

MECHA WORLD

A PtbA RP System—with Mecha!

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1 Introduction

1.1 Foreword

1.2 Influences

- Kakumeiki Valvrave
- Code Geass
- Tengen Toppa Gurren Lagann
- Front Mission
- Mobile Suit Gundam

2 Stats

The base of any RP is the stats. I wanted to cut a fine compromise between the simplicity of, say, Apocalypse World's 5: Cool, Hard, Hot, Smart, and Weird, while still getting the coverage of Mekton Zeta's 9. With that in mind, Mecha World uses the following stats:

2.1 Cool

With a "Cool" stat existing in both Apocalypse World and Mekton Zeta, it seemed silly to not include it here. Cool symbolises how a character deals with pressure. A Cool character walks out into bulletstorms fearlessly, and take the vilest insults without batting an eye. An Uncool character can most often be found cowering in fear, being reduced to tears, or not getting in the goddamn robot, Shinji.

2.2 Talk

You may walk the walk, but can you do this? Talk represents how well a character can communicate, whether that be rousing speeches, witty comebacks, or pep talks. A Talkative character can inspire the masses to their cause, humiliate opponents in battles of wits, or brief an entire squadron. An untalkative character misses key details in their explanations, accidentally insults people they're trying to inspire, or thinks of the perfect retort five days later in the shower.

2.3 Hard

Another stat stolen from Apocalypse World, Hard represents a character's strength and build. Can your character karate chop a pile of bricks clean in two? Do do they eat raw eggs for breakfast, and cow pie for lunch? Do they have to buy two seats at the cinema? Then they're probably a Hard character. If your character eats cup ramen three times a day, faints when struck by falling sunbeams, and doesn't know their hack squats from their hyper extensions, they probably have a low score in this stat.

2.4 Fast

The counterpart to Hard among the physical stats, Fast represents a character's running speed and manual dexterity. A fast character may be an Olympic athlete, a ninjutsu master, or even a world-record holding Rubik's cube solver. Slow characters have trouble getting out of bed in the morning, struggle to keep their balance or footing, and react to dangerous situations a little too late.

2.5 Tech

In a darkened room, the curtains drawn, green text adorns a black background of a glowing computer screen. Such is the lifestyle of your typical Techie character. If you want to fix or augment your mecha with cool prototype weapons, hack your opponent's automated defenses to take out their base without getting out of your comfy chair, or create a GUI interface in Visual Basic to back-trace a caller's IP address, choose a high score in this stat. Non-technical characters will be relegated to padded cockpits with single buttons, lest they accidentally set off the alarms whilst trying to force a door open, or cut the wrong wire attempting to defuse a homemade bomb.

2.6 Plan

Have you ever walked into a room and forgotten what you came in for? Is your cockpit's monitor adorned with post-its of your various passwords? Do you often find yourself unable to react when the floor is blown out from under your feet by improvised explosive devices? If so, you probably don't have a high Plan score. Planners act fast, and they act with precision. They can make a squadron of 4 soldiers seem like a dozen to the enemy, deduce the keycode to a locked door by the pattern of grime on the keys, or reveal to their enemies that all their weaponry has been disabled from the start. They set up the dominoes, then knock them all down like a house of cards. Checkmate.

3 Moves

The moves are the blood of a PtbA game, and they keep the game, well, moving. Any move consists of a trigger, and an action. A success generally means the player gets their desired outcome, a partial success is still a success, but a slightly worse overall outcome, and a miss means the GM can make a move.

Class- and Mecha-specific moves will be treated in their own sections, so the basic moves accessible to everyone (human or giant robot) will be detailed here.

3.1 Basic Moves

3.1.1 Brawl

When you **trade blows or blades with someone**, Roll+Hard

- On a 10+, deal your damage to the enemy and choose one:
 - Deal an extra 1-harm
 - Avoid their attack
- On a 7–9, deal your damage to the enemy but they also attack you

Brawl is for dealing with ruffians in melee when diplomatic negotiations break down. Taking someone by surprise or attacking a helpless enemy isn't Brawl; you just deal your damage.

Example

GM: Hiroshi, at your words the guard silently removes his sunglasses, puts them in his pocket, and gets down into a fighting pose. It looks like he's not going to let you pass unless it's over his dead body.

HIROSHI: That can be arranged. I launch a haymaker at him.

GM: Sounds like a brawl to me. Roll+Hard.

HIROSHI: 11. Damn straight. I'll avoid the counterattack.

GM: Sure. As you rush towards the guard he aims a fist at you, but it whizzes past your ear as your punch smacks him in the face. He staggers backwards, surprised.

HIROSHI: "Are you going to let me pass now, or do I have to give you another lesson?"

GM: “Hmm, not bad,” the guard replies, as he retrieves the stun baton off his belt, “but it’ll take more than that to beat me!” He gives it a flick and it extends, crackling with electricity. What do you do?

3.1.2 Lookout

When you **protect a person, group, object or location from the enemy**, Roll+Fast

- On a 10+, hold three
- On a 7–9, hold one

Spend your hold 1-for-1 on the following effects when your protectee comes under fire:

- Deal damage to the enemy
- Divert the enemy’s attention to yourself
- Give 1-armour to the attack’s target, or retain hold of it

3.1.3 Aim

When you **take a moment to aim carefully before pulling the trigger**, Roll+Plan

- On a 10+, deal your damage to a single target
- On a 7–9, deal your damage but choose one:
 - It’s only a glancing shot: –1-harm and they’re still alive.
 - It’ll take time, the target gets to do something first.
 - You have to take a few shots, which may hit unintended targets.

