

# Heart Quest



**STEEL ROSES**

*Romantic Roleplaying in the Worlds of Shoujo Manga*



# HeartQuest

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### 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. Anyone 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.

*Romantic Roleplaying in the Worlds of Shoujo Manga*

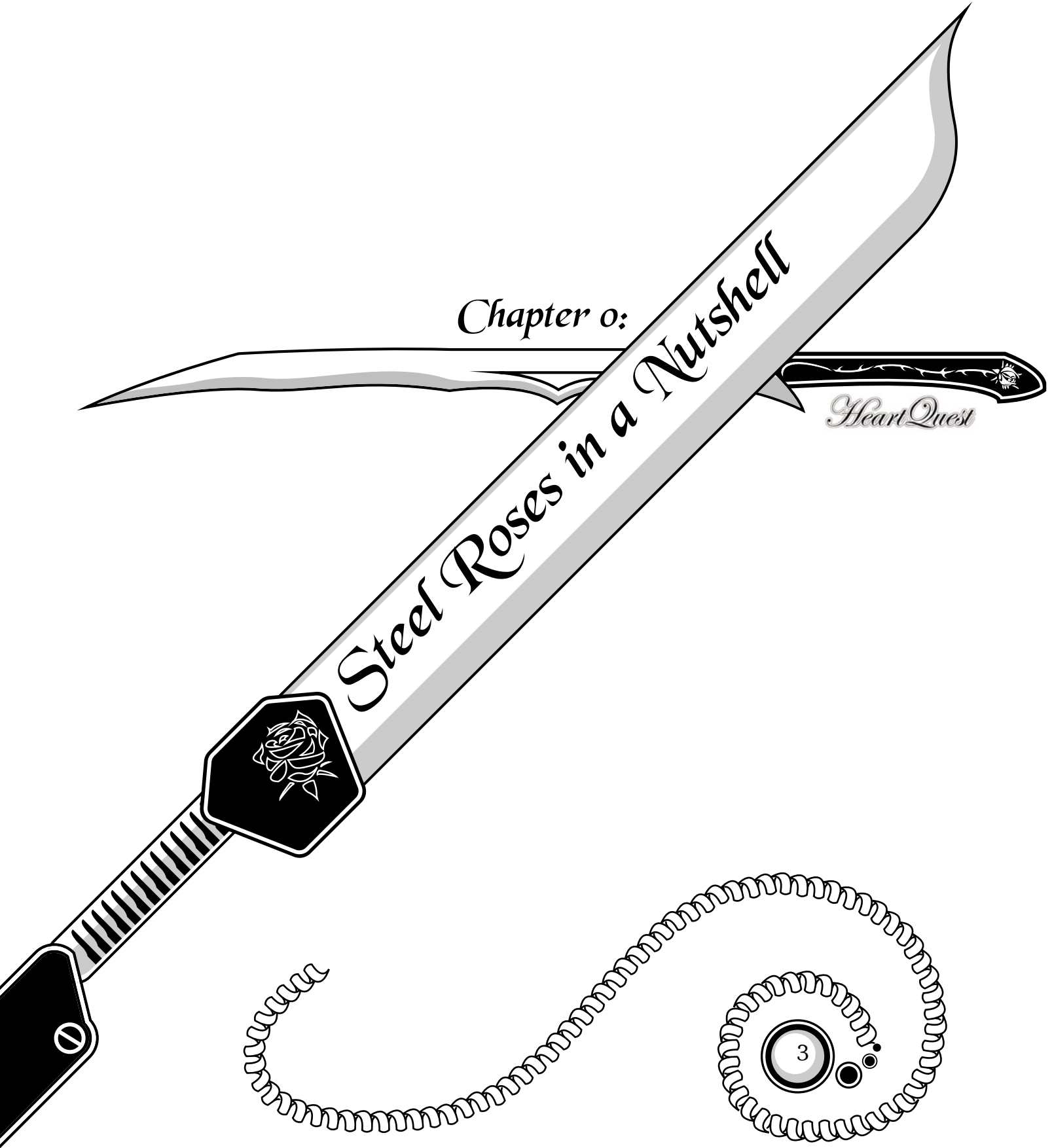
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*Chapter 0:*

*Steel Roses in a Nutshell*

*HeartQuest*





Welcome to Steel Roses, a rules supplement to HeartQuest. This supplement encompasses the various nuances of mecha anime with shoujo elements. It takes the HeartQuest FUDGE rules we all know and love, and tweaks them to include mechanized vehicles. Using flexible and dynamic mecha creation rules, nearly any form of vehicle (from cars to star cruisers) is possible. Combining classic HeartQuest rules with new and innovative mecha design/resolution, Steel Roses will bring your mecha ambitions to life!

## *What This Book Contains,*

### *What it Doesn't*

This book contains expansion rules for the creation and action resolution of mecha in HeartQuest games. Steel Roses also includes a sample campaign setting, with pre-made characters and mecha. Steel Roses includes an outline on how mecha are used in anime, with hints/tips for effective GM-ing of such environments.

However, this book is not a replacement for HeartQuest, it is an expansion. The in-depth concepts on character creation and action resolution in the HeartQuest core rulebook are critical to an effective game of Steel Roses. If you have this book, it is recommended that you pick up HeartQuest as well, if you haven't already. Because of the importance of the HeartQuest rulebook, character creation is only briefly outlined in Steel Roses, and will provide hints and tips for making an effective mecha pilot character.

## *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 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 Steel Roses, 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 Steel Roses, 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 Steel Roses will be as mundane as cars, airplanes, or even robot butlers. The Steel Roses 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, Steel Roses 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 HeartQuest 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 Steel Roses. 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 Mecha Skills chapter.

## Mecha, and All Their Bits and Pieces

In Steel Roses, 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 HeartQuest, 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 Gifts 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 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

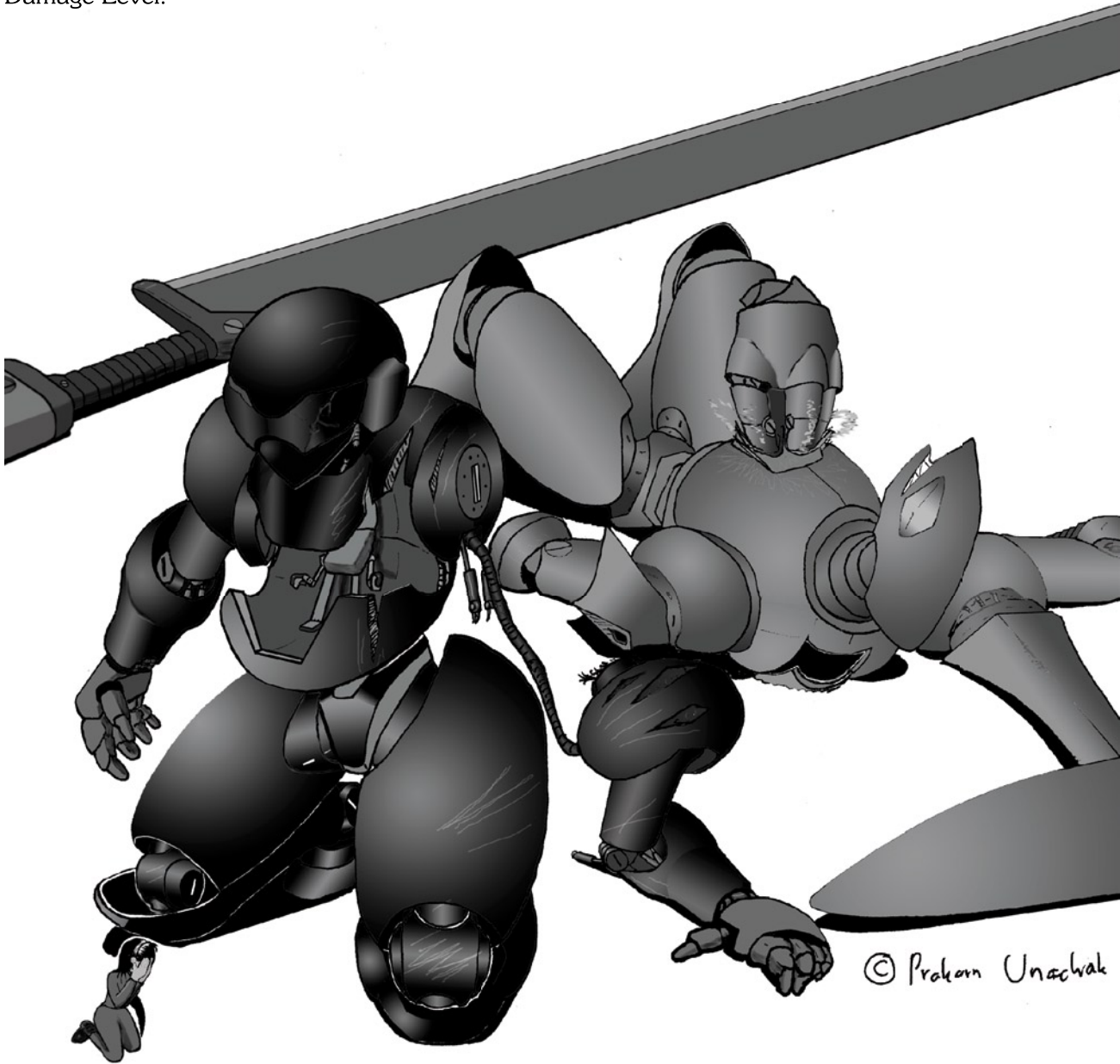
Scale, much like in HeartQuest, reflects the difference in measure between the Traits of things of varying form. That is to say, mecha of different sizes will have different scales, which means Action Resolution between them will be modified. Frame, which is a basic measure of a mecha's size, plays a dominant role in determining scale. Having levels in either the Too Small or Too Big Faults will affect it as well. Between HeartQuest 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 HeartQuest character. When contesting mecha, HeartQuest characters are considered to have a scale of Small -5. When contesting HeartQuest 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:  $[(\text{Build} + \text{Maintenance}) * 10] + 20$ .

