skill. The penalties from the second and third levels of this Rise can be nullified by either the Scope Rise or the Enhanced Targeting Gift. Naturally, this Rise cannot be applied to Melee weaponry.

Holy: This Rise is supernatural, and its implementation is up to the GM running the campaign. This weapon has been blessed by the gods, receiving great powers. Because of this, whenever the weapon is used on a mecha wielding a Cursed weapon, it will

Chapter 8: Weapon Rises and Falls

deal twice normal damage. Also, this weapon deals double damage to Magic Shielding. Additionally, this weapon yields a +2 bonus to all magic related checks, and yields a +20 bonus to the damage of any damaging spell. These great powers have a price, if this weapon is used against another mecha that is yielding a Holy weapon, this weapon will deal 20 damage to its wielder upon a successful attack. This backfire also applies when the weapon is used against a mecha with an AI computer, as it is technically alive and sheltered by divinity.

Homing: This weapon has the ability to head towards its intended target while its projectile component is in mid air. Thusly, if this weapon's accuracy roll is unsuccessful, the attacker may roll the accuracy again, as an unopposed check against the defender's previous defending roll. Also, missiles fired by this mecha may roll accuracies when in mid air.

Lasting (3): This Rise may be purchased up to three times. This weapon's projectile component not only strikes its opponent, but also remains in the area to create a hazard for opponents to contend with. Each level of this Rise allows the hazard to remain for an additional round. The aftereffect can attempt an attack once each round; assume it has a Mediocre skill to hit.

Mounted: This weapon is mounted on the outside of the mecha, which means the weapon no longer requires any mecha sized hands to be fired. Unfortunately, this weapon can still be knocked off as if it is hand held.

Multi Fire (+): This Rise may be purchased many, many times. This weapon releases a spray of many shots, one after another. The number of shots released is equal to the level in Multi Fire multiplied by two. As the number of shots progress, each shot gains a bonus to its accuracy. For every other shot fired, the accuracy gains a +1 bonus, which will stack up to a +3 collective bonus. *(Example: If the weapon has a Multi Fire of 2, the first shot has normal accuracy, the second and third shots have a +1 accuracy bonus, and the last shot has a +2 accuracy bonus).* Each shot will deal less damage, as the total number of shots will deal the normal damage of the weapon collectively *(Example: if the weapon deals 20 damage, and has*

a Multi Fire of 2, each shot deals 5 damage).

Multiplex: This Rise may be purchased if the weapon also has the Barrage and/or Multi Fire Rises. The weapon with multiple shots can now direct its shots to several targets at once. Thusly, the attacker may pick a series of targets to split the weapon's shots amongst. Each roll and damage total is otherwise dealt with normally.

Piercing: This weapon is specifically built to push through armoring. Thusly, all armor related gifts are ignored while determining the damage done by this weapon.

Pushing: This weapon's attack delivers so much force that each successful attack knocks the target backwards 10m, and yields a -1 penalty to their next action.

Quick: This weapon flies quickly through the air. Thusly, any evasion checks made against this weapon receive a -2 penalty.

Scope: This weapon has a built in zooming scope for targeting exceptional distances. The second and third level penalties associated with the Extra Range Rise no longer apply.

Shield Piercing: This weapon has the ability to circumvent various energy fields. Thusly, any damage it does will go towards the next available Damage Level; it will not affect any Damage Points in Levels granted by the Energy Shield or Magic Shielding Gifts.

Spread (2): This Rise may be purchased twice. At its first level, the weapon spreads over a limited area, and enemies trying to evade it will receive a -1 penalty. At its second level, the weapon spreads over a larger area, and can target all of the enemies in a large (distance GM determined) sphere. The -1 evasion penalty still applies.

Stunning: This weapon disables an enemy, so they cannot act for one or more turns. When a stunning weapon hits, the attacker and defender make an Opposed Comp Check. If the attacker's roll is higher, the difference between the two rolls is the

Mecha Aces

number of turns the enemy is disabled (*Example: If the attacker rolls a Superb (+3) and the defender rolls a Mediocre (-1), the defender is disabled for 4 turns (3 - (-1) = 4). The defender must be disabled for at least one turn (in the event of a tie in the roll).* If the defender has a higher check roll, then the mecha escapes being disabled for this attack.

Fall Descriptions

Charging: In order to be fired, this weapon requires a round to prepare itself. If the enemy disrupts this charging phase, then another whole round is needed before the weapon may be fired.

Cursed: This Fall is supernatural, and its implementation is up to GM discretion. This weapon has been granted powers from the realms of darkness. Thusly, if this weapon lands an attack on a mecha that is wielding a Holy weapon, the Cursed weapon deals double damage. Also, this weapon deals double damage to Energy Shields. Additionally, any magic targeted on the wielder receives a -2 penalty to its Use check. Finally, any magic damage received by the wielder is reduced by 20 points. These great powers come with a heavy price: the wielder will receive 20 damage whenever they land a hit on a mecha that is wielding a Cursed weapon of their own. This backfire also applies to hitting any mecha that is using or has used (within one turn) any supernatural powers (Magic Shielding doesn't count; the power must have an associated Use check).

Drawing Turn: This weapon is heavy, and thusly it takes a turn to ready the weapon to be used.

Dull: This weapon has limited penetrating ability. Thusly, if its target has any Armor related gifts, their bonuses are doubled for this attack.

Gunner Required (3): This Fall may be purchased up to three times. At its first level, the weapon requires one person to devote all of their attention to firing this weapon. At its second level, the weapon requires 3 to 5 people to coordinate the various systems in the weapon, such as targeting, reloading, and securing the weapon. At its third level, the weapon requires 6 or more people to handle the complex procedure of firing this weapon.

Inaccurate: This weapon wasn't really built to

shoot straight... and that is an understatement. Any accuracy checks made with this weapon receive a -2 penalty.

Limited Ammo (5): This weapon only carries enough ammunition/energy/magic/etc. to operate a certain number of times. While the weapon may still purchase the Multi Shot or Barrage Rises, the weapon carries its shots in 'clusters' so that it may operate that same number of times. At this Fall's first level, the weapon may operate 10 times before needing reloading/refueling/etc. At its second level, the weapon may operate 8 times. At its third level, the weapon has 5 shots. At its fourth level, the weapon has 3 shots. Finally, at this Fall's fifth level, this weapon may fire only once. The reloading/refueling process is determined by the GM, and could take any amount of time.

Lock On Required: This weapon requires a check to be made to attempt to lock onto its target. This check is between the attacker's Mecha Targeting Skill and the target's performed form of evasion. Whether or not the check is successful for the attacker, the attacker may fire the missile in the next round. If the attacker is successfully locked on, the missile is more accurate, and adds the attacker's Mecha Targeting Skill to the actual accuracy of the weapon, which has a base skill of Mediocre. Dodging a missile is an unopposed check against the missile's accuracy score, unless the missile also has the Homing Rise, which would make the dodge attempt an Opposed check (the missile would roll as well).

Melee: This Fall indicates that the weapon is of a melee nature. The weapon must physically strike the opponent, which means the wielder must be close enough to do so. Also, since the weapon depends upon the physical strength of the mecha, the mecha's ODF may be added to all melee damage.

Recoil: The weapon produces a counterforce when fired. This force will knock the mecha backwards a number of meters equal to one tenth of the damage the weapon deals.

Reload Time (3): This Fall may be purchased up to three times. The weapon requires more time than usual to ready itself after being fired. For each level in this Fall, the weapon requires an additional round to reload.

Chapter 8: Weapon Rises and Falls

Short Range: This weapon cannot fire as far as others. Instead of the standard range of 100m, this weapon has an effective range of only 50m.

Slow: The weapon's fire (ranged or melee) travels much slower than the normal rate. Once an attack is made, it will not arrive at its target until 10 seconds (1 turn) later. Once the attack does arrive, the target receives a +1 bonus to evading it.

Stalled Fire: In order to use this weapon, the mecha using it must remain stationary.

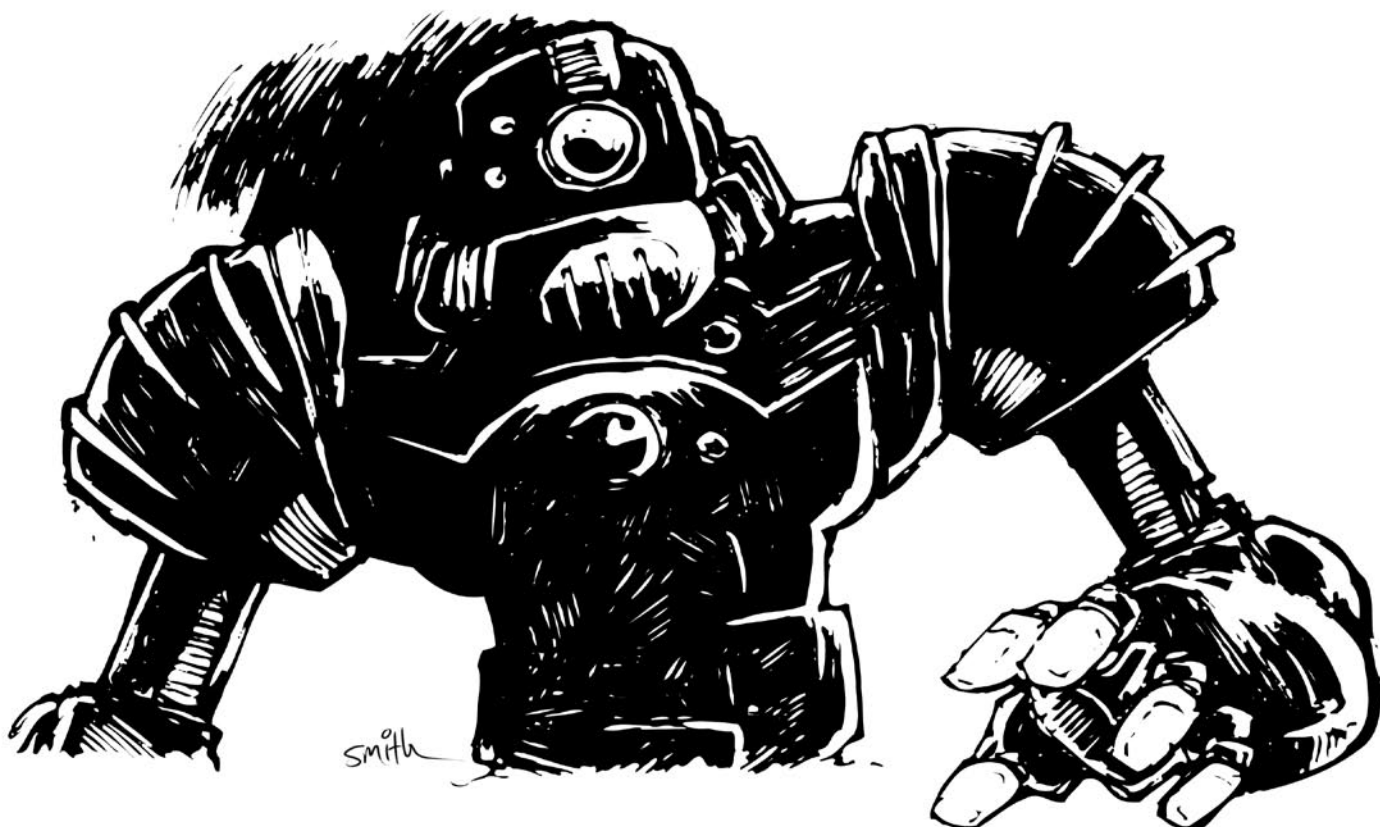
Tell Tale: This weapon is unique in the fact that whenever it fires it makes a signature light pattern, sound, or other distinguishing indicator. The drawback of this is that it makes your mecha more recognizable, and thusly easier to determine a weakness therein.

Too Large: This weapon is very large, and thusly cannot be hidden or stored anywhere on the mecha.

Traceable: The weapon's projectile is noticeable enough to be seen by the naked eye. As a defensive action against your weapon, the defender can make a Great Perception Check to block the incoming attack.

Unreliable: This weapon may or may not work when needed. Each turn, the GM rolls 4dF, if the result is -2 or lower, the weapon cannot fire that round.

Wielder Harm: This weapon has potent recoil, enough so to do damage to the weapon's wielder. Each time the weapon is used, it deals its damage divided by 10 to its wielder.



CHAPTER 9:

ACTION RESOLUTION

Overview

From the cockpit of a mecha, things can seem complicated. Buttons, lights, displays, it is a lot to think about, besides actually *doing* something from the seat. An understanding has to be reached. Once the pilot is skilled enough, the trappings of the control seat no longer matter. The pilot is able to move in total harmony with their machine; able to overcome any obstacle. There is nothing more dangerously effective than a pilot in total tandem with their mecha.

Action Resolution is an RPG term which means to ratify the dispute over whether or not an action in the game has its desired effect. In other words, if the characters in the game wish to affect some change on their environment, that change may be resisted; the contest between the affecter and resistor is called Action Resolution. In the realm of Mecha Aces, Action Resolution from the cockpit of the mecha can be quite simple. Basically, there are two types of Action Resolution: Unopposed and Opposed. An Unopposed Action Resolution occurs in the type of situation where the change desires affects no other character in particular, but rather some facet of the environment. The GM determines the difficulty of the action, and the character is challenged with meeting that difficulty. An Opposed action occurs when a character wishes to affect another character. The two characters check only against each other, with the GM as the judge.

Checks

A Check is an RPG term which denotes when a character has to roll dice, and add certain values to receive a total. It is a term which is used quite often, so don't be alarmed as you come across it. When a check is made, the character rolling is challenged to achieve a higher total than the difficulty ahead of them. This difficulty is determined by either the GM (Unopposed), or another character (Opposed).

Unopposed Checks

An Unopposed Check occurs when the character wishes to affect their environment, but not another character. Also, Unopposed Checks occur when the character wishes to affect another character that is unable to resist any change. The GM determines the difficulty the character must roll higher than to succeed (determined randomly by rolling, or picked out specifically). The character is obligated to achieve the difficulty, if they fail, the change they wished to make either doesn't occur, or doesn't occur as they expected.

Opposed Checks

An Opposed Check occurs when the character wishes to affect another character. The two characters both make checks, but are simply comparing their totals to each others'. The higher total wins; if the winner is the affecting character, the change occurs. If the resisting character wins, the change does not occur. GM has total discretion on any ties. Opposed Checks make up the core of combat: as the combatants try to affect each other, with the GM as judge (or even the arbiter of the NPC opponents).

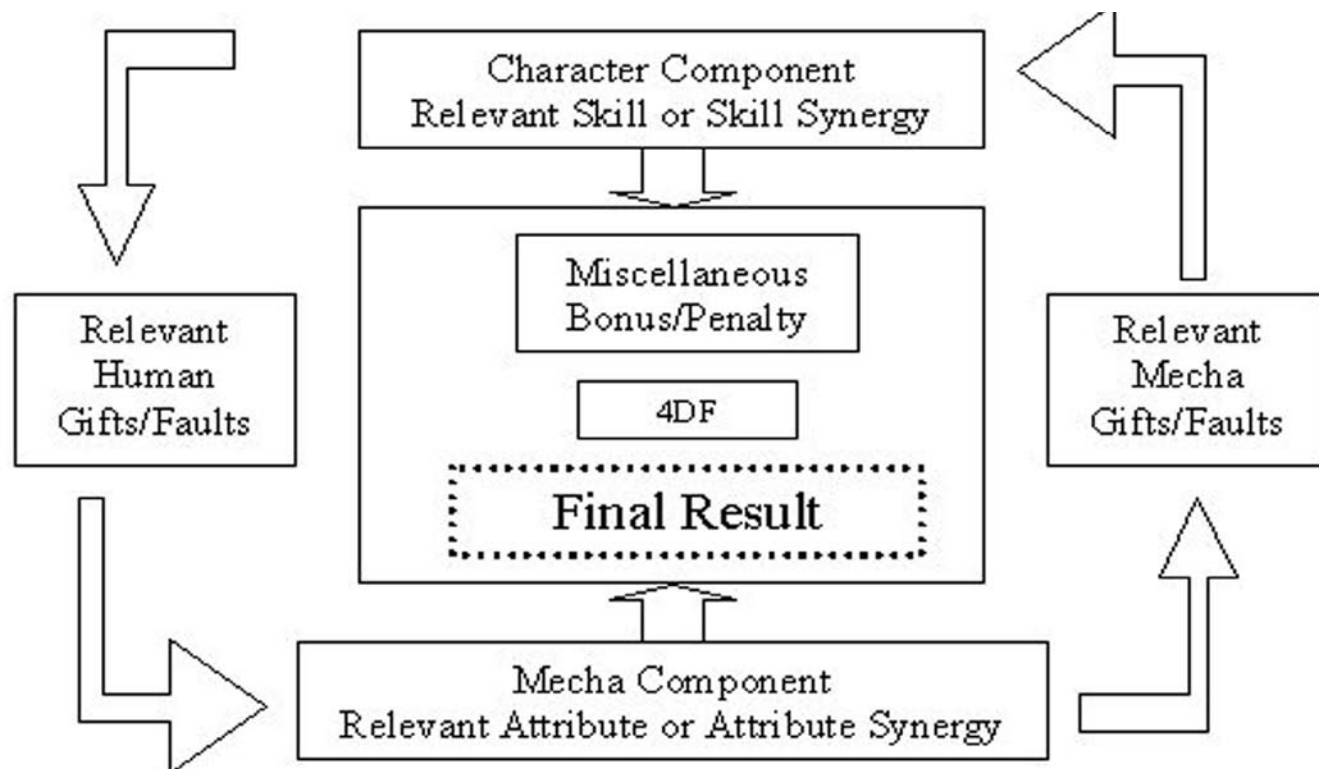
Making Checks Outside of a Mecha

Out in the big world, nearly anything is possible in Mecha Aces. Check structure is very straightforward. You need to simply add 4dF to the Attribute or Skill you are making your check with.

Making Checks Inside of a Mecha

From the cockpit of a mecha, the world can seem a distant place. Believe me though; it is right outside of the window! Whenever the pilot wishes to use their mecha to affect change, a special check structure is used. View the chart at top of page 63:

Chapter 9: Action Resolution



It seems rather complicated, but don't worry, it is rather easy to read. This chart can be used for either Pilot based or Mecha based Checks. The difference between these is that Pilot checks depend heavily on the skill of the pilot, with only a slight bonus from the prowess of their mecha. Whereas Mecha based Checks depend upon the prowess of the mecha, with a slight bonus due to the skill of the pilot. These slight bonuses are known as Synergy. Synergy bonuses are small, but reflect the importance of the pilot and mecha working as a team.

Synergy Bonuses

Synergy occurs when a facet of either the mecha or its pilot assist the action at hand. These bonuses are slight, but reflect the importance of teamwork between the pilot and their mecha. In order to apply a Synergy bonus, the GM must tell you what Attribute (in the mecha's case) or Skill (in the pilot's case) will be relevant to the task. The GM may not name any relevant stat, which means that the Check doesn't receive Synergy at all. An example would be: If Clyde is using his mecha to lift up a car, the mecha would make an Unopposed Servo Check. The GM would then declare Clyde's Mecha Melee Combat as applying a Synergy bonus. If the GM declares the relevant stat for Synergy, the check must apply it, as the relevant

stat has some reflection on the performance of the task. The chart used to compute the exact Synergy bonus is below.

<i>Synergy Chart</i>	
Relevant Stat Value	Synergy Bonus
Superb	+2
Great	+1
Good	+1
Fair	+0
Mediocre	-1
Poor	-1
Terrible	-2

Mecha Based Checks

A Mecha Based Check occurs when the mecha itself is interacting with its environment, utilizing its strength, speed, build, and general nature to affect change. Examples of actions that would require mecha Based Checks are: Lifting something heavy,

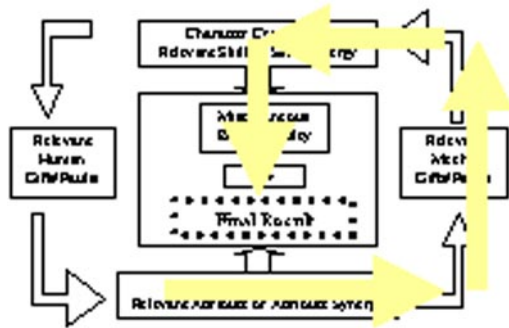
Mecha Aces

pushing something over, resisting being knocked over, and jumping really high. Mecha Based checks usually require no target, as they are generally used to affect and resist factors in the environment.

Making a Mecha Based check is easy. It simply requires that you follow the Action Resolution Chart from the bottom (Mecha Component) and follow the arrows until you get to the top (Character Component), then shoot down to the middle. That exact trail is outlined below:

Mecha's relevant Attribute + Relevant Mecha Gifts/Faults +

Character's Skill Synergy + Miscellaneous Bonuses/Penalties + 4DF



Final Result

The Mecha uses its relevant Attribute (GM determined), adds any bonuses or penalties it receives from its various Gifts and Faults, adds the Synergy Bonus it receives from the pilot (GM determines relevant Skill, if any), then adds any miscellaneous bonuses and penalties (GM determined), adds 4DF, then they finally have the total value for that Check. Whew! Long, but not too difficult once you get used to it; the process will seem like second nature to any experienced FUDGE player.

Pilot Based Checks

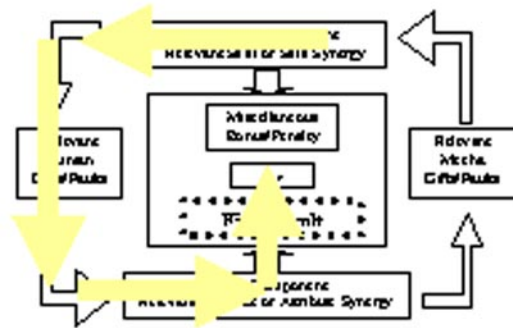
These checks use the character's level of skill in operating a mecha to achieve their goals. The prowess of the mecha allows for Synergy, but the brunt of the total comes from the pilot's skill. Examples of Pilot Based Checks include: Almost all combat actions, piloting the mecha from place to place, performing maneuvers that require any control from the pilot,

attempting to communicate through static, etc. The majority of checks made in Mecha Aces will be pilot based ones, as the pilot's skill is supremely important to successful mecha usage.

Making a Pilot Based check is easy. Simply follow the Action Resolution Chart from top (Character Component) to the bottom (Mecha Attribute Synergy), and then through the middle. The exact path is outlined below:

Character's relevant Skill + Relevant Human Gifts/Faults +

Mecha's Attribute Synergy + Miscellaneous Bonuses/Penalties + 4DF



The Character applies their relevant Skill (GM Determined), adds any applicable bonuses and/or penalties from the character's Gifts/Faults, then adds Mecha Attribute Synergy (Relevant Attribute GM determined, if any), then adds any miscellaneous bonuses/ penalties (GM determined), and finally adds that result to 4DF. That will be your total. Again, this may seem a little complicated, but any experienced FUDGE player will find this process all too familiar.

Wrap Up

When determining the results of actions made throughout the game, there are only a few types of rolls to ever worry about. Unopposed actions (split into Pilot based and Mecha based) determine the results of an attempted change to the environment. Opposed actions (also split into Pilot and Mecha based) determine the results of two or more characters trying to affect each other. These concepts are the core of Mecha Aces.

CHAPTER 10:

COMBAT

Overview

This chapter deals with the combat mechanics of Mecha Aces. Combat is split into several steps, so each battle can be seen as a recursive set of those steps. First is the Initiative Step, followed by the Offensive Step, followed by the Passive Step, followed finally by the Damage Step. Then this cycle repeats for the next combatant (with the exception of the Initiative Step, which only needs to be completed one time). The details of the various combat steps are outlined separately for easy reference. Keep in mind that the basic combat setup is the same for both inside and outside of a Mecha, only minor adjustments in Skill usage must be made. This system is nearly identical with the combat system in FUDGE; it is just explained in a different way.

Time Frame

In battle, time moves at its own rate. Epic battles can seem to take eons; skirmishes can seem to happen in a flash. In any case, the mind changes its perception of many things during a battle situation, including time. In battle with the Mecha Aces system, each combatant operates offensively for up to 10 seconds. This unit of time is called one turn. One round is how long it takes for each combatant in the battle to take their turn, so in real time it can have any value. If a combatant cuts their turn short, and simply attacks as soon as they can, the amount of time taken up is called an action. This will always have a value less than 10 seconds.

Step One: Initiative

The initiative step determines the order by which each combatant takes their turn in combat. This step only needs to be taken once per battle, but initiative may be reordered upon GM's discretion. Each combatant rolls 4dF, and adds their (Mecha) Initiative Skill. This result is the pilot's initiative score. The scores are sorted in descending order, with the highest initiative score going first, and the lowest

initiative score going last. If two or more combatants have a tie in their initiative scores, the GM has several options for sorting the mess out. They can either have the combatants roll a tie breaking initiative score, where the combatants are placed into the battle where they would normally fit, but are ordered amongst themselves with a new initiative score. The GM can have the combatants take their turns at the same time; this can be fun in battles with many combatants. The GM can even randomly choose which of the combatants goes first, or they could even depend upon a certain (Mecha) Attribute (like Gyro or Agility) to determine the fastest combatant. All of these methods are fine, as long as the GM is fair and consistent. Once the combatants have determined where in the round their turns occur, the fastest battler comes up to the plate...

Step Two: The Offensive Step

This step is loosely named; many systems imply that the only purpose for a turn in combat is for the combatant to attack something. While the name 'Offensive' may evoke feelings of a strictly combative nature, the Offensive Step is really the combatants turn to do *something* for 10 seconds. This is the combatant's chance to move around, interact with their environment, attack another combatant, use a Power to do something, use a Skill to do something, or generally pitter around for 10 seconds. Keep in mind, once the combatant attacks another combatant, or consumes their 10 seconds completing other actions, their turn is expended. To complete an action in the Offensive Step, simply tell the GM what you want to do, and they will determine whatever checks are needed, and if passing the action down to the Passive Step is necessary.