Aiming is the most conservative method of fighting at range, as well as how you use single-action and thrown weapons. Note this move is triggered even if the enemy is unaware of you. Aiming is hard, you know.

3.1.4 Burst

When you **empty the clip and let the bullets fall where they may**, Roll+Cool

- On a 10+, deal your damage, split among any number of targets in range
- On a 7–9, deal your damage, but you hit something you shouldn’t have. The GM will tell you what.

You don't need to be a better shot, you just need to fire more bullets! Full-auto weapons are hard to control, and unless you're military trained, which most people aren't, this is how you'll be racking up that ammo bill with them. It also goes for semi-auto weapons, if you feel like hurting everything in the room except you.

3.1.5 Persevere

When you **do something in a stressful situation**, Roll+Cool

- On a 10+, you do it.
- On a 7–9, you flinch, hesitate, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

Ganbare! You must Persevere when the situation really doesn't look good for you. You don't usually have to persevere just to do something in a combat situation, unless the stakes are really high.

Example

GM: You rush into the room in which Princess Amelia is supposedly held. Looks like your intel was accurate; she's here. However, so is the evil Count Draconis, with an arm around her neck and a gun to her head. "Step back, you fools!" he bellows, "You wouldn't want anything to happen to the young princess here, would you?"

LEVALLIER: What a coward! I'll draw my pistol and take him out before he has a chance to harm her.

GM: Hmm, okay. Well, I'd say you're acting under fire. You can't risk harming the princess. Roll+Cool, if you please.

LEVALLIER: Fair enough. 11.

GM: Nice. You whip out your pistol and point it straight at him. He looks shocked—he wasn't expecting you to be so brazen, and he moves his gun away from the princess to train it on you. Give us an Aim roll and let's see how dead he is.

3.1.6 Bargain

When you **strike a deal with someone**, Roll+Talk

- On a 10+, they'll hold up their end of the bargain, and expect you to do the same.

- On a 7–9, they want to see you keep your promise first, or at least concrete assurance that you will.

3.1.7 Fast Talk

When you **make something up on the spot**, Roll+Talk

- On a 10+, everyone believes you.
- On a 7–9, you raise suspicion, but people go along with you, for now.

Example

GM: Sanya, as you pass through this door, you gently bump into a guard coming the other way. “What are you doing here?” he asks, “This is a restricted area.” He has his hand on his rifle.

SANYA: “I was just looking for the toilets, and I somehow got lost.” I giggle and bump my fist to the side of my head. “Tehehe!”

GM: Very convincing. Roll+Talk, please.

SANYA: 7.

GM: “Is that so?” He has his suspicions. “In that case, I’ll escort you back to the visitors’ area. Please come with me.” He grabs your shoulder roughly and starts walking.

SANYA: Tsk. Now I’ve got to shake this guy somehow...

3.1.8 Dash

When you **try to evade a danger or get somewhere quickly**, Roll+Fast

- On a 10+, you’re fast enough.
- On a 7–9, you make it, but your hesitation costs you. You leave something behind, or end up in a vulnerable spot, GM’s choice.

3.1.9 Flashback

When you **think back to an incident in your past that’s relevant to the matter at hand**, Roll+Plan

- On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation.

- On a 7–9, the GM will only tell you something interesting—it’s on you to make it useful.

The GM might ask you “How do you know this?” Tell them the truth, now.

3.1.10 Situational Analysis

When you **stop to take in or investigate your surroundings**, Roll+Plan

- On a 10+, ask the GM 3 questions from the list below.
- On a 7–9, ask 1.

Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who’s really in control here?
- What here is not what it appears to be?

3.2 Special Moves

3.2.1 Intermission

When you **settle in to rest and maintain your mecha**, restore all depleted Mecha Items. You may also change the type of one of them. If you leveled up, take care of that. When you wake from at least a few uninterrupted hours of sleep heal damage equal to half your max HP.

3.2.2 Source Parts

When you **browse a store’s catalogue for mundane mecha parts, personal items, or repairs**, you can get it for market price.

3.2.3 Rare Parts

When you **make a request to a store for rare mecha parts**, Roll+Talk and describe what you’re looking for

- On a 10+, they happen to have it in, or the nearest thing that exists, and you can have it for the right price
- On a 7–9, they have it, or can get it, but there’s a catch. The GM will choose one:
 - It costs a lot.
 - It’s not quite what you wanted.
 - It comes with strings attached, or a favour owed.

3.2.4 End Of Session

When you **reach the end of the session**, answer the following three questions as a group

- Did we learn something new and important about the world?
- Did we overcome a notable enemy?
- Did we meet an interesting character?

For each “yes” answer everyone marks experience.

4 Classes

4.1 Champion

What do the people of Mecha World do when they're lying face-down in the dirt? When their dreams are shattered by cruelty, and when all hope turns to despair, to whom do they turn? They need someone to show that all is not lost, that fighting back is still possible. They need someone to show that if you cut them, they will bleed. They need someone like you.