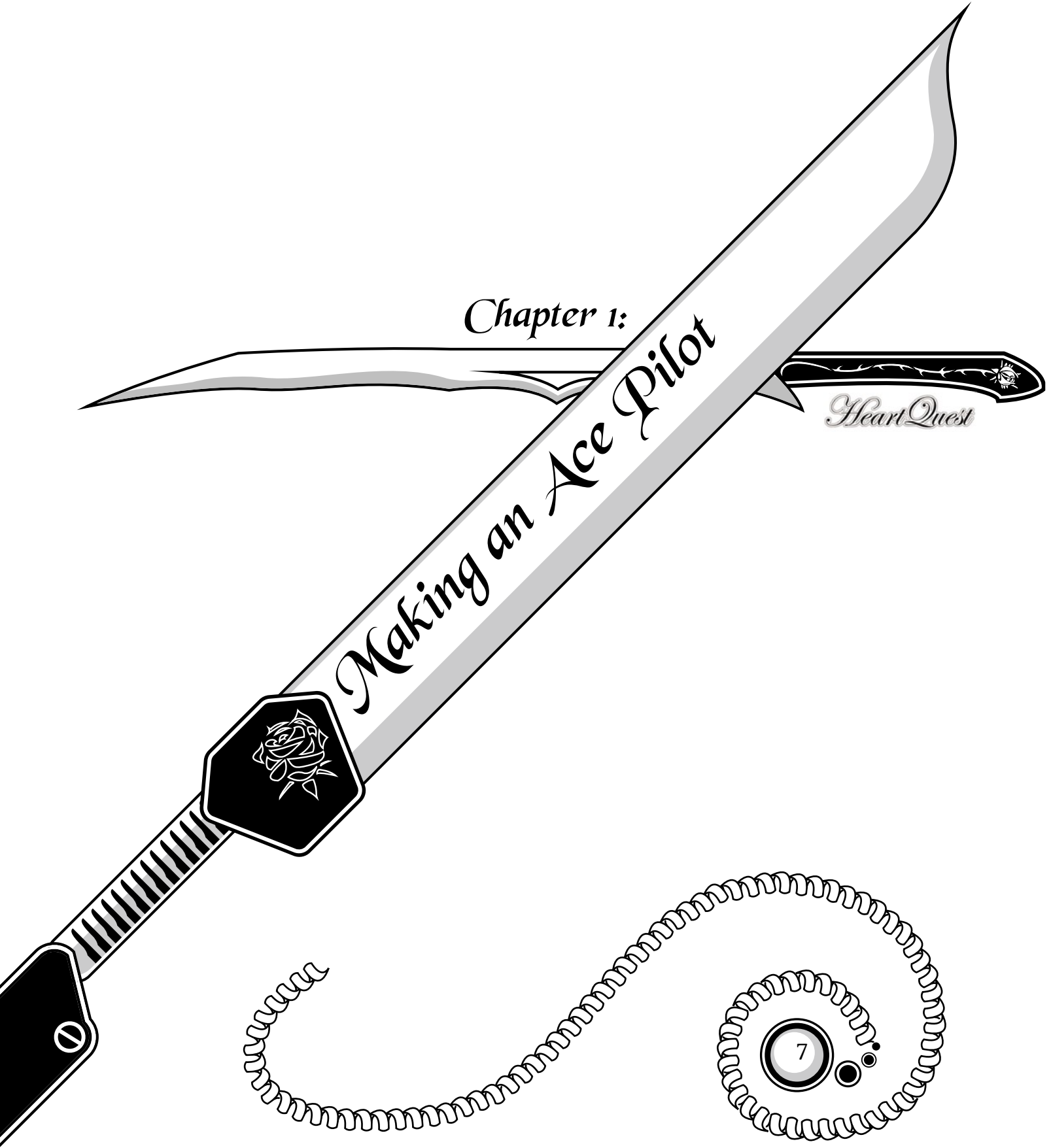
\* When a mecha's Build and Maintenance are added together, the total is considered to be one if the sum is negative or zero. This insures a mecha will have at least some Damage Points in each Damage Level.



Chapter 1:

Making an Ace Pilot

HeartQuest





In HeartQuest, there are nearly limitless choices available to the player upon character creation. Most of these choices involve advancing one's level of social prowess. In Steel Roses, another factor is included, mecha piloting. In order to create an effective pilot, on top of being an effective socialite, this chapter is included. This chapter will move step by step through character creation, providing tips for creating an effective pilot for your Steel Roses game. As a helpful guide, we will be also following the creation of Tony the Ace, a character that wants to be the best pilot ever!

## Character Concept

Pilots often have a very distinct set of personality traits. First and foremost, pilots are independent thinkers. While on the job, a pilot needs to be able to choose their tactics on the fly (pardon the pun). Pilots need to think outside the box, and quickly, to counteract the plans of an opponent. Pilots need to have quick reflexes, and a quicker wit. Pilots are often competitive and fierce; they always want to be the best. Pilots are often over-confident in their abilities, but most merely know what they are capable of and back that up. These traits are not necessary for making a pilot character, but they are rather helpful guides to knowing the more common traits of pilots.

## Trading Traits

As in HeartQuest, this procedure involves shifting points around amongst the various traits a character has. The conversion for the point system is shown below:

- 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**

Remember the five attributes are Physique, Mind, Willpower, Cool, and Appearance. As per normal, split up your three free attribute points into your characters attributes. Remember the free level of Appearance all HeartQuest characters receive, as all other attributes start out at the Fair level.

In case you don't want to look it up, the possible attribute/skill levels are below:

- Superb (+3)**
- Great (+2)**
- Good (+1)**
- Fair (+0)**
- Mediocre (-1)**
- Poor (-2)**
- Terrible (-3)**

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.

*Tony the Ace splits up his attribute points accordingly:*

- Physique: Fair (+0)
- Mind: Great (+2)
- Willpower: Good (+1)
- Cool: Fair (+0)
- Appearance: Good (+1)

## Skills

Now that your character has attributes, let's look at their skills. Pilots are allowed to choose skills out of a specific skill group, called Mecha Skills. They can choose all other skills normally; the Mecha Skill group only broadens their skill horizons. Remember, each character receives 30 free skill points with which to purchase skills. An untrained skill has a default level of Poor (-2). All Mecha Skills are listed in the Mecha Skills chapter. In case you don't want to look it up, here is the skill cost chart:

Level	Easy	Most	Hard	V.Hard
Superb	4	5	6	7
Great	3	4	5	6
Good	2	3	4	5
Fair	1	2	3	4
Mediocre	0	1	2	3
Poor	-1	0	1	2
Terrible	-2	-1	0	1

Characters in HeartQuest will benefit from being good at various things. Remember, aside from piloting, your character will often have to go to school, live amongst people, and sustain themselves independent of their cozy cockpit.

*Tony the Ace has chosen the following skills:*

Acting/Drama: Fair (+0)  
 Running: Fair (+0)  
 Brawling: Fair (+0)  
 Perception: Fair (+0)  
 Cooking: Fair (+0)  
 Computers: Fair (+0)  
 Literature: Fair (+0)  
 Oratory: Fair (+0)

*Tony has also chosen these Mecha Skills:*

Initiative: Fair (+0)  
 Piloting: Fair (+0)  
 Dodge: Fair (+0)  
 Melee Combat: Fair (+0)  
 Ranged Combat: Fair (+0)  
 Spatial Reasoning: Fair (+0)

## Gifts & Faults

Now, we can move on to Gifts. Remember, gifts are handy little advantages that a character can have. By default, a HeartQuest character can choose two free gifts. Gifts can be anything the character has available to them, so be creative if you want to. Make sure you have GM approval before creating a customized Gift. In case you don't want to go look it up, here is a big list of all the Gifts in HeartQuest. They are without descriptions, as that is what the HeartQuest core rulebook is for. Remember, you don't have to choose Gifts from this list, but the given Gifts are a good way to keep the games consistent.

<b>Absolute Direction</b>	<b>Ambidextrous</b>
<b>Animal Companion</b>	<b>Animal Empathy</b>
<b>Charisma</b>	<b>Common Sense</b>
<b>Contacts</b>	<b>Danger Sense</b>
<b>Flunkies</b>	<b>Good Memory</b>
<b>Good Reputation</b>	<b>Guardian Angel</b>
<b>Immortal</b>	<b>Keen Senses</b>
<b>Lucky</b>	<b>Membership</b>
<b>Natural Linguist</b>	<b>Night Vision</b>

<b>Pain Tolerant</b>	<b>Patron</b>
<b>Perfect Balance</b>	<b>Perfect Timing</b>
<b>Poison Resistance</b>	<b>Position of Authority</b>
<b>Prop</b>	<b>Quick Reflexes</b>
<b>Rapid Healing</b>	<b>Schtick</b>
<b>Sense of Empathy</b>	<b>Unique Upbringing</b>
<b>Wealth</b>	

*Tony the Ace chooses the following Gifts:*

Keen Senses                      Perfect Balance

Next, we can look at faults. Faults are those little flaws that make each character more unique and interesting. Even pilots are not perfect; they have their own facets that can be flawed. Try not to 'over-load' your character with flaws, or else they'll end up tripping over their feet. In the same token, nobody is perfect, and your character should reflect that. A fault can be any flaw, it doesn't have to be one of the given Faults from the HeartQuest rulebook. Make sure you have GM permission to create any Fault. In case you don't want to look it up, here is a list of the given Faults in HeartQuest. They are without description, as that is what the core rulebook is for.

<b>Absent-Minded</b>	<b>Amnesiac</b>
<b>Annoyance</b>	<b>Bad Reputation</b>
<b>Blunt and Tactless</b>	<b>Boy/Girl Magnet</b>
<b>Clumsy</b>	<b>Code of Honor</b>
<b>Compulsive Gossiper</b>	<b>Compulsive Lying</b>
<b>Coward</b>	<b>Curious</b>
<b>Daydreamer</b>	<b>Dependent</b>
<b>Drama King/Queen</b>	<b>Duty</b>
<b>Easily Distracted</b>	<b>Enemy</b>
<b>Fear of Commitment</b>	<b>Fickle</b>
<b>Filtered Reality</b>	<b>Garrulous</b>
<b>Gender Bender</b>	<b>Getting Old</b>
<b>Glutton</b>	<b>Gossip Magnet</b>
<b>Greedy</b>	<b>Gullible</b>
<b>Humanitarian</b>	<b>Indecisive</b>
<b>Jealous</b>	<b>Lechery</b>
<b>Macho/Feminine</b>	<b>Melancholy</b>
<b>Multiple Personality</b>	<b>Nearsighted</b>
<b>Nosebleeder</b>	<b>Nosy</b>
<b>Obsessive</b>	<b>Otaku</b>
<b>Outlaw</b>	<b>Over-Achiever</b>
<b>Over-confident</b>	<b>Owes Favors</b>
<b>Phobia</b>	<b>Poor</b>
<b>Practical Joker</b>	<b>Pushover</b>



<b>Quick Temper</b>	<b>Quixotic</b>
<b>Roricon Magnet</b>	<b>Secret</b>
<b>Serious Illness</b>	<b>Shyness</b>
<b>Stubborn</b>	<b>Unlucky</b>
<b>Vow</b>	<b>Young</b>

*Tony the Ace has chosen the following Faults:*

Curious	Daydreamer
Humanitarian	Indecisive
Nearsighted	Over-Achiever

*Since Tony now has more points, he chooses to go back and pick the following additional Gifts and Skills:*

Common Sense	Danger Sense
Good Memory	Perfect Timing
Quick Reflexes	

Dodge: Good (+1)  
 Melee Combat: Good (+1)  
 Ranged Combat: Great (+2)  
 Computers: Great (+2)

## Derived Values

The next step is figuring out your character's derived values. This works the same way as in HeartQuest. In case you don't want to look it up, the base Wound level is found by adding your Physique and Willpower, and adding 10. The Hurt level has the base Wound level available to it, while the Very Hurt level has double the base. The Incapacitated level has triple the Wound level, and finally the Dead level has five times the Wound level.

The ODF and DDF are found using the charts from the HeartQuest core rulebook. In case you don't want to look them up, here are the charts you need.