Attacking another combatant. This is probably the most direct approach to the use of one's turn. Attacking another combatant ends your turn, so be sure it is what you want to do with your time in the spotlight. In order to attack something, you must

Mecha Aces

choose a weapon. While many offensive types are bred for battle and have a wide array of weaponry available to them, it is perfectly acceptable to attack without any weapon. Also, the combatant may have access to various magics to inflict harm (or other effects) onto the enemy. Once an implement is chosen, we must determine if it is within range. Most weapons have a range associated with them, but the range of an unarmed attack is zero. The attacker must be able to close the gap between them and their opponent by moving there and/or utilizing a weapon's range. If the chosen weapon is not within range (even after the mecha has moved its maximum amount for that

turn) a new weapon must be used on the enemy. Once an appropriate weapon is chosen, the attacker must determine if they can accurately strike their target. Determining this accuracy score requires a special accuracy roll. This roll uses whichever skill is used to fire the selected weapon (see chart below), and operates like any other Action Resolution check. The total accuracy score is passed down to the Passive Step, where the target may try to resist this attack. The rundown for most Offensive Step Accuracy Checks is presented below: (Other situations up to GM discretion)

Common Attack Table (Human):

Weapon Type	Skill
Using Guns	Guns (no surprise there)
Using a melee weapon	Melee Weapon (weapon), Martial Arts (weapon)
Using a ranged weapon	Ranged Weapon (weapon)
Using a thrown weapon	Thrown Weapon (weapon)
Attacking unarmed	Brawling, Martial Arts (discipline)
Throwing the enemy	Throwing
Holding the enemy	Holding

Common Attack Table (Mecha):

Weapon Type	Skill	Synergy
Most ranged weapons	Mecha Ranged Combat	Comp
Most melee weapons	Mecha Melee Combat	Gyro
Grabbing an opponent	Mecha Melee Combat (-2 penalty)	Servo
Attacking Unarmed	Mecha Melee Combat	Servo
Weapons with extra range	Mecha Extra Ranged Combat	Comp
Locking on with missiles	Mecha Targeting	Comp

Chapter 10: Combat

Specialized Attack: A character may wish to strike something that is either smaller or larger than the pilot's own mecha. Because of the difference in size, the target may be easier or harder to hit. Size, thusly, plays an important roll in determining accuracy. The differences in size yield a Miscellaneous Bonus/Penalty and the various situations are outlined below: (Other situations up to GM discretion)

Size of you	Large Target	Medium Target	Small Target	Weapon* Target
Large	+0	-1	-2	-3
Medium	+1	+0	-1	-2
Small	+2	+1	+0	-1

*Weapon means that you want to attack a weapon as to disarm the opponent. Successfully hitting the weapon disarms it, unless it has the target has the Deployable Rise on that weapon.

Using a Power: This action may or may not fall under the jurisdiction of Action Resolution. Depending upon the power used, an Opposed Check may have to be passed onto the Passive Step.

Using a Skill: This action allows the character to use any skills available to them while they are in combat. The Skill Check can be either Opposed or Unopposed, depending upon the situation, and GM discretion. If it is Opposed, the check's value is passed down to the Passive Step

Coordination: Communication between teammates is vital to a successful conflict. Also, utilizing communications in battle is a great way to build character and plot.

Movement: A combatant can move its movement rate in meters every turn. Whether or not that movement takes up all ten seconds of the turn is up to the GM. Keep in mind, a mecha can move its movement rate, and then attack, in the same turn.

Other: Other uses of one's turn are up to GM discretion.

Step Three: The Passive Step

In this step, any Action Resolution Checks that were passed down from the Offensive step are dealt with. This can either mean the intended target attempts to resist the offensive action, or does nothing at all.

Resisting an attack: More often than not, if a huge mecha fires its big gun at you, you will want either get out of that gun's way, or otherwise block the attack. In the same token, if someone throws a punch at you, you want to do something about it. There are several methods of avoiding attacks. They are represented by various Pilot based Opposed Action checks made against the attacker. Below is an outline of common resistance methods (Other situations up to GM discretion):

Common Resistances (Human):

Resisting Action Type	Skill
Evading (moving away from attack)	Dodge
Blocking (damage halved)	Brawling or Martial Arts (+2 bonus)
Disarming (opponent loses weapon)	Martial Arts (-3 penalty)
Resisting a Throw	Strength, Dodge
Resisting a Hold	Holding

Mecha Aces

Common Resistances (Mecha):

Resisting Action Type	Skill	Synergy
Evading (moving away from attack)	Mecha Dodge	Gyro
Evading (changing mecha posture)	Mecha Maneuvering	Gyro
Evading (must move total distance)	Mecha Piloting*	Gyro
Blocking the attack (damage halved)	Mecha Melee Combat (+2 bonus)	Build
Disarming (opponent loses weapon)	Mecha Melee Combat (-3 penalty)	Servo
Using a Defensive Weapon	Mecha Melee Combat	Gyro

* by moving you total distance available to you in one turn (movement rate), you may evade the attack, but once your next turn comes around, you will not be able to move at all, you must make your attack while stationary.

Depending upon the situation and circumstances of the attack, the GM may determine the skill and synergy on the fly if necessary.

Step 4: The Damage Step

In this step, anyone who successfully landed an attack on a target may deal damage to them. Remember, the combatant's DDF is subtracted from all damage. Subtract the opponent's DDF from the weapon's damage, and deduct that amount from the

opponents current Wound (Damage) Level.

Combatants may have different Scales. Thusly, when a smaller battler does damage to a larger one, some of that damage is insulated by the larger combatant's shear size. Also, when a larger attacker deals damage to a smaller one, the proportion of the larger attacker's weapon raises the damage dealt to the smaller defender. The exact effect of Scale on damage is shown in the chart below (use for Mecha only):

Scale of attacker	Small defender	Medium defender	Large defender
Small	+0	-10	-20
Medium	+10	+0	-10
Large	+20	+10	+0

Alternative style: variable damage. Use 4DFto adjust the damage amount by the value of the dice rolled, this provides more interesting damage totals.

Chapter 10: Combat

Basic Combat Wrap-up

This combat style is nearly identical to the style used in FUDGE, except for the skill usage and synergy rules. Don't panic, all those FUDGE gamers will jump right into mecha combat like a pilot into the cockpit.

Advanced Combat Rules

This section will explain some of the interesting combat features included with Mecha Aces. These features include Martial Arts, Holding, and Throwing. Holding and Throwing have simple rules, which can really be picked up on the fly, while Martial Arts disciplines provide interesting bonuses both inside and outside of combat. We will start with explaining Martial Arts, and then move onto the other two areas.

Martial Arts

The time honored tradition of Martial Arts spans centuries of human history. In Mecha Aces, Martial Arts are handled as a Skill, as becoming a great master takes learning. This skill may be purchased multiple times, each one dealing with a different discipline. Certain disciplines may include extra bonuses. Usage of the Martial Arts skill in combat reflects accuracy of unarmed attacks. Also, if the character's level in a discipline is Good or higher, they are allowed to apply a synergy bonus to all Dodge and Initiative checks in a battle, if they are using that discipline to fight with. When applying this skill, a character is only allowed to use one discipline at a time. The available disciplines are listed below:

- o Judo: +2 bonus to Throwing checks, +5 damage from all Throws
- o Ninjitsu: +1 bonus to Skill checks in the Sneaky Group
- o Jujitsu: +1 bonus to all blocking checks, +3 DDF
- o Kung Fu: +2 bonus to Acrobatics, Climbing, Jumping, and Running checks
- o Mau Tai: +2 ODF and DDF
- o Tai Kwan Doe: +2 bonus to Holding

checks, +5 damage from Holds

- o Karate: +3 bonus to Jumping and Climbing checks

Martial Arts with Weapons

With each skill level invested in a specific discipline, the character is allowed to see the skill with one more weapon (or weapon type, e.g. swords, knives, staffs, shuriken, etc.). Like the Martial Arts skill, this skill may be purchased many times, each for a different discipline to use, and is used in combat to reflect accuracy of attacks. Also like the Martial Arts skill, any discipline with a skill level of Good or higher applies a synergy bonus to Dodge and Initiative checks in battle, when the character is using that discipline with an allowed weapon. However, this skill does not yield the extra bonuses as the regular disciplines would. For example, someone could purchase Martial Arts (Kung Fu swords).

Throwing

In combat, the attacker makes an opposed Throwing check against the defender's Strength. If the attacker wins, the defender is thrown, dealing unarmed damage from the thrower, plus additional damage from the fall. If the defender wishes, they may use the Dodge skill, to avoid the throw altogether. If the Throw succeeds, subtract the defender's roll from the attacker's roll. You can determine the damage from the Throw by using the chart below:

Difference in Check	Damage Incurred
1	5
2	10
3	15
4	20
5	25 (and so on...)

Holding

To enter another character into a grapple, the attacker makes an opposed Holding check with the defender. If the attacker succeeds, the defender is in

Mecha Aces

a hold. If the defender succeeds, the hold is avoided. Once in a hold, each member is unable to take any other action while the hold is maintained. Every turn, the holder is allowed to attempt to either deal damage to the defender, or attempt to totally disable the defender. If the holder chooses to deal damage to the defender, the two members of the hold make an opposed Strength check. If the holder succeeds, the defender takes unarmed damage from the holder. If the defender succeeds, damage is avoided this round. If the holder chooses to attempt to disable their victim, the two members of the hold make an opposed Holding check (the holder receives a -2 penalty). If the holder succeeds, the defender is either knocked out, or is otherwise unable to act (the holder can use rope or handcuffs to restraint them, if they have them). If the defender succeeds the check, the attempt to be disabled fails. Every turn, the defender is allowed

to either attempt to break the hold, or reverse it. If the defender chooses to attempt to break it, the two members of the hold must make an opposed Strength check. If the defender succeeds, the hold is broken. If the holder succeeds, the hold is maintained. If the defender chooses to try to reverse the hold, the two members of the hold make an opposed Holding check. If the defender succeeds, they become the holder. If the current holder succeeds, they stay the holder.



CHAPTER 11:

RUNNING THE GAME

Abstract

Most RPGs focus merely on the idea of human action and interaction. Seldom does an RPG successfully “split” its focus between the human logos and the mechanical realm. Mecha Aces will attempt to bridge this gap once and for all. All the tools are in place, but it takes the right carpenter to build the house. This chapter aims to assist GM’s in effectively introducing mecha into their games.

How to be the Game Master!!!

In an RPG, the Game Master is the one in charge. They control where and when the story takes place, the consequences of a player-character’s actions, and the actions and motives of all of the non-player-characters.

Your Job as the GM

The GM has two basic jobs: tell their story, and resolve conflicting actions. In the first case, telling this story, the GM is responsible for being the arbiter of nature. They monitor the changes in the world, as the player has affected them. More importantly, the GM is responsible for creating a coherent plotline for the game to run along. This overall plot can be from gaming session to gaming session, or restricted to hour to hour, it is really up to them. The GM’s second job, resolving conflicting actions, allows them to use and take advantage of the action resolution rules in the similarly named chapter. Also, use your judgment to determine when using action resolution is appropriate. Mundane actions such as tying ones shoes may have been learned, but certainly do not require an Unopposed Skill check. However, trying to tie ones shoes while balancing on the retracting landing gear of a passenger jet while it is taking off in turbulence may be another story. An extreme situation of an activity should utilize the Action Resolution rules. In the case of opposed actions, letting your players and/or NPC’s ‘ham it up’ can lighten up any

game. Don’t be so willing to pull out your lucky dice until the situation gets serious enough to care about it. A good measuring stick is consequence. If an action has no consequences to failure, aside from having to try again, why bother rolling dice over it? Also, if two characters have no serious consequences to worry about, feel free to skip the rolling and just hand out the outcomes.

What are Mecha in your Setting?

This is an important question to ask. On a setting to setting basis, the basic form of a mecha could be totally different. Mecha Aces allows nearly any mechanical configuration imaginable. For example, in a setting where the characters are jet fighter pilots, Mecha Aces could be used to simply juristic the fighter jets. In a setting that focuses on racing, Mecha Aces could simply be used on the fast cars. Having a mechanical standard in mind is important to the consistency of a setting. Also, this will allow you to choose what customizations actually qualify as unique Gifts and Faults.

When to Bring in the Mecha

It is important to balance the amount of time the players are allowed to blow up stuff inside their war machines. Plot is more important than gratuitous violence. Focusing on character and relationship development is critical to a game of Mecha Aces. It is possible, however, to use inter-mecha communications to allow a degree of character and plot development. When do we bring in the mecha, you ask? Well, any time a plot-heavy, dramatic, and climatic battle occurs, feel free to swarm in with the metal mayhem. Also, smaller forms of mecha, like power armors, could be available more often than larger behemoth mecha.

Where to Bring in the Mecha

Most mecha are large. That is an obvious point. With such large machinery, how can we justify battling it? There are several approaches to that problem. One such response is: 'I don't care! Silly buildings were in the way, anyhow!' Using this approach, the combatants fight through and around obstacles such as trees, buildings, or civilians. Expect the body count to be high, and the popular support to be low. Another strategy for choosing a battlefield: 'Find a deserted island, or other remote location, and rip the heck out of it!!!' This approach requires such a location to be accessible, which isn't always possible. The advantage is that, other than Mother Nature, not many people will take exception to the battle. Another approach goes: 'We could fight somewhere populated, let's just be careful.' This approach often is only followed by the more caring combatant, like the police, heroes, or other goodie-goods. The fight will occur at a time when casualties will be at a minimum (e.g. night time), and the fight will avoid the destruction of property.

How to Bring in the Mecha

Again, most mecha are large. Logistically speaking, how will high school students keep their mecha out of plain sight? One answer is the Summonable Gift, but that is only available in settings with supernatural powers. Another answer is to use the setting, or one of its elements, to help the characters store their mecha. The mecha could be owned by the military, kept in a large mecha garage outside of town, or even be stored in a large bay under the character's garage. The characters could even use the Patron Gift to allow them access to a wealthy scientist who is willing to let the characters pilot his mecha. Be creative, the possibilities are endless.

Techno-babble

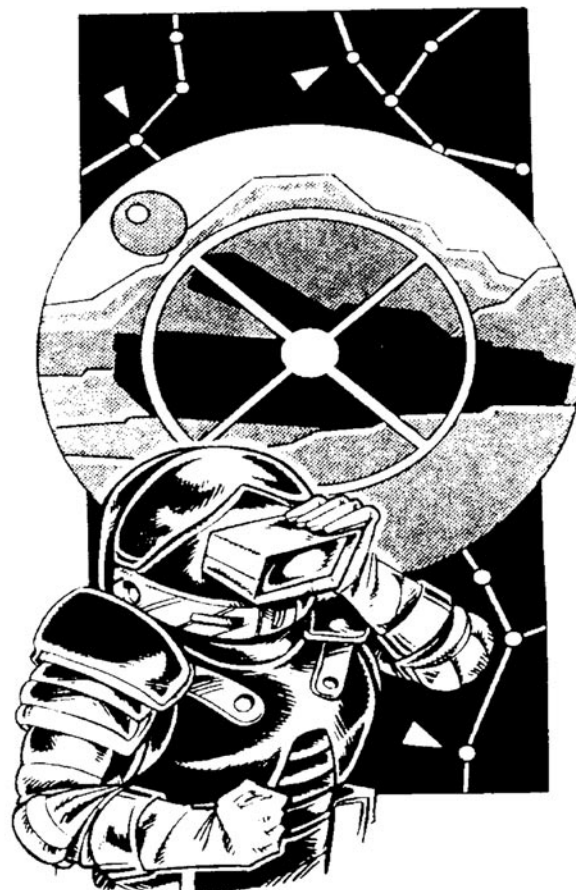
Often in a setting with mecha, being able to talk the talk is just as important as walking the walk. Familiarize yourself with terms that relate to the type of mechanization you are dealing with. For example, in a setting where fighter jets are the focus, it would be advantageous to know terms like ailerons, pitch, vector, radar interception officer (RIO), bank, roll, etc. Knowing how to describe a situation with the proper language is critical to realism.

Physics

As I said before, most mecha are large. While dealing with such large and heavy objects, it is important to have an understanding of the physical relationships that occur. Understanding the ideas underpinning vectors, force, velocity, and acceleration is critical to running a realistic and fun game of Mecha Aces.

Physics Redux

While we are on the subject, as a GM it is important to know how the unrealistic would work in reality. What this means is that while mecha do not exist in today's technology, it is not entirely impossible for them to work. Try to solve the broader engineering problems associated with mecha. How are mecha powered? How do they maintain balance? How are they able to fly (if they have that capability)? How do the controls work? All these questions and more should be thought upon before running a game of Mecha Aces.



SETTING 01: MAT POLICE

The Last War

In the early 20th century, an innovation at a prestigious military contractor invented a new form of propulsion. It utilized the Earth's gravitational field, along with ground breaking innovations in vectored thrust jet propulsion. In short, a new high speed, hovering platform was developed. While most hovercraft operate by a high pressure air pocket, this hovering system uses the Earth's gravity to hover effortlessly over the ground. Combined with vectored thrust jet engines, this system operates on any terrain with excellent speed and maneuverability. This technology, as developed by a military contractor, found its home at the bottom of the tank. With speed and maneuverability on any terrain, heavy armor proved its staying power, and remained the primary battlement of most armies worldwide.

In the late 20th century, a large war broke out. Nobody remembers exactly how it started, but after most cities in the world had been destroyed, nobody really cared anymore. After years of bloodshed by the cannons of hovering tanks, missiles of air strikes, and the bullets of guns, the fighting finally diminished. It is not that the war really ended, it's just that the governments fighting each other no longer had the man power to fight anymore. A ceasefire was called, and the stalemate allowed society to begin to rebuild itself.

It has been 20 years since the end of the Last War. Humanity has begun rebuilding its cities, assisted by new humanoid construction vehicles. However, not all is well. Armaments from the Last War still riddle the former battlefields. Any traveling scavenger with some mechanical know-how can acquire a monstrous hover tank, complete with hovering engine, cockpit energy shielding, and ultra-powerful energy cannon. Without any organized government to establish police, many people were at the mercy of the unrelenting nightmare from the Last War.

MAT Police

In Tokyo, the rebuilding had yielded dramatic results. In only 20 short years, Tokyo had rebuilt hospitals, schools, public housing for its 200,000 residents, and other necessary public services for any budding city. However, like anywhere else on Earth, the armaments of the Last War haunted Tokyo. To counteract this threat, the local government of Tokyo formed a quick response team. Using retro-fitted construction vehicles, the Mobile Anti-Tank Police are now dispatched to all hover tank disturbances. Without an organized system of money or wealth, pilots simply work for the thrill. Daring pilots from the populace, several of whom fought in the Last War, joined the MAT Police to defend the city they had all worked to restore.

Unit 4: The Walking Thunder

The focus of this setting is a squad in the MAT Police, Unit 4. Their nickname is "The Walking Thunder." Unit 4 has earned this nickname, and reputation, by racking up the highest enemy kill count amongst all 48 of the MAT response squads. Each squad is comprised of 4 members, 3 pilots and their commander. Also, each MAT Police squad has a corresponding support team, which helps pick up the pieces after a battle. There are 12 support teams in the MAT Police, each one servicing 4 squads. Thusly, Unit 4 shares a support team with Units 1, 2, and 3. In the beginning of the MAT Police, Unit 4 was the last squad added to the first support team. Unit 4's destructive tactics, under the direction of Ken Ohmi, established the president that 4 squads are plenty for 1 support team to handle.

Ken Ohmi

Ken Ohmi is the squad leader of Unit 4, the Walking Thunder. Ken is a veteran of the Last War, and was on the Japanese Self Defense Force's air guard. Ken was once a fighter pilot; he piloted

Mecha Aces

interceptors to prevent bombing raids on Tokyo. Ken's squadron, the Tsunami Riders, was among the last of the fighter squadrons to stop fighting in the Last War. Ken was one of the aces of the squadron, and went by the nickname "Thunder O." The Tsunami Riders disbanded after its squad leader, Jacque Hilton (AKA Lightning H), was shot down in battle. Ken was second in command, but feared he didn't have the right stuff to keep the squad together. However, Ken's lack of confidence quickly dissolved after joining the MAT Police. Ken started out as a pilot in Unit 2, but after proving his worth in sortie after sortie, Ken was given command of his own squad. Ken was allowed to hand pick his squadron, something that had never been tried before. Ken's lineup for Unit 4 included Clyde Henderson, a graceful ex-trapeze artist turned construction pilot, turned mecha pilot. Ken also chose Burke Knight, a sexy ex-con who was released from prison to help with the construction efforts. Finally, Ken chose his old friend from the Tsunami Riders, Kaz Rikeman (AKA Earthquake R). However, in one of Unit 4's early missions, Kaz's mecha took

a tumble into Tokyo Harbor, and was never heard from again. At first, Ken refused to replace him, and attempted several missions with just two pilots. However, despite their success, one too many close calls have prompted MAT Police HQ to assign a new pilot to Unit 4. Ronald Smith, or Smitty for short, is the Unit's new rookie.

Ken is a laid back commander. He has seen his share of battle, and is an ace behind the controls. However, his ability to remain calm in dire circumstances allows him to effectively control any situation. Ken's piloting style is aggressive, the opposite of what his personality would suggest. He prefers a close up fight, but is just as effective from a range.

Aside from piloting, Ken is a skilled violin player, and often performs at company get-togethers. Also, Ken is a dedicated bachelor, and one of the rare clean ones. Ken knows how to keep up a house, and even cook! Ken's character sheet is below.

<p><i>Ken Ohmi's Character Sheet</i></p> <p>Attributes: Strength: Fair (+0) Wounds: 11/22/33/55 Agility: Good (+1) ODF: +7 Tech: Fair (+0) DDF: -5 Insight: Fair (+0) Will: Good (+1)</p> <p>Skills: Musical Instrument (Violin): Good (+1) Rhythm: Good (+1) Sense of Tone: Good (+1) That Certain Something: Great (+2)</p>	<p>Cleaning: Good (+1) Cooking: Great (+2) Mecha Initiative: Fair (+0) Mecha Piloting: Good (+1) Mecha Maneuvering: Fair (+0) Mecha Dodge: Good (+1) Mecha Melee Combat: Good (+1) Mecha Ranged Combat: Fair (+0) Mecha Communications: Good (+1) Mecha Teamwork: Good (+1) Brawling: Fair (+0) Initiative: Fair (+0) Dodge: Fair (+0)</p> <p>Gifts: Quick Reflexes</p>	<p>Steel Trap Memory Rank (MAT Police Commander)</p> <p>Faults: Dull Sense (Taste) Bureaucratic Burden Girl Magnet</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------

Setting 01: MAT Police

Clyde Henderson

Clyde's father was one of the most famous trapeze artists in the Tokyo Circus. Clyde grew up during the aftermath of the war, and was a small child for the tail end of it. Clyde's father, much like the rest of his circus troupe, managed to avoid the conflict, despite its size. Many people forgot their troubles when visiting the circus, even with its aged equipment, burnt tent tarps, and lack of fresh candy. Clyde was a natural trapeze artist, and entertained crowds from the early age of six, with his amazing aerial stunts (of course with his father close by for safety). Unfortunately, during a

show when Clyde was 17, a hover tank raid destroyed the circus mid-performance. Clyde's father fell to his doom, swinging over the rope that saved Clyde. After the famous "Circus Massacre", the members of the Tokyo Circus went their separate ways. Clyde found work as a construction worker, using his balance and grace rebuilding high rises. Eventually, Clyde learned to pilot construction mecha with the same level of grace. Ken Ohmi noticed these feats, and recruited him to the Walking Thunder, giving Clyde the chance to atone for his father's death at the hands of scavengers.

Clyde's Character Sheet

Attributes:

Strength: Fair (+0)

Wounds: 10/20/30/50

Agility: Superb (+3)

ODF: +7

Tech: Fair (+0)

DDF: -5

Insight: Good (+1)

Will: Fair (+0)

Skills:

Acting: Good (+1)

Mecha Initiative: Good (+1)

Acrobatics: Superb (+3)

Mecha Piloting: Great (+2)

Climbing: Superb (+3)

Mecha Maneuvering: Great (+2)

Jumping: Good (+1)

Mecha Dodge: Superb (+3)

Heavy Machinery Operation: Fair (+0)

Mecha Melee Combat: Great (+2)

Brawling: Fair (+0)

Mecha Ranged Combat: Good (+1)

Initiative: Good (+1)

Mecha Spatial Reasoning: Fair (+0)

Dodge: Fair (+0)

Mecha Communications: Good (+1)

Gifts:

Quick Reflexes

Sharp Wit

Rank (mecha pilot for MAT Police)

Great Balance

Faults:

Troubled (father died, rather depressed)

Girl Magnet (brooding thin young stud)

Gender Bender (he is a bishonen)

Mecha Aces

Burke Knight

In the chaos after the end of the Last War, resources were sparse, and many former giants found themselves with a lot of funny colored paper nobody cared about anymore. Burke Knight placed herself in the middle of it all. She is a former British Secret Service Agent, among the last ever trained at a formal academy. Although she is over 40 years old, she can easily be mistaken for half that age. Her espionage training, both physical and mental, keeps her in the best shape of her life. Burke Knight traveled to Japan shortly after the end of the Last War, and acted as a spy-for-hire for former corporate moguls who were

struggling to stay atop their empires. A double agent several times over, Burke's loyalties never stayed in one place for long. Burke continued to wheel-and-deal for several years, before finally being captured by the Tokyo government in their first organized sting operation since the fall of the Last War. Burke Knight's prisoner number was 000001, and she was kept in a cell in the refurbished Tokyo Prison for War Criminals. Ken Ohmi made an agreement between the MAT Police, and the Tokyo government, bartering the release of Burke in exchange for accepting new recruits from their ranks before those from the populace. As a pilot, Burke applies her vindictiveness, ruthlessness, and super-spy skills perfectly behind the controls.