Nothing is impossible. You will make your friends understand that. You will prove it. Whatever they say your chances are, if you keep your chin up, and inspire others to do the same, you can overcome any obstacle. That's what you believe, right? Let's put it to the test.

4.1.1 Look

Choose one for each:

Determined Eyes, Friendly Eyes, or Relaxed Eyes

Wild Hair, Tidy Hair, or Bandana

Casual Clothes, Revealing Clothes, or Military Dress

4.1.2 Stats

Choose one set:

- Cool+2 Talk+1 Hard+1 Fast+1 Tech-2 Plan+1
- Cool+2 Talk+2 Hard-1 Fast-1 Tech-1 Plan+1
- Cool+2 Talk+1 Hard=0 Fast+1 Tech=0 Plan-1
- Cool+2 Talk=0 Hard+2 Fast=0 Tech-1 Plan-1

Your Max Health and Max Load are both $8 + \text{Hard}$.

4.1.3 Philosophy

Choose one:

Yin: Demoralise enemies by defeating their leader.

Yang: Endanger yourself to protect someone weaker than you.

4.1.4 Introductions

At the start of the first session, or when a new character joins, go round for introductions. When you introduce your character, answer the following questions out loud:

- What do you look like? What impression does that give?
- What do people think you're like? What about after they talk to you for five minutes?
- In what way is people's first impression of you wrong or not quite the full story?

Then ask the following of one the other characters:

- "Which one of you is always relying on me?" Whoever answers, offer that player 1-interest.

Tell the others 0-interest.

After each other character's introduction:

- Choose one and tell them "I feel like you need the most support." Your interest in them is 1 more than whatever they offer you.
- You'll always listen to your comrades. Your interest in the others is 1 more than whatever they offer you.

4.1.5 Starting Moves

You start with four moves from the ones below:

4.1.6 Inspire

When you **lead the attack against a foe**, those you lead take +1 forward and +2 armour forward.

4.1.7 Pep Talk

When you **give advice to another player's character**, tell that player what you think they should do. They get +1 forward when following your advice and you each mark experience if they do.

4.1.8 Do The Impossible

At the start of the session, hold 1. Spend your hold when a player misses a roll to treat that roll as a 10+ instead.

4.1.9 If It Bleeds

When you **deal damage**, choose an ally, that ally gets +1 forward and +1-harm forward against your target

4.1.10 Mano a Mano

When you **issue a challenge to a single enemy**, Roll+Talk

- On a 10+, They attack only you, and only they attack you.
- On a 7–9, Choose one: They attack only you, or only they attack you.

4.1.11 Caretaker

When you **watch over a friend**, you may roll+ your interest in them rather than +Fast

4.1.12 Equipment

You have:

- A medical kit.
- A worn but cherished photograph of _____.

4.1.13 Improvement

- get +1 Cool (max +3)
- get +1 Talk (max +2)
- get +1 Hard (max +2)
- get +1 Fast (max +2)
- get +1 Tech (max +2)
- get +1 Plan (max +2)

- get a new Paragon move
- get a new Paragon move
- get a move from any class
- get a move from any class

4.2 Disciple

4.2.1 Look

Choose one for each or write your own:

Determined Eyes, Bored Eyes, Eager Eyes, or _____.

Wild Hair, Neat Hair, Shorn Hair, or _____.

Training Clothes, Casual Clothes, Formal Clothes, or _____.

4.2.2 Stats

4.2.3 Philosophy

Choose one:

Yin: Defeat a worthy opponent.

Yang: Put yourself in harm's way.

4.2.4 Introductions

At the start of the first session, or when a new character joins, go round for introductions. When you introduce your character, answer the following questions out loud:

- What do you look like? What impression does that give?
- What do people think you're like? What about after they talk to you for five minutes?
- In what way is people's first impression of you wrong or not quite the full story?

Then ask the following of one of the other characters:

- "Which one of you have I fought?" Whoever answers, offer that player 1-interest.

Tell the others 0-interest.

After each other character's introduction:

- Choose one and tell them "I think you're the weakest." Your interest in them is 2 regardless of what they offer you.
- Choose one and tell them "I want to impress you." Your interest in them is 1 more than whatever they offer you.

4.2.5 Starting Moves

4.2.6 Oath

You have sworn to train your body and mind to perfection. Choose an Oath:

- To never let anyone humiliate you again. When you suffer harm, suffer 1 less harm.
- To never let your friends come to harm. When a nearby ally would suffer harm, you can impose yourself and suffer the harm instead.
- To become a force to be reckoned with. When you inflict harm, inflict 1 more harm.

4.2.7 Battlefield Psychology

When you **put someone's combat skills to the test without harming them**, Roll+Cool

- On a 10+, ask their player any one question. They must answer truthfully.
- On a 7–9, As 10+, but they get to ask you a question as well. Tell them the truth, now.

4.2.8 Full Force

When you **succeed a Brawl with a 10+**, you may choose both options.

4.2.9 Equipment

Choose one:

- Training Weapon
- Training Gloves

4.3 Hikikomori

What was that noise? Is someone there? Maybe if you're quiet enough, they'll think you're not in. You shun outside contact. Friends only ever let you down. To support yourself, here, with your own two hands is enough. Well, in addition to the food your nice older sibling leaves outside your door.