Physique	ODF
Superb	+10
Great	+9
Good	+8
Fair	+7
Mediocre	+6
Poor	+5
Terrible	+4

Physique	DDF
Superb	-6
Great	-5
Good	-4
Fair	-3
Mediocre	-2
Poor	-1
Terrible	0

*Tony the Ace has the following wound levels:*

Hurt: 11	Very Hurt: 22
Incapacitated: 33	Dead: 55

*Tony has the following combat values:*

ODF: +7	DDF: -3
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## Finish Up

What role will this pilot play? Will they be a frontline soldier? Will they play a support fire role? Are they a missilery fighter? Are they a cavalier? Are they a coordinator? Do they work well in a team? All these questions and more can help shape the tactics of you character.

## Mecha Skills

This is an expanded skill set, built for any HeartQuest character to purchase to their heart's delight. Difficulties are listed next to the skill name, but only if the difficulty is anything other than Most. Skill descriptions are included with each skill. Purchasing mecha skills may be done during character creation, but only with GM's permission, as not all characters may have the proper background with which to justify learning to operate mecha.

AI computers may purchase mecha skills as well, but at a lower cost (one difficulty level lower, to be exact). AI computers would naturally benefit from being able to operate mecha effectively, as AI computers are placed within them.

### *Mecha Skill List*

**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.

**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 as 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 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.

*Buying Mecha Skills*

Purchasing Mecha Skills works the same way as in HeartQuest. Skill points used for every other skill upon character creation can be used to purchase mecha skills. In case you don't want to look it up, below is a list of every other skill in HeartQuest. The skills do not have any description whatsoever, because that is what the HeartQuest core rulebook is for.

**Artistic Skills**

- Acting/Drama
- Dancing (Traditional)
- Drawing/Painting
- Musical Instrument
- Calligraphy
- Design
- Flower Arrangement (E)
- Poetry

- Sculpting/Modeling
- Singing

**Athletic Skills**

- Acrobatics
- Driving
- Piloting
- Shiphandling
- Swimming
- Combat Skills
- Archery
- Demolitions
- Martial Arts (VH)
- Swordsmanship
- Breaking and Entering
- Electronics
- Lockpicking
- Pickpocketing
- Shadowing
- Stealth
- Climbing
- Jumping
- Running
- Sport (name)
- Throwing
- Brawling
- Guns (VH)
- Melee Combat
- Covert Skills
- Disguise
- Forgery
- Perception
- Poisoning
- Sleight of Hand
- Traps

**Everyday Skills**

- Animal Care
- Dancing (Modern)
- Gossip
- Cooking
- Fashion Sense
- Shopping

**Knowledge Skills**

- Alchemy
- Cultures
- Folklore
- History
- Literature
- Mechanic
- Research
- Theology
- Computers
- Doctor (VH)
- Geography
- Language
- Lore
- Occultism
- Teaching (VH)
- Veterinarian (H)

**Manipulative Skills**

- Bribery
- Flattery
- Haggle
- Intimidate
- Oratory
- Seduction
- Fast-Talk
- Guilt Trip
- Interrogate
- Lying
- Persuasion

**Supernormal Power Skills**

- Spellcasting
- Use (Supernormal Power)

**Wilderness Skills**

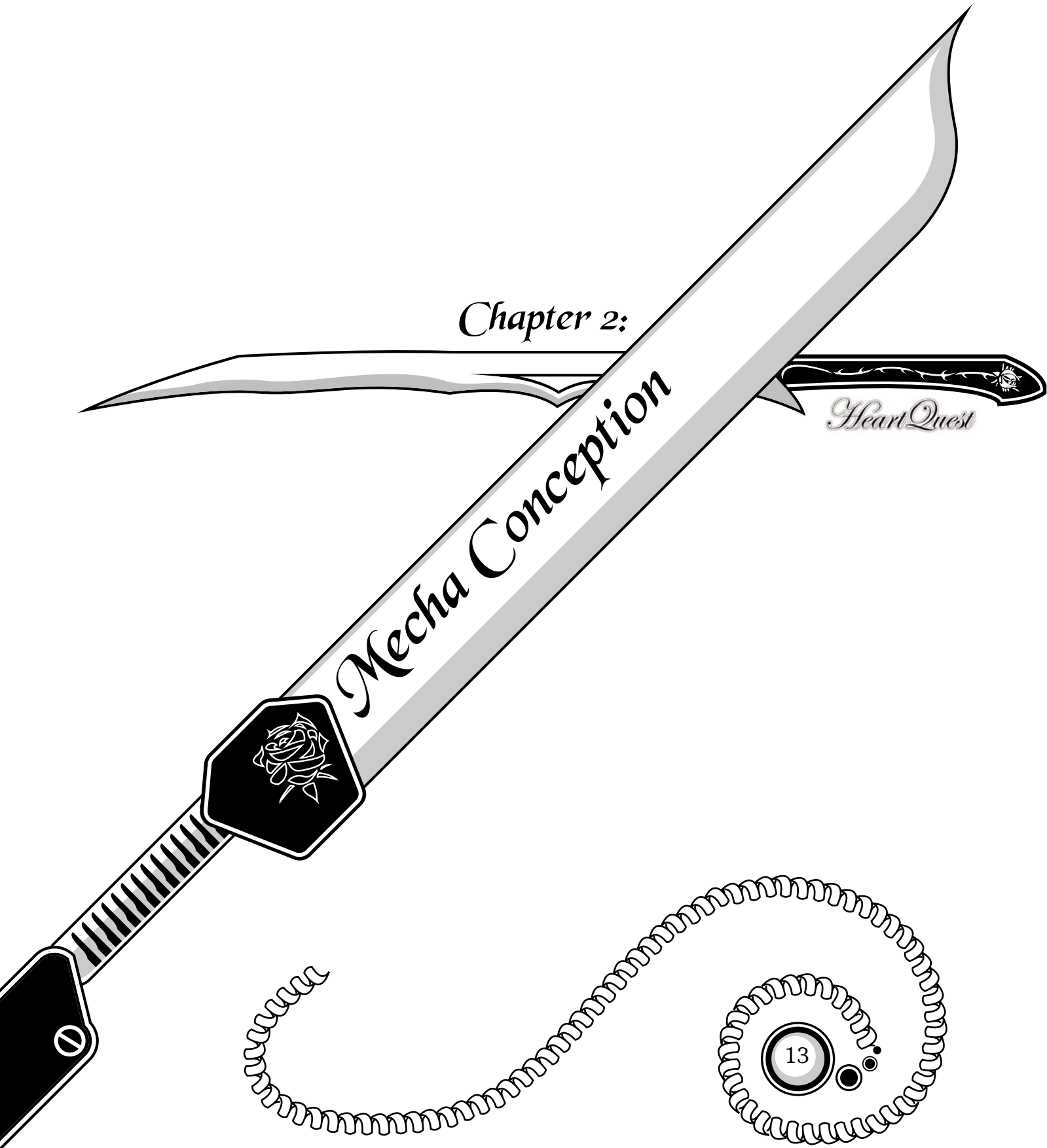
- Fishing
- Survival
- Riding
- Tracking



*Chapter 2:*

*Mecha Conception*

*Heart Quest*



This chapter explains how to create a mecha in HQ Mecha. 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 HQ Mecha. 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 HQ Mecha 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 HeartQuest 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)**  
**Terrible (-3)**

Once your Attributes have values, you may purchase Gifts for your mecha. Gifts are located in the Mecha Gifts Chapter. 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.

### 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 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

+ 2... 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 are below:

### 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

Servo/Gyro	Superb	Great	Good	Fair	Mediocre	Poor	Terrible
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

Maintenance/Build	Superb	Great	Good	Fair	Mediocre	Poor	Terrible
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

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.

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.

## Mecha Gifts

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

**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.

**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.

**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 Too Big of  $\frac{1}{2}$ . (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)).

**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 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 cloaked mecha moves more than 50 meters, at which point the onlooker must try to notice the mecha again.

**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.

**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.

**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.

**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.

**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.

**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.

**Extra Ammo Storage:** The mecha is built with extra bays for storing ammunition. Any weapon with the Requires

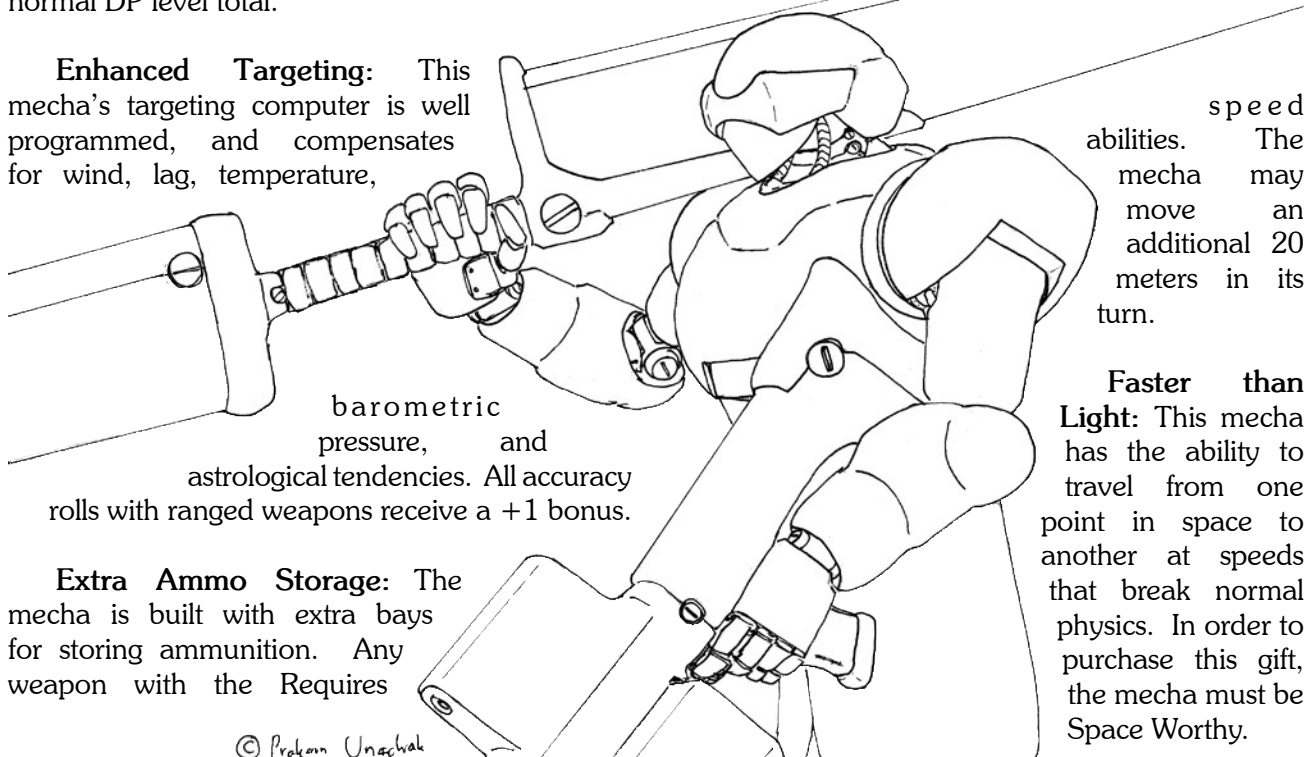
Ammo Fall is bestowed with twice its normal ammo capacity.