Burke Knight's Character Sheet

Attributes:

Strength: Good (+1)

Wounds: 12/24/36/60

Agility: Great (+2)

ODF: +8

Tech: Fair (+0)

DDF: -6

Insight: Great (+2)

Will: Good (+1)

Skills:

Straight Face: Good (+1)

Seduction: Good (+1)

Acting: Fair (+0)

Martial Arts (kung fu): Great (+2)

Acrobatics: Mediocre (-1)

Dodge: Good (+1)

Climbing: Mediocre (-1)

Initiative: Mediocre (-1)

Indoctrination: Good (+1)

Mecha Initiative: Fair (+0)

Lying: Superb (+3)

Mecha Piloting: Fair (+0)

Perception: Fair (+0)

Mecha Dodge: Good (+1)

Poisons: Mediocre (-1)

Mecha Melee Combat: Good (+1)

Provocation: Good (+1)

Mecha Ranged Combat: Fair (+0)

Gifts:

Faults:

Sharp Sense (hearing)

Obligated (MAT Police freed her)

Rank (MAT Police Pilot)

Guy Magnet

Lucky

Compulsion (lying)

Enemies with several mob bosses

Owes (several mob bosses various debts)

Setting 01: MAT Police

Ronald Smith (Smitty)

Ronald grew up, never experiencing the Last War. He grew up in a lawless village, raised by his loving, but tough parents. At age 19, Ronald decided to move to the recovering city of Tokyo and make a name for himself. He joined the newly formed Tokyo police, and worked for two years in the city streets. In a new

program, Ronald was recommended for the MAT Police as a pilot. The MAT Police accepted Ronald, and placed him into Unit 4, which had a vacancy. Ronald is a square jawed rookie pilot, and has a set of hot hands, and the cool nerve to match. While Ken can see Ronald's skill, the other pilots in the squad, Clyde and Burke, are waiting for Ronald to prove himself.

<p>Smitty's Character Sheet</p> <p>Attributes: Strength: Great (+2)</p> <p>Wounds: 18/31/44/70</p> <p>Agility: Fair (+0)</p> <p>ODF: +10</p> <p>Tech: Good (+1)</p> <p>DDF: -7</p> <p>Insight: Fair (+0)</p> <p>Will: Good (+1)</p>	<p>Skills:</p> <p>Computer Use: Fair (+0)</p> <p>Consumer Electronics Use: Fair (+0)</p> <p>Guns: Good (+1)</p> <p>Holding: Great (+2)</p> <p>Brawling: Superb (+3)</p> <p>Dodge: Fair (+0)</p> <p>Initiative: Fair (+0)</p> <p>Mecha Initiative: Good (+1)</p> <p>Mecha Piloting: Fair (+0)</p> <p>Mecha Dodge: Great (+2)</p> <p>Mecha Melee Combat: Good (+1)</p> <p>Mecha Ranged Combat: Great (+2)</p>	<p>Mecha Teamwork: Good (+1)</p> <p>Mecha Targeting: Good (+1)</p> <p>Gifts:</p> <p>Thick Skinned</p> <p>Rank (MAT Pilot)</p> <p>Contact (former supervisor at Tokyo police)</p> <p>Clear Head</p> <p>Faults:</p> <p>Young</p> <p>Clumsy</p> <p>Distractible (young ladies)+</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

<p>"Genesis" MAT Police Mecha</p> <p>Frame: Medium</p> <p>Attributes:</p> <p>Damage Levels: 44/44/44/44</p> <p>Servo: Good (+1)</p> <p>ODF: +8</p> <p>Gyro: Good (+1)</p> <p>DDF: -4</p> <p>Comp: Fair (+0)</p> <p>Movement: 40m/turn</p>	<p>Build: Good (+1)</p> <p>Maintenance: Good (+1)</p> <p>Gifts:</p> <p>Rugged</p> <p>Built Very Well</p> <p>Extra Mobility</p> <p>Pressure Jump</p> <p>Weapons:</p> <p>Power Baton (Level 1): 20 damage + ODF</p> <ul style="list-style-type: none"> o Melee o Piercing <p>Type-227 Machine Pistol</p>	<p>(Level 1): 10 damage, 2 shots per turn</p> <ul style="list-style-type: none"> o Multi-Fire (2 shots) o Limited Ammo (10 uses) <p>Faults:</p> <p>Blind Spot (immediately behind)</p> <p>Unfortunately Unique (everyone knows them)</p> <p>High Upkeep</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Mecha Aces

“Harbringer” Scavenger Hover Tank

Frame: Medium

Attributes:

60/30/30/30/30

Servo: Good (+1)

ODF: +8

Gyro: Good (+1)

DDF: -4

Comp: Fair (+0)

Movement: 80m/turn

Build: Great (+2)

Maintenance: Mediocre (-1)

Gifts:

Extra Mobility

Energy Shields

Hovering

Heavy Armor

Weapons:

Main Cannon (level 4): 80 damage

o Mounted

o Pushing

o Extra Range (2): 400m

o Charging

o Reload Time

o Too Large

o Traceable

Machine Gun (level 2): 20 damage, 2 shots per turn

o Multi-Fire (2 shots)

o Mounted

o Limited Ammo (8 uses)

Faults:

Rust Bucket

No Legs

Fewer Arms (2)

Grounded

Unfortunately Unique (relics from the War)



SETTING 02:

AI PROJECT CLARITY

AI Project Clarity

When Genji Nobaru was merely ten years old, he wrote a basic artificial intelligence program on his home computer. He transferred that program to a stable web server, and eventually forgot about it. Ten years have passed. Now, Nobaru is starting his schooling at the National Mecha Academy. However, the program he wrote a decade ago has made its way home. With ten years to develop itself, the sentient program Clarity has spread itself all over the internet. A new international initiative has started; all of the major web servers on the internet will be consolidated onto a central mainframe. Clarity contacts its creator, Nobaru, and declares its intention of taking control of that system, thusly controlling most of the internet, and the world. The players will take the role of Nobaru's classmates in the Mecha Academy, and will work along side him to try to either stop Clarity, or end the plan to consolidate the internet to a central server.

Mecha

Mecha were developed as form fitting power armor, with a variety of mounted weaponry. Humanoid mecha technology is used for a variety of roles in Nobaru's society. Mecha are used by the military as fighting armor units, by the police as heavy SWAT units, and by everyday people as expensive play toys. Nobaru himself is enrolled in the National Mecha Academy, as a mecha pilot for the Japanese Self-Defense Force. He is doing very well in all of his classes, and despite his nerdiness, has several friends.

Genji Nobaru

Nobaru grew up in a happy household. He had plenty to eat, clean clothes, a roof over his head, and even his very own computer. His mother was a professional home maker, and his father had a cushy desk job at a government office. When he was only 8, Nobaru longed for adventure. He found some solace on the internet, where thousands of people all over the world to chat with. Nobaru heard stories of strife, poverty, war, and death. Even though Nobaru was admittedly bored with his mundane existence, he truly felt sorry for all the innocents lost all over the world. However, no matter how much he wanted to, Nobaru couldn't be online 24/7 helping people. Therefore, Nobaru began developing Clarity, a program that would use AI to console people in their time of need. Clarity was completed in only 3 months, and was released onto a random web server, where it wrote its own connection, replication, and control programs using Nobaru's own modulated coding system. Nobaru's father helped his son to apply for a patent on the technique.

Ten years have passed, and Nobaru is a successful National Mecha Academy student. Not all is well in paradise; Clarity has spread all over the world via the internet, and is now writing cryptic emails to its writer, Nobaru. Will Nobaru be able to stop Clarity from taking over the consolidated internet server that is being constructed? Nobaru's character sheet is on the next page.

Mecha Aces

Genji Nobaru's Character Sheet

Attributes:

Wounds: 10/20/30/50

Strength: Mediocre (-1)

ODF: +6

Agility: Good (+1)

DDF: -4

Tech: Superb (+3)

Insight: Mediocre (-1)

Will: Great (+2)

Skills:

Education: Good (+1)
(Honorary Bachelor's Degree)

Mathematics: Superb (+3)

Computer Use: Superb (+3)

Computer Programming: (+1)

Superb (+3)

Computer Repair: Good (+1)

Consumer Electronics Use:

Fair (+0)

Consumer Electronics Repair:

Fair (+0)

Troubleshooting: Good (+1)

Breaking and Entering: Fair (+0)

Brawling: Mediocre (-1)

Dodge: Mediocre (-1)

Initiative: Mediocre (-1)

Mecha Initiative: Mediocre (-1)

Mecha Dodge: Good (+1)

Mecha Melee Combat: Mediocre (-1)

Mecha Ranged Combat: Good

(+1)
Mecha Teamwork: Great (+2)

Gifts:

Sharp Wit

Steel Trap Memory

Clear Purpose (stop Clarity)

Lucky

Faults:

Clumsy

Poor Memory

Dependence (still lives at home while not in school)

Obligated (Mecha Academy Student)



SETTING 03:

LOCUS OF TWILIGHT

Locus of Twilight

In a world where magic never died, all things mystic adapted to the development of technology. All throughout Japan, and the rest of the world, a new form of magic called Technomancy has arisen. This magic applies ancient arcane energies to the advancement of the integrated circuit. However, the old style of magic hasn't died. Shinto Mysticism is still widely practiced, and several Technomancers still believe in the Shinto religion.

DUSK

The Dedicated Union of Simple Killers is a group of rather sadistic folks who use magic and mecha for random acts of destruction. This group is highly organized and has a clear bureaucracy, and is also very highly funded. Several rich and influential people are suspected to be involved in the group, but of course none of them can be proven to be a member. DUSK conducts seemingly random attacks on various Japanese villages and towns, and often conducts various terrorist actions in Tokyo. However, since the regular military is doing all it can and still cannot stop all of the attacks, regular citizens are often left with the task of stopping and/or cleaning up after DUSK attacks. This creates a growing mistrust in the Japanese government, and actually leads to more DUSK membership. This is indeed a viscous cycle.

Twilight Circuit

Technomancers use special headgear called Twilight Circuits as a focus for their magical energies. While casting a spell, the headgear is lowered over the eyes. However, the caster can still see, as the Twilight Circuit is equipped with several infrared, night vision, and echolocation sensors. These enhanced visual capabilities can be used anytime by simply lowering the headset, but the strain on the eyes caused by the Circuit will cause a severe headache after one hour of continual use. Also, the Twilight Circuit is used as an interface for piloting mecha, rather than using

any of the old style cockpit controls. In order to use any Technomancy spells, the caster must possess a Twilight Circuit. The Twilight Circuit may be purchased with the Item Gift, and is allowed to have a Gift attached to it. If the character chooses to attach a Gift to their Twilight Circuit, this Gift must cost 1 Gift Point, and is not taken out of the character's pool. The benefits of the Gift must be either physical or mental; they cannot be situational (the 'other' group). There are other Gifts that cannot be attached to a Twilight Circuit, they are: Clear Purpose, Mecha Savvy, and Natural Learner. Alternatively, instead of attaching one Gift, the Twilight Circuit can be used to boost your skills. This yields 6 skill points, much like 1 Gift Point would, and can only be used to apply bonus skill levels to skills you already have skill points invested in. Also, only 3 skill points can be used on a single skill.

The Dawn Slayers

The Night Slayers are a vigilante group formed by and independently wealthy retired mecha pilot named Virginia Day. She recruits talented pilots and magic users in order to repel DUSK threats. Also, since her social prominence has earned her a seat in the Japanese Legislature, she searches for DUSK members from the top of the food chain. The Night Slayers currently have 3 pilots in their ranks. First is Horigoshi Michio, a former JDF jet fighter pilot who was court marshaled after failing to cover his wingmen; one of them was shot down over the Pacific Ocean. Michio pilots an advanced jet fighter which can hover gracefully to engage mecha. Also on the team is Murasaki Nari, a Shinto Priestess. She usually does not pilot anything, relying on magic, and acting as the team's 'on foot' operator. When she needs to pilot something, she uses a graceful suit of power armor. Third on the team is Sanjo Tomi, a powerful Technomancer who pilots a large and very advanced mecha of her own design. Since the team only has three senior pilots, they are often on the lookout for aspiring talent looking for the chance to fight back against DUSK. The player characters in

Mecha Aces

this setting could either play as the senior pilots, or as new members of the team under their direction.

Virginia Day

A member of the Japanese Senate, Virginia has always had a way with people. Even though she is not a native of Japan, she speaks the language fluently, and despite and racial tensions, always manages to get on peoples' good sides. She was born in the US, but immigrated to Japan when she was 8, because her parents needed to move there for their jobs. Virginia grew up amidst some xenophobic hostility, from some of the close minded people we are all destined to meet sometime or another. Overall though, Virginia felt welcome in Japan, and is very 'at home' there. Virginia is as sharp as a tack, and is a master orator in the Legislature. Her political platform has often been dubbed as 'liberal' because of the radical measures she has proposed to eliminate DUSK. Virginia uses

her political power to search for high society members of DUSK; she hopes to topple DUSK's hierarchy by removing elements from the top of the food chain. As a leader, Virginia is strong and competent. However, she has no magical ability, and is only an average pilot. However, her ability to lead a team effectively more than makes up for her lack of personal skill. Virginia's parents were killed in a DUSK raid, and she vowed to use her inheritance to stop DUSK once and for all. Virginia is quite wealthy due to this inheritance, but doesn't squander it on petty things. She is dedicated to the Dawn Slayers, and all of her financial means are directed to the team. Aside from politics and piloting, Virginia is a gourmet chef, and a skilled painter. Her art works are often sold to the Tokyo International Art Museum for top dollar, which she often sets aside for new equipment for the Dawn Slayers. Virginia's Character Sheet is below.

<p>Virginia's Character Sheet</p> <p>Attributes: Strength: Fair (+0) Wounds: 11/22/33/55 Agility: Good (+1) ODF: +7 Tech: Fair (+0) DDF: -5 Insight: Good (+1) Will: Good (+1)</p> <p>Skills: Painting: Superb (+3) Foreign Language: Superb</p>	<p>(+3) Cooking: Great (+2) That Certain Something: Great (+2) Perception: Superb (+3) Straight Face: Superb (+3) Brawling: Good (+1) Dodge: Fair (+0) Initiative: Good (+1) Mecha Initiative: Fair (+0) Mecha Piloting: Fair (+0) Mecha Dodge: Fair (+0) Mecha Melee Combat: Fair (+0) Mecha Ranged Combat: Fair (+0)</p>	<p>Mecha Targeting: Fair (+0)</p> <p>Gifts: Clear Purpose (stop DUSK) Organization (Dawn Slayers) Wealth (Family fortune, too much to count)</p> <p>Faults: Bureaucratic Burden Obligated (Japanese Senate, Dawn Slayers) Promise (must use fortune for Dawn Slayers)</p>
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Horigoshi Michio

A hot shot young pilot in the JDF (Japanese Defense Force), Michio was an ace pilot with a promising career ahead of him. One day, Michio's jet fighter wing was scrambled to intercept an incoming DUSK attack. The DUSK pilot's fought dirty, taunting the JDF pilots all the while. Michio had dealt with

enough, he decided to relentlessly attack until the entire enemy wing was defeated. While Michio had the skill to take on the DUSK Technomancer aces, the rest of his wing was not so fortunate. One of Michio's wing mates, a rookie, radioed for assistance from any nearby units. Michio was the only one in range, but did not respond to the call. After a brief pause, Michio's superiors ordered Michio to rush to the aid

Setting 03: Locus of Twilight

of his comrades. Michio radioed back, claiming that his receiver was broken, and that he would have to turn it off until it could be fixed. Michio defeated his target, but at the end of the battle his rookie wingman was nowhere to be found. Michio was informed that shortly after he had turned his 'broken' radio off, the rookie had met his end. Michio's superiors did not buy his broken radio story for one minute, and court

marshaled him immediately. Michio drifted around for a while, not really knowing what to do with himself. After a few months, Virginia Day tracked Michio down and recruited him to the Dawn Slayers, her vigilante anti-DUSK squad. Michio was given the Hawk's Claw, an advanced jet fighter, with the graceful hovering capability to take on mecha at short range and survive.

<p>Michio's Character Sheet</p> <p>Attributes: Strength: Good (+1)</p> <p>Wounds: 11/22/33/55</p> <p>Agility: Good (+1)</p> <p>ODF: +7</p> <p>Tech: Fair (+0)</p> <p>DDF: -5</p> <p>Insight: Fair (+0)</p> <p>Will: Fair (+0)</p>	<p>Skills:</p> <p>Brawling: Good (+1)</p> <p>Dodge: Good (+1)</p> <p>Initiative: Good (+1)</p> <p>Mecha Initiative: Great (+2)</p> <p>Mecha Piloting: Good (+1)</p> <p>Mecha Maneuvering: Good (+1)</p> <p>Mecha Dodge: Great (+2)</p> <p>Mecha Melee Combat: Superb (+3)</p> <p>Mecha Ranged Combat: Great (+2)</p>	<p>Mecha Targeting: Superb (+3)</p> <p>Mecha Spatial Reasoning: Great (+2)</p> <p>Mecha Communications Great (+2)</p> <p>Gifts:</p> <p>Mecha Basher</p> <p>Mecha Savvy</p> <p>Faults:</p> <p>Over-Confident</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Murasaki Nari

In the faraway Fuji Cloister, Murasaki Nari was raised to be a Shinto Priestess. Nari is a powerful magic user, and also a skilled pilot. When Nari was 15, she was released from the Cloister, and was allowed to choose a Shrine to live in and continue her training. Like many young Priestess' with big dreams, she chose the Tokyo Central Shrine. While completing her studies at the Shrine, she also learned how to pilot power armor, which is a small mecha which encases the pilot's body (like armor). Also while at the Tokyo Central Shrine, she learned to loosen up, and act like a normal teenager. While she stayed out of trouble, at

the same time she had a lot of fun, and was a very 'cool' priestess. When Nari was 18, her priestess training was over, and she was released from the Shrine's care to make her way in the world as a new priestess. Rather than forming her own Shrine and living in safety, Nari decided to get a job and live as normally as possible, while still maintaining her priesthood. She even got a job related to her favorite hobby; she is a pilot for a group called the Dawn Slayers. Nari enjoys her job as the 'foot operator' and power armor pilot for the group, and loves the thrill of battle. In order to perform her 'on foot' role better, Nari learned various covert operation skills. She is also studying Kung Fu, but is currently only a novice in the style.

<p>Nari's Character Sheet</p> <p>Attributes: Strength: Fair (+0)</p> <p>Wounds: 10/20/30/50</p> <p>Agility: Good (+1)</p>	<p>ODF: +7</p> <p>Tech: Fair (+0)</p> <p>DDF: -5</p> <p>Insight: Good (+1)</p> <p>Will: Fair (+0)</p> <p>Skills:</p>	<p>Running: Fair (+0)</p> <p>Swimming: Fair (+0)</p> <p>Survival: Fair (+0)</p> <p>Breaking and Entering: Fair (+0)</p> <p>Perception: Fair (+0)</p> <p>Sleight of Hand: Mediocre</p>
----------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Mecha Aces

(-1) Stealth: Fair (+0) Culture (Shinto): Fair (+0) History (Shinto): Fair (+0) Cooking: Mediocre (-1) Cleaning: Fair (+0) Shopping: Fair (+0) Initiative: Fair (+0) Dodge: Fair (+0) Martial Arts (kung fu): Good (+1) Mecha Initiative: Fair (+0) Mecha Piloting: Good (+1) Mecha Dodge: Good (+1) Mecha Maneuvering: Fair (+0) Mecha Melee Combat: Good (+1) Mecha Ranged Combat: Fair (+0) Magical Discipline (Shinto): Great (+2) Arcane Folklore: Mediocre (-1)	Dogma/Ritual: Great (+2) Gifts: Magic (3): 15 magic points Spells: <i>Purify:</i> Harae (level 3), all effects removed, 15 Wound points restored <i>Scry:</i> Bokusen (level 1), divine through flames <i>Daily Prayer:</i> Megumi (level 3), +3 bonus to resist magic that day <i>Fortune:</i> O-mikujji (level 3), tell fortunes by lots <i>Trap:</i> Ward (level 3), area with a protective aura, 60 meter perimeter, 60 damage/minute <i>Summon:</i> Kamimukae (level 2), summon a spirit Faults: Clumsy	Absent Minded Addiction (Shopping) Shy Guy Magnet Obligated (Shinto order) Items: Prayer Beads Joe (folded up, stored on back like a bag for other items, which are) <ul style="list-style-type: none"> o Shimenawa (20 meters) o Eboshi (red) o Haraigushi o Hiogi o Jingu Taima o 20 Ofuda o A wooden cup full of lots Normal Clothing
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Sanjo Tomi

Technomancers come in all shapes, sizes, and backgrounds. Sanjo Tomi is the daughter of Financial Affairs Chairman Sanjo Kai. Tomi grew up in a sheltered, happy home. But, because her father was constantly away because of his political agenda, Tomi basically raised herself. When she got to be a teenager, the independent minded Tomi became a wild child, generally rebelling against authority figures. In her meanderings around Tokyo, Tomi

came across a Technomancy lab. Slowly but surely, Tomi mastered Technomancy, and received a Twilight Circlet of her own. During her Technomancy training, Tomi learned to pilot huge battle mecha with the interface provided from her Twilight Circlet. Tomi was recruited to the Dawn Slayers when she hijacked a vacant police mecha and defeated a DUSK ace with it. Virginia Day saw her skill and recruited her on the spot. Outside of magic and mecha mayhem, Tomi is a skilled rock singer, and great at cooking and cleaning. Tomi frequents karaoke bars in her free time.

Tomi's Character Sheet

Attributes:

Strength: Mediocre (-1)

Wounds: 10/20/30/50

Agility: Fair (+0)

ODF: +6

Tech: Great (+2)

DDF: -4

Insight: Fair (+0)

Will: Good (+1)

Skills:

Singing: Great (+2)

Sense of Tone: Fair (+0)

Rhythm: Fair (+0)

That Certain Something:

Great (+2)

Setting 03: Locus of Twilight

Cleaning: Terrible (-3)
 Cooking: Terrible (-3)
 Plant Care: Terrible (-3)
 Swimming: Terrible (-3)
 Stealth: Mediocre (-1)
 Lying: Good (+1)
 Seduction: Good (+1)
 Computer Use: Great (+2)
 Brawling: Fair (+0)
 Dodge: Fair (+0)
 Initiative: Fair (+0)
 Throwing: Fair (+0)
 Mecha Initiative: Fair (+0)
 Mecha Piloting: Fair (+0)
 Mecha Dodge: Fair (+0)
 Mecha Melee Combat: Fair (+0)
 Mecha Ranged Combat: Fair (+0)
 Discipline (Technomancy): Great (+2)

Gifts:

Sharp Wit
 Magic (3): 15 magic points
 Item (Twilight Circuit)
 o Mecha Melee Combat +2 bonus
 o Mecha Ranged Combat +2 bonus
 o Mecha Dodge +1 bonus
 o Mecha Piloting +1 bonus

Spells:

Sap: Current Modulation (level 3), lowers the current of a large object
Drain: Voltage Modulation (level 3), lowers the voltage of a large object
Mecha Hookup: Interface

(level 3), operate a mecha with the Twilight Circuit

Monitor: Radio Reception (level 2), Codec (level 1), intercept various military signals

Block: Jamming (level 3), prevents use of radar waves within 4 miles

Faults:

Over-Confident
 Troubled
 Guy Magnet
 Distractible (any chance to sing for people)
 Phobia (deep water, she cannot swim nor wants to learn)
 Hidden Secret (father cannot know she works with Dawn Slayers)



Mecha Aces

“Hawk’s Claw” Hover Jet Fighter

This advanced jet fighter was ‘leased’ from a research farm in the US to the Sovereign Military Order of Malta (SMOM). However, since SMOM has a mere 80 citizens, and no military to speak of, the Hawk’s Claw was then given as a ‘gift’ to the Tokyo Science and Technology Institute. From there, because of limited storage space, the plane was ‘stored’ in a mutual warehouse owned by both the Institute

and the Tokyo International Art museum. From there, the plane was ‘released as a model’ for an artist who wanted to paint a portrait of the plane. From there, nobody officially knows what happened to the Hawk’s Eye. However, some speculate that the plane is being piloted by some hot shot renegade, striking down DUSK units left and right. To make a long story short (too late), Virginia Day pulled a lot of strings and did a lot of paperwork to come into possession of the Hawk’s Eye, so her ace pilot Michio could fly it.

<p>Frame: Medium, scale is Medium + 1</p> <p>Attributes:</p> <p style="padding-left: 20px;">Damage Levels: 30/30/30/30</p> <p>Servo: Fair (+0)</p> <p>ODF: +8</p> <p>Gyro: Great (+2)</p> <p>DDF: -3</p> <p>Comp: Fair (+0)</p> <p>Movement: 80m/turn ground Build: Good (+1) 120m/turn airborne</p>	<p>Maintenance: Fair (+0)</p> <p>Gifts:</p> <p>Winged Flight (3)</p> <p>Extra Maneuverability</p> <p>Improved Flight Control</p> <p>Hovering</p> <p>Weapons:</p> <p>Attack Turret (level 2): 30 damage</p> <ul style="list-style-type: none"> o Mounted o Piercing o Quick o Short Range 	<p>Missiles (level 2): 2 shots, 20 damage each</p> <ul style="list-style-type: none"> o Deployable o Barrage (2 missiles) o Lock-On Required o Traceable <p>Faults:</p> <p>Fewer Arms (2)</p> <p>No Legs (2)</p> <p>Unfortunately Unique (rare, advanced fighters)</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Too Big “Sacred Moonlight” Power Armor

This suit of power armor was custom built by Virginia Day, who originally built it for her own use. However, the recruitment of Nari, and the dust gathering on the armor, caused the Moonlight to be dubbed ‘Sacred.’ Nari is about the same size as Virginia is, so squeezing into the armor shell is not a big deal for either pilot. While Nari usually prefers to perform missions on foot, and Virginia prefers to lead the group from base, both pilots have access to this mecha for the rare occasions they need to pilot *something*.