The gentle hum of the machinery, the moonlight streaming in through the viewing port. This is the life. Solitude is not loneliness; that's what the others don't understand. Always asking what's wrong. They'll never understand you. Not like you do.

4.3.1 Look

Choose one for each:

Tired Eyes, Calculating Eyes, Hair Over Eyes, or _____.

Scruffy Hair, Long Hair, Covered Hair, or _____.

Tracksuit, T-shirt and Jeans, Pyjamas, or _____.

4.3.2 Stats

Choose one set:

- Cool+1 Talk-2 Hard-1 Fast+1 Tech+2 Plan+2
- Cool-1 Talk+1 Hard=0 Fast=0 Tech+2 Plan+1
- Cool+1 Talk-1 Hard+2 Fast-1 Tech+2 Plan-1
- Cool=0 Talk=0 Hard-2 Fast+2 Tech+2 Plan+1

4.3.3 Philosophy

Choose one:

Yin: Wait out a calamity by hiding.

Yang: Open up to somebody.

4.3.4 Introductions

At the start of the first session, or when a new character joins, go round for introductions. When you introduce your character, answer the following questions out loud:

- What do you look like? What impression does that give?
- What do people think you're like? What about after they talk to you for five minutes?
- In what way is people's first impression of you wrong or not quite the full story?

Then ask at least one of the following of the other characters:

- "Which one of you is basically my guardian?" Whoever answers, offer that player 1-interest.

Tell the others –1-interest. You tend to make others uncomfortable.

After each other character's introduction:

- Choose one and tell them "I think you're the coolest." Your interest in them is 2 regardless of what they offer you.
- You prefer to be alone. Your interest in the others is 1 less than whatever they offer you.

4.3.5 Starting Moves

You start with four moves from the ones below:

4.3.6 Security Expert

When you **attempt to overcome network security**, Roll+Tech

- On a 10+, choose three:
 - You learn something useful.
 - You disable something.
 - You plant false information.
- On a 7–9, choose one:
 - Your intrusion is undetected. Otherwise, they know you were there but not what you did.

4.3.7 Trapper

You've mastered the art of turning electrical devices into dangerous and useful traps. Choose three traps from the list below. When you have time to build and a safe place, deplete one Tech Item and produce one of each of the traps you chose. When you build a trap, choose a trigger from the ones available for that trap. Timed traps go off after a certain amount of time that you specify when you set it. Proximity traps go off when someone approaches the trap, doesn't matter who. Static traps do not trigger, their effects are always active once set.

- | | |
|-----------------------------------|---|
| • Alarm (timed, proximity) | Produces a loud noise. |
| • Stun (proximity) | Shocks a person unconscious. |
| • Hazard (static) | Makes a chokepoint, like a doorway, impassable. |
| • Paralysis (proximity) | Stops a person or group from moving. |
| • Incendiary (timed) | Starts a fire. |
| • Poison (proximity) | Delivers a slow-acting but lethal poison. |
| • Bomb (timed, proximity) | Causes an explosion. |
| • Camera (static) | Allows you to remotely observe the area. |

4.3.8 Frequent Poster

When you **put out word about something you want or need**, Roll+Tech if you post on the Internet, or Talk if you ask around

- On a 10+, Someone has it, just for you.
- On a 7–9, You'll have to settle for something close or it comes with strings attached, your call.

4.3.9 Background Check

When you **research a person**, Roll+Tech if you use the web, or Talk if you ask around

- On a 10+, ask the GM 3 questions from the list:
- On a 7–9, ask 1:
 - Whom do they serve?
 - Where are they now?

- What are they famous for?
- How are they weak to me?
- How can I get them to _____?

4.3.10 Killer Rabbit

You seem totally unthreatening. People let their guard down around you and never consider you a danger until you give them a reason to.

4.3.11 Spread the Word

When you **post about your recent exploits online**, roll...

- +1 if you recently defeated a notable foe.
- +1 if you recently publicised some major intrigue.
- +1 if you recently acquired an important item.
- On a 10+, choose 2,
- On a 7–9, choose 1:
 - An important figure wants to meet with you.
 - You hear of an opportunity.
 - Choose a location. The people there idolise you.
 - You don't draw unwanted attention to yourself.

4.3.12 Equipment

You get:

- A concealable weapon for self-defense. A hand taser or a kitchen knife, perhaps.
- A heavily customised laptop
- An item which affords you emotional security.

4.3.13 Improvement

- get +1 Cool (max +2)
- get +1 Talk (max +2)

- get +1 Hard (max +2)
- get +1 Fast (max +2)
- get +1 Tech (max +3)
- get +1 Plan (max +2)
- get a new Hikikomori move
- get a new Hikikomori move
- get a Techie move
- get a Bodyguard and **Command**

4.4 Spy

Cast your eyes around at the others. Do they suspect your true motivation? Would they still treat you the same if they knew? If they knew of your midnight rendezvouses or your encrypted calls; if they knew of your mission, if they knew what you'd done, what would they think?

You look into their unsuspecting eyes, you laugh at their jokes, and then you lie to their faces. Do you applaud their successes? Do you cheer for their good fortune? When they die, do you shed tears? For you, the mission is paramount. Are your companions any more than simply a means to that end?

4.4.1 Look

Choose one for each:

Bored Eyes, Determined Eyes, or Shifty Eyes.

Neat Hair, Slick Hair, or Extravagant Hair

Concealing Clothes, Revealing Clothes, or Formal Wear.