**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.)

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

**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.

**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.



**Hovering:** Most mecha, even those with flight capability, need to touch the ground at some time. This mecha gently glides from 1 inch to 3 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.

**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.

**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.

**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.

**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.

**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. (*Example: That same jet needs a Too Big fault of at least 2, in order to hold all the extra people.*)

**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.

**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  $\frac{1}{2}$  as far).

**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.

**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.

**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.

**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.

**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.

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

**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.

**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.

**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.

**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.

**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.

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

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

**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.

## *Magic/Supernatural Gifts*

**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.

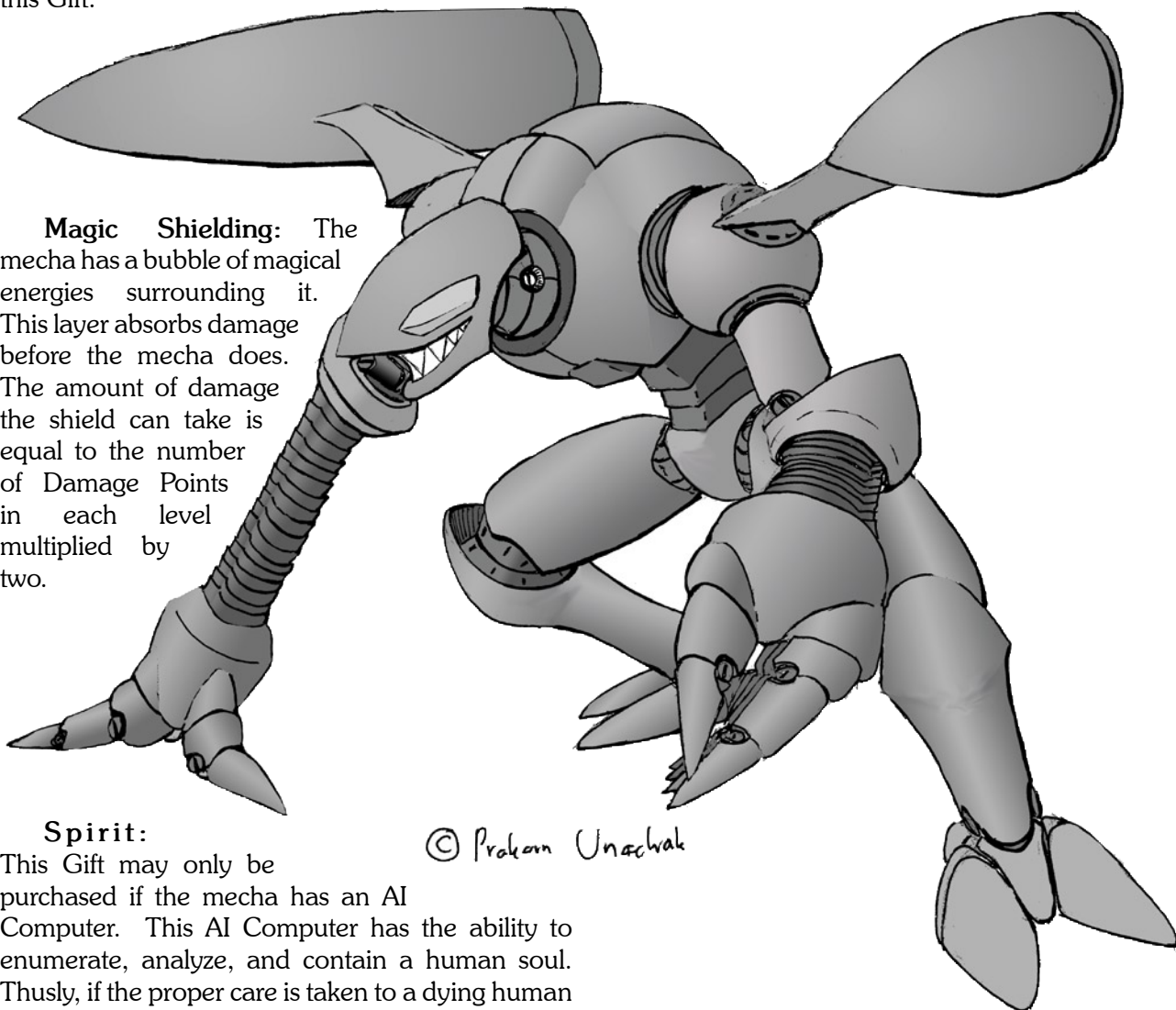
**Magic Repair:** The mecha has the supernatural ability to repair its own damage in battle. Each round the mecha repairs damage equal to the number of Damage Points in each level divided by four. The restoration only applies to the mecha's current Damage Level.

**Magic 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.

**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.

**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.



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## Mecha Faults

**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.

**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.

**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.

**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.

**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.

**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.

Value	1st Roll	2nd Roll	3rd 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 3rd roll)	Radar
-1	Engines	Swaps With...	Engines
-2	Weapons		Weapons

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).

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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 while actually on the ground).

**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.

**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.

**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).

**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.

**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.

**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.

**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.

**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).

**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.

**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.

## *Magic/Supernatural Faults*

**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.

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

## *Artificial Intelligence*

### *Personality Profile*

Mecha with the Artificial Intelligence Gift must have a Personality Profile. This is much like an abbreviated Character Folio, 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 Artistic and Covert 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 group. The Knowledge 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 work. 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 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 below.

### 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. On the next page are the exact levels at which the phenomena occur.

Pilot's Skill: Low		Pilot's Skill: Fair		Pilot's Skill: High	
Terrible-Mediocre		Fair		Good-Superb	
AI's Skill	Effect	AI's Skill	Effect	AI's Skill	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

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

### 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.

## Weapon Rises & Falls

### 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)	Short Range
Slow	Stalled Fire
Tell Tale	Too Large



Traceable  
Wielder Harm

Unreliable

### 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 5 meters. At its second level, this Rise connects the weapon at a distance of 10 meters. At its third level, this Rise connects the weapon at a distance of 20 meters; 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.

**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 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.

**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 20m 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 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.

**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.

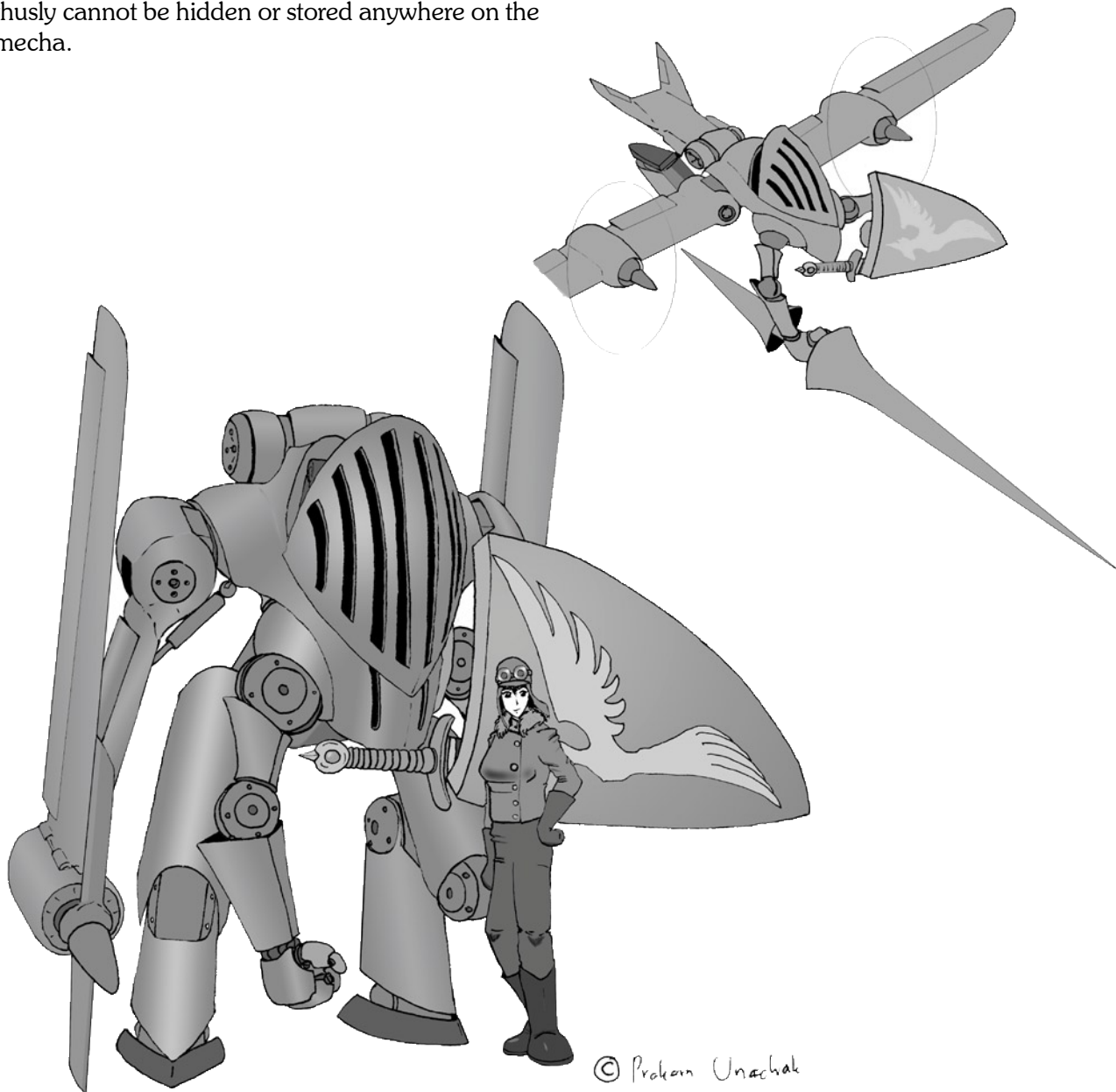
**Tell Tale:** This weapon is unique in the fact that whenever it fires it makes a signature light pattern, sound, or other distinguishing indicator. The drawback of this is that it makes your mecha more recognizable, and thusly easier to determine a weakness therein.