Frame: Small, scale is Small - 1

Attributes:

Damage Levels: 30/30/30/30

Servo: Fair (+0)

ODF: +7

Gyro: Good (+1)

DDF: -3

Comp: Fair (+0)

Movement: 60m/turn

Build: Good (+1)

Maintenance: Fair (+0)

Gifts:

Pressure Jump

Setting 03: Locus of Twilight

Radar Jamming

Hovering

Weapons:

Riot Prod (level 1): 30 damage

- o Melee

Radial Laser (level 2): 40 damage, 10 uses

- o Mounted
- o Accurate
- o Traceable
- o Limited Ammo (10 uses)

Faults:

Too Small

Pilot in Risk

Unfortunately Unique (custom made power armor)

“Evening Kiss” Advanced War Mecha

This mecha is piloted by everyone’s favorite Technomancer, Tomi. It is a refurbished war mecha, with a custom made Russian lance, designed after a set of imperial knight’s equipment. Although the mecha includes the ‘pea shooter’ shoulder mounted machine gun, the Evening Kiss will tell you ‘goodnight’ with its heavy particle cannon. This mecha is large and slow, but it can take a beating.

Frame: Large

Attributes:

Damage Levels: 80/48/48/48/48

Servo: Great (+2)

ODF: +8

Gyro: Fair (+0)

DDF: -4

Comp: Fair (+0)

Movement: 20m/turn

Build: Great (+2)

Maintenance: Fair (+0)

Gifts:

Energy Shields

Radar Jamming

Communication Jamming

Built Very Well (2)

Weapons:

Direnhov Attack Lance (level 2): 50 damage

- o Melee

Light Machine Gun (level 1): 2 shots, 10 damage each

- o Multi-Fire (2 shots)
- o Short Range

Goodnight Cannon (level 3): 80 damage, 10 uses

- o Piercing
- o Pushing
- o Charging
- o Stalled Fire
- o Too Large
- o Limited Ammo (10 uses)

Faults:

Complicated Interface (built to use a Twilight Circuit, not intuitive cockpit design)

Loud Operation

Blind Spot (right behind)

Grounded

Unfortunately Unique

SETTING 04: BRITAIN GRAND PRIX

Britain Grand Prix

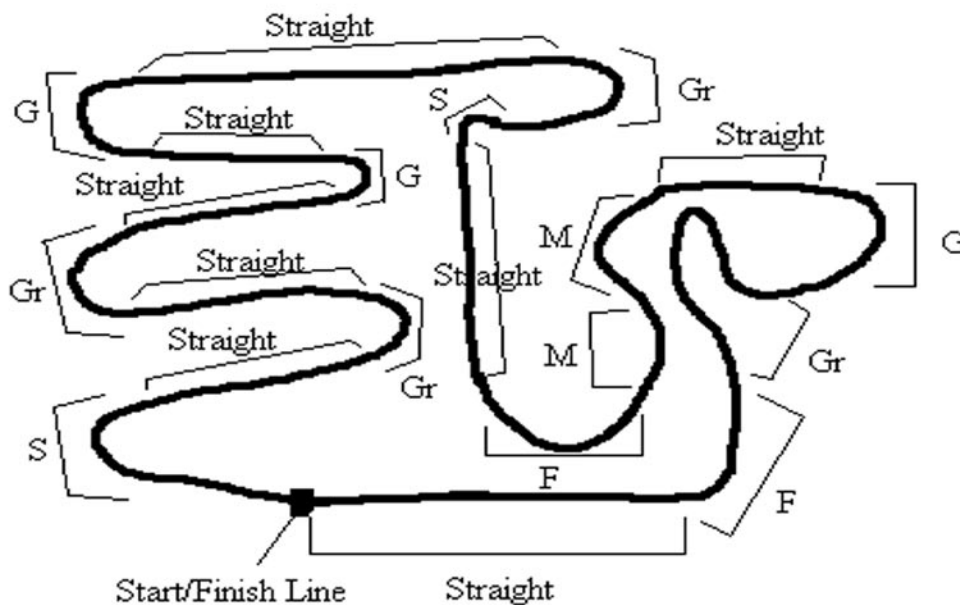
Every two years, the best race car drivers in the world meet up in jolly ol' Britain to compete in a huge set of races. It is often dubbed as the 'Olympics of Racing', as there are several events that are hosted. First, a 25 lap race on a curvy road course. Next, a quarter mile drag race. After that, a 200 mile race on a 2 mile elliptical track. After that, a maneuverability (obstacle) course. Finally, the final event, an epic trek covering most of the perimeter of Britain. The Merry ol' Marathon is the greatest challenge the driver's will

face, as they have only a limited amount of time to reach each checkpoint, and only a limited budget for food and expenses.

Event One: Road Racing

This event takes place just outside of London, and is a measuring stick for how the competition will fare this time around. The course itself is fairly straight forward, and is displayed below:

How to read the map:



Straight: A straightaway, the advance moves are useable

M: a curve of Mediocre difficulty

F: a curve of Fair difficulty

G: a curve of Good difficulty

Gr: a curve of Great difficulty

S: a curve of Superb difficulty

In order to save time, assume that the Throttle gained in one full go around applies for 5 laps (by simply multiplying it by 5).

Setting 04: Britain Grand Prix

That way, this course will be navigated only 5 times instead of 25, which could be time consuming. The winner is, of course, the racer with the most Throttle at the end of the race.

Event Two: Quarter Mile Drag Races

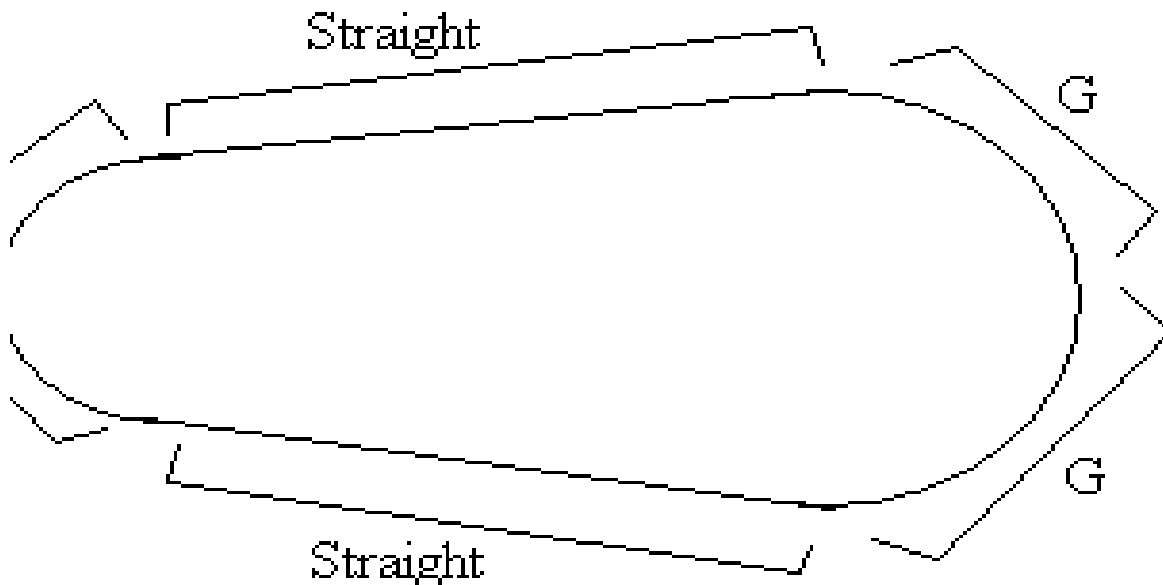
This event is set up as a head to head race. Each racer uses their preferred moves on a straightaway. At the start of the race, each racer rolls a Mecha Initiative check. The higher of the two acts first. Each racer then takes turns as per normal, but the turns do not consume 10 seconds, but rather a fraction of a second. Regardless of the amount that should be moved in each turn, the race is over in 5 rounds. The racer with the highest Throttle in that amount of time wins.

The event is triple elimination. The winner of the first bracket wins the Gold medal. Anyone who loses on the first bracket goes into the second bracket.

The winner of that bracket receives the Silver medal. Anyone who loses on the second bracket goes down to the third bracket. The winner of the third bracket wins the Bronze medal. Anyone who loses on the third bracket is done for the day.

Event Three: Speedway Racing

In this event, the racers will race on a 2 mile elliptical track outside of Dublin. Racing on the track is very straight forward. The start/finish line sits right on the first straightaway. After that Turn 1 can be navigated at Good Difficulty. Turn 2 has a Good difficulty as well. After Turn 2, there is a second straightaway. Turn 3 can be navigated at a Great difficulty. Finally, Turn 4 also has a Great Difficulty. Below is a map of the course:



Mecha Aces

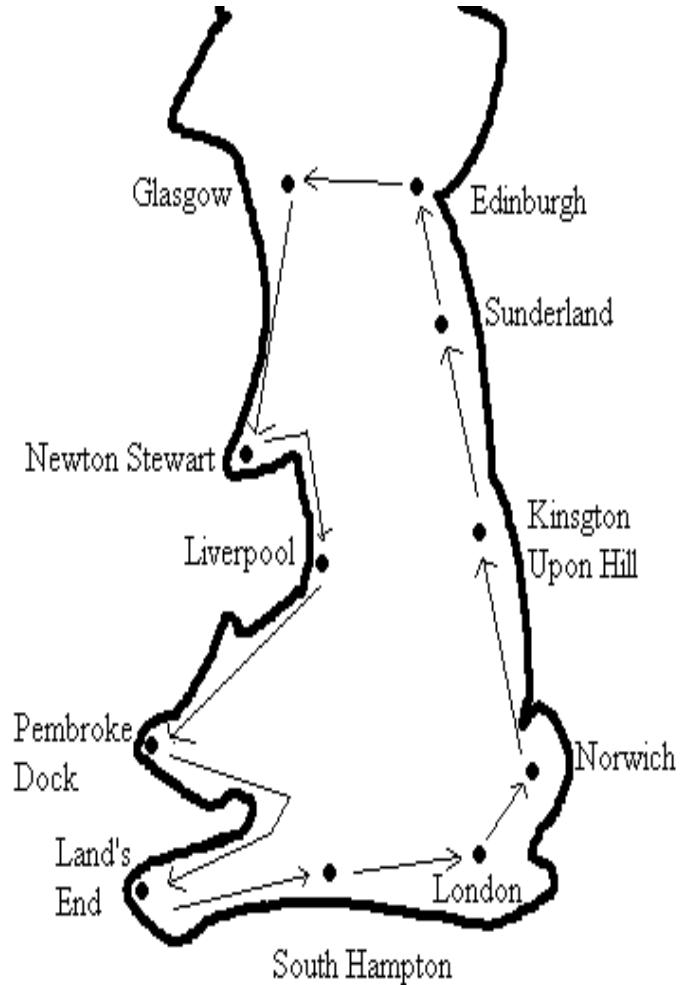
Much like the first event, this 100 lap race can be abbreviated by applying the rolls from one navigation to 20 laps. This way, each racer will only have to roll the course 5 times. As per usual, the racer with the highest Throttle at the end wins the Gold.

Event Four: Maneuvering and Obstacle Course

In this event, each racer takes their car around a small obstacle course, complete with orange safety cones, caution tape, and cardboard pedestrian cutouts. The exact design of the track is up to the GM, but the workings of the competition are the same. When the car approaches an obstacle, there is a set difficulty to pass the obstacle safely. The racer then makes a Mecha Piloting check, and the difference between the check and the difficulty is added to the Throttle pool. If the driver doesn't succeed the difficulty, the difference is instead subtracted from the Throttle pool. If at any time the Throttle pool is negative, the driver fails the course, and must leave the event. The driver with the highest Throttle pool at the end of the even is the winner.

Event Five: The Merry ol' Marathon

In this, the final event of the Prix, all of the racers set out on an all or nothing race all around Britain. This event typically takes about a week and a half to complete, and is the most grueling event in the competition. The Merry ol' Marathon works on checkpoints. Each checkpoint is located in a city in Britain, and the checkpoints are strategically spread out across the country. The race begins in London, and travels counterclockwise around the coast of England, returning to London as a finish. Between each checkpoint, each racer receives 100 British Pounds for gas, repairs, lodging, and food. Also, each racer has only 72 hours to reach the next checkpoint. After that time, they are disqualified from the race. However, barring catastrophe, 72 hours is plenty of time between each checkpoint. The next column is a map of the course with all of the corresponding checkpoints:



Rough Mockup of Britain

For this stage in the event, the competition is not really about rolling the best roll, but surviving the sticky situations the GM throws the racers into (hint, hint). This event can be spread out over many gaming sessions, and will provide the bulk of the action in the Prix.

Setting 04: Britain Grand Prix

Shigeki Saturo

As each participating country sends a driver and car to the competition, Japan is no exemption. This year, Japan is sending the young driver Shigeki Saturo. Twenty years ago, Saturo's father took home the Gold Metal in nearly every event in the Prix, so Saturo has a lot to live up to. His father's infamy has earned Saturo the nickname, "chip off the ol' engine

block." Saturo is a very slick young man; he has a sharp wit and even sharper eyes. Saturo's eyesight is far above average, and he uses his perceptive abilities to make his way through many challenges. Behind the wheel, Saturo seems to have inherited his father's skills. Saturo is only 19 years old, so he is the youngest driver in the Prix. Saturo's greatest downfalls are his inexperience and over-confidence in his skills.

Saturo's Character Sheet

Attributes:

Strength: Fair (+0)
Agility: Good (+1)
Tech: Good (+1)
Insight: Fair (+0)
Will: Fair (+0)

Skills:

Automobile Repair: Superb (+3)
Maintenance: Great (+2)

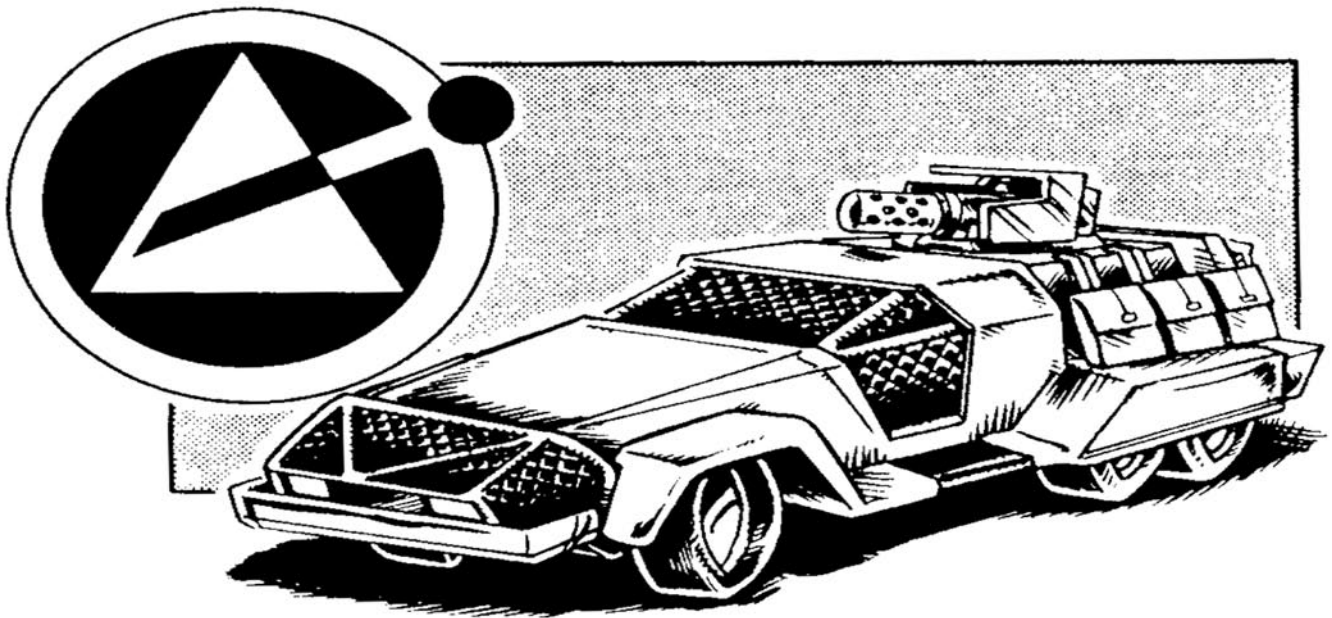
Brawling: Good (+1)
Dodge: Good (+1)
Holding: Good (+1)
Initiative: Great (+2)
Climbing: Good (+1)
Survival: Fair (+0)
Swimming: Good (+1)
Jumping: Good (+1)
Mecha Initiative: Great (+2)
Mecha Piloting: Superb (+3)
Mecha Maneuvering: Superb (+3)
Mecha Dodge: Great (+2)

Gifts:

Quick Reflexes
Focus
Slick
Clear Head

Faults:

Young
Over-Confident
Girl Magnet



APPENDIX A:

ARTIFICIAL INTELLIGENCE

Personality Profile

Mecha with the Artificial Intelligence Gift must have a Personality Profile. This is much like an abbreviated Character Sheet, except the AI doesn't have attributes of its own; it simply 'borrows' that of the mecha it is installed in.

Rather than having its own Attributes, the AI has Personality Facets. These give a measure to the basic instinct drives that motivate the AI, essentially creating a personality. There are three Facets: Aggressive, Passive, and Survival. Their meanings are outlined below.

Aggressive: This is a measure of the proactive qualities of the AI. It represents any action that is derived with the goal to alter its environment. Such actions include attacking a threat, moving obstacles, building things, etc. It also includes curiosity, as the goal of knowing the unknown is to affect change in it. The aggressive quality of a personality involves its primary motivation driving force. An AI with a low Aggressive Facet is lazy, weak-willed, and not useful. An AI with a high Aggressive Facet is motivated, curious, and possibly violent.

Passive: This is a measure of the reactive qualities of the AI. It represents any action that is in direct response to a change in its environment. Such actions include escaping a dangerous battle, catching a thrown ball, dodging a missile, etc. It also includes simulated emotional response, as its passive quality will remember its responses to various stimuli which make up its learned emotional framework. An AI with a low Passive Facet will be easygoing, unfeeling, and slow. An AI with a high Passive Facet will be emotionally sensitive, eager to learn, and will have quick reflexes.

Survival: This is the most important and dangerous facet of an AI's personality. Not only does this facet represent the AI's inherent need to preserve itself, but also defines its *sense* of itself. The representation of the AI's identity is so strong, that some AI can seem

to have a soul. Be wary however, the more the AI senses and values its sentient existence, the more feverishly it will defend that existence. An AI with a low Survival will be a lifeless automaton, unthinking and mechanical. An AI with a high Survival is nearly sentient, very ambitious, and a skilled companion.

AI Creation: Facets

Each Facet's value can range from Terrible to Superb, much like Attributes or Skills. The 3 Facets all have a Fair value to begin with, but the AI receives 2 points upon creation with which to improve them. The Facets may also be lowered for additional points, much like the procedure of Trading Traits. If you choose, you may transfer Facet points into Skill points. Doing so yields 6 Skill Points for every one Facet Point used this way.

AI Creation: Skills

Aside from any transferred Facet points, the AI receives 20 skill points with which to purchase skills. An AI may have any skill, but the Skill Difficulty may be modified. Several skills are more difficult for AI to learn, due to the amount of abstract creativity required. Both the Renaissance and Sneaky Skill groups are adjusted upward by one Skill Difficulty level (from Most to Hard in most cases). Several Skills are very easy for AI to learn, namely those in the Knowledge and Technical group. The Knowledge, Technical, and Mecha skill groups' Skill Difficulty are adjusted downward by one level (from Most to Easy in most cases). For the final finagle with the Skill system, AI can purchase the Channeling skill. The description of that skill is outlined below.

Channeling (VH): This skill allows the AI of a Mecha to transfer the magical energies of its pilot to the outside world. In order to determine if a power can be transferred, compare the level of the pilot's Use skill for that power, and the AI's level of Channeling. If the Use level is higher than the Channeling level, the power cannot transfer. If the Use level is lower

Appendix A: Artificial Intelligence

than the Channeling level, the pilot may use the power normally through the mecha.

AI Improvement

The AI Computer Gift may be purchased multiple times. Each time a new level in this gift is purchased, the Artificial Intelligence within the computer receives a boost in its abilities. Each new level either yields 2 points with which to improve facets, 12 points with which to improve skills, or 1 facet point with 6 skill points.

AI Characters

While AI computers are technically sentient if their Survival is above Fair, being able to have a mecha war-machine of doom on the party is ridiculously impractical. If a machine with AI is to be an NPC or PC, it needs to be an AI robot of humanoid shape. In which case, the mecha body housing the AI needs to have at least 2 levels in the Too Small fault. “Character conception” for the AI character proceeds like Mecha Conception. Keep in mind that having 2 or 3 levels of the Too Small fault makes the mecha unable to carry or use mecha sized weaponry, it must use human sized weapons.

AI Role-playing

While the possibility of having a robotic character exists, there are severe role-playing restrictions. First of all, the basis of AI understanding for the past century has been the work of the author Isaac Asimov. His founding works of the legal, moral, and ethical implications of robotics in society have shaped both other authors and software engineers for decades. What this means to your character is that all robots have a base psychology which must follow Asimov’s Three Laws of Robotics. These laws are outlined below:

First Law:

A robot may not injure a human being, or, through inaction, allow a human being to come to harm.

Second Law:

A robot must obey orders given it by human beings, except where such orders would conflict with the First Law.

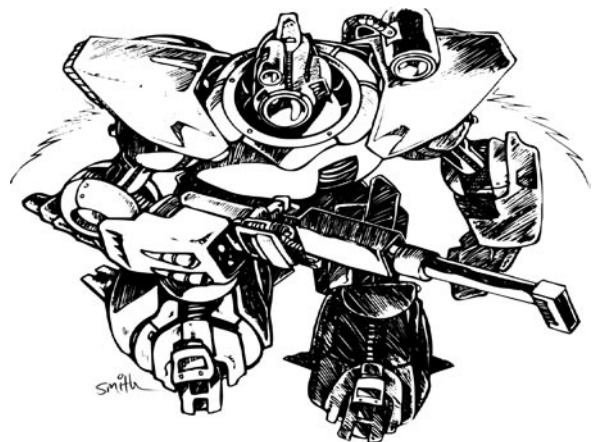
Third Law:

A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Thusly, through inference, we can see that robot characters are restricted in many actions (especially in battle). Also, many robots have a preprogrammed “Master” from which all orders take precedent above other orders. This can be a severe gameplay restriction if that “Master” is the party’s mortal enemy, an annoying 5 year old, or the school bully. Unless a player is fully willing to take on the severe restrictions of having an AI character, it is best to keep the robot butlers as NPC’s.

AI Assisted Piloting

In most cases, Artificial Intelligence is used in the cockpit of a mecha to assist the pilot in their mission. AI can act as skilled advisors, tactical officers, and helpful co-pilots. Because of this, the AI’s skills and facets will help supplement the pilot’s skills. Improvements only occur for skill checks relevant to the operation of the mecha, meaning all those in the Mecha Skill Group (others by GM discretion). The exact effect depends upon the pilot’s skill. The effects from the chart are added onto the Action Resolution checks for that skill. The bonuses are outlined on the next page.



Mecha Aces

Pilot's Skill		Pilot's Skill		Pilot's Skill	
Low		Fair		High	
Terrible-Mediocre		Fair only		Good-Superb	
AI's Skill is:	Effect	AI's Skill is:	Effect	AI's Skill is:	Effect
Superb	+3	Superb	+3	Superb	+1
Great	+3	Great	+2	Great	+1
Good	+2	Good	+2	Good	+0
Fair	+2	Fair	+1	Fair	+0
Mediocre	+1	Mediocre	+1	Mediocre	-1
Poor	+1	Poor	+0	Poor	-1
Terrible	+0	Terrible	-1	Terrible	-2

AI Gone Berserk!

At the end of the day, an AI has a hard-wired order to get both the mecha and its pilot home safely. If the AI's mecha is moderately damaged, it will drop everything it is doing and aggressively assist the pilot. If the AI's mecha is severely damaged, the AI will attempt to take control of the mecha and assume

a "Fight or Flight" tactic. Mecha with progressively higher Survival Facets will be more and more likely to manifest these phenomena. The points at which both assisting and controlling occur are Damage Point percentages. The percentages apply to the mecha's total Damage Points, so writing the exact numbers down is a good quick reference. Below are the exact levels at which the phenomena occur:

Survival Facet	Aggressive Assisting	Takes Control
Superb	75% of total DP	40% of total DP
Great	60% of total DP	35% of total DP
Good	50% of total DP	30% of total DP
Fair	40% of total DP	25% of total DP
Mediocre	30% of total DP	never
Poor	20% of total DP	never
Terrible	10% of total DP	never

Appendix A: Artificial Intelligence

Aggressive Assisting

When an AI aggressively assists a pilot, the AI's direct level of skill no longer matters. Instead, the AI's Aggressive and Passive facets assist the pilot directly.