4.4.2 Stats

Choose one set:

- Cool-1 Talk+2 Hard-1 Fast-1 Tech+1 Plan+2
- Cool+1 Talk+2 Hard=0 Fast-2 Tech+2 Plan=0
- Cool+1 Talk+2 Hard-1 Fast=0 Tech=0 Plan+1
- Cool+1 Talk+2 Hard+1 Fast-1 Tech+1 Plan-1

Your Max Health and Max Load are both $6 + \text{Hard}$.

4.4.3 Philosophy

Choose one:

Yin: Decieve somebody.

Yang: Share information with the party.

4.4.4 Introductions

At the start of the first session, or when a new character joins, go round for introductions. When you introduce your character, answer the following questions out loud:

- What do you look like? What impression does that give?
- What do people think you're like? What about after they talk to you for five minutes?
- In what way is people's first impression of you wrong or not quite the full story?

Then ask at least one of the following of the other characters:

- "Which one of you is my accomplice?" Whoever answers, offer that player 1-interest.

Tell the others –1-interest. You can't risk people finding out about you.

After each other character's introduction:

- You're a good judge of character. Your interest in them is up to 1 different to whatever they offer you, your call.

4.4.5 Starting Moves

You start with **Agency**, **Mission**, and **Call For Support**. Choose one more move from the others below:

4.4.6 Agency

You take your orders from a shadowy government or private agency.

Choose your Agency's field:

- Security (task: to protect interests)
- Environmentalism (task: to purify)
- Public Relations (task: to (mis)inform)
- Corporate (task: to profit)
- Journalism (task: to blackmail)

Choose 2 strengths and 1 weakness from the list below:

- Influence (influential/ignored)
- Money (wealthy/underfunded)

- Force (militaristic/pacifistic)
- Knowledge (omniscient/naive)

The Agency requires you to keep the fact you work for them a secret. At the end of each session, ask the following of each player whose character is not an accomplice. The GM picks an NPC and answers once on their behalf, and is never an accomplice.

“Does your character know my true nature?”

If a player answers “Yes”, and explains how they found out, they mark experience and become an accomplice.

For each “No” response, mark experience.

4.4.7 Mission

The Agency has given you a mission. Choose its objective:

- Destroy or kill _____. (disaster: they get too powerful)
- Obtain or steal _____. (disaster: it falls into the wrong hands)
- Protect _____ from attackers or kidnappers. (disaster: they’re gone)
- Discover the truth about _____. (disaster: the case is frozen)

At the start of each session, the GM will give you a task to complete relating to the mission:

If you complete it, get 3 万, or 4 万 if it lead to the success of the mission. If you fail to complete it by the session end, mark one slip-up. Three slip-ups means disaster strikes.

When the mission is completed, mark experience and choose a new mission.

4.4.8 Call For Support

When you **contact the Agency to request assistance**, tell the GM what you want to achieve. The Agency will always give you support, but the GM will choose up to two from the following list, up to one if the request is covered by one of the Agency’s strengths, or up to three if it is covered by their weakness.

- It’ll take time.
- It’s not quite what you asked for.
- It’ll cost you.
- First you’ll need to _____.

4.4.9 Gadgets

When you **reveal a mundane item in your possession to be a hidden gadget**, Roll+Tech

- On a 10+, it's just what you needed. Treat the mundane item as a Tech Item or single-use knockout weapon.
- On a 7–9, it works, but choose one:
 - It's been damaged and is less effective.
 - It has an unexpected side-effect.
 - It's only effective under a certain condition, the GM will say what needs to be done.

4.4.10 Concealed Carry

No level of examination will ever reveal any items you are hiding on your person.

4.4.11 Pathological Liar

When you **bend the truth, tell a white lie, or provide alternative facts**, take +1 forward.

4.4.12 Equipment

You get:

- Silenced 9mm (2-harm, hand, close, semi-auto, 1 weight)

4.4.13 Improvement

- get +1 Cool (max +2)
- get +1 Talk (max +3)
- get +1 Hard (max +2)
- get +1 Fast (max +2)
- get +1 Tech (max +2)
- get +1 Plan (max +2)
- get a new Spy move

- get a new Spy move
- get a move from any class
- get a move from any class

4.5 Tactician

How do you see the battlefield? Not just as the chaos of gunfire and explosions, but as something more...concerted. You see the intention behind every bullet, the desperation behind every swing. When you look into the eyes of your enemies, you see their plans, motives, and weaknesses laid bare.

When you turn those eyes upon your friends, what do you see? Do you reduce them in your mind down to a list of strengths and weaknesses, opportunities and threats? They each have their part to play in your plan. Let's hope you haven't missed anything.

4.5.1 Look

Choose one for each: Determined Eyes, Calculating Eyes, or Bored Eyes.

Neat Hair, Messy Hair, or Styled Hair.

Military Garb, Casual Clothes, or Formal Wear

4.5.2 Stats

Choose one set:

- Cool=0 Talk+2 Hard-1 Fast-1 Tech=0 Plan+2
- Cool=0 Talk+1 Hard=0 Fast-2 Tech+2 Plan+2
- Cool+1 Talk+1 Hard-1 Fast=0 Tech=0 Plan+2
- Cool+1 Talk=0 Hard=0 Fast-1 Tech+1 Plan+2

Your Max Health and Max Load are both $4 + \text{Hard}$.