**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.

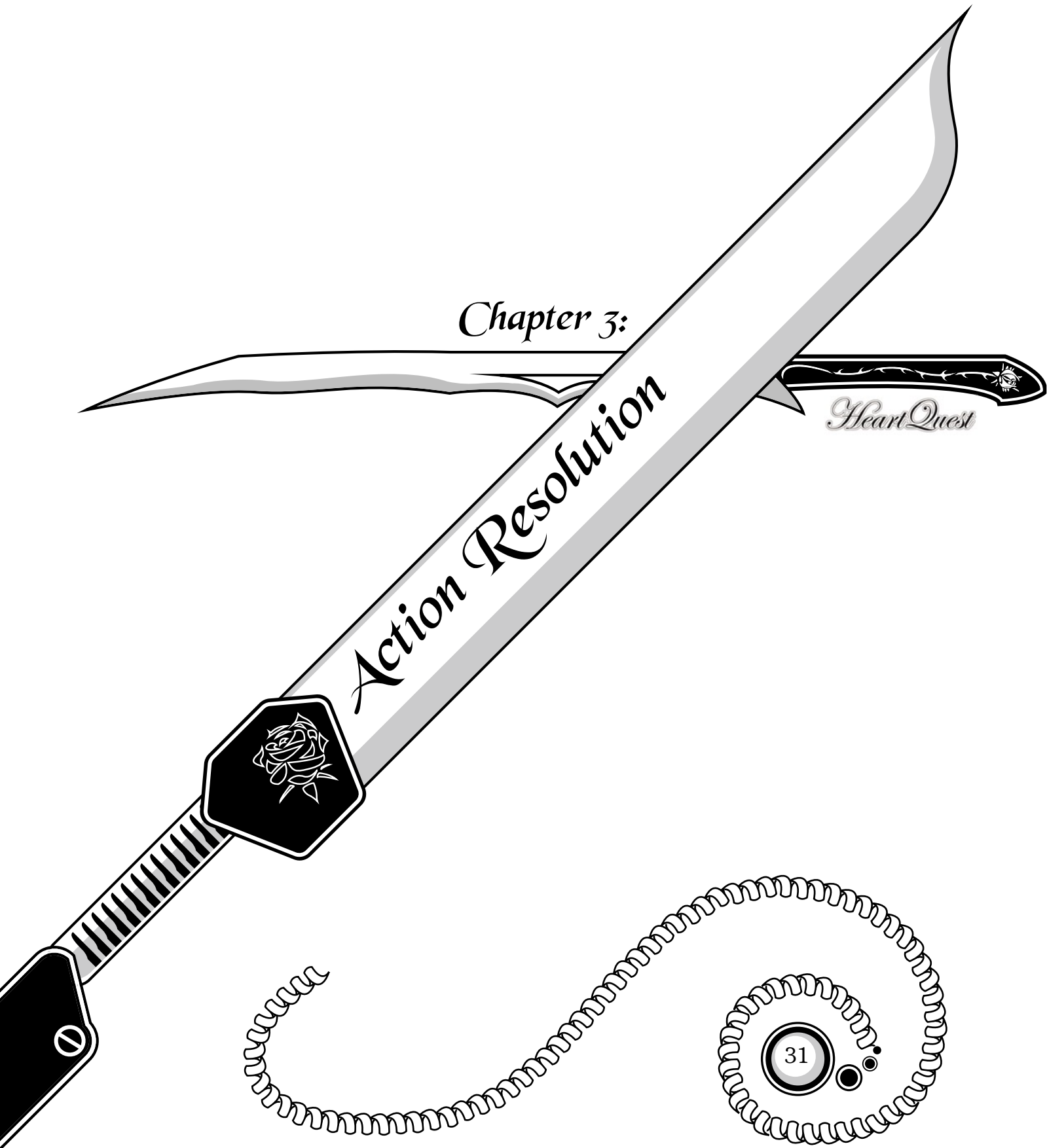
**Wielder Harm:** This weapon has potent recoil, enough so to do damage to the weapon's wielder. Each time the weapon is used, it deals its damage divided by 10 to its wielder.



*Chapter 3:*

*Action Resolution*

*HeartQuest*



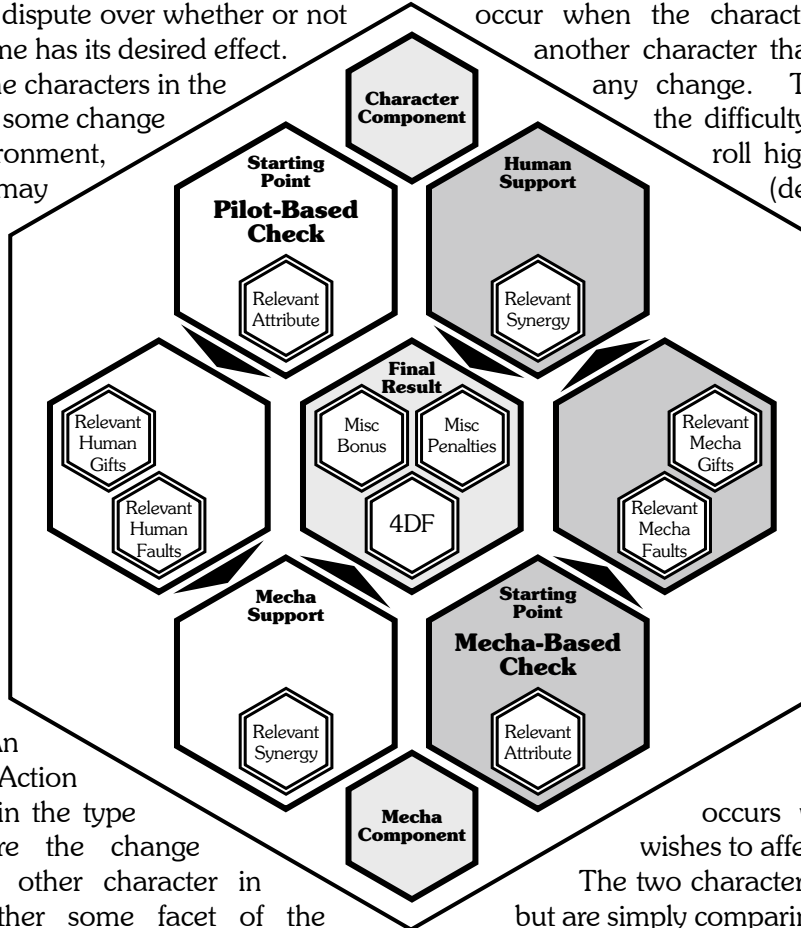
From the cockpit of a mecha, things can seem complicated. Buttons, lights, displays, it is a lot to think about, besides actually doing something from the seat. An understanding has to be reached. Once the pilot is skilled enough, the trappings of the control seat no longer matter. The pilot is able 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 HQ Mecha, 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.

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).

### 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

### Making Checks

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 on the previous page.

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-Based 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.

Relevant Stat Value	Synergy Bonus
Superb	+2
Great	+1
Good	+1
Fair	+0
Mediocre	-1
Poor	-1
Terrible	-2

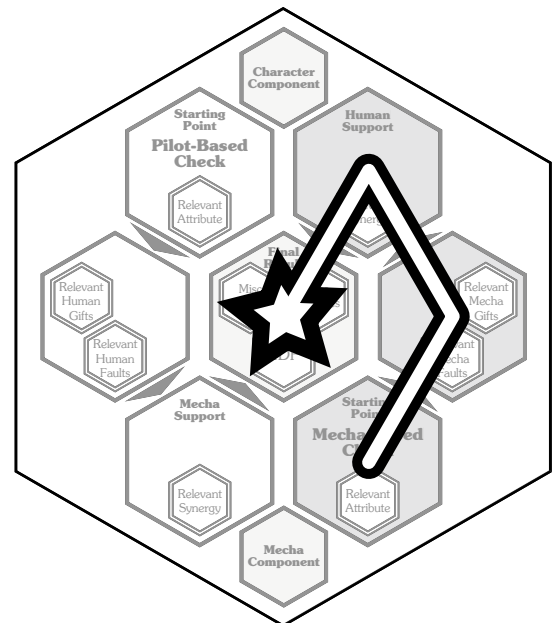
### Mecha-Based Checks

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, 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 begin from the appropriate starting point in the chart, as follows:

$$\text{Mecha's relevant Attribute} + \text{Relevant Mecha Gifts/Faults} + \text{Character's Skill Synergy} + \text{Miscellaneous Bonuses/Penalties} + 4DF$$

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 or HeartQuest player.



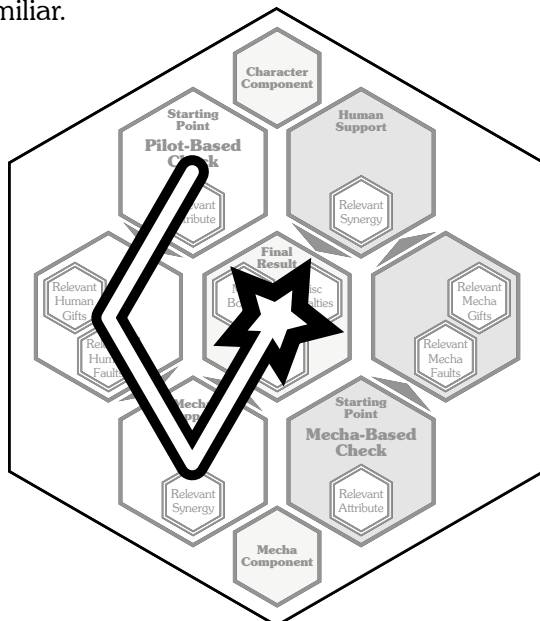
## Pilot-Based Checks

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 HQ Mecha 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 begin from the appropriate starting point in the chart, as follows:

**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. Again, this may seem a little complicated, but any experienced FUDGE or HeartQuest player will find this process all too familiar.



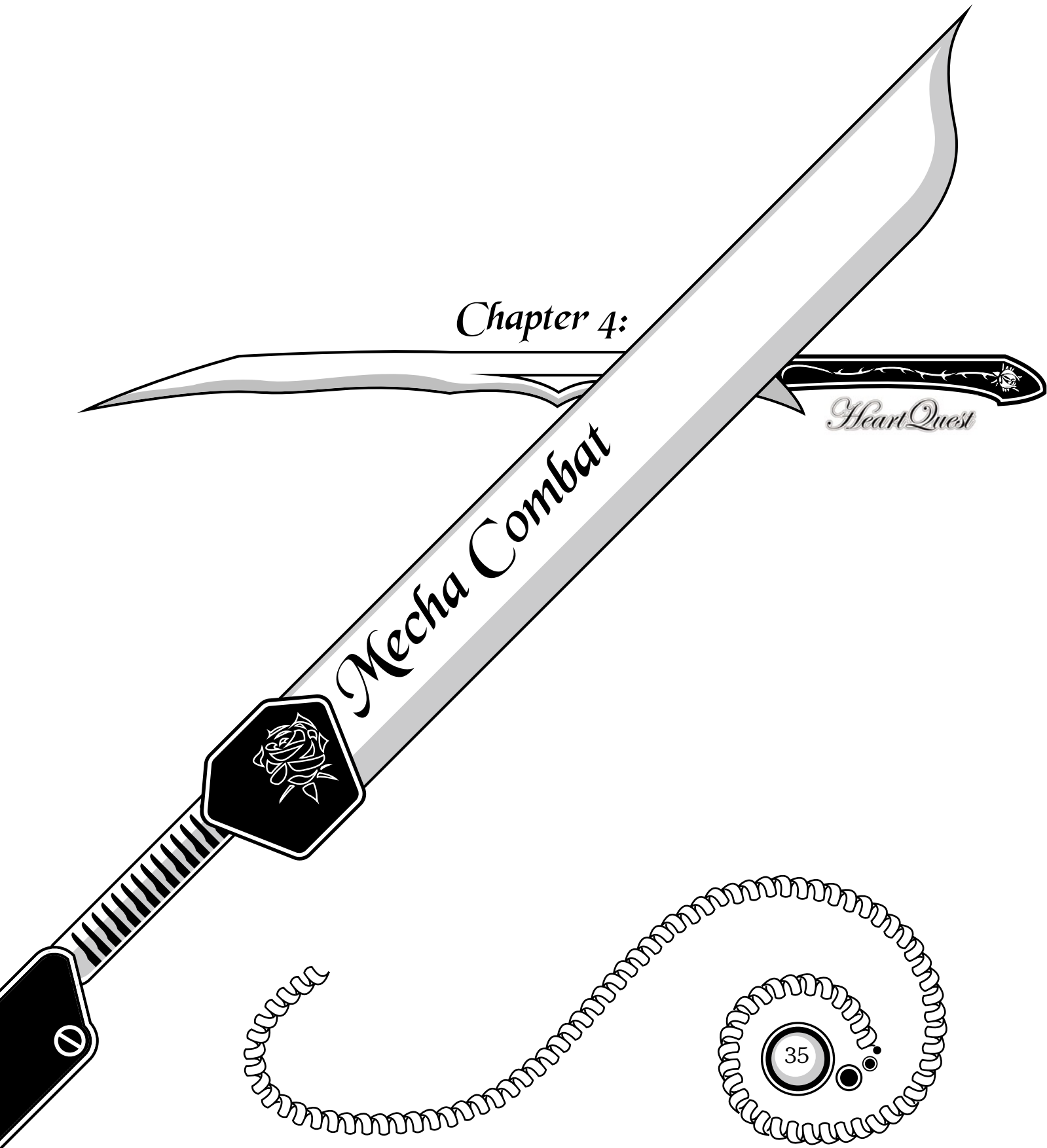
## Wrap Up

When determining the results of actions made throughout the game, there are only 4 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. Rolling is quite simple, once you get used to it. The concepts explained in this chapter comprise the core of what you need to know to play HQ Mecha, so once you have these down, HQ Mecha is a snap!