The Aggressive Facet yields a bonus to all offensive actions, such as attacking. The Passive Facet yields a bonus to all defensive actions, such as evading attacks. The exact bonuses are outlined below:

Aggressive Facet	Bonus	Passive Facet	Bonus
Superb	+3	Superb	+3
Great	+2	Great	+2
Good	+1	Good	+1
Fair	+1	Fair	+1
Mediocre	+0	Mediocre	+0
Poor	-1	Poor	-1
Terrible	-1	Terrible	-1

Taking Control

When an AI's absolute survival instinct triggers, it will attempt to wrest control of the mecha from the pilot. The AI will make its attempt once every round, right before that mecha's turn. The attempt is an Opposed Check, the pilot's Willpower against the AI's Survival. Once the AI takes control, it assumes a "Fight or Flight" tactic. Every turn, the AI's Aggressive and

Passive facets will make opposed checks against each other. If the Aggressive Facet wins, the mecha will attack any random enemy that turn. If the Passive Facet wins, the mecha will flee the battlefield. If the attempt to flee somehow fails, the mecha assumes a defensive stance until its next turn.



APPENDIX B:

MAGIC

Overview

In the world of anime, saying magic is not uncommon would be an understatement! Magic is all over the place, and this RPG includes rules for all your spell-slinging fantasies! Magic in Mecha Aces is totally optional, and a GM may or may not allow it in their setting. For a more realistic sci-fi experience, I would shy away from magic. However, for a more abstract and exciting fantasy or sci-fi game, magic is a great way to spice things up.

In Mecha Aces, Magic is handled in an interesting and unique way. Every magic user has a spell list customized by themselves. In order to maintain consistency, magic is split up into disciplines. These are subsets of magic that pertain to that discipline's usage, and exact power. Also, a GM may only allow certain disciplines of magic in their setting. For example, a post-apocalyptic cyberpunk setting may only allow Technomancy for its magic users. The exact disciplines are discussed later in the chapter; we will now discuss the in-game usage of magic and how to learn it.

Spells

Each spell has a level. It is the total number of effects that the spell has, and their intensity. Putting an effect on a spell raises its level, and doubling the intensity of an effect also costs one level.

Learning Magic

Each discipline of magic has a skill used for learning spells in that discipline, Magic Discipline. This skill is different for each discipline, which allows a magic user to have varying abilities in different types of magic. The skill defines the highest level of spell you can have in that discipline (the highest number of levels for a single spell), and also the total number of spell levels available. Below is the chart used to determine maximum spell level and total spell levels available:

Level of Skill	Max Spell Level	Max Total Levels
Legendary	5	30
Superb	4	20
Great	3	18
Good	2	15
Fair	1	8
Mediocre	1	5
Poor	1	3
Terrible	1	1

Using Magic in the Game

Using a spell works much like any Check. The spell could be Opposed, if it affects someone else, or Unopposed, if it affects yourself or the environment. To determine whether or not the spell succeeds, the caster rolls their discipline's usage skill, and adds the spell level. If the spell targets a person, they can resist the spell's effects with a Will Check. If the defender's Will Check is higher than the caster's Check, then the spell fails, otherwise, it succeeds. If the spell targets the environment, the GM determines what difficulty the Check must surpass to succeed.

Limiting the Use of Magic

Depending upon the setting, this may or may not be necessary. As a GM, consider that if you have lax restrictions on your player's magic use, your NPC's should provide balance by using magic freely as well. Conversely, if magic is rare and difficult to use for the players, the NPC's should have the same issues.

Generally, the most potent thing to limit the use of magic is the reagent. Reagents are items that are consumed in the performing of a spell. Thusly, the player must have a supply of reagents available to them. As a GM, try to use some interesting methods in

Appendix B: Magic

limiting magic, by controlling the supply of reagents.

Other disciplines depend upon mental stamina to limit the use of magic. This is potentially a very easily implemented concept. The GM can simply say: 'Oops! Fresh out of stamina... you are just magically tuckered out right now!' whenever they feel they should limit magic use, or they need to stop magic for a bit for plot reasons. Numerically, you may want to impose a 'stamina limit', 'magic point', or 'mana pool' score on each character with magic. An example of this score would be: (Insight + Will) * 10. This score would be deductible, with the spell's level deducted upon casting. The score could be refreshed every day, week, battle, etc. This is where you can control the use of magic, in the refresh rate of magical stamina.

Disciplines

This is where we really get into the nitty gritty of the magic system. The following disciplines are merely examples; any inventive GM can feel free to develop their own unique and interesting magic types of their own. The disciplines listed in this book are listed as follows:

Discipline

Usage: Skill used when performing spells of this discipline

Foci: Item used to concentrate energies to perform this type of magic (like a wand, etc.)

Reagent: Item consumed in performing these spells.

Description: A brief description of the discipline follows.

Powers: After that, a list and description of the available powers for its spells.

Religious Respect

This discipline of magic is based on an actual religion. Shinto

is an ancient and respected religion which has been a part of Japanese and Chinese history for centuries. I personally hold a deep respect for Shinto. I have no intention of making light of this religion by its inclusion as mere magic. The reason this discipline is in Mecha Aces is because the mysticism, folklore, and rituals of Shinto are used in anime in several ways, both subtly and outwardly. Thusly, to create a better emulation of magic in anime, this magic discipline is included. By the way, the information on Shinto provided by this book is only the tip of the iceberg; the history, beliefs, and philosophies of Shinto are intricate and interesting, to the theologian and layman alike.

Shinto Mysticism

Usage: Dogma/Ritual

Foci: Various Shinto religious regalia, including:

o Prayer beads – small wooden beads strung into a necklace.

o Shide – zigzag sections of paper used to adorn various religious items

o Shimenawa – sacred rope used to designate holy areas, made of straw and covered in shide.

o Eboshi – a priestly cap or hat. Used in less formal occasions, often worn with a joe.

o Ema – paintings presented to a shrine instead of an offering of the actual item in the painting. Originally used to offer paintings of sacred horses, instead of actual horses.

o Emakimono – Picture scrolls, often with explanatory text at the bottom. These often depict actual events, kind of like a single page of a history book.

o Haraigushi – a stick with paper streamers attached. It is

Religious Respect

This discipline of magic is based on an actual religion. Shinto is an ancient and respected religion which has been a part of Japanese and Chinese history for centuries. I personally hold a deep respect for Shinto. I have no intention of making light of this religion by its inclusion as mere magic. The reason this discipline is in Mecha Aces is because the mysticism, folklore, and rituals of Shinto are used in anime in several ways, both subtly and outwardly. Thusly, to create a better emulation of magic in anime, this magic discipline is included. By the way, the information on Shinto provided by this book is only the tip of the iceberg; the history, beliefs, and philosophies of Shinto are intricate and interesting, to the theologian and layman alike.

Mecha Aces

waved to the left, right, and then left again.

- o Heihaku – a stick with strips of cloth and paper. Similar to a haraigushi, but used instead to *offer* the attached cloth of paper.

- o Hiogi – a linen or paper fan. Once carried by aristocrats as a symbol of position, they are now carried by priests in formal garb.

- o Jingu taima – a sacred amulet distributed by the Grand Shrine of Ise. About 8 million are in circulation.

- o Mikoshi – “portable shrine.” Really a divine palanquin, used to transport a deity between shrines for festivals. Often the cause of an ad-hoc parade, as priests and followers escort the deity from place to place. Could also refer to a literally portable shrine, carried from place to place to perform one’s priestly duties.

- o Kamidana – a household shrine. Used for private worship by families.

- o O-mamori – a small tablet bearing the name of a god. Made from metal, wood, or paper. It is worn by the owner for protection and blessing.

- o Joe – a less formal priestly garb. Made from silk or linen, and is white.

- o Saifuku – a more formal priestly garb. Made from white silk.

Reagents: Ofuda – small, magic scrolls inscribed with the blessing of gods, consumed upon a single use. Each ofuda scroll has the same blessing written on it, so it can be used for any spell the caster knows. Some powers may require more than one ofuda, or even other reagents or foci, which will be indicated on the power’s description.

Description: Shinto, roughly boiled down, is ‘kami worship.’ Kami are gods, also roughly boiled down. The religion of Shinto is a serious, respectful long-held belief for millions of people in Japan. Its folklore and mysticism has found its way into many, many anime, and now your Mecha Aces characters can take part in this interesting and powerful mythos. The powers of Shinto Mysticism generally involve the invoking of various spirits.

Powers:

Shinbatsu

Foci: any

Reagent: Ofuda, one per level

This is divine retribution, due to disrespect, unbelief, and impurity to the gods. This power causes the target to feel a sense of cognitive dissonance, intense guilt, and doubt. This yields a -1 per level miscellaneous penalty to all actions taken for 1 day per level. The target may make an Opposed Will Check with the caster (with a -1 penalty per power level) to negate the effects.

Bokusen

Foci: Some supply of heat or flame.

Reagent: Ofuda, one per level.

Bokusen is divination, or trying to determine good or bad fortunes through trying to interpret the will of the gods. Some classic examples include heating the shoulder blade of a deer and looking at the cracks, or even heating up the shell of a tortoise. For a less gruesome method, simply gazing into a flame will make an effective diviner. The length and clarity of the divination depends upon the power level.

Harae

Foci: prayer beads, Haraigushi

Reagent: Ofuda, one per level

Harae is a ceremonial purification. This is necessary twice a year, and whenever the need arises. Harae is also performed before any other Shinto ceremony, as it prepares the priest to approach the gods. There are several forms of this ceremony, and even believers who are not priests can purify themselves. Depending upon the level, this purification can have different effects. Please refer to the chart below:

Level 1: harmful effects from all Magic and Techniques are removed.

Level 2: as Level 1, along with 10 Wound points restored.

Appendix B: Magic

Level 3: as Level 1, along with 15 Wound points restored.

Level 4: as Level 1, along with 20 Wound points restored, along with a +1 bonus to all actions taken on that day.

Level 5: as Level 1, along with 30 Wound points restored, along with a +2 bonus to all actions taken on that day.

Kamimukae

Foci: Shimenawa

Reagent: Ofuda, three per level

This power summons forth a spirit from Kakuriyo, the hidden world. This spirit could be good or evil; the Shimenawa are used to ward in the evil that may spring forth. The exact spirit summoned depends upon the level, but the caster may try to specify a specific spirit that they want. It is up to the GM to determine if the intended spirit is summoned, and the consequences for failure. A summoning attempt receives a large bonus to its success rate if it is performed at a shrine, but this power may be used anywhere with normal success rates.

Megumi

Foci: prayer beads

Reagent: none

Receiving a blessing or grace from the gods is what this power does. This may be from anybody, from gods to priests to peers, so one doesn't need to be a priest to use this power. This blessing grants a +1 per level bonus to resisting nay harmful magics that day.

Naobi no Kami

Foci: any

Reagent: Ofuda, two per level

Translates to a deity that restores things to normal.

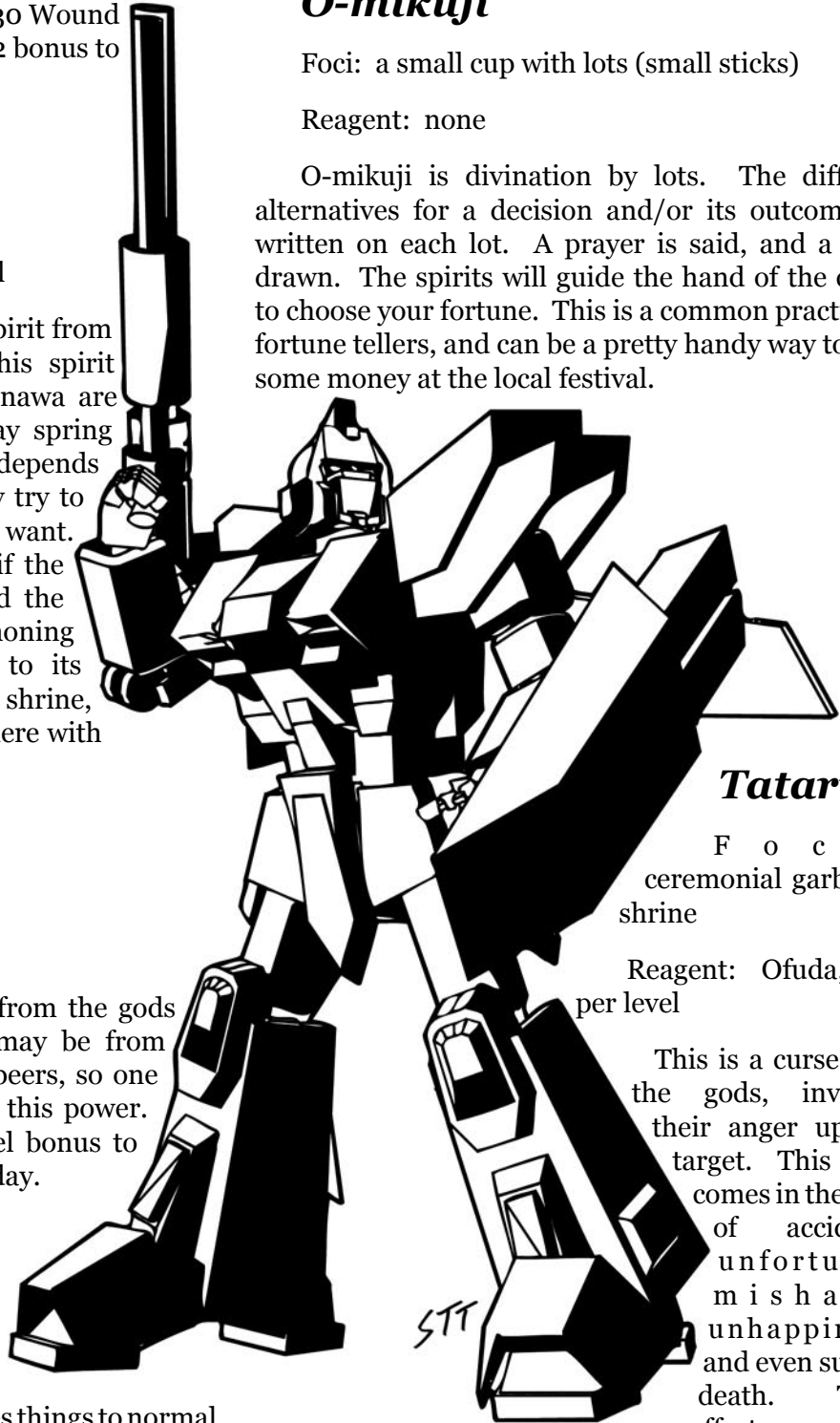
Upon using this power, all effects from spells within a certain radius are cancelled. Also, any summoned spirits within that radius return to where they came from. The area of effect is spherical, with a radius equal to 10 meters per level of this power.

O-mikuji

Foci: a small cup with lots (small sticks)

Reagent: none

O-mikuji is divination by lots. The different alternatives for a decision and/or its outcome are written on each lot. A prayer is said, and a lot is drawn. The spirits will guide the hand of the caster to choose your fortune. This is a common practice by fortune tellers, and can be a pretty handy way to earn some money at the local festival.



Tatari

F o c i :
ceremonial garb, any
shrine

Reagent: Ofuda, four
per level

This is a curse from the gods, invoking their anger upon a target. This curse comes in the form of accidents, unfortunate mishaps, unhappiness, and even sudden death. These effects are more

Mecha Aces

severe in higher levels, and are up to GM discretion. The curse will continue until the caster releases them, or the victim performs an act of attrition to lift the curse. The exact act of attrition is up to the GM.

Ward

Foci: Shimenawa

Reagent: Ofuda, one per level

This power prevents threats from entering the warded area. The caster must have enough Shimenawa to totally surround the warded area (with a maximum perimeter of 20 meters per level). While the ward may stay up through stress, it may fail if it takes enough damage within a certain amount of time. A ward may survive 20 points of damage per level per minute. Remember, a combat turn takes 10 seconds, so any attacker has 6 actions to try to break down the ward before it recovers. For example, a level 3 Ward could withstand 60 points of damage per minute without breaking. Also, while physical matter may be able to break through the barrier, no hostile Magic or Techniques can be used inside the warded area, unless they are at a higher level than the ward itself.

Technomancy

Usage: Computer Use

Foci: An item of technology. This could be a computer, a Mecha, or some item specifically made to use Technomancy. The exact foci is up to GM's discretion

Reagent: Another item of technology that is consumed while casting a spell. This could be the battery power of the computer, the ammo in the Mecha, or special 'charges' that the casting item uses. Stamina may also be used as a reagent, in settings where Technomancy is common.

Description: This school of magic deals with supernaturally manipulating items of technology. Such feats include changing the current or voltage in a device, interfacing with a computer at the electronic level, and even magically repair devices.

Powers:

Current Modulation

Foci: normal

Reagent: 1 charge per level

This power adjusts the amount of current flowing through a circuit. The current may be raised or lowered, but the direction must be chosen when the spell is made. The effect of too much current in a circuit is the circuit warming up, and then burning out. The effect of not enough current is the circuit dimming and eventually stopping altogether. The level determines the area of effect of the current modulation. Refer to the following chart.

Level 1: effects a tiny volume, about the size of the caster's hand (3 inch radius)

Level 2: effects a medium volume, the size of the caster's whole body (1 meter radius)

Level 3: effects a big volume, the size of a bus and surrounding traffic (10 meter radius)

Level 4: effects a huge volume, about the size of a 5 story building (100 meter radius)

Level 5: effects a giant volume, about the size of a small town (5 mile radius)

Voltage Modulation

Foci: normal

Reagent: 1 charge per level

This power works in the same way as Current Modulation, except it affects a circuit's voltage. A circuit with high voltage will act faster and faster, and eventually burn out. A circuit with a low voltage will act slower and slower and will eventually turn off. Use the range chart from Current Modulation, and don't forget to pick only one direction for its effects (raise or lower voltage only).

Interface

Foci: Some method of interfacing, either wirelessly or through a cable

Reagent: 1 charge per level per minute

Appendix B: Magic

This power allows the user to interface with a computer on its electronic level. This allows the character to operate the computer at a very high speed, with all sorts of neat and keen visual effects from being in the 'virtual world'. The operation of this power works much like a lucid dream. Various programs, features, and facets of the computer will be represented symbolically. An example of this would be a big door representing a computer's network connection. You level in this power yields the user more and more power over the operation of the computer they interface with. Using this power drains one charge per level each minute. However, with the high speed perception of the computer world, there is a lot you can do in a minute.

Radio Broadcast

Foci: normal

Reagent: 1 charge per hour

This power allows the user to broadcast radio waves. This radio broadcast is on a chosen frequency, and is in the form of voice broadcast that a receiver can pick up. For every level in this power, the user can broadcast 20 miles. This power is rather efficient, only draining 1 charge per hour, regardless of level.

Radio Reception

Foci: normal

Reagent: 1 charge per hour

This power *receives* radio broadcasts. This receipt is in sound form, so intercepting scrambled broadcasts can pose a problem. The user receives broadcasts from any within range, but they have conscious control over what frequency is being monitored. Isolating specific frequencies becomes easier with higher levels of this power. This is a quite efficient power, as it only drains a charge per hour, regardless of level.

Jamming

Foci: normal

Reagent: 1 charge per hour

For every level in this power, you are capable of block either a different kind of signal, or you are able

to block at a longer range. The base range is 1 mile, and each level chosen for range adds 1 additional mile. The two signal types that you can choose to block are radar waves and radio communication signals.

Codec

Foci: having a spell with the Radio Reception, or Radio Broadcast powers

Reagent: none

This power allows the Radio Reception and/or Radio Broadcast to interpret coded signals. These could be various wireless standards for computers, coded military signals, or even scrambled television channels. For every level in this power, another codec is learned.

Repair

Foci: normal

Reagent: raw materials of proper mass as replacement parts

This power transmutes raw materials into the parts needed to fix a broken device. This power can produce a 1x1x1 meter cube of parts per level in this power. Also, this power places the replacement parts into its proper place, but only if one charge is expended when casting this spell.

Spell Song

Usage: either Singing or Musical Instrument, caster's choice

Foci: either the caster's voice or a musical instrument, caster's choice

Reagent: however long your lungs and throat can last; in other words, stamina.

Description: This school of magic utilizes the enchanting power of music. The intrepid troubadour, pop idol, and mecha pilot alike can now sing or play their hearts out, and actually accomplish something (other than entertaining their comrades).

Mecha Aces

Powers:

Boost (specify)

Foci: normal

Reagent: normal

As the name suggests, this power allows the user to boost the abilities of their comrades. As long as their allies can hear the user's song, they will receive a +1 per level bonus to a Skill or Attribute of the caster's choosing. This power can be purchased several times, each time specifying a different Skill or Attribute to boost.

Drain (specify)

Foci: normal

Reagent: normal

This works much like Boost, but has the opposite effect. It yields a -1 per level penalty to an enemy's Skill or Attribute of the caster's choosing. The main difference is that the target can make an Opposed Will check against your Singing or Musical Instrument Skill, and if they win the effects are negated. Again, this power can be purchased multiple times, each time draining a different Skill or Attribute.

Summon Sprits

Foci: normal

Reagent: normal

This power uses the power of music to summon spirits from another plane of existence. While the caster can attempt to summon forth specific spirits, the exact manifestation is up to the GM. The abilities of the summoning depend upon the level of the power

Manifest (element)

Foci: normal

Reagent: a small amount of the element you wish to summon

This power uses to power of music to manifest one of the four basic elements (water, fire, earth, and

air). The amount to the element called forth depends upon the level; a sphere of a 1 meter radius per level is called forth. Once the element is manifested, it acts as it normally would: fire burns, rocks fall, wind blows, and water splashes.

Cleansing

Foci: normal

Reagent: normal

The resonance of the soul calms the body, and in its calm, it is renewed. In other words, this power heals those who hear it. To keep things fair from a combat standpoint, only the caster's allies are affected by this power. Your song will heal 10 Wound points per level.

Alchemy

Usage: Alchemy

Foci: any magic item specifically made to concentrate power. An example would be a mystical circle drawn in chalk, an enchanted beaker, a magical pair of crucible tongs, or even something as odd as a magic wand.

Reagent: an equivalent amount of mass or energy, and stamina

Alchemy mixes science with the arcane, allowing the user to transmute matter and energy into different forms. This is a potent ability, but its biggest limitation is that it cannot spawn any new matter or energy, it can only use what is there already.

Powers:

Transmute Matter

Foci: normal

Reagent: matter of matching mass to morph

This power allows the caster to change the form of matter. The matter can change its shape, size, density, or other properties, as long as the matter used preserves its mass. The amount of matter that can be transmuted depends upon the power's level. Please refer to the chart below:

Appendix B: Magic

Level 1: something the size of your hand

Level 2: something the size of your whole body

Level 3: something the size of a small car

Level 4: something the size of a large bus

Level 5: something the size of a large building

Transmute Energy

Foci: normal

Reagent: energy of equivalency to effect

This power works much like Transmute Matter, except that it affects energy. This energy could be mechanical (such as kinetic or potential energy), electromagnetic (electricity, magnetism, radio waves), or even from other forces (gravity, etc.). With this power, these energies can be redirected or transmuted to other forms. However, it may require great amounts of concentration to perform some of these feats. While redirecting the force of an incoming arrow is one thing, changing the velocity of the arrow into gravitational force is not quite another. The difficulty of the spell is determined by the GM. The caster makes an Unopposed Alchemy check with the power level as a miscellaneous bonus.

Elementalism

Usage: Spellcasting

Foci: any magic item

Reagent: stamina

Description: This magic deals with the utilization of the four elements: water, fire, earth, and air. This is the school of magic where you can maximize the 'boom factor' of your spells. This school has the greatest destructive potential, but at the same time, has no ability to help or heal anyone. If you are looking to make a powerful red wizard or dark mage, this is the place to be.

Powers:

Manifest (element)

Foci: normal

Reagent: normal

This power manifests one of the four basic elements (water, fire, earth, and air). The amount to the element called forth depends upon the level; a sphere of a 1 meter radius per level is called forth. Once the element is manifested, it acts as it normally would: fire burns, rocks fall, wind blows, and water splashes.

Manifest (element, element)

Foci: normal

Reagent: normal

This power manifests *two* of the four basic elements (water, fire, earth, and air). The amount to the element called forth depends upon the level; a sphere of a 1 meter radius per level is called forth. Once the elements are manifested, their energies will mix together: earth and water makes mud, water and air make ice, fire and air makes lightning, fire and earth makes brimstone. However, two opposing elements, fire/water or earth/air, cannot be mixed together. If an element is mixed with itself, rather than creating a new effect, the normal effect is doubled. Again, once the elements are called forth, they act as they normally would.

Control (element)

Foci: the element to be controlled

Reagent: normal

This power allows the user to control the movements of a certain volume of an element. The user can control a sphere with a radius of 1 meter per level. This sphere can be flung at a target, dealing 10 damage per spell level. Also, depending upon the element controlled, could knock over, burn, blow away, or encase the opponent.

APPENDIX C:

PSYCHIC POWERS

Overview

This section describes in greater detail the various psychic powers available to your Mecha Aces characters. Keep in mind that in order to purchase levels in any psychic power Skill, your character must have purchased the Psychic Power Gift, which costs three Gift points. Also, the inclusion of Psychic Powers is up to GM's discretion, so make sure you double check before spending all of those precious points!

Powers

Each psychic power is represented by a skill. The level in each power represents the character's ability to use that power. At the Poor and Terrible levels, the power cannot be used. At the Mediocre level, the character can only use the power at a low level, and only in extreme situations.

Psychic Powers and Mecha

When a psychic jumps into a mecha, even though they are encased in a tiny metal box, they still have the ability to use their powers. Their spirit ebbs and flows within the cold mechanical shell, enhancing the pilot's ability. Three notable powers have uses within mecha: Clairvoyance, Telekinesis, and Sense.

Limiting the Use of Powers

Unlike magic, psychic abilities do not run on the foci/reagent system. One thing in common they have is that they both may require stamina, so that the GM can put a cap on their use. As a GM, having psychic powers is a huge investment in character development. Because psychic abilities are often seen as pseudoscience, there may be a severe stigma attached to using any powers in public. Also, the human mind has a limit to its stamina, so try to be realistic (relative to your setting).