4.5.3 Philosophy

Choose one:

Yin: Kill someone to tie up loose ends.

Yang: Avoid an unnecessary death.

4.5.4 Introductions

At the start of the first session, or when a new character joins, go round for introductions. When you introduce your character, answer the following questions out loud:

- What do you look like? What impression does that give?
- What do people think you're like? What about after they talk to you for five minutes?
- In what way is people's first impression of you wrong or not quite the full story?

Then ask at least one of the following of the other characters:

- "Which one of you evidently distrusts me?" Whoever answers, offer that player 1-interest.
- "Which one of you do I consider the most capable?" Whoever answers, offer that player 1-interest.

Tell the others 0-interest.

After each other character's introduction:

- Choose one and tell them "I've been studying you closely for some time." Your interest in them is 2 regardless of what they offer you.
- Choose one and tell them "I consider you unpredictable." Your interest in them is 2 regardless of what they offer you.
- You've done your homework. Your interest in the others is 1 more than whatever they offer you.

4.5.5 Starting Moves

You start with **Bodyguard** and **Command**, plus two moves from the others below:

4.5.6 Bodyguard

You have a bodyguard: a loyal protector who will serve you to the death. Name them and give them a one-line description.

Choose a base:

- Training +2, Cunning +1, 1 Armour, Humanity +1
- Training +2, Cunning +2, 0 Armour, Humanity +1

- Training +1, Cunning +2, 1 Armour, Humanity +1
- Training +3, Cunning +1, 1 Armour, Humanity +2

Choose as many strengths as their Training:

Fast, burly, calm, intimidating, perceptive, stealthy, ferocious.

Your bodyguard protects you from attackers. Choose as many additional trainings as their Cunning:

Search, scout, guard, gather information, repair, work for money, teach.

Choose as many weaknesses as their Humanity:

Cowardly, insane, scarred, oblivious, ambitious, stubborn, lame.

4.5.7 Command

As well as protecting you from attackers, your bodyguard can also attack targets for you. When you **use your bodyguard as a weapon**, Roll+Cunning for any moves triggered instead of whatever that move demands. Your bodyguard inflicts harm equal to their Training.

Otherwise, when you work with your bodyguard on something they're trained in:

- and you attack the same target, add their Training to your damage.
- and you take damage, add their armour to your armour.
- and you put your heads together, add their Cunning to any roll you make.

4.5.8 Best-Laid Plans

When you **start the session**, Roll+Plan

- On a 10+, hold 3
- On a 7–9, hold 2
- On a 6 or less, hold 1, plus whatever the GM says when you spend it

You may spend your hold 1-for-1 at any time during the session to have one of the following effects occur, either because you planned it or by pure luck:

- One weapon is disabled or broken.
- One object explodes.
- You come across a needed item.

4.5.9 Mission Briefing

When you **explain your plan to the other players**, Roll+Talk, describing up to 3 details.

- On a 10+, the plan is foolproof, and fills your comrades with hope: everyone present takes +1 forward now, and again when sticking to the plan.
- On a 7–9, the plan is sound: everyone present takes +1 when sticking to it.

4.5.10 Attention to Detail

When you **analyse a situation or try to figure someone out**, you are not restricted to the questions on the list.

4.5.11 Move 6 Placeholder

4.5.12 Equipment

You get:

- Service Pistol (2-harm, hand, close, semi-auto, loud, 1 weight)
- 1 Tech Item (1 weight)
- 1 Explosives Kit (3 uses, 1 weight)
- 3 Tactical Grenades (0 weight)

4.5.13 Improvement

- get +1 Cool (max +2)
- get +1 Talk (max +2)
- get +1 Hard (max +2)
- get +1 Fast (max +2)
- get +1 Tech (max +2)
- get +1 Plan (max +3)
- get a new Tactician move
- get a new Tactician move
- get an Agency, **Mission**, and **Call For Support**

- get a Paragon move

4.6 Veteran

You're not like the others, are you? They all fight for something, or maybe it's more accurate to say they all still have something worth fighting for. What do you have? A klunky piece-of-shit gun, battered body armour, and a hell of a lot of history.

How many people have you killed? Do you still remember each of their faces? Of course you fucking don't. Whatever humanity you had went out the window a long time ago. You're little more than machine now. Even the mecha are more human than you are.

4.6.1 Look

Choose one for each:

Dead Eyes, Hard Eyes, or Bored Eyes

Military Gear, Concealing Clothes, or Casual Wear

4.6.2 Stats

Choose one set:

- Cool+2 Talk-2 Hard=0 Fast=0 Tech+1 Plan+2
- Cool+2 Talk-1 Hard+1 Fast=0 Tech+1 Plan=0
- Cool+2 Talk-1 Hard=0 Fast+1 Tech=0 Plan+1
- Cool+2 Talk=0 Hard+1 Fast=0 Tech-1 Plan+1

Your Max Health and Max Load are both $8 + \text{Hard}$.

4.6.3 Philosophy

Choose one:

Yin: Cause a massacre.

Yang: Open up to somebody.

4.6.4 Introductions

At the start of the first session, or when a new character joins, go round for introductions. When you introduce your character, answer the following questions out loud:

- What do you look like? What impression does that give?
- What do people think you're like? What about after they talk to you for five minutes?
- In what way is people's first impression of you wrong or not quite the full story?