Chapter 4:

Mecha Combat

Heart Quest





This chapter deals with the combat mechanics of HQ Mecha. While combat is very similar to HeartQuest's system, there are several nuances that set it apart. 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. This system is nearly identical with the combat system in HeartQuest; it is just explained in a different way.

## *Mecha 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 HQ Mecha 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) to determine the fastest mecha. 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 mecha 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 mecha 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 choose a weapon. While many mecha 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 mecha 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 mecha 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)

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

**Specialized Attack:** A character may wish to strike something that is either smaller or larger than the mecha itself. 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)

Your Size	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 piloting a mecha. 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 mecha conflict. Also, utilizing a mecha's radio is a great way to build character and plot.

**Movement:** A mecha 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. 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):

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 Four: The Damage Step

In this step, anyone who successfully landed an attack on a target may deal damage to them. Remember, the mecha'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 Damage Level.

Mecha in combat may have different Scales. Thusly, when a smaller mecha does damage to a larger one, some of that damage is insulated by the larger mecha's shear size. Also, when a larger mecha deals damage to a smaller one, the larger proportion of the larger mecha's weapon raises the damage dealt to the smaller mecha. The exact effect of Scale on damage is shown in the chart below:

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 4DF to adjust the damage amount by the value of the dice rolled, this provides more interesting damage totals.

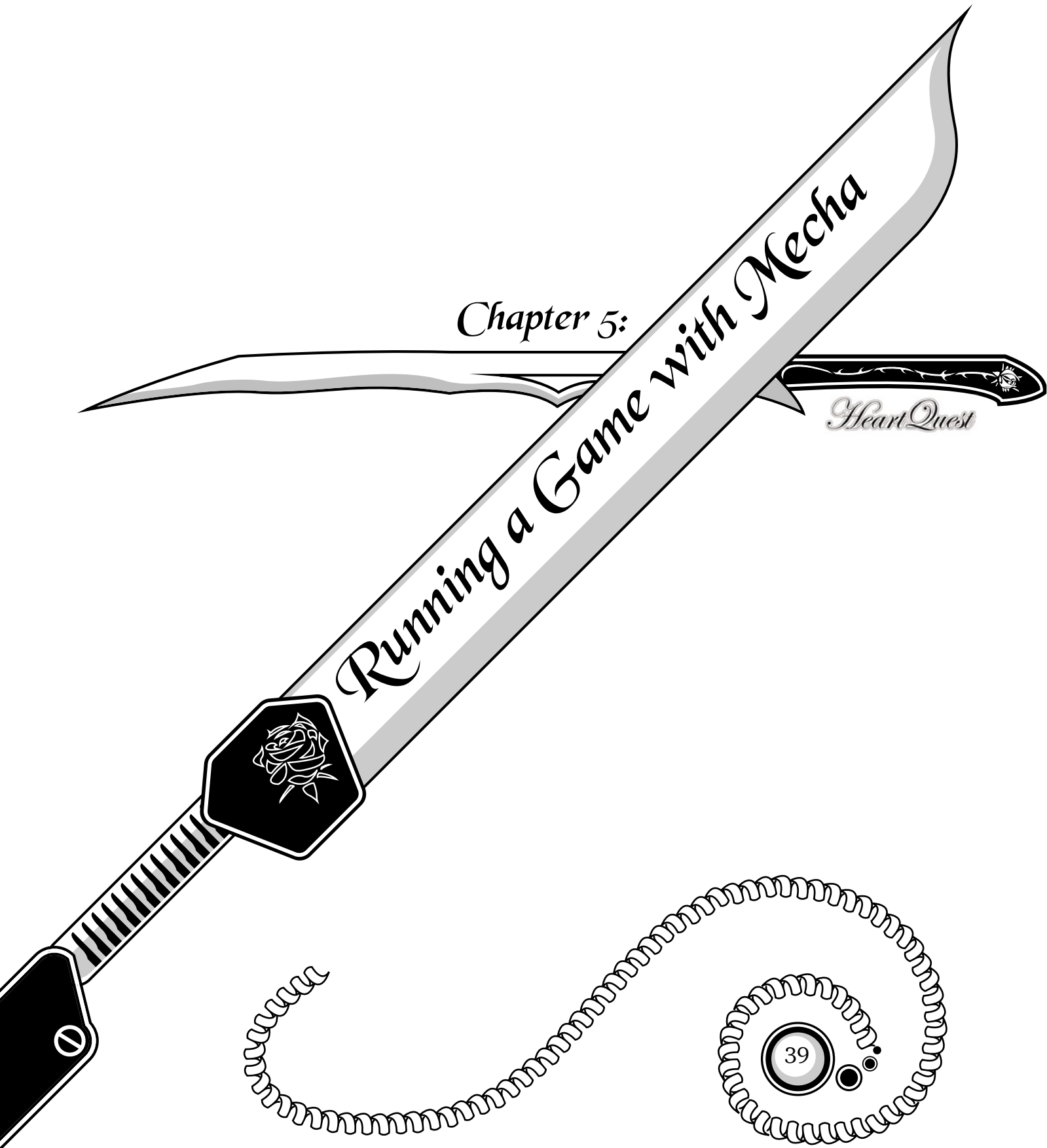
## Combat Wrap-up

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

Chapter 5:

# Running a Game with Mecha

HeartQuest





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. *Steel Roses* 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.

## *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. *Steel Roses* allows nearly any mechanical configuration imaginable. For example, in a setting where the characters are jet fighter pilots, *Steel Roses* could be used to simply juristic the fighter jets. In a setting that focuses on racing, *Steel Roses* 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 *HeartQuest*. It is possible, however, to use inter-mecha communications to allow a degree of character and plot development. Keep in mind most characters in *HeartQuest* are in school, so that is a large time consumer. 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 the high school students of *HeartQuest* keep their mechas 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 Steel Roses.

## *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 Steel Roses.



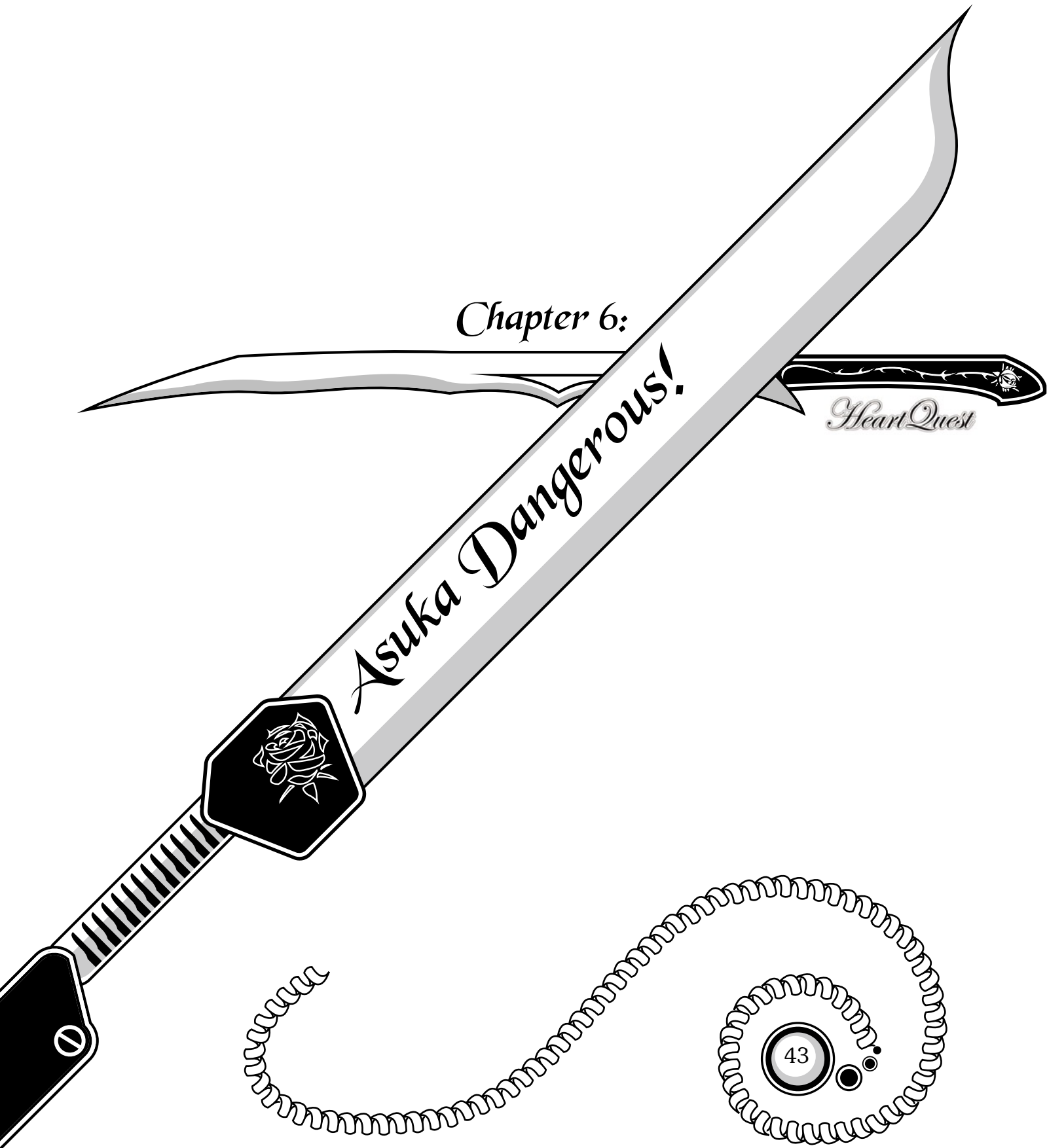
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Chapter 6:

*Asuka Dangerous!*

*Heart Quest*





Asuka Onimi is a 17 year old high school student in the small town of Oni-Tuki. She is also the only person in the town capable of piloting Franz, a 20 foot tall war machine charged with protecting the town. While Asuka tries to lead a normal life, her constant responsibility of defending the town constantly looms over her.