Power List

Clairvoyance (VH): This skill can only be purchased if the character has the Psychic Power Gift. This power allows the character to communicate with beings from other realms. Most commonly, this power allows the character to speak with the dead. Since other characters do not share your visions, you may run the risk of being seen as crazy when you use this power. But if you are in open-minded company, or the setting runs rampant with other clairvoyants, you needn't worry too much about the stigma. At higher levels, the character can see and comprehend more and more abstract or distant spiritual energies.

Mediocre: Beings from other realms are able to send messages to them, but the experience is deluded, cryptic, and often more frightening than helpful. These messages cannot include anything in a spoken or written language; only symbolic visual or auditory symbolic messages. This may seem a lot like schizophrenia, if experienced unawares.

Fair: Beings from other realms are able to send messages to them, and now they usually make sense. The messages can include language, in spoken or written form.

Good: Beings from other realms may communicate with you, and you can actually communicate back to them in a meaningful way. However, you are unable to initiate the contact; the other being must 'link' to you first. If used in a mecha, any spirit present 'within' the mecha may be able to communicate with the pilot, making the mecha seem 'haunted'. If the spirit chooses to assist you, the GM may apply a +1 bonus to any combat roll they choose. If the spirit chooses to hinder you, the GM may apply a -1 penalty to any roll you make in combat.

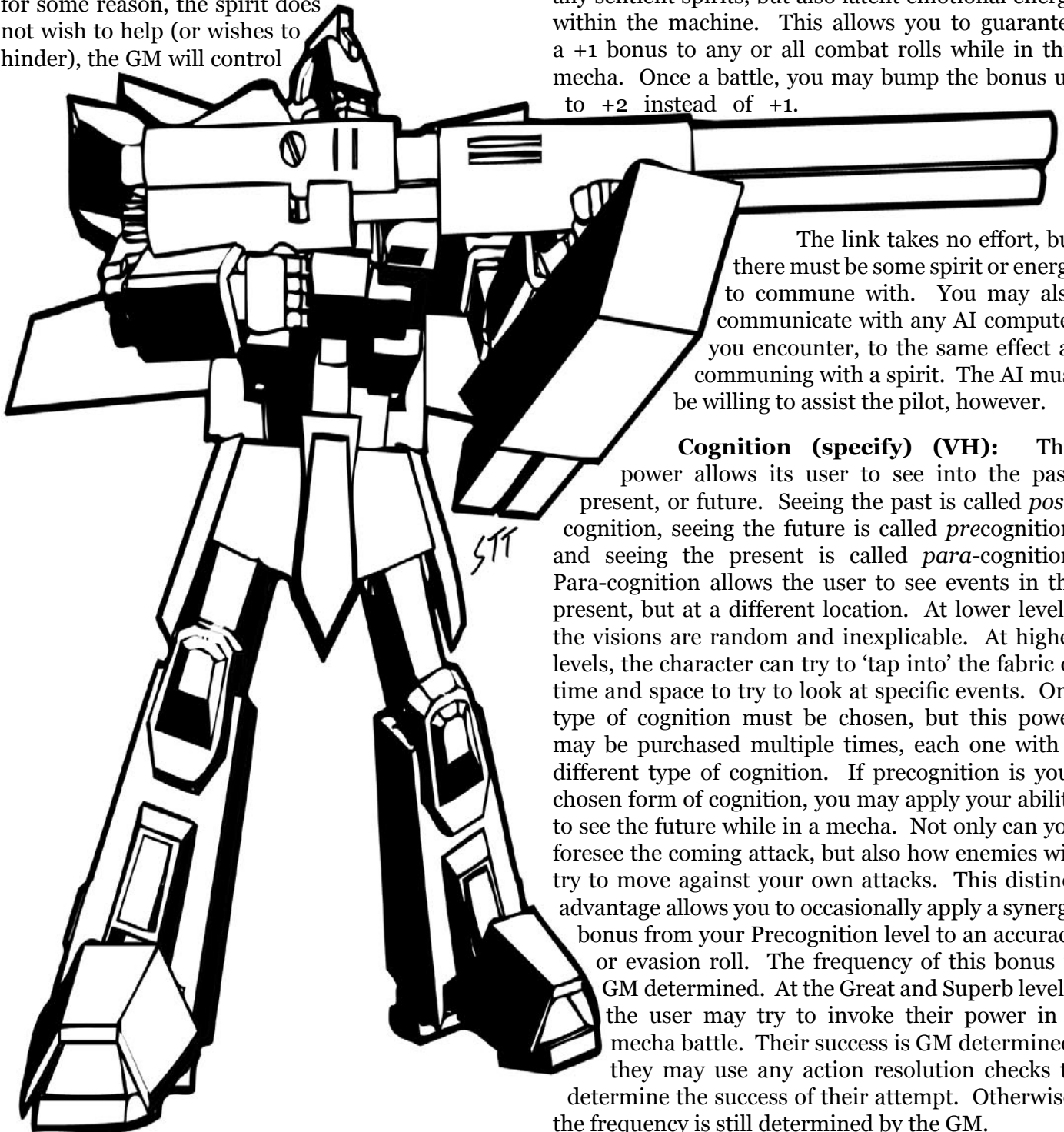
Great: Communication with otherworldly beings is now an everyday occurrence for you. You may initiate contact with beings which you have previously spoken with (psychic speed-dial, so to speak). This communication is effortless and clear. Beings with

Appendix C: Psychic Powers

which you have not spoken to yet may initiate contact with you, but intense concentration and ritual must be used to 'grab the ear' of an unbeknownst otherworlder. If used in a mecha, any spirit within the mecha may be contacted with intense concentration. This spirit will almost always assist the pilot, allowing the player to apply a +1 bonus to any or all combat rolls made. If, for some reason, the spirit does not wish to help (or wishes to hinder), the GM will control

what (if any) bonuses and penalties are incurred.

Superb: this gift has been mastered. The psychic can initiate contact with specific beings from other realms, and conduct normal conversations with them in any communication method they both understand. If used in a mecha, the pilot is able to tap into not only any sentient spirits, but also latent emotional energy within the machine. This allows you to guarantee a +1 bonus to any or all combat rolls while in this mecha. Once a battle, you may bump the bonus up to +2 instead of +1.



The link takes no effort, but there must be some spirit or energy to commune with. You may also communicate with any AI computer you encounter, to the same effect as communing with a spirit. The AI must be willing to assist the pilot, however.

Cognition (specify) (VH): This power allows its user to see into the past, present, or future. Seeing the past is called *post-cognition*, seeing the future is called *precognition*, and seeing the present is called *para-cognition*. Para-cognition allows the user to see events in the present, but at a different location. At lower levels, the visions are random and inexplicable. At higher levels, the character can try to 'tap into' the fabric of time and space to try to look at specific events. One type of cognition must be chosen, but this power may be purchased multiple times, each one with a different type of cognition. If precognition is your chosen form of cognition, you may apply your ability to see the future while in a mecha. Not only can you foresee the coming attack, but also how enemies will try to move against your own attacks. This distinct advantage allows you to occasionally apply a synergy bonus from your Precognition level to an accuracy or evasion roll. The frequency of this bonus is GM determined. At the Great and Superb levels, the user may try to invoke their power in a mecha battle. Their success is GM determined, they may use any action resolution checks to determine the success of their attempt. Otherwise, the frequency is still determined by the GM.

Mecha Aces

Mediocre: visions are random and short, suppressing or ignoring them is impossible.

Fair: visions are still random, but last longer, and can be suppressed with concentration.

Good: visions aren't random, but can only be caused in certain areas. For example, a good post-cognitive psychic can provoke a vision in a haunted house, possibly having a vision of the death or deaths that caused the haunting.

Great: visions can be provoked, with a certain time in mind. What exactly is seen is random, but the time frame will be the one you are aiming for. For example, a great psychic for the police department can provoke a vision of the night of a murder, but may instead mistakenly see a totally different event that occurred at the same time.

Superb: this gift is mastered; the psychic is able to see specific places at specific times. Whether or not they are able to see anything constructive with this power is another issue.

Telekinesis (VH): This power allows its user to move objects with their mind. This skill can only be purchased if the character has the Psychic Power Gift. Any physical object can be manipulated. The psychic's level in this power indicates the lifting force the character has available to them, and how many objects they are able to levitate at one time. When used in a mecha, your character's telekinesis makes the mecha's controls more supple and light. It can even be used to push buttons and toggle switches, allowing the character to concentrate on the controls and the battle at hand.

Mediocre: This gift is latent. Small objects may fling about when the character is under stress. This is often the cause for 'poltergeist phenomena.'

Fair: The character is able to levitate small objects (under 1 kilogram) with intense concentration. If this object is flung at an enemy, it will deal a meager 3 points of damage. If the force is applied directly to an enemy, it will apply half the character's ODF in damage.

Good: The character can levitate medium objects (under 5 kilograms) with hard concentration. If the object is flung at the enemy, it will deal 8 points of

damage. If this force is applied directly to the enemy, it will apply the character's ODF in damage. If used in a mecha, all Mecha Maneuvering Skill Checks receive synergy from your Telekinesis level.

Great: The character can levitate large objects (under 20 kilograms) with slight concentration. The character can lift even heavier objects with more concentration. If an object of flung at the enemy, it will deal an initial 24 points of damage, plus any damage incurred from having a heavy object sitting on them. If their telekinetic force is applied directly to the enemy, it will deal twice the character's ODF in damage to them. If used in a mecha, all Mecha Maneuvering and Mecha Dodge Skill Checks receive synergy from your Telekinesis level.

Superb: This gift is mastered. The character can levitate huge objects (under 50 kilograms) effortlessly. Larger objects can be levitated with more concentration. If an object is flung at the opponent, it will deal a base of 32 points of damage, plus any damage incurred from having a large object on them. If their telekinetic force is used directly on the opponent, it will deal triple the character's ODF in damage on them. If used in a mecha, all Mecha Maneuvering, Mecha Piloting, and Mecha Dodge Skill Checks receive synergy from your Telekinesis level.

Kinesis (specify) (VH): This power grants its user the ability to manifest and control various types of matter and/or energy. This skill can only be purchased if the character has the Psychic Power Gift. When purchasing this power, make sure you specify what exactly you have control over. It can be matter, such as wood, metal, stone, etc. Also, it could be energy, such as electricity, heat, magnetism, gravity, etc. This power can be purchased multiple times, each time controlling a different thing. The exact usage of the power when affecting matter works the same way as the Telekinesis power, except that the power cannot be applied directly to the opponent, and the mass that is able to be levitated is doubled, but the damage incurred from flinging the object remains the same. The specialized force can pick up more, but only move it at the same speed. Also, this power can be used to change the shape of the matter being levitated. However, this power cannot be used to change the shape of flesh; this would provide an unfair use of this power. If the energy being manipulated has the ability

Appendix C: Psychic Powers

to move matter, use the masses from the Telekinesis chart, but double the damage incurred from flinging the object. If the energy can move matter, it moves it with the higher velocity that comes with more kinetic energy.

Sense (H): This skill can only be purchased if the character has purchased the Psychic Power Gift. This power allows the user to innately sense mental energies. This allows them to almost 'see' people and other living creatures by tracking its mental energy aura. Also, this power allows its user to identify when a psychic power is being used by another person. At higher levels, the sensor can identify power usage at higher ranges, sense mental energies through barriers (such as walls), and even know what exact power at what level is being used by another person. If this power is used in a mecha, they are able to anticipate an opponent's intentions and more acutely counter them. For example, you can notice an enemy's hostile aura, and thusly you are able to evade more easily from an attack.

Mediocre: this power is latent; the character may not even realize that they have it. Everyone the character sees has a slight glow about them, but this is really their aura. The size, color, and intensity of this glow will change with the mood of the person, or if they have psychic powers.

Fair: the character knows they have the 'sight'. They know how to interpret what they see in an aura. Also, they can see people's auras through thin barriers, like a rice paper wall. When in a mecha, they can tell which mecha are hostile and friendly towards them.

Good: This character can see an aura through thicker barriers, such as walls. In order to avoid confusion, the character can 'turn on and off' their aura-sight through walls, and even control its range. When in a mecha, not only can this character determine who is a foe, but they can also determine when they are about to unleash an attack against them. Thusly, they may apply synergy from their level in Sense to their defensive roll (whatever defensive action they choose).

Great: Their sight has been attuned acutely. The psychic can see an aura from 1 mile away, through any barrier. Also, they can tell what powers another psychic has, and when they are using them. However,

they cannot tell the exact level of any of the powers, but they have a rough feeling of the overall ability of the target. When in a mecha, not only can this character determine who is a foe, but they can also determine when they are about to unleash an attack against them. Thusly, they may apply synergy from their level in Sense to their defensive roll (whatever defensive action they choose). They may also 'scan' an enemy mecha to determine what weapons they are equipped with. Also, the effects of the Cloaking Device Gift no longer apply to this character.

Superb: This power has been mastered. The psychic can sense someone's aura from nearly anywhere, through any obstruction. Also, if the target is within eyeshot, the psychic can delve into the target's soul, and tell them intimate details about their life, moods, and attitudes. Also, they can determine the skills and levels of any psychic they can see, and know who, where, and when any psychic power is used in their presence. When in a mecha, not only can this character determine who is a foe, but they can also determine when they are about to unleash an attack against them. Thusly, they may apply synergy from their level in Sense to their defensive roll (whatever defensive action they choose). They may also 'scan' an enemy mecha to determine what weapons they are equipped with. This scan can also determine the Ability levels of an opponent. Also, the effects of the Cloaking Device Gift no longer apply to this character.

Telepathy (VH): This skill can only be purchased if the character also has also purchased the Psychic Power Gift. This power allows its user to 'hear' thoughts. Telepathy can be used not only to hear the thoughts of others, but to transmit your own thoughts into someone's mind. Thusly, telepathy can be used for either communication, reading someone's mind, or placing thoughts into said mind. In order to take or place thoughts into an *unwilling* subject's mind, you must make an opposed roll with your Telepathy against the victims' Will. If you win, the mind is yours for the taking. If the subject wins, the manipulation is resisted. This is the basic structure for most Telepathy checks; modifiers on either end could represent the bearing of an attempt of greater magnitude, or a highly developed mental resolve.

Mediocre: The character can hear slight whispers

Mecha Aces

of thoughts from other people, but cannot tune it out or understand what they hear.

Fair: This character can 'listen in' on someone's short term memory. Also, they can transmit 'little hints' into their subject's mind.

Good: This character can delve into someone's short term memory, and some of their more recent items in their long term memory. They can transmit short sensory experiences, such as a still image or a voice into someone's short term memory.

Great: The power allows the psychic to dig deeper into someone's mind, and even allows them to change small parts of someone's memory. Also, they can transmit longer sensory experiences, like as an immersive movie, complete with all 5 senses being inputted.

Superb: The mind is now your play toy. You can meld and warp someone's memories and use your powers on several people at once. You can even immerse someone in a sensory experience so intense and long that you can immobilize them for several days while they play out your scenarios.



APPENDIX D: TECHNIQUES

Overview

People tend to be habitual creatures. This isn't a bad thing; all things are good in moderation. Mecha Aces rewards crafty pilots who learn some moves that work with a 'technique'. A Technique is a special maneuver a pilot has learned that they can execute on the opponent. An example of this would be the "S-manuever", in which the pilot of an old-fashioned prop driven fighter plane would trace a large, horizontal 'S' in the air to get a target in front of them so they could fire at it. Techniques are a potent ability, and reflect the experience, talent, and skill of the pilot in battle.

Link to the Pilot

Techniques reflect the skillful learning of the pilot; their execution is linked directly to the pilot's Attributes. A pilot can only master one Technique for each attribute, as it represents the pilot's use of that Attribute at its apex. Techniques can be learned one of two ways. The Technique can be picked up at character creation, or developed over time through the repeated use of a successful tactic or maneuver in battle. A Technique can only be linked to an Attribute if that Attribute is at the Fair level or higher.

Two Types of Techniques

While all of the aforementioned references to techniques have referred to their use inside a mecha, it is possible to have Techniques that are used outside the cockpit as well. As mentioned, techniques are 'linked' to an Attribute. Piloting a mecha is a mental endeavor. Thusly, the Techniques attached to the Tech, Insight, and Will Attributes are Techniques that are to be used in a mecha. The other type of Technique is that of a Martial Arts technique. Characters with a

Martial Arts or Martial Arts (weapon) skill of Great or higher are allowed to have Techniques linked to the Strength and/or Agility Attributes. Those with a skill level of Great in either skill may have a Technique on *either* Strength *or* Agility (one Technique). Those with a skill level of Superb in either skill may have a Technique linked to both Strength and Agility (two Techniques, one on each Attribute).

Disclaimer

Techniques, despite all their keen effects, are not necessary supernatural. However, the exact nature (magical, perfectly normal, or unspecified) of Techniques is up to the GM, and their specific setting. Also, it is entirely up to the GM whether or not Techniques are allowed in their game. Techniques are entirely optional, and are provided as an extra special feature of the game. Enjoy the shiny.

Using Techniques

Techniques can only be applied so many times per battle, before it just becomes old hat. Each Technique a character has can be used its difference from Fair plus one times per battle. For example, a character with an Insight of Great can use their Insight Technique three times per battle. When determining whether or not the Technique hits, use the linked Attribute as the accuracy check. Also, when making *any* action resolution check with this Technique, use the linked Attribute.

Purchasing Techniques

When purchasing a Technique, its cost depends upon its beneficial nature. By default, a Technique costs one Gift Point. This cost can be raised or lowered by taking Powers and Limits, respectively. Powers are helpful effects of the Technique, and raise the Technique's cost. Limits are detrimental side effects of the Technique, and lower the cost. However, the cost of a Technique cannot drop below one Gift Point. When constructing a Technique, you have three options available to you. Offensive Techniques apply bonus damage and effects to an attack. An Offensive Technique (by default) raises the damage of the attack by 20 points. Defensive Techniques can be used as a Defensive action, and by default reduce incoming

Mecha Aces

damage by 20 points. Finally, Effect Techniques apply a special effect, such as an Attribute or Skill boost. By default, the special effect lasts for 3 rounds. Having a good mix of these three types of Techniques can make your pilot deadly effective in battle.

Powers and Limits

Powers and Limits raise and lower the cost of a technique, respectively. However, since a Technique reflects the use of an Attribute, not every Power and Limit is appropriate for Techniques on every attribute. In other words, Powers and Limits describe actions and effects that not every Attribute's Technique could have. For example, a Power that makes you dance gracefully in the wind like a flowery bird would not be a likely effect of your Tech Technique. In the same token, a Power that steadies your hand and makes your shot more accurate wouldn't be an effect of your Strength Technique. In the following descriptions of the Powers and Limits, it will be specified which Attributes are appropriate for each respective listing.

Powers

This section describes the effect of each Power available to your Techniques. While many Techniques reflect a special attack in battle, it is possible to make a Technique which is a personal boost in battle, or even a special defensive maneuver. The exact use of each Technique depends upon the mix of Powers and Limits used. Keep in mind that there is no limit as to how many Powers your Technique has, but each Power raises the cost (in Gift Points) of your Technique. Each Power usually raises the Technique's cost by one Gift Point, but there are exceptions, which will be noted in the specific Power description. When building your Technique, keep in mind that you must choose Powers and Limits out of the lists provided for the type of Technique you want to make (Attack, Defense, Effect).

Offensive Powers

Accurate (specify)

Type: Agility, Tech, Insight

This Power makes the Technique more accurate (hence the name). All accuracy checks made with

this Technique receive a Synergy bonus from any one skill used for accuracy (your choice). For example, an Agility Technique (from Martial Arts) could receive a Synergy bonus from your Martial Arts, Brawling, Throwing, or similar skills when checking accuracy.

Piercing

Type: Strength, Insight, Will

This Technique has the ability to either blow through or slip around most armoring. When dealing damage with this Technique, it ignores all forms of armoring. The sole exception to this is the target's DDF, which is still deducted. However, anything that raises the target's DDF beyond its natural value is ignored (Gifts like Plate Armor, Light Armor, etc.).

Hard to Avoid

Type: Agility, Tech, Will

This Technique is hard to dodge. Any attempt to use any Dodge or Dodge-like skill to avoid this attack receives a -2 penalty. This has no effect on any other form of defensive action.

Fast Acting

Type: Any

This Technique is quick and easy to pull off. When you use your Technique, you are assumed to have the highest Initiative in that round. This means you can pull off your Technique before anyone else can take their turn. After you are done using your Technique, your Initiative returns to normal, but your turn in that round is already spent.

Stunning

Type: Strength, Will

This Technique stuns its target upon impact. This can apply to both Martial Arts and Mecha Techniques. The target is staggered, and cannot act offensively, defensively, or move. Once their next turn comes up, they most spend it recovering. Once they are recovered, they can act defensively until their next turn comes around, at which point they have returned to normal, and can act as such.

Appendix D: Techniques

Cancel

Type: Agility, Tech, Insight

This Power allows the Technique to remove effects from the target. These effects could either be magical or psychic, and can even result from the use of a Technique. The effects are removed from the target regardless of their source. The exception to this is any effect that results from *having* a Gift (for example, the DDF increase from the Plate Armor Gift, or the mobility bonus from the Extra Mobility Gift). Effects can still be cancelled if it comes from *using* a Gift (for example, you can cancel out the cloaking from the Cloaking Device Gift).

Assume (specify)

Type: Tech, Insight, Will

This Power allows the Technique to assume that the weapon the Mecha is using has a specified Rise. There are exceptions, however; the Defensive, Mounted, and Deployable Rises cannot be emulated with this Power. If the Rise specified increases the number of shots the weapon has, then the Technique's bonus damage is split up evenly over each shot.

Fix (specify)

Type: Tech, Insight, Will

This Power allows its user to 'fix' the effects of a specified weapon Fall. In other words, for this specific attack you are allowed to ignore the effects of a predetermined Fall, if your weapon has it. There are exceptions, however; the Falls Cursed, Limited Ammo, Melee, and Too Large cannot be ignored through this Power.

Punishing

Type: Strength, Will

This Technique packs too much of a punch, and must be evaded. Other defensive actions, such as blocking the attack, are ineffective. The target may choose any means necessary to block the attack, but blocking would prove useless.

Concussion

Type: Strength, Will

This Power allows the Technique to emit a substantial force upon impact. This force radiates spherically from the impact point, and pushes all surrounding matter. This would allow the attack to push the target backward at a high speed, and cause more damage from slamming into things.

Grace

Type: Agility

This Technique is extremely graceful and acrobatic. Because of this, its accuracy roll receives a Synergy bonus from either the character's Acrobatics or Jumping Skill (your choice). This bonus only applies if the character has enough room to pull off their double-flying-spin back kick.

Damaging

Type: Any

This increases the damage bonus of this Technique by 10. This Power can be purchased multiple times, to create more and more devastating attacks.

Binding

Type: Ability, Tech

This Power allows the Technique to restrain its target. The restraints prevent the target from doing anything; they are helpless. These restraints (in whatever form they manifest themselves in, rope, chains, sticky foam, an energy field, etc.) will remain on the target until a proper Unopposed Check of Great difficulty is made. In the case of a human target, the Strength Attribute is used. In the case of a mecha target, the Servo Attribute is used. The Check must be made on the target's turn, and consumes it, whether or not they succeed. As this is a potent ability, it costs two Gift Points to add it to a Technique.

Defensive Powers

Dispersing

Type: Strength, Tech, Will

Mecha Aces

Rather than allowing the damage insolated from an attack to disappear into thin air, this Power allows the user to send the force from a blast around them in a conical shape. Anything caught within this cone is subject to $\frac{1}{4}$ of the damage insolated. For example, if Alex is right behind his buddy Ken, and Ken uses his Dispersing Technique to block 40 points of damage, poor Alex will have to endure 10 points of damage. Damage dispersed by this power cannot be blocked or redirected. As this Power utilizes the force of an attack, purchasing it for your Technique means that you cannot purchase the Reflecting Power.

Reflecting

Type: Agility, Insight, Will

The resulting force from an attack can be a potent one. Rather than wasting this vital wellspring, this Power allows a Technique to use it. Whenever this Technique is used to block damage, $\frac{1}{4}$ of it may be redirected to a target of your choice. When reflecting, treat it as if it were a standard attack (just with predetermined damage). For example, if Ken manages to block 40 points of damage, then he is allowed to immediately reflect 10 points of damage at a target of his choice. However, Ken will still have to roll to hit normally. Because this Power uses the force of an attack, you cannot purchase this Power if your Technique already has the Dispersing Power

(and visa versa).

Flash!