Then ask at least one of the following of the other characters:

- "Which one of you knew me before I lost my humanity?" Whoever answers, offer that player +1-interest.
- "Which one of you has seen me at my worst?" Whoever answers, offer that player -1-interest.

Tell the others 0-interest.

After each other character's introduction:

- You try not to get too attached. Your interest in them is 1 less than whatever they offer you.

4.6.5 Starting Moves

You start with four moves from the ones below:

4.6.6 Trigger Discipline

You never hit unintended targets with a weapon. You cannot pick options that explicitly cause this to happen, and if a move tells you that you hit unintended targets, ignore it.

4.6.7 Deathwish

When you **walk out into a storm of bullets**, Roll+Cool

- On a 10+, Deal damage to all visible targets in range.
- On a 7-9, Choose a number of visible targets in range. Deal your damage to them, then take that many harm.

4.6.8 Breach and Clear

When you **make an explosive entry into a hostile area**, Roll+Plan

- On a 10+, Deal damage to all visible targets in range.
- On a 7–9, as 10+, but there was something unexpected on the other side. The GM will tell you what.

4.6.9 Stone Cold

You never have to **Persevere** to shoot someone, no matter how high the stakes.

4.6.10 Did I Break Your Concentration?

Shooting someone or one of their associates always counts as holding up your end of a **Bargain** with them.

4.6.11 Battlefield Instincts

When you **leap into battle, figuring things out as you go**, you may perform **Situational Analysis** as though you rolled a 7–9 on the move.

4.6.12 Equipment

You have an SMG (2-harm, close, full-auto, loud, 2 weight), choose 2 customisations:

- Silencer (–loud)
- Skeleton Stock (–1 Weight)
- AP Ammo (+1 piercing)
- Collapsible Stock (+hand)
- IR Scope (night vision)

You also have a pistol (2-harm, close, hand, semi-auto, loud, 1 weight), choose a customisation:

- Silencer (–loud)
- Revolver Action (+1-harm, single)
- AP ammo (+1 piercing)

You get:

- Bulletproof Vest (1 armour, 1 weight)
- 2 Stimpaks (0 Weight)
- 2 Explosive Kits (2 weight)
- 3 Tactical Grenades (0 weight)

4.6.13 Improvement

- get +1 Cool (max +3)
- get +1 Talk (max +2)
- get +1 Hard (max +2)
- get +1 Fast (max +2)
- get +1 Tech (max +2)
- get +1 Plan (max +2)
- get a new Operator move
- get a new Operator move
- get an Agency, **Mission**, and **Call For Support**
- get a Bodyguard and **Command**

5 Mecha

It wouldn't be Mecha World without mecha: the giant robots our heroes use to fight the bad guys—usually in weaker mecha.

Each class has their own unique mecha weapon and ability, but it's up to the group to decide how these are realised. Has each character had their mecha custom-built for them, or did the party come across them recently, conveniently geared up to match their strengths?

The stats of the mecha themselves reflect the strengths and weaknesses of their pilots, meaning rolls whilst in the mecha use the pilot's stats; even when it wouldn't seem to make sense. You might think, why does it matter how strong the pilot is when he's controlling fifty tonnes of hydraulics? This again can be reflected in the fiction. Perhaps the mecha have to be closely tuned to the capabilities of the pilot for optimal compatibility, or maybe the mecha are literally powered by the will or energy of the pilots themselves. (Think Spiral Power)

5.1 Mecha Items

Okay, so you have your mecha and its weapon, but the mecha's load capacity is much higher than that, right? The mecha has the same max load as the pilot, with a few important distinctions.

First off, they're clearly not in the same units. Giant robots can carry objects orders of magnitude heavier than people can. So people can't carry mecha-sized items, and mecha can trivially carry any number of human-sized items, within reason.

Secondly, whilst humans can overexert themselves to carry more than their max load (invoking the Encumbrance move), mecha are a bit more concrete in their abilities. Mecha can not usually carry above their max load.

But don't start calculating how many valuable relics or moon-rocks you can fill up on just yet. You're going to need all the surplus load you can get for Mecha Items. Your mecha's Mecha Items are chosen at character generation. When you stop for repairs, you can replenish your depleted Mecha Items, as well as optionally choose one to replace with a different type. Depleted or shed Mecha Items also weigh nothing, so you can free up space for all those oversized baubles your pilots can't carry.

The available Mecha Items (all 1 weight) are:

Defensive Measures: These are things like ablative shielding or anti-lock-on flares: passive items which prevent an attack from dealing damage. When you take damage, you can deplete as many of this item as you want to prevent harm 1-for-1.

Guided Missiles: Rather than being a separate weapon, mecha in Mecha World just have racks upon racks of HE missiles or similar packed into them. This item represents one salvo, which can be fired-and-forgotten to seek out the nearest enemy and deal 1-harm to them—provided, of course, that they don't evade the attempt with a Defensive Measure or some other ability.

Impulse Thrusters: These rockets expel a sizeable portion of propellant incredibly fast, exerting a considerable force that can be used to propel your mecha in a given direction, or other things away from you, depending on how hard you hold on to the ground. Unfortunately, their warm-up time makes them unsuitable for use in evasive manoeuvres.