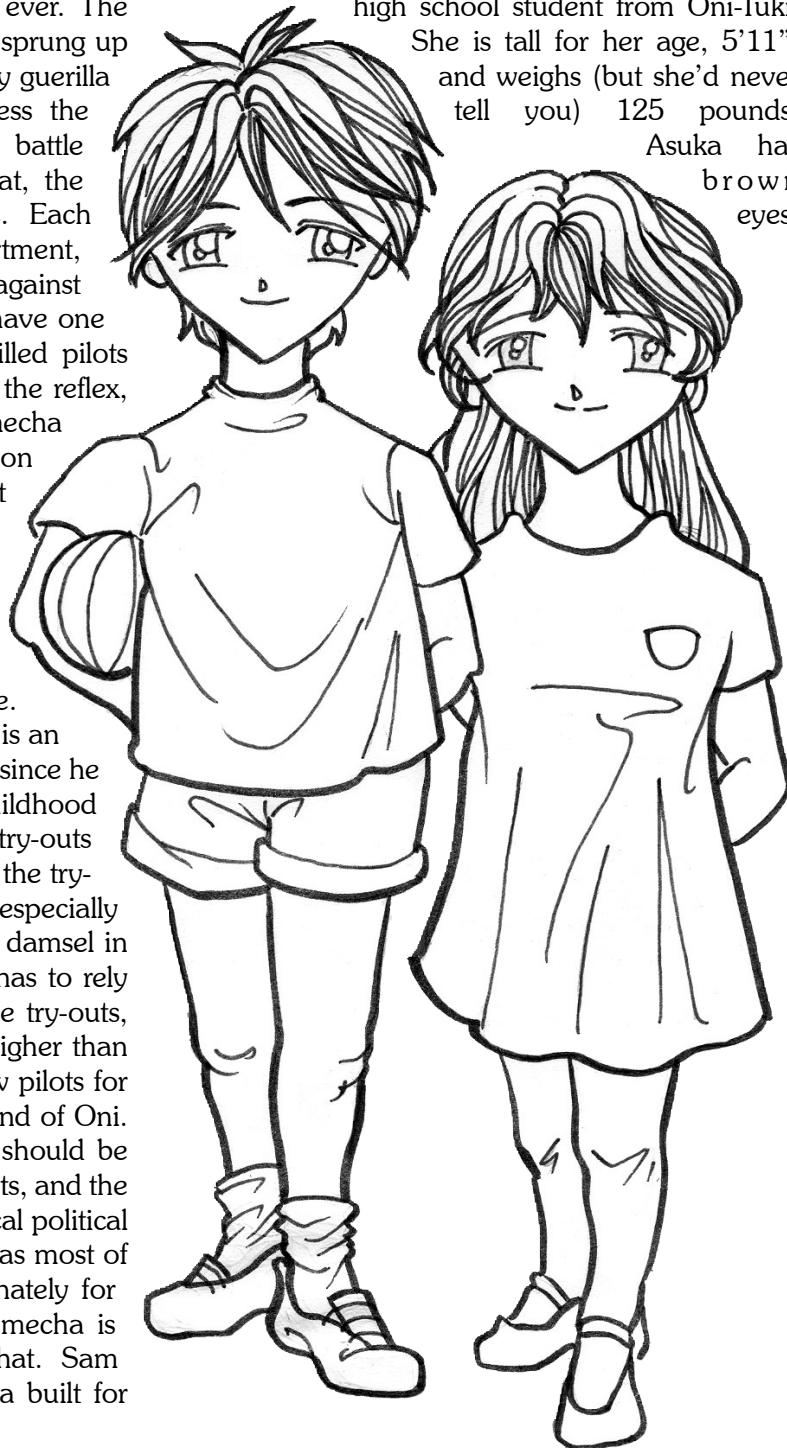
The year is 2023. The Japanese Defense Force is presented with its greatest threat ever. The illegal spread of mecha technology has sprung up a black market of mass destruction. Any guerilla group with enough money can possess the greatest weapon known to man: the battle ready mecha. To deal with this threat, the JDF consolidates into small field offices. Each office, like a local police or fire department, is responsible for defending its area against mecha attack. Most local offices only have one mecha available to them. Finding skilled pilots is no easy task. Only pilots who meet the reflex, perception, and growth potentials of a mecha can pilot it. In Oni-Tuki, only one person is capable of piloting Franz, and that person is Asuka Dangerous. Asuka and Franz battle threats to the town, and this is such a common occurrence that the townsfolk barely take notice anymore.

Asuka leads a (relatively) normal life. She even has a crush, Sam Alder. Sam is an American native, but has lived in Japan since he was 5. Sam and Asuka were great childhood friends. This continued until the day the try-outs for piloting Franz occurred. Asuka won the try-outs, much to everyone's surprise, and especially to Sam's. Sam sees Asuka as a dainty damsel in distress, not as the ace pilot everyone has to rely on. Sam feels he should have won the try-outs, besides, Asuka only scored one point higher than him on the compatibility test. Sam now pilots for the underground guerilla group, the Hand of Oni. The Hand of Oni believes that Japan should be governed only by local town governments, and the national government is evil. Several local political figures are rumored to be in the Hand, as most of their activities are not illegal. Unfortunately for the Hand, owning a huge destructive mecha is illegal, and they are defiantly guilty of that. Sam pilots Devil's Paw, a 30 foot tall mecha built for melee destruction.

Asuka doesn't know that Sam is an underground pilot. In fact, Asuka is quite taken with Sam; dare we say puppy love. Sam doesn't truly reciprocate, but doesn't shoot down her hopes either. The local JDF pilot would make a grand patsy... errr... Ally.

## Asuka Onimi

Asuka Dangerous is a 17 year old high school student from Oni-Tuki. She is tall for her age, 5'11", and weighs (but she'd never tell you) 125 pounds. Asuka has brown eyes,



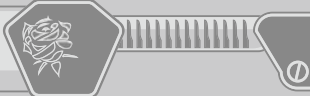
Asuka is classically beautiful, but sometimes has trouble showing it.

Asuka is the kind of girl that will only accept a gift if you promise to let her repay you. She can often be stubborn and pig-headed, but that determination and tenacity is one of her finest traits. Asuka is a very busy high school student, as most of her afternoons are spent either saving the town or practicing to do so. Asuka carries with her an oversized walky-talky (although it is technically a military issue Handy-Talkie); the JDF field office always wants to be able to contact her. Asuka has cleverly converted the drab hardware into a small green purse, by attaching a pocket and strap to the device itself. She feels it makes it more discrete, but it usually fools nobody. Asuka dresses in earthy tones, despite her blue hair, and often wears said hair in a pony tail.

Asuka has a huge crush on Sam Alder. She sometimes thinks that Sam feels the same way towards her, but this is always wishful thinking. When Asuka was 16, she tried to deliver a confession letter to Sam, but was called away by

her walky-talky at the last moment. She kept the letter, but has never had the guts to try to deliver it again.

Asuka loves piloting Franz. Some say she was born to be a pilot, some say that Franz was built only for her; even others say that Asuka and Franz are really best friends. Any way you cut it, Asuka and Franz are a dynamic and unstoppable team. Asuka gets along well with the staff at the JDF office. Despite her social shortcomings, Asuka is quite mature, as she had to 'grow up fast' while fighting to defend the town. Asuka has logged 6 official mecha kills, making her a genuine Ace. Also, Asuka has contributed to countless rescue missions; where normal vehicles cannot go, Franz's power and versatility make the grade. All in all, Asuka has a promising career with the JDF, as her pay as a minor contributes towards a college fund for Asuka to use when she leaves town for higher education. Once Asuka returns from college, she will have the option to resume her normal job at the adult pay scale, with all of the years in high school being considered in the scale's result.

<i>Asuka Onimi</i>					
<i>Attributes</i>		<i>Wounds</i>	<i>Skills</i>		
Physique	Good (+1)	Hurt	13	Acrobatics	Great (+2)
Mind	Good (+1)	Very Hurt	26	Brawling	Good (+1)
Willpower	Great (+2)	Incapacitated	39	Computers	Good (+1)
Cool	Mediocre (-1)	Dead	65	Fashion Sense	Terrible (-3)
Appearance	Good (+1)	ODF / DDF	+8 / -4	Gossip	Terrible (-3)
				Guns (VH)	Fair (+0)
				Jumping	Great (+2)
				Lying	Terrible (-3)
				Perception	Great (+2)
				Seduction	Terrible (-3)
				Survival	Fair (+0)
				Communications (E)	Fair (+0)
				Dodge	Good (+1)
				Initiative (E)	Fair (+0)
				Melee Combat (H)	Good (+1)
				Piloting	Great (+2)
				Ranged Combat (H)	Great (+2)
<i>Gifts</i>		<i>Faults</i>			
Contacts (JDF)		Bad Reputation (at school)			
Keen Senses		Blunt and Tactless			
Membership (JDF)		Clumsy			
Only person able to pilot Franz		Duty (protecting the town)			
Patron (JDF)		Humanitarian			
Perfect Timing		Secret (loves Sam Alder)			
Quick Reflexes		Vow (JDF pilot until college)			
Unique Upbringing (JDF pilot since 13)					





## Franz

## Attributes

Servo	Fair (+0)
Gyro	Good (+1)
Comp	Fair (+0)
Build	Good (+1)
Maintenance	Good (+1)

Scale	Medium
Movement	20m/turn
Airborne	50m/turn

## Gifts

Jamming Resistant  
Rugged  
Built Very Well  
Wingless Flight (1)

## Damage

Normal	64
-1	64
-2	64
Down	64
ODF / DDF	+7 / -4

## Faults

Complicated Interface  
(Asuka is compatible)  
Blind Spot (behind)  
High Upkeep  
Loud Operation  
Unfortunately Unique  
(JDF mecha)

## Weapons

**Tri-Carbon Machine Gun**  
Level 3: 60 damage  
• Dull  
• Limited Ammo (10 uses)  
• Multi Shot (4 shots)  
15 damage per shot

## Tuki Taker Blade

Level 2: 40 damage  
(+20: 60 damage)  
• Drawing Turn  
• Melee  
• Too Large  
• Pushing

## Sam Alder

Sam is a 17 year old high school student. He is 6'0", and weighs 185 pounds. Sam has blue eyes, blonde hair, and fair skin. Sam has a lightweight build, but is much stronger than he looks. Sam is quick-tempered, but very passive when not ignited.

He was Asuka Onimi's best friend in the world since he moved to Oni-Tuki when he was 5 years old (from America). Now, Sam's sense of competition and spite towards Asuka has driven him to hatred.