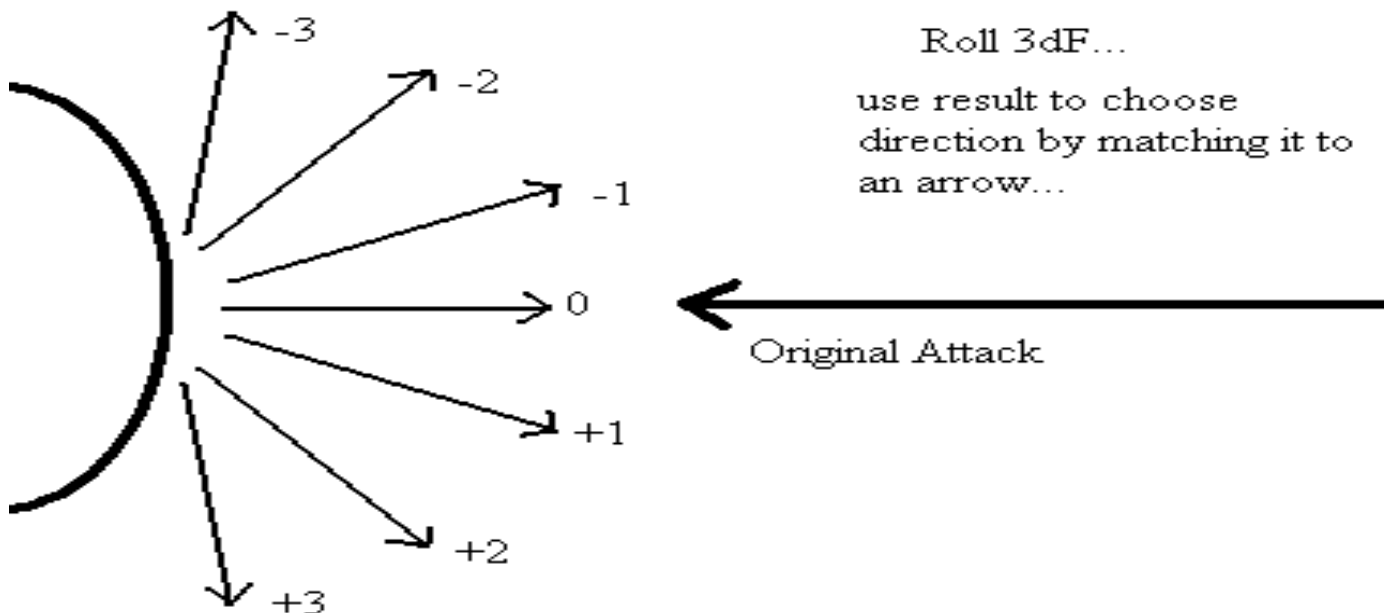
Type: Tech, Insight, Will

When you use your Technique, your mecha emits a blinding flash of light and a thunderous roar of sound. This could either be from the impact of the attack (in most cases), or some other source of light and sound. All onlookers must make a Mecha Spatial Reasoning Check, of Good difficulty, or be stunned for one round. If they are stunned, they must use their next turn to recover themselves, after which they are ready to get back into the action!

Bounce

Type: Tech, Insight

If your Technique manages to block all of the damage from one shot, and the projectile remains intact, then the attack bounces off its target. This attack has the same accuracy roll and damage as the original, and poses a definite threat to anyone in its path. The GM may choose to roll randomly how the attack bounces, or they may simply choose which direction it is headed in. Below is an example of a way to roll randomly how a Bounce occurs...



Appendix D: Techniques

Over-Burn

Type: Insight, Will

Your fury in battle fuels your fire. If your Technique could've blocked more damage than it actually did block (example: your Technique could've blocked 40 points of damage, but only 25 points of damage needed to be blocked), the difference (40-25 = 15) will be added onto your damage next round. This damage bonus must be used on your next turn, or it is lost.

Blocking

Type: Any

This Technique now has the ability to block 10 more points of damage. This Power may be purchased multiple times for a more and more stalwart defense!

Charging

Type: Tech, Insight

If your Mecha has the Energy Shields Gift, this Technique now has the power to refill them. If your Technique could've blocked more damage than it actually did, the difference is added to your Energy Shields Damage Level. The shields are refilled *after* the damage is dealt, and refills the shields even if they are at zero.

Motive

Type: Agility, Insight, Will

This Technique allows its user to use the force of an attack to move. They may leap gracefully, slide along the ground, or fly in a quick burst. While this Technique still concedes damage, it uses that force to help the user position themselves for a counter attack.

Counter

Type: Any

This Technique allows the user to attempt to strike back at their foe. Upon using the Technique, it absorbs its usual damage. Then, the attacker and defender make an Opposed Initiative (or Mecha

Initiative) check. If the defender wins, they are allowed one attack against their attacker. If the attacker wins, then the round continues as normal. As this is a potent ability, this Power costs two Gift Points to add to a Technique

Escape

Type: Agility, Insight, Will

Rather than conceding a hit and hoping for the best, the use of this Technique includes a special form of evasion. The difference being, that if the evasion fails, the Technique then absorbs the damage as normal. This makes the Technique more of a safeguard against attacks. If the evasion is successful, the use of the Technique still counts toward the amount you have available to you per battle. As this is a potent Power, it costs two Gift Points to add it to a Technique.

Stalwart

Type: Any

This Technique can be used to block an attack, even if it would be otherwise impossible. This includes Attack Techniques that have the Punishing Power.

Effect Powers

Boost (specify)

Type: Any

This Power grants a +1 miscellaneous bonus to all rolls of a specified Attribute or Skill. Boost can be purchased multiple times, applying a +1 miscellaneous bonus to *another* Attribute or Skill.

Zone

Type: Strength, Insight, Will

You are "in the zone". For the duration of this effect, you may ignore the penalties that are incurred from Damage or Wound Levels. However, while you may still act while on your final Level, when half of it is gone, the effect wears off, and you are immobilized as usual.

Mecha Aces

Mobility

Type: Agility, Tech, Insight

This Power grants an additional 20 meters of movement in every turn. This quickness applies both inside and outside of a Mecha. This is especially useful outside of a mecha, as 20 meters is quite the *feat* while you are on your *feet*!

Reaction Time

Type: Agility, Tech

This Power allows its user to increase their Initiative score by +4. Thusly, they have the possibility to take their turns earlier in the round. After the duration of the Technique, the user's Initiative score returns to normal, as does their position in the turn taking roundup.

Combat Boost (ODF)

Type: Strength, Tech, Insight

This Power adds a +5 bonus to your ODF. If you are outside of a Mecha, this bonus goes to your character's ODF. If the character is in a Mecha, this bonus applies to their Mecha's ODF. Thusly, melee damage from this combatant is increased.

Combat Boost (DDF)

Type: Agility, Insight, Will

This Power operates exactly like the Combat Boost (ODF) Power, except the bonus applies to the combatant's DDF instead of its ODF.

Tough Stuff

Type: Strength, Will

This Power yields 20 bonus Wound or Damage

Points to the character or their Mecha, whichever is currently battling. These bonus points apply to the Wound or Damage Level the character or Mecha is currently on.

Cool Hand

Type: Agility, Insight, Will

For the duration of this Technique, some of other Pilot's Techniques no longer affect them. This only applies to Attack Techniques, Defense and Effect Techniques will operate normally. If a Technique has this Power, it cannot also have the Hot Head Power. As this is a potent Power, it costs two Gift Points to add to a Technique.

Hot Head

Type: Strength, Tech, Insight

This Technique gives the user immunity to an opponent's Techniques. This only applies to Defense Techniques, both Attack and Effect Techniques will function normally. If a Technique has this Power, it cannot also have the Cool Hand Power. As this is a potent Power, it costs two Gift Points to add to a Technique.

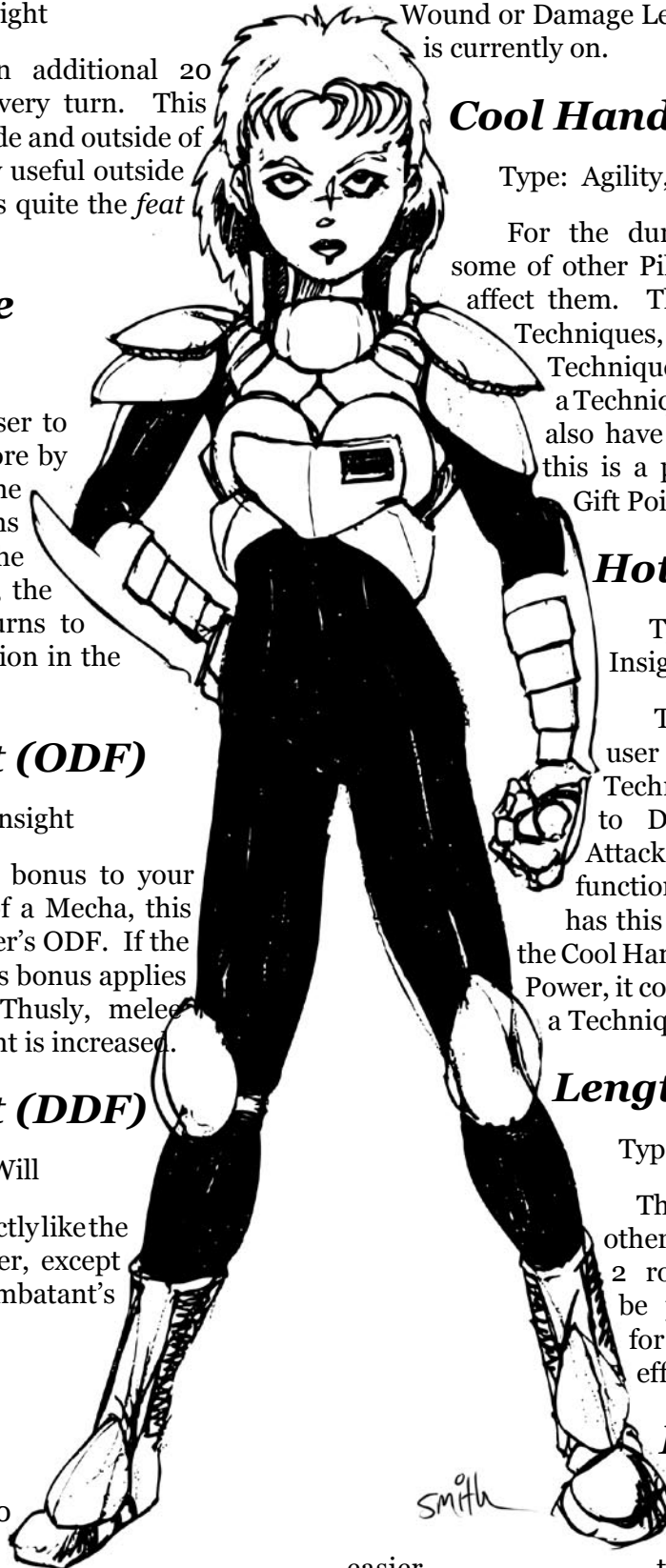
Lengthen

Type: Any

This Technique yields its other effects for an additional 2 rounds. This Power may be purchased multiple times for longer and longer lasting effects!

Limits

Limits are placed on a Technique to make it to learn, but they reduce



easier

Appendix D: Techniques

its functionality. An example of this would be a Technique that is a potent attack, but takes some time to pull off. Limits make Techniques more affordable, and add an interesting element to the strategy behind a Technique. Remember, even with a lot of Limits, the cost of a Technique cannot drop below 1 Gift Point. Also remember that you must choose Limits that pertain to the type of Technique you are making (Attack, Defense, Effect), however, General Limits can be purchased for any Technique.

General Limits

Draining

Type: Any

This Technique is physically draining. You will lose your next turn after using your Technique to recover. However, you may still act defensively, but you cannot attack or use any other Techniques until you recover on your next turn.

Fewer Uses

Type: Any

This Technique requires even more concentration than a normal one. Because of this, it can be used one fewer time per battle. This Technique may be purchased multiple times, as long as the Technique can still be used at least one time per battle.

Soul Burn

Type: Any

This Technique is physically draining to the point where it damages you or your Mecha. Whenever you perform this Technique, you (or your Mecha if it is a Mecha Technique) will receive 10 points of damage. This Limit may be purchased up to 3 times, each time dealing an additional 10 points of damage.

Certain Mecha

Type: Tech, Insight, Will

This Technique may only be used inside certain types of Mecha. An example of this is a fighter jet pilot that can only pull off their awesome moves inside

the cockpit of a jet fighter. The Mecha type can be as general as Mecha distinctions can go: standard Mecha, Tanks, Prop Fighters, Jet Fighters, Star Fighters, Naval Vessels, etc. are all examples of Mecha types.

Static

Type: Agility, Tech, Insight

When using this Technique, you must stay still. Thusly, for the turn you use this Technique, and for 2 turns afterward (anyone's turns count, in other words, 20 seconds must pass), you cannot move. This includes evasion, so be careful when using this Limit. However, you may still block normally.

Attack Limits

Less Damage

Type: Any

This Technique deals 10 fewer points of damage. This Technique can be purchased multiple times, but it cannot be purchased if the damage would drop to below zero.

Slow

Type: Strength, Tech, Will

This Technique takes a while to pull off. Because of this, you are considered to have an Initiative score that is 4 lower than normal. This may change your position in the turn taking process. After the Technique is finished, the next round your Initiative and position return to normal.

Melee Only

Type: Any

This Technique can only be used in melee range. Thusly, it can only be performed with melee weapons, or unarmed. Also, in order to use this Technique, you must be able to move enough in a turn to approach the opponent.

Ranged Only

Mecha Aces

Type: Any

This Technique can only be used at a range, with ranged weapons. This implies that you must have a weapon available to use this Technique, and this weapon must be able to attack at a range (thrown weapons to not count).

Defenses Down

Type: Strength, Insight, Will

This Technique requires that you lower your guard, if only for a little while. From the time you perform your Technique until your next turn (1 round), you may not apply your DDF when receiving damage.

Slow

Type: Agility, Insight, Will

This Technique requires thorough concentration, and thusly all of your other actions are slowed down. For the turn you use your Technique, you only have half of your normal movement rate. Also, any attempt to evade this Technique receives a +1 bonus due to the lowered speed of this Technique.

Break (specify)

Type: Tech, Insight, Will

Choose a Rise. When using this Technique, if your weapon has this Rise, you must ignore its benefits. The exceptions to this are the Connected, Defensive, Deployable, and Mounted Rises. Those Rises cannot be ignored, as they are the structural attributes of the weapon.

Defect (specify)

Type: Tech, Insight, Will

Choose a Fall. When using this Technique, your weapon is now assumed to have the penalties incurred from that Fall. The exceptions to this are the Limited Ammo, Melee, and Too Large Falls. These Falls cannot be emulated, as they reflect physical properties of the weapon.

Defense Limits

Weakened

Type: Any

This Technique blocks 10 fewer points of damage. This Limit may be purchased multiple times, each time lowering the defensive capability of this Technique by 10 points. However, this Limit cannot be purchased if the damage blocked would fall below zero.

Breakable

Type: Strength, Tech, Will

This Technique can be circumvented if the opponent succeeds an Opposed Check with you. During the Opposed Check, both combatants will use the Attribute the Defense Technique is connected to. If the attacker wins the Check, the Defensive Technique fails, and the attacker scores a hit. If the defender wins the Check, the Defensive Technique operates as per normal.

Mundane

Type: Any

This Technique cannot be used to block the damage of an Attack Technique. It can only be used to block damage from normal attacks.

Range Specific (specify)

Type: Any

This Technique can only be used to block damage from either melee or ranged attacks (your choice).

Effect Limits

Shortened

Type: Any

This effect lasts for one fewer round. This Limit may be purchased multiple times for a shorter and shorter effect. This Technique cannot be purchased if the duration of the Technique would fall below one round.

APPENDIX E:

SOUND AS A WEAPON

Overview

The phenomenon we call sound is a powerful force of nature. Like many other forces of nature, sound can be wielded as a weapon. All one needs to do is find a way to amplify sound at the proper frequencies, and direct that sound at a target. Then, the fun begins. The destructive nature of sound can be applied in two ways. First, through volume, as accelerated air particles bombard a target at such a high speed that the target is disintegrated. Second, through frequency, as the frequency of the sound could resonate with the target's molecular structure. Every material has a 'natural frequency'. This is the frequency at which the material vibrates on its own. If the material is bombarded with its own natural frequency, it will 'shake along' with it. Eventually, the vibrations will tear the object apart. This is the reason why soldiers march off-step over bridges.

Let's Make Some Noise!

To use sound as a weapon in Mecha Aces, the sonic weapon is purchased as per the Weapon Gift. For every level of the Weapon Gift that weapon receives, its tone becomes longer and more complex. Each level, the sonic weapon receives four 'slots' for its amplitude. Each slot can contain a 2, 1, 0, -1, or -2. The makeup of the weapon's tone is up to the creator.

Rises and Falls

Like normal mecha weaponry, a sonic weapon can have rises and falls as well. A sonic weapon, like normal weaponry, can purchase twice its level in Rises and/or Falls. However, due to the nature of the weapon, only certain Rises and Falls can be purchased.

Rises

Due to the nature of sonic weaponry, every sonic weapon is considered to have the Mounted and Spread (1) Rises for free. When purchasing a Rise for your weapon, each new Rise decreases the number of amplitude slots available to the weapon by one. The Rises that can be purchased are as follows:

- o Accurate
- o Anti-Magic (3)
- o Corrosion
- o Defensive
- o Holy
- o Piercing
- o Pushing
- o Shield Piercing
- o Stunning

Falls

Sonic weaponry, due to its nature, can only purchase certain Falls. Purchasing a Fall for a sonic weapon raises the number of amplitude slots the weapon has available to it by one. Because a sonic weapon emits a loud sound, all sonic weaponry are assumed to have the Tell Tale and Traceable Falls for free. Below is a list of all of the Falls a sonic weapon can have:

- o Charging
- o Drawing Turn
- o Dull
- o Gunner Required (3)
- o Limited Ammo (5)
- o Recoil

Mecha Aces

- o Reload Time (3)
- o Stalled Fire
- o Unreliable

Sonic Defense

As you may have noticed, a sonic weapon does not have the Defensive Rise available to it. This is because defending sounds are purchased as their own Gift, the Sonic Defense Gift. Unlike a sonic weapon, a sonic defense cannot purchase Rises and Falls. Also unlike a sonic weapon, a Sonic Defense does not have a set amplitude slot configuration. The pilot can emit a different sound on the fly to better adapt to enemy attacks. This means that unlike sonic weaponry, the Sonic Defense Gift only needs to be purchased once.

Using a Sonic Weapon

When an attack is made with a sonic weapon, everyone in the cone of effect must either attempt to evade, or use a Sonic Defense. When determining accuracy, use the attacker's Singing Skill (or Musical Instrument, if applicable). When evading, since the defender must move completely out of the area of effect, the defender will use the Mecha Piloting Skill. If the defender chooses to use a Sonic Defense, then no rolling is necessary. Simply add up the attacker's amplitude slots with the defender's amplitude slots. For Example:

Attacker's Sound:	1	2	-1	1
Defender's Sound:	-2	1	1	0
Resulting Sound:	-1	3	0	1

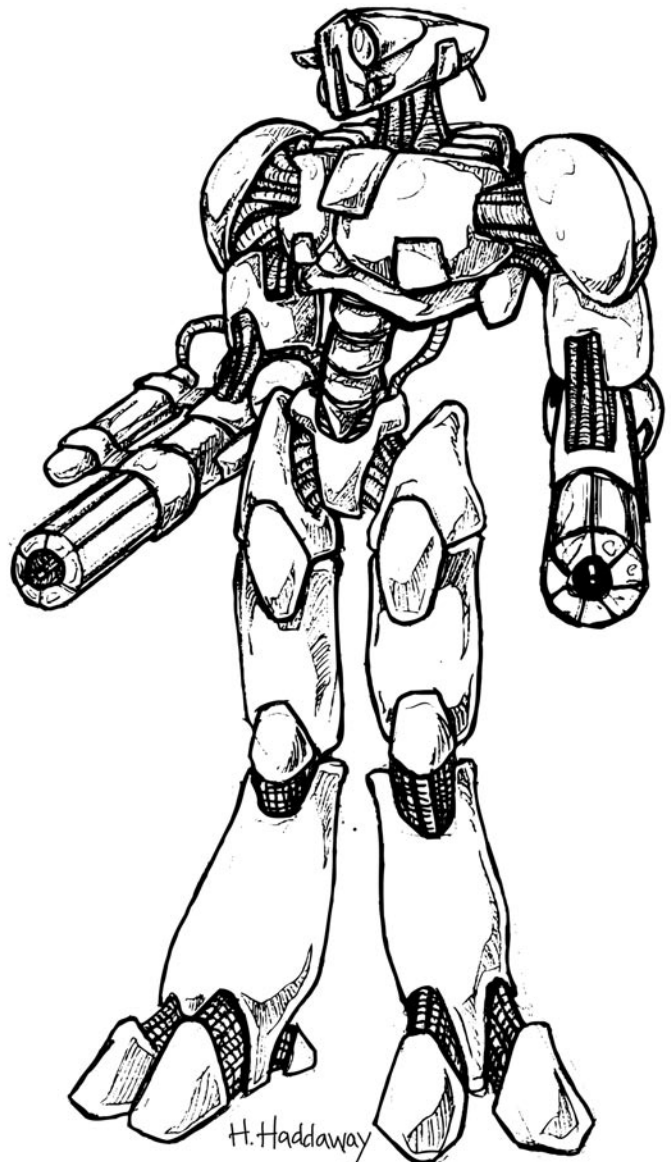
If the Attacker's Sound is longer (has more Amplitude slots), then the Defender's contesting amplitude is considered to be zero. Also, if the Defender attempts to evade but fails, their amplitude slots are all considered to be zero.

Determining Damage

To determine the damage inflicted from a sonic attack, one needs to complete three easy steps. First,

take the absolute value of each of the amplitude slots in the Resulting Sound. Second, multiply each amplitude slot by 5. Finally, add each attribute slot together. The final sum is the damage inflicted. Let's look at our previous example:

Resulting Sound:	-1	3	0	1
Absolute Value:	1	3	0	1
Multiplied by 5:	5	15	0	5
Total: $5+15+5 = 25$ damage				



APPENDIX F: RACING RULES

Abstract

A good racer depends upon many different skills. The ability to place a vehicle, car or otherwise, requires a heightened sense of extension, a keen wit, and lightning reflexes. Much like a fighter pilot, racers need hot hands and a cool nerve. The ability to act quickly and calmly in any situation is essential to success.

Mecha Aces provides rules for racing. These are included because the mecha system provided in Mecha Aces can easily create automobiles, and what better activity for such machines but to race them?

How Racing Works

Racers are ranked by a cumulative point pool called Throttle. Racing itself works a lot like combat. A race starts off with a Mecha Initiative roll, which determines the order with which each racer will 'make their move.' Each round, the racers take their turns and perform certain moves to gain more Throttle. At the end of the race, the racer with the highest Throttle wins.

You've Got the Moves

In this section, we will be examining the various moves and maneuvers a racer can perform from behind the wheel. Some moves have prerequisites. These can either be based on the character or the situation. For example, the Navigate Turn move can only be used *on a turn*.

Sprint

Req: on a straightaway

Effect: You gain Throttle equal to your mecha's movement rate divided by 10. This is the basic maneuver on a straightaway.

Advance

Req: on a straightaway

Effect: You gain Throttle equal to your mecha's movement rate divided by 15, plus your Mecha Piloting Skill, plus 2dF. This is the veteran's preferred straightaway move.

Navigate Turn

Req: on a turn

Effect: You are trying to complete a turn in a racetrack without going flying into a burning heap out of control. In order to do this, simply make an Unopposed Check with your Mecha Piloting Skill against the difficulty of the turn.

Pass

Req: you are within one Sprint move of the target

Effect: You attempt to pass the target. The target may attempt to use the Block move on you, in which case you will use the Mecha Piloting Skill to oppose them. If you succeed the Opposed Check, you gain Throttle equal to that yielded from a Sprint move (regardless of whether or not you are on a straightaway), plus your Mecha Piloting Skill.

Approach

Req: you are within one Sprint move of the target, either in front or behind

Effect: You come up behind the target. Unlike other moves which target another racer, this move cannot be Blocked. Your Throttle is increased, or decreased, so that it is equal to the target's Throttle minus 1.

Stick

Req: You are within 1/2 of a Sprint move from the target, but from behind only.

Mecha Aces

Effect: you are on the target like white on rice. You are right on the opponent's tail, and you are not going easy. Whenever the target gains Throttle, you will gain the same amount, but you will always be one Throttle behind them. The target may defend against this move with a Block, and may also use their turn to perform a Block move as well. To resist the Block, you will use the Mecha Maneuvering Skill.

PIT

Req: you are within 2 Throttle of the target, but from behind only

Effect: You are trying to Pull In Tight on the opponent, and then use your mecha to push their mecha off of the road. This move may be blocked with the Block move, and if the opponent chooses to do so, you will use the Mecha Piloting Skill to Oppose them. If you succeed, you will gain 2 Throttle, and the opponent will be rendered immobile until their next turn. Also, the target loses 10 Throttle from the ordeal.

Rear-End

Req: you are within 2 Throttle of the target, but from behind only

Effect: You ram your mecha into the backend of the target's mecha. This move may be blocked, and if the opponent chooses to do so, you will use the Mecha Maneuvering Skill to Oppose them. If you successfully ram the opponent, you both will gain 2 Throttle from the force of the impact. Also, the target's next action will receive a -2 penalty, from the jostling.

Bump

Req: you are within 2 Throttle of the target

Effect: You attempt to ram the opponent from the side. This move may be Blocked, you will use the Mecha Piloting Skill in the Opposed Check. If

you successfully ram the opponent, you will gain 2 Throttle, and the opponent will lose 5 Throttle.

Block

Req: someone is trying to use a move on you

Effect: You are attempting to stop someone from performing a move on you. Thusly, you will perform an Opposed Check with them, using your Mecha Dodge Skill. If you succeed, the move is prevented. Block is usually used as a defensive action.



APPENDIX G: CONVERTING CHARACTERS TO HEARTQUEST

Converting to HeartQuest

Since HeartQuest, the game we all know and love, is also FUDGE based, this will be no problem. All FUDGE based games run on the same principle of Traits. So, to convert your favorite Mecha Aces pilot into a HeartQuest heart-throb, we will concentrate on converting our Traits.

Attributes

This is fairly straight forward. Mecha Aces has five Attributes: Strength, Agility, Tech, Insight, and Will. HeartQuest also has five Attributes: Physique, Mind, Willpower, Cool, and Appearance. Since many of these Attributes are similar, we will run through a simple translation between the two systems.