6 Equipment

6.1 Money

The money used in the base Mecha World is the 万, pronounced “man”. It is equivalent to 10,000 ¥, or about \$100 or £50 at today’s exchange rates. Of course, your Mecha World can use barter, bottlecaps or galactic credits, whatever fits the fiction.

6.2 General Equipment Tags

- *Fused*: This item is integrated into the user’s body, and can not be removed at will.
- *Hi-Tech*: This item runs on electricity. As well as being harder to find or repair, EMPs will disable these items. Note that if an enhancement gives this tag, an EMP may not make the item completely useless. A Swordsmaster’s vibrating sword, for example, can still be used as a sword, just without the benefits the vibrating enhancement brings.
- *Loud*: Using this item makes a loud noise that may attract attention. Not for stealth missions.
- *Night Vision*: This item allows the user to see outside the normal spectrum of visible light, typically IR. As well as offering vision in darkness, this can also penetrate obstacles like smoke grenades.
- *Two-Handed*: This item requires two hands to be used effectively. Note this does not always mean the two hands need to be holding the item. A rapier, for example, may require the wielder to use their other hand as a counterbalance.
- *Valuable*: This item can be sold for a tidy sum, if you can find a buyer.

6.3 General Equipment List

Tech Item: 1 weight, 1 万. The exact specifications of the Tech Item are clarified at use time, but it could be anything from a IR beam sensor to a retinal scanner hacker.

Explosives Kit: 1 weight, 2 万, 3 uses. Reach into to the Explosives Kit and pull out something explosive. This could contain anything from frag grenades to remote-detonated C4 packs to anti-mecha land mines, but not reusable weapons like Rocket Launchers.

Tactical Grenade: 0 weight, 1 万. Chuck a tactical grenade to do something to your enemy aside from blowing them up. This might be stunning them with a flashbang, releasing a smokescreen, or disabling tech with a burst of EMP.

Stimpak: 0 weight, 1 万. Give yourself a quick shot in middle of a firefight and the mixture of stimulants and painkillers allows you to take more punishment, reducing your damage by 1. Not a permanent solution, so it only works once until the chemicals leave your system. So simple even the Brawler could use it!

First Aid Kit: 1 weight, 2 万, 3 uses. Allows the treatment of more severe wounds. Reduces a character's damage by 2, but takes more time to use.

6.4 Weapon Tags

- *n-harm*: This item inflicts n damage to an enemy. If a character's damage is larger than their hp, they die.
- *ns-harm*: This item inflicts n stun damage to an enemy. If the sum of a character's damage and stun damage is larger than their hp, they pass out.
- *n piercing*: Damage inflicted by this weapon treats the target's armour as n less.
- *Area*: This weapon's damage affects all nearby the target. Don't point into a brawl unless you don't like any of them.
- *EMP*: This weapon releases a burst of electromagnetic waves that temporarily fry anything electrical.
- *Fire*: This weapon ignites, melts, or welds things.
- *Ignores Armour*: Damage inflicted by this weapon treats the target's armour as 0.
- *Messy*: This weapon does damage in a particularly destructive way, ripping people and things apart.
- *Precise*: Rewards careful strikes. You use Fast to Brawl with this weapon, not Hard.
- *Versatile*: Affords a higher freedom of movement, for example, a snake sword or three-section staff. You use Hard to Flourish with this weapon, not Fast.

6.4.1 Range Tags

- *intimate*: The closest range, weapons with this range can only be used during serious violations of your personal space, such as if you are in a pile on the floor, if

you dodge an enemy's melee attack and get in close, or of course if you have them completely at your mercy.

- *hand*: This range indicates the range of swung weapons, typically swords. Think about 2 paces.
- *close*: This is the closest “ranged” range. Pistols, Shotguns, SMGs and Assault Rifles all use this range.
- *far*: This is outside the range of most personal firearms. Scoped Rifles mostly fall into this range.
- *distant*: Enemies at this range are barely visible. A high-powered rifle with stabilisation is required to even attempt a shot at this range. Either that or guided missiles.

6.4.2 Weapon Action Tags

- *single*: After firing this weapon a new round must be loaded into the chamber manually.
- *semi-auto*: After firing this weapon, the chamber is filled automatically, allowing for another consecutive shot.
- *full-auto*: Holding down the trigger on this weapon releases a burst of fire.

6.5 Weapon Examples

- Duelling Rapier (2-harm, 1 piercing, precise, hand, 1 weight, 1 万)
- Stun Baton (2s-harm, hand, 2 weight, 2 万)
- 9mm (2-harm, hand, close, semi-auto, loud, 1 weight, 2 万)
- Machine Pistol (1-harm, hand, close, full-auto, loud, 1 weight, 2 万)
- SMG (2-harm, hand, close, full-auto, loud, two-handed, 2 weight, 3 万)
- Assault Rifle (2-harm, close, semi-auto, full-auto, loud, two-handed, 2 weight, 4 万)
- Shotgun (3-harm, close, semi-auto, loud, messy, two-handed, 2 weight, 3 万)
- Rocket Launcher (4-harm, close, far, single, loud, messy, area, 3 weight, 4 万)
- Frag Grenade (4-harm, close, thrown, loud, messy, area)

6.6 Armour Tags

- n *armour*: Damage recieved while wearing this armour is reduced by n