Sam moved to Oni-Tuki when he was five years old. Sam's father, Ben Alder, was an engineer working on the JDF's new mecha project. Asuka was Sam's next door neighbor. They were fast and great friends, almost like siblings. Asuka and Sam's parents were the greatest of friends. Ben even accepted Asuka like a daughter, often jokingly calling her 'pooky'. Asuka's parents felt the same for Sam, calling him 'snookums'. The years flew by, and eventually the



mecha project came to fruition to create Franz. Franz was a top of the line war ready mecha, built to defend the town from any threat. The only problem was that Franz had no pilot. The complex computer and flight control systems required an extremely specific touch. A scale of compatibility was developed to test an applicant's reflexes, clarity, focus, and growth potential. The scale's values are a percentage: 0% to 100%. Soon after that, the JDF field office started testing the populace, looking for the perfect pilot. Ben produced his, then 13 year old, son to be tested. Sam Alder scored a 98%!!! All present were stunned. Did Ben inadvertently design the mecha to suit his son? The town was in awe. That is, until Asuka took the test. All eyes turned to the score board, Asuka scored 99.5%!!! As per the rules of the study, Asuka was granted the pilot-ship. Asuka and Sam haven't seen eye to eye since.

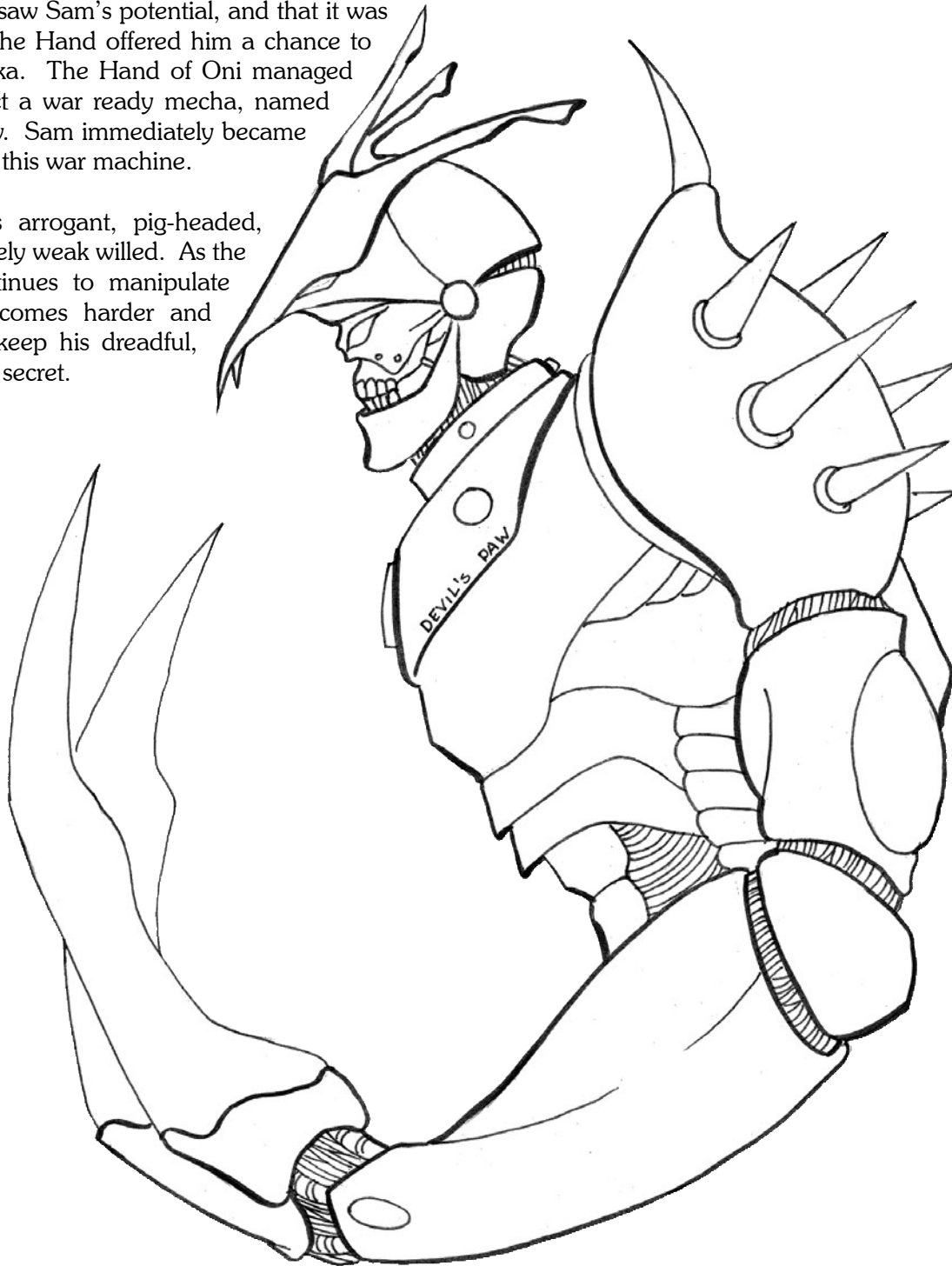
Today, Asuka has a huge crush on Sam, as she is unable to find closure with their relationship. Sam simply hates Asuka, but



will not show it. Sam has an affiliation that nobody knows about; Sam is a pilot for the Hand of Oni.

The Hand of Oni is a group dedicated to overthrowing the national government, and allowing local governments to rule absolutely. Sam became one of their pilots after the study. The Hand saw Sam's potential, and that it was unused. The Hand offered him a chance to outdo Asuka. The Hand of Oni managed to construct a war ready mecha, named Devil's Paw. Sam immediately became the pilot of this war machine.

Sam is arrogant, pig-headed, but ultimately weak willed. As the Hand continues to manipulate him, it becomes harder and harder to keep his dreadful, and illegal, secret.



## Sam Alder

## Attributes

Physique	Great (+2)
Mind	Great (+2)
Willpower	Mediocre (-1)
Cool	Superb (+3)
Appearance	Fair (+0)

## Gifts

Contacts (Hand of Oni)  
 Danger Sense  
 Flunkies (kids at school)  
 Good Reputation (at school)  
 Keen Senses  
 Membership (Hand of Oni)  
 Natural Linguist  
 Patron (Hand of Oni)  
 Perfect Balance  
 Quick Reflexes, Wealth

## Wounds

Hurt	11
Very Hurt	22
Incapacitated	33
Dead	55
ODF / DDF	+9 / -5

## Faults

Enemy (Asuka)  
 Fear of Commitment  
 Filtered Reality (conditioning)  
 Greedy, Jealous (Asuka)  
 Melancholy, Obsessive (piloting)  
 Outlaw (if found out)  
 Over-Achiever, Over-Confident  
 Quick Temper, Secret  
 (Hand's pilot)  
 Stubborn, Vow (Hand loyalty)

## Skills

Brawling	Great (+2)
Climbing	Good (+1)
Computers	Good (+1)
Lang. (Eng.)	Great (+2)
Lying	Superb (+3)
Perception	Good (+1)
Persuasion	Good (+1)
Running	Great (+2)
Seduction	Great (+2)
Stealth	Good (+1)
Tracking	Good (+1)
Dodge	Great (+2)
Initiative (E)	Good (+1)
Maneuvering	Good (+1)
Melee Combat (H)	Superb (+3)
Piloting	Good (+1)

## Devil's Paw

## Attributes

Servo	Great (+2)
Gyro	Good (+1)
Comp	Fair (+0)
Build	Fair (+0)
Maintenance	Fair (+0)

Scale	Medium
Movement	40m/turn
Airborne	100m/turn

## Gifts

Extra Mobility  
 Extra Maneuverability  
 Untraceable Communications  
 Wingless Flight (2)

## Damage

Normal	30
-1	30
-2	30
Down	30
ODF / DDF	+8 / -3

## Faults

Blind Spot (behind)  
 Complicated Interface  
 (Sam is compatible)  
 High Upkeep  
 Unfortunately Unique  
 (big and red)  
 Vulnerable Spot  
 (power cable, back of neck)

## Weapons

**Devil's Hand (one per arm)**  
 Level 2: 40 damage  
 • Connected (10 meters)  
 • Melee  
 • Stalled Fire

# SUPERS DONE SUPERBLY (TIGHTS OPTIONAL)

In **World of Heroes: Baghdad, Moscow, Tokyo**, we take a look at the superhero culture of three very different world cities. From the super-sorcery and ancient mysteries of Baghdad, where the ethical superhero must confront the problem of whether to support the oppressive Saddam Hussein regime or risk deadly retaliation, to corrupted Moscow where everything is available for a price - and all too many are willing to pay, to celebrity-starved Tokyo where the superhero is the ultimate pop idol, this first book in the **World of Heroes** series presents challenges that have never been seen before in the superhero RPG genre.

On a less serious note, in the aftermath of the **Blowing Up of Things**, **Lady Pain** hilariously terrorizes Seraphim City. What do you do when a 400-year-old master supervillainess acts like a boy-crazy teenager - and latches onto YOU as her latest crush? Join the overmatched police, the not-very-bright superheroes of Seraphim city, or any number of people trying to come to grips with the manga-inspired insanity wrought by the deprivations of **Lady Pain**!

Seraphim guard's first entry into the superhero genre is powered by the popular M&M Superline engine. For more on these great new products, check out <http://www.seraphimguard.com>



## BACK - AND BETTER THAN EVER!

Two years ago, HeartQuest introduced true shoujo gaming to the world of roleplaying and nothing has been the same since. Now, with **HeartQuest Classic**, the original and best shoujo manga RPG is back, better and more emotionally powerful than ever!

Fans of the original HeartQuest will love this completely revised, clarified and expanded edition. All the favorites are here, plus two never-before-seen shoujo campaigns that stretch the genre to its limits. New rules for supernatural powers and spellcasting add detail and clarity while retaining the flexibility that is this game's trademark. The book is chock-full of brand new art from old favorites and talented newcomers whose work will be shaping the face of HeartQuest for years to come.

Clean in play, direct in execution and as beautiful as the comics from which it drew its inspiration, **HeartQuest Classic** will steal your heart too!

Coming soon from Seraphim Guard! Check <http://www.seraphimguard.com> for the latest information - don't forget to drop by Mailing List Central and join the HeartQuest mailing list for the latest updates!

VISIT US AT [WWW.SERAPHIMGUARD.COM](http://WWW.SERAPHIMGUARD.COM)



# THE DUEL AWAITS



Masters of combat, their bodies and souls tuned to the peak of fighting perfection, await in the new roleplaying game **Arena Gods** from Seraphim Guard!

Design your own unique fighter or model your favorite console warrior. Then send them out into the arena against their equals in combat power - and face drama, love and adventure outside the ring! Your favorite fighting game comes to life as never before, in a way that only Seraphim Guard can bring it to you!

Coming soon - watch <http://www.seraphimguard.com> for more information and join the mailing list for all the latest updates.

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# ROMANCE, ANGST...

## AND REALLY

## BIG ROBOTS

Mecha have been a part of shoujo for a long time, and now mecha are coming to your HeartQuest game with Steel Roses!

The complete mecha rules for the HeartQuest system enables you to build any vehicle, mecha or spacecraft you can imagine with unparalleled flexibility. Build an AI-controlled robot with a mind - and soul - of its own. Then try to control it...

Features the sample campaign Asuka Dangerous!, in which a teenage heroine and her friends defend the town against mecha-raiders, including... her first love? Inner conflict and exciting action drive this spectacular campaign!



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