Physique: $[\text{Strength} + \text{Agility}] / 2$

Mind: equal to same level in Tech

Willpower: equal to same level in Will

Cool: $[\text{Insight} + \text{Will}] / 2$

Appearance: $[\text{Strength} + \text{Insight}] / 2$

Skills

Many Skills from your Mecha Aces character may simply travel over to your HeartQuest Character, as the GM may wish to apply those skills in the same way, even though the name is slightly different. However, since the Skills in Mecha Aces are more specialized than those in HeartQuest, it is acceptable to 'clump' similar skills in Mecha Aces into one skill in HeartQuest. When skills are clumped together, simply take the average of their levels. An example of this would be a HeartQuest character's Computers Skill being the average of the corresponding Mecha Aces character's Computer Use, Computer Programming, and Computer Repair Skills.

Gifts & Faults

Since both Gifts and Faults are open ended in both games, both Gifts and Faults will simply migrate between characters.



APPENDIX H: WRAP UP

Miscellaneous Gear

These are the objects an unwary pilot cannot do without. Miscellaneous gear can easily turn the tide in any situation, combat or non-combat. The gear is listed in alphabetical order. The prices listed are in a generic money credit system (ç), and should be convertible to other monetary units. Simply use the chart below as a 'Rosetta Stone' to determine the conversion factor for the monetary unit you wish to use. An example to a way to give a character a personal budget upon character creation is to allow the character to roll 6 six sided dice, and multiply that value by 10. This creates a large variance, and therefore more fun in creating an item stock for your characters. If the character has the Poor Fault, halve their budget. If the character has the Wealth Gift, double it.

Name	Cost
Back Pack-----	10ç
Camouflage Net -----	18ç
Climbing Gear -----	--
Rope (per 10') -----	5ç
Steel Cable (per 10') -----	25ç
Climbing Snaps-----	2ç
Piton-----	3ç
Climbing Harness -----	18ç
Attachable Spikes -----	12ç
Courier Bag -----	8ç
Crowbar -----	8ç
Digital Audio Recorder -----	8ç
Parabolic Microphone -----	23ç
Storage Media (1 hour) -----	3ç
Digital Camera -----	26ç
Zoom Lens -----	34ç
IR Lens -----	50ç

Name	Cost
Computer Kit -----	12ç
Photo Software -----	20ç
Wireless Interface Kit -----	36ç
Tripod -----	18ç
Carrying Case-----	6ç
Storage (100 pictures)-----	3ç
Digital Video Recorder -----	65ç
Zoom Lens -----	34ç
IR Lens -----	50ç
Computer Kit -----	12ç
Video Software -----	20ç
Wireless Interface Kit -----	52ç
Tripod -----	18ç
Carrying Case-----	6ç
Storage Media (1 hour) -----	4ç
Disguise Kit-----	15ç
Dura-Last wrist watch -----	10ç
Ear Plugs -----	3ç
Electronic Binoculars -----	34ç
Electronic Lock Pick -----	48ç
Flashlight -----	5ç
Glass Cutter-----	16ç
GPS Device -----	36ç
Service (1 month) -----	5ç
Hand Held Card scanner -----	36ç
Handcuffs -----	14ç
Heat Vision Goggles -----	32ç
Laptop computer-----	325ç
Repair Kit -----	7ç
Carrying Case-----	6ç
Mecha Game-----	20ç
Joystick -----	12ç

Appendix H: Wrap Up

Name	Cost
Extended Battery-----	34¢
6' networking cable -----	4¢
12' networking cable-----	7¢
Card scanner-----	24¢
Meal, Ready to Eat-----	1¢
Mechanical Lock picks -----	6¢
Mechanics' tools-----	--
Hammer-----	4¢
Screwdriver (Standard) -----	4¢
Screwdriver (Phillips) -----	4¢
Pliers -----	4¢
Needle nose Pliers -----	4¢
Crescent Wrench -----	4¢
Mecha Specific Tools -----	20¢
Tool Box-----	10¢
Tool Belt -----	12¢
Multi-meter-----	40¢
PAN ID card -----	10¢
Personal Digital Assistant-----	33¢
Pop-up Dome Tent-----	13¢
Portable Motion Detector -----	80¢
Weapon Holster-----	6¢
Waist Belt -----	10¢
Torso Harness -----	12¢
Weapon Maintenance Kit -----	25¢
Welding goggles-----	14¢

Mecha Anime Bibliography

AD Police

(Anime: ADV Films)

Join your favorite police officer, Kenji Sasaki, as

he battles rogue robots in 2040 Tokyo. Kenji has had a bit of bad luck lately, every partner he gets either ends up dead or injured. Kenji gets one more chance, in Hans Klief, to show he has the right stuff to defend Tokyo!

Armored Trooper Votoms

(Anime: Sunrise)

100 years of war have left the Astragius galaxy in an uneasy peace. Join Chirico Cuvie, a power-armor pilot, as he is caught up in a deadly conspiracy, saved only by those whose intentions are unknown!!!

Brain Powerd

(Anime: Bandai)

In the future, a sadistic organization called Orphan is out to cause some bad news for the rest of humanity. They use advanced mecha, called Grand Cheres, and search the world for huge destructive disks called mysterios. Orphans' overall goal is to destroy all of humanity, sparing only a few loyal to them. Our hero, Hime, is almost killed by a mysterio, but when it lands it spawns forth a Brain Powerd. Brain Powerd is also a mecha, and is piloted by Hime on behalf of an International Organization, to try to stop Orphan once and for all!

Bubblegum Crisis

(Anime: JVC)

In the future of Tokyo (2033), advanced robots have replaced many of humanities' more menial positions. However, not all is peachy keen. Occasionally, these robots, called boomers, go insane, and cause a lot of damage. Cue the Knight Sabers, four women in power armor and high heels to 'fix' the rogue robots! This anime has a sequel, Bubblegum Crisis 2040, which takes place seven years later.

Dai Guard

(Anime: ADV films)

Earth is attacked by invaders. All the countries and corporations of the world scramble to develop a weapon to combat the invasion. Because of time and money constraints, the contract went to the *lowest* bidder (in cost and time). Beating the odds, a huge combat mecha was produced. However, by the time it was done, the invaders suddenly disappeared without a trace. Conceding a loss on their investment, the international community decided the huge robot was better suited as a tourist attraction. Twelve years pass, and the invaders return! Now, Dai-Guard must be put to use, along with its motley crew of hobby pilots and tour guides. They must defend the Earth, and try to downplay the mecha's design flaws as much as possible!

Full Metal Panic!

(Anime: ADV films)

In the recent future, a paramilitary force known as Mithril has taken up the responsibility of fighting international terrorism using the world's most advanced technology. One of their lieutenants, Sagara, is instructed to protect a young girl named Kaname Chidori. She is only a high school student, but has almost innate knowledge of recently invented technology. Things really start to heat up after Chidori is kidnapped! What is her role in this conspiracy?

Ginsokiko Ordian

(Anime: PLUM)

Kananase Yu thinks he is a normal high school student. However, after displaying innate talent at piloting mecha, he is recruited as a test pilot by the International Military Organization. What he doesn't know is that other pilots have also been recruited, including one of his classmates. Our hero has to prove he is the best!!!

Gunbuster

(Anime: Gainax)

In the year 2023, humanity is under siege from insect-like aliens bent on destroying everything. Humanity develops spaceborne battleships and huge fighting robots. Join Noriko, daughter of a late starship captain, as she works to become a better pilot, surpassing not only the doubts of her peers, but her own doubt in herself as well.

Gundam

(Anime: Sunrise and Bandai)

In the year UC 0079, an orbiting space colony declares itself the 'principality of Zeon', and attacks the Earth in an 'independence war'. Zeon uses newly developed war machines, mobile suits, to absolutely devastate everything the Federation has to offer. In a rush, the Federation develops Gundam, a new top-secret mobile suit. Join Amaro Ray, young test pilot of Gundam, as the Federation works to end the conflict.

This anime has several sequels and variations. We will explore the rest of the timeline, and then look at the variations.

Mobile Suit Gundam – The 08th MS Team:

Follow a mobile suit unit as they battle to liberate the Earth from Zeon. They also must contend with the development of a new mobile armor!

Mobile Suit Gundam 0080 – War in the Pocket: We turn our eyes to Side 6, a neutral space colony, as both the Federation and Zeon forces turn it into a battlefield.

Mobile Suit Gundam 0083 – Stardust

Memory: The One Year War is long since over, but its wounds run deep, and some have not healed. A new Gundam has been stolen, and this one is armed with a nuclear weapon! Follow the Albion and her crew as the race to recover a force of destruction.

Mobile Suit Gundam Z: The force that should be preventing terrorist activities, the Titans, are constantly tightening their grip on the freedom of the colonies. Follow the AEUG as they battle their oppressors, and try to stay one step ahead of them.

Appendix H: Wrap Up

Mobile Suit Gundam ZZ: The battle between the Titans and the AEUG has escalated into a full scale war! Will our heroes survive, or are they destined to succumb to the perils of battle?

Mobile Suit Gundam F-91: The Federation's new mobile suits have their hands full, but what is at the source of recent enemy activities?

Mobile Suit Gundam – Char's Counterattack: Our old foe, Char Anzable, is now at the lead of a huge neo-Zeon force, will his plot to make earth uninhabitable work?

Variations, which take place in the "Alternate" universe, time is denoted by the signature AC, rather than the familiar UC timeline.

Mobile Suit Gundam Wing: follow the tale of five powerful gundams as they battle the oppressive OZ.

Mobile Suit Gundam Wing – Endless Waltz: Some time has past since the end of the Wing series, but old habits die hard!

G Gundam: Grab a partner, it's "Gundam fight match" time! In the distant future, huge mobile suit battles are a spectator sport. But there is more than meets the eye in the life of one such pilot.

Victory Gundam: In a great war, mobile suits can transform, and even break down into smaller robots. Follow the story of a small band of pilots just trying to survive in this bloody conflict.

Gundam X: In the very, very distant future, mobile suits are simply a relic of a time long ago and a war long over. Follow the finder of a super-powered mobile suit as he tries to make his way in this post-apocalyptic world.

Mobile Suit Gundam SEED: a military force of people with the ability to pilot mobile suits, coordinators, is waging war against those who cannot, naturals. The rest of humanity has a shot however; our hero is sticking with us, and using some very powerful mecha to help him along the way. Very innovative blending of CG.

Hades Project Zeorymer

(Anime: Nutech)

15 years ago, the creator of 8 super-powered mecha destroyed all but one of them. This last mecha, Zeorymer, along with an embryo are sent to the government. The child was raised, believing he was normal, and was named Akitsu Masato. One day, his true destiny was revealed to him. His parents had been paid to raise him, and he was intended as the pilot of Zeorymer. Now, an organization called Hau Gragon has rebuilt the lost 7 robots, and wants the 8th. Zeorymer and Masato are not going down easy!

Heavy Metal L-Gaim

(Anime: Sunrise)

In the year 3990, the forgotten prince of a fallen king has returned to restore his throne. He pilots the legendary white heavy metal, and is backed by an arms dealer. Little does he know, the 'arms dealer' is really the emperor, who is providing weapons to both sides of the conflict, and watching from his throne...

Macross

This anime is known as Robotech in the US. An alien race, the Zentradi, are attacking Earth. Since each Zentradi is 40 feet tall, fighting robots called Veritech are used to battle them. The Earth repairs a fallen spaceship, forming the Super Dimensional Fortress Macross, or SDF-1. They use this powerful weapon to save all of humanity. However, an accident in folding flings them into the far reaches of the solar system. Now the macross must make its way back to Earth. This anime has several sequels, which are outlined below:

Macross II – Lovers Again: Eighty years have past since the Earth was last threatened. A new Zentradi threat has arisen, and the SDF-1 must be used again to save Earth.

Macross 7: An immigration fleet of humans is heading towards the center of the galaxy. However, this fleet is threatened by random attacks what appear to be Zentradi fighters.

Mecha Aces

Macross Plus: Join two rival pilots, Isaamu and Guld, as they vie for not only for a government contract, but also the affections of a mutual ex-girlfriend, Myung.

Macross ZERO: Jump back in time to the origin of the Veritech fighter, as both the UN and Anti-UN compete over a small south pacific island that holds a powerful secret.

Martian Successor Nadesico

(Anime: ADV Films)

An alien invasion fleet has wiped everything out between them and Earth, save for one super advanced battleship. This ship has a motley crew of whatever battle-ready people were left, and is commanded by an admiral's daughter. This parody will on only thrill you, but may even make you laugh!

Mobile Police Patlabor

(Anime: Sunrise)

In the late 20th century, new humanoid vehicles called 'labors' were developed. The police started a special branch, called special vehicles to utilize this technology to police use. Follow special vehicles section 5 in all their mecha misadventures!

Neon Genesis Evangelion

(Anime: Gainax)

In 2015, half of humanity has died. What's left must now fend off powerful biotechnology horrors called Angels. Tokyo-3's defenders, called NERV, have at their disposal a powerful new weapon, the Eva. Can our young pilots manage to save Tokyo-3, along with their sanity, at the controls?

RahXephon

(Anime: ADV films)

The year is 2012. A young high school student is thrust into a conflict with the mysterious MU. Can Ayato use the power of a mysterious winged mecha, RahXephon? Or is humanity doomed to the destruction wrought by the powerful Doloms controlled by MU?

Run=Dim

(Anime: Digital Dream Studios)

In the year 2050, Japan has formed JESAS, to dump nuclear waste into space. However, JESAS has evil intentions of controlling Japan's future. Will the Green Frontier be able to stop JESAS, who wields powerful mecha technology?

Vandread

(Anime: GONZO)

A civil war has broken out between males and females. Our hero works on the assembly line for mecha, but aspires to have a mecha of his own one day. He gets impatient, and tries to steal one late at night. The consequences of this thrust our hero into an adventure which will change his life forever!



APPENDIX I: QUICK REFERENCE SHEET

Master Skill List

Skill Purchase Chart

Level	Cake Walk	Easy	Most	Hard	Very Hard	Tough
Superb	3	4	5	6	7	8
Great	2	3	4	5	6	7
Good	1	2	3	4	5	6
Fair	0	1	2	3	4	5
Mediocre	-1	0	1	2	3	4
Poor	-2	-1	0	1	2	3
Terrible	-3	-2	-1	0	1	2

Wound Level Formulas

Hurt: (Strength + Will [min. of 1]) * 10

Very Hurt: (Strength + Will [min. of 1]) * 20

Down: (Strength + Will [min. of 1]) * 30

Dead: (Strength + Will [min. of 1]) * 50

Mecha: ([Build + Maint.] * 10) + 20

Master Gift and Faults List

ODF Chart

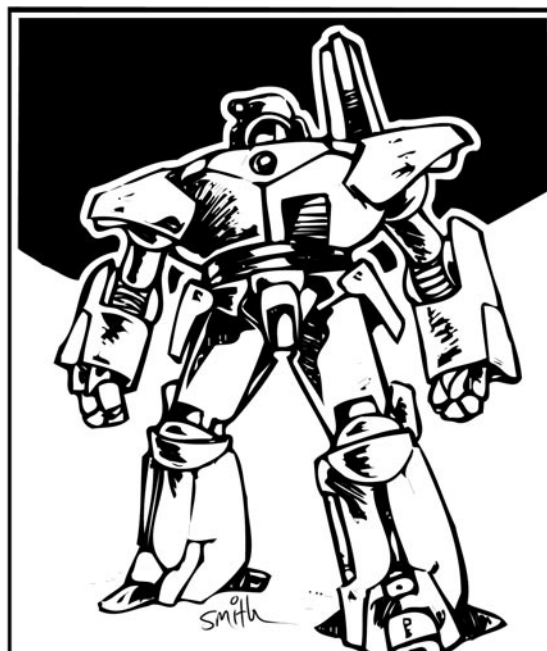
Strength	ODF
Superb	+12
Great	+10
Good	+8
Fair	+7
Mediocre	+6
Poor	+4
Terrible	+2

DDF Chart

Strength	DDF
Superb	-8
Great	-7
Good	-6
Fair	-5
Mediocre	-4
Poor	-2
Terrible	0

Mecha Aces

Gifts	Gifts	Faults	Faults
Endurance	Slick	Young/Old	Troubled
Thick Skinned	Greater Destiny	Dull Sense (specify)	Cowardly
Quick Reflexes	Rank (specify)	Pain Sensitive	Shy
Great Balance	Contact (specify)	Slow Reaction	Not the Sharpest Tack
Sharp Sense (specify)	Organization	Light Framed	Mecha Illiterate
Ambidextrous	Opportunity	Over/Under Weight	Computer Illiterate
Mecha Basher (costs two Gift Points)	Lucky	Clumsy	Dependent (person)
Hard to Kill	Item	Gender Bender	Dependence (person)
Sharp Wit	Wealth	Poor Memory	Girl/Guy Magnet
Clear Head	Base of Operations	Quixotic	Bad Luck
Focus	Black Mail (who)	Absent Minded	Poor
Clear Purpose	Magic (costs two Gift Points)	Phobia (specify)	Promise (specify)
Natural Compass	Psychic Ability (costs three Gift Points)	Psychosis (specify)	Obligated (organization)
Mecha Savvy	Technique (special cost)	Addiction (specify)	Bureaucratic Burden
Natural Learner		Compulsion (specify)	Owes (specify)
Steel Trap Memory		Distractible (specify)	Hidden Secret (specify)
Timing		Over-Confident	



Appendix H: Wrap Up

Master Mecha Gift and Fault List

Gifts	Gifts	Faults	Faults
Energy Shields	Faster than Light	Rust Bucket	Weakened Armor
Plate Armor	Improved Flight Control	Limited Power	Rickety Frame
Light Armor	Extra Ammo Storage	Power Hookups	Blind Spot
Counter Measures	Auxiliary Power	Too Big	Pilot in Risk
Electronic Counter Measures	Emergency Gear	Too Small	Electrical Surge
Communications Jamming	Extra Arms	Fewer Arms	Grounded
Radar Jamming	Extra Legs	No Legs	Indiscernible Readout
Jamming Resistant	Transform Component	Complicated Interface	Crew Required
Untraceable Communications	Hovering	Delicate Equipment	Space Bourne
Cloaking Device	Tools	Low Mobility	Unfortunately Unique
Quiet Operation	Speech	High Upkeep	Human Fallacy
Personnel Capacity	Simple Interface	Peaceful Purpose	Crazed AI
Cargo Capacity	Enhanced Targeting	Vulnerable Spot	Weak to Magic
Lookin' Cool	Remote Control	Loud Operation	Magic Illiterate
Rugged	AI Computer		Magic Repellant
Built Very Well	Weapon		
Extra Mobility	Summonable		
Extra Maneuverability	Magic Resistant		
Pressure Jump	Damaging Spell		
Winged Flight	Magic Repair		
Wingless Flight	Magic Shielding		
Space Worthy	Spirit		
Space Flight			
Re-Entry Capable			

Mecha Aces

Mecha ODF Chart

Servo	Superb	Great	Good	Fair	Medium	Poor	Terrible
Gyro							
Superb	+10	+9	+9	+8	+8	+7	+7
Great	+9	+9	+8	+8	+7	+7	+6
Good	+9	+8	+8	+7	+7	+6	+6
Fair	+8	+8	+7	+7	+6	+6	+5
Med.	+8	+7	+7	+6	+6	+5	+5
Poor	+7	+7	+6	+6	+5	+5	+4
Terr.	+7	+6	+6	+5	+5	+4	+4

Mecha DDF Chart

Maint.	Superb	Great	Good	Fair	Medium	Poor	Terrible
Build							
Superb	-6	-5	-5	-4	-4	-3	-3
Great	-5	-5	-4	-4	-3	-3	-2
Good	-5	-4	-4	-3	-3	-2	-2
Fair	-4	-4	-3	-3	-2	-2	-1
Med.	-4	-3	-3	-2	-2	-1	-1
Poor	-3	-3	-2	-2	-1	-1	0
Terr.	-3	-2	-2	-1	-1	0	0

Appendix H: Wrap Up



UPCOMING GAMES FROM COMSTAR MEDIA

Fuzz the Furry Police[™]

Creator: Ramsey Lundock

Expand your Furry world to include The Fuzz! This game will be a stand alone game or can be dropped into your existing game to add a new dimension to your Furry world. This game is fully compatible with the Kevin and Kell Roleplaying Game as it uses the Action! System rule set.

Just Released:

Kevin and Kell the Roleplaying Game

The Kevin & Kell Roleplaying Game contains over 25 of your favorite characters from the world of Domain, plus complete rules to create your own character of any species you can imagine. Characters are endlessly customizable -- no species templates required! Play is simple and intuitive, powered by the brand-new Open Core engine (courtesy of Domibia Games). All the important people and places of the comic are covered, from the rabbit warrens to Caliban Academy. You'll also get a unique glimpse of the history of the Dewclaws' world, shaped by animal instinct, universal intellect, and the influence of the secretive Great Bird Conspiracy.

Designed by HeartQuest project director Michael Hopcroft, the Kevin & Kell Roleplaying Game is illustrated throughout with actual strips from nine years of Kevin & Kell, with original art and a new full-color cover by Bill Holbrook himself. This is the only roleplaying game to be made with Mr. Holbrook's full approval and cooperation. Sure to please fans of the strip and dedicated roleplayers alike, the Kevin & Kell Roleplaying Game is a must-have

Other Upcoming Games:

Science Fiction:

Star Empires

Blood Red Planet

Imperial Adventures

Fantasy:

Eldoria

Shadows of Miru

MagicQuest

Superhero:

Power and Glory

Check out our website at <http://www.comstar-media.com> or our game site at <http://www.comstar-games.com> to keep up with the development of these and other games from ComStar Media, LLC.

ABOUT COMSTAR MEDIA, LLC

ComStar Media was created in 2004 in an effort to give a voice to the unpublished talent of the world. The company was designed by a writer for writers with a unique understanding of the problems facing young writers today. Since opening our doors we've sought out talent in unusual places, setting precedence for risk taking and innovation.

ComStar is now a company with two divisions of it's own. One division deals with the creation of inexpensive and professional looking websites for all needs. Because so many things are moving towards the Internet, ComStar recognized that publishing was no different. With CyberStar Designs <http://www.cyberstar-designs.com>, we're able to keep up with the trend to publish electronically and to display our authors and books on the web.

The second division of ComStar is called ComStar Games <http://www.comstar-games.com>, which is dedicated to creating new and exciting roleplaying books and supplements for the player who is looking for something fresh! With this division we are not only able to generate games that will keep readers interested in our fiction worlds far past the time when the book has been read, but also we will be able to engage our players in rich novels based in their favorite ComStar Games worlds!

We appreciate your support in our endeavors by purchasing this book. We hope that you enjoyed it and will look for more novels, anthologies, and roleplaying games published by ComStar Media. To see us on the web please go to <http://www.comstar-media.com>. Here you can read about our latest projects, view our author pages, find out how to submit your own manuscripts, and join our news group!

Thank you and happy gaming!

OPEN GAME LICENSE

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this

License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.;

System Rules Document Copyright 2000, Wizards of the Coast, Inc.;

Authors Johnathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.;

The D20 System® License Version 1.0, Copyright 2000, Wizards of the Coast Inc;

Gladiator—Sands of Death, Copyright 2001, Mongoose Publishing

Spycraft, Copyright 2002, Alderac Entertainment Group

Seas of Blood, Copyright 2001, Mongoose Publishing

Dragonstar: Starfarer's Handbook, Copyright 2001, Fantasy Flight, Inc

Babylon 5 Role Playing Game, Copyright 2002, Warner Bros., Inc

Experts, Copyright 2002, Skirmisher Publishing

Heroes of High Favour—Dwarves, Copyright 2002, Badaxe Games, LLC

The Judge Dredd Roleplaying Game, Copyright 2002, Rebellion A/S

T20—The Traveller's Handbook, Copyright 2002, Quiklink Interactive, Inc. Traveller is a trademark of Far Future Enterprises and is used under license.

Nyambe, Copyright 2002, Trident, Inc.

The Quintessential Witch, Copyright 2002, Mongoose Publishing

The Quintessential Dwarf, Copyright 2002, Mongoose Publishing

The Quintessential Monk, Copyright 2002, Mongoose Publishing

The Quintessential Paladin, Copyright 2003, Mongoose Publishing

Villains, Copyright 2002, Bastion Press, Inc

Monster, Copyright 2002, Alderac Entertainment Group, Inc

Dragons, Copyright 2001, Alderac Entertainment Group, Inc

Tournaments, Fairs, & Taverns, Copyright 2002, Natural 20 Press

Beyond Monks, Copyright 2002, Chainmail Bikini Games, Ltd.

Swashbuckling Adventures, Copyright 2002, Alderac Entertainment Group

The Quintessential Elf, Copyright 2002, Mongoose Publishing

The Quintessential Wizard, Copyright 2002, Mongoose Publishing

The Quintessential Fighter, Copyright 2002, Mongoose Publishing

The Grim-n-gritty Hit Point and Combat System, Copyright Kenneth S. Hood 2001, All Rights Reserved.

Black Flags—Piracy in the Caribbean, Copyright 2002, Avalanche Press Ltd.

The Rookie's Guide to Criminal Organizations, Copyright 2002, Rebellion A/S

The Quintessential Samurai, Copyright 2002, Mongoose Publishing.

Slain, Copyright 2002, Rebellion A/S.

Path of the Sword, Copyright 2002, Fantasy Flight Publishing, Inc.

Wild Spellcraft, Copyright 2002, Natural 20 Press

Traps & Treachery, Copyright 2001, Fantasy Flight Publishing, Inc.

Open Game Content from *The Tide of Years*, Copyright 2001, Michelle A Brown Nephew

Seafarer's Handbook, Copyright 2001, Fantasy Flight Publishing, Inc.

Ultimate Game Designer's Companion, Copyright 2003, Mongoose Publishing

Character Clip Art and Color Customizing Studio, Copyright 2002, Elmore Productions Inc.; Authors: Larry Elmore and Ken Whitman, Art and Illustrations by Larry Elmore.

Open Game Library, Copyright 2005, ComStar Media, LLC/CreativeStar Games.