Mecha World

An Apocolypse/Dungeon World-inspired RP System—with Mecha!

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1 Introduction

This document details a Dungeon World-like tabletop roleplay system for the mecha genre. The creation of this system was motivated by a number of problems faced while playing Mekton Zeta, notably:

- The amount of time and work required to create a mecha.
- Lack of roleplaying incentives
- Overwhelming rule complexity.

Conversely, when I played Dungeon World, I was impressed by its ability to integrate the fiction and roleplaying into the mechanics. I want to bring this playstyle to my Mekton Zeta campaign, and whilst creating a whole new system rather than being a better GM may seem like overkill, it will certainly be fun.

2 Stats

The base of any RP is the stats. I wanted to cut a fine compromise between the simplicity of, say, Apocolypse 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 Apocolypse 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 Apocolypse 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 athelete, 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 *-World 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 failure 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:
    - Force the enemy into a nearby danger
    - Avoid a counterattack
- On a 7–9, deal your damage to the enemy but receive a counterattack

3.1.2 Flourish

When you **execute a fancy combat technique**, Roll +Fast

- On a 10+, deal your damage to the enemy and avoid their attack
- On a 7–9, choose one:
    - Deal damage to your enemy
    - Avoid a counterattack

3.1.3 Burst

When you **spray and pray with an semi- or fully-automatic weapon**, Roll +Cool

- On a 10+, deal your damage to the enemy
- On a 7–9, choose two:
    - Deal damage to your enemy

- Don't hit any unintended targets
- Still have ammo in the gun
- On a 6 or less, choose one

3.1.4 Aim

When you **take aim and fire with a semi-auto or single-action weapon**, Roll +Plan

- On a 10+, deal your damage to the enemy
- On a 7–9, deal your damage but choose one:
  - You take what you can get: -1-harm
  - You have to displace to get a good shot
  - You draw unwanted attention

3.1.5 Hold Fast

When you **stand your ground**, Roll +Cool

- On a 10+, you maintain the status quo despite outside forces
- On a 7–9, choose two:
  - maintain the status quo
  - you don't take attrition
  - you don't lose something important
- On a 6 or less, choose one

3.1.6 Taunt

When you **make a snarky comment at someone**, Roll +Talk

- On a 10+, choose two:
  - you provoke them into making an error
  - you provoke them into revealing information
  - you don't provoke a retaliation
- On a 7–9, choose one

3.1.7 Defy

When you **make a last-ditch attempt to avoid a calamity**, pick the stat you are using. If you do it:

- By ignoring the danger, use Cool

- With quick talking, an inspiring word, or a witty retort, use Talk

- With a feat of strength or endurance, use Hard

- With lightning reflexes or speed, use Fast

- By using gadgets or technical knowledge, use Tech

- With a premeditated strategy or a bright idea, use Plan

Assuming you have time to react, Roll+Stat:

- On a 10+, you do what you set out to, the threat doesn't come to bear

- On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice

3.1.8 Jury Rig

When you **use a piece of equipment for something other than its intended purpose**, Roll +Tech

- On a 10+, you succeed

- On a 7–9, you succeed, but choose one:

    - you damage the equipment beyond repair

    - you set off a previously-unknown function of the equipment

    - you hurt yourself in the process

3.2 Special Moves

3.2.1 Encumbrance

When you **make a move while carrying weight**, you may be encumbered. If your weight carried is:

- Equal to or less than your load, you suffer no penalty

- Less than or equal to your load+2, you take -1 ongoing until you lighten your burden

- Greater than your load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail

3.2.2   Source Parts

When you **browse a store's catalogue for mundane mecha parts, personal items, or repairs**, Roll +Talk

- On a 10+, they have what you need, and you can get a good deal

- On a 7–9, they have what you need, for about what you expected

- On a 6 or less, they have what you need, but it costs more than you thought it would

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.

4 Classes

4.1 Operator

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.

4.1.1 Look

Choose one for each:

Dead Eyes, Hard Eyes, or Gleeful Eyes

Military Gear, Concealing Clothes, or Casual Wear

4.1.2 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+Hard.

4.1.3 Volley

When you **target multiple enemies with a single burst**, Roll +Cool

- On a 10+, Deal your damage to each enemy
- On a 7–9, Deal your damage to half the enemies, rounded down. The GM will tell you which ones
- On a 6 or less, as above, but you also may hit unintended targets

4.1.4 Deathwish

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

- On a 10+, Choose up to 3 visible enemies in range and make immediate consecutive attacks against them

- On a 7–9, Choose up to 3 enemies and make immediate consecutive attacks against them at the cost of taking 1-harm per target chosen

- On a 6 or less, Make an attack against 1 enemy but receive a counterattack

4.1.5 Breach and Clear

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

- On a 10+, Choose up to 3 visible enemies in range and make immediate consecutive attacks against them

- On a 7–9, Choose up to 2 enemies, but 1 from the following list

- On a 6 or less, Choose one enemy and two from the list:

    - Flying debris inflicts 1-harm with 1 piercing to you

    - There are more enemies than expected

    - You hit an unintended target

4.1.6 Equipment

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

- 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 its attachment:

- Silencer (−loud)

- .45 cal (+1-harm)

- 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)

4.1.7 Mecha Signature Weapon: Utility Rifle

Your mecha is equipped with an assault rifle (2-harm, close, semi-auto, full-auto, loud, two-handed, 2 weight). Choose its 3 attachments:

- Ripper Ammo (+1-harm, messy)
- AP Ammo (+1 piercing)
- Dragon's Breath Ammo (fire)
- Scope (+far)
- Rocket Launcher (4-harm, close, far, single, loud, messy, area, +2 weight)
- EMP Grenade Launcher (3s-harm, close, single, emp, area, +1 weight)
- Bayonet (2-harm, 1 piercing, intimate, hand)

4.1.8 Mecha Special Ability: Possessed

When you **fight on despite severe wounds**, you inflict an extra 1-harm with each attack.

4.2 Wiseguy

Where would these misfits be without you, eh? Just the other day you tried to strike up a rousing conversation with the Brawler, and he hissed *at you. Hissed! Like a cat! No, no, no, these guys would be mincemeat by now if you weren't around to smooth things over.*

Leave the deal-brokering, the negotiations, and the sweet-talking to you. You'll always be around to talk your way out of a sticky situation. No need to thank you, it's all part of the service. Well, unless they're armed, in which case your former friends are on their own!

4.2.1 Look

Choose one for each:

Shifty Eyes, Sharp Eyes, or Gleeful Eyes

Tidy Hair, Slick Hair, or Ponytail

Concealing Clothes, Business Wear, or Snazzy Clothes

4.2.2 Stats

Choose one set:

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

Your Max Health and Max Load are both 6+Hard.

4.2.3 Networking

When you **arrive at a new location and mention an old accomplice or contact**, Roll +Talk, describe how you remember them, and recount a whacky anecdote about them

- On a 10+, they're in town, and owe you a favour or their life (take +1 ongoing to interacting with them until you're even)
- On a 7–9, they were living here at least recently, at the GM's discretion maybe they're still here; at the very least the trail will be hot. However, things have changed since the good old days—pick 1:
    - They've changed.
    - You've changed.
    - They don't remember you, at least not fondly.
    - You still owe them a favour or money
- On a 6 or less, they're long gone or at the GM's discretion they're in town, but the winds of fate have positioned them to oppose you, not aid you.

4.2.4 Wisecrack

When you **tell a joke to defuse a tense situation**, Roll +Talk

- On a 10+, Everyone present relaxes and becomes a little more amicable

- On a 7–9, Your joke falls flat, but the attempt causes everyone to calm down. Everyone becomes more amicable, but you take −1 forward, in shame.

- On a 6 or less, Your light-hearted treatment of the situation pisses people off.

4.2.5 Eye On The Door

When you **are in too deep and need a way out**, Roll +Plan, naming your escape route:

- On a 10+, you're gone. Catch you later, suckers!

- On a 7–9, you can stay or go, but if you go you either leave something behind, or take something with you, the GM will tell you what.

4.2.6 Equipment

You have your trusty piece(s) for when things go hot. Choose 1 and give it a nickname:

- Gold DE .50 AE (2-harm, 1 piercing, hand, close, semi-auto, valuable, 2 weight)

- Dual Mini-Uzis (2-harm, two-handed, hand, close, full-auto, 1 weight)

4.2.7 Mecha Signature Weapon: Wave Emitter

This unique weapon releases a beam of waves which either constructively or destructively interfere with a target mecha. When you use it, choose a target and an effect:

- Neutralise an EMP effect.

- Disable or enhance their movement systems.

- Give them ±1 ongoing.

- Increase or decrease their damage by 1-harm.

Then roll+Plan:

- On a 10+, The target gets the effect while you keep the weapon trained on them.

- On a 7–9, The effect still works, but it attracts unwanted attention, drains your own power, or resonates with other targets, affecting them as well, GM's choice.

4.2.8 Mecha Special Ability: Crosstalk

When you **listen in to the enemy's transmissions**, Roll +Talk

- On a 10+, you overhear some interesting and useful information.

- On a 7–9, you overhear some interesting info, but it's not immediately useful.

- On a 6 or less, you hear useless banter or the encryption is too strong. Curses!

4.3 Brawler

They always say weapons don't kill people, people do. Well, what are the weapons for, then? A weapon is nothing without a strong body wielding it. Look at the others. They think their pop-guns and glorified tree branches will protect them in a fight. Maybe, but where will they be when those weapons are taken away?

They call you names sometimes. "Meathead", they say. "Numbskull", "Shit-For-Brains". They laugh. Well, they'll be laughing on the other side of their faces one day. When the enemy has them jailed, and they see you removing the bars one by one like so many toothpicks. Or maybe you'll just crush one of their skulls like a watermelon. Nobody will be laughing then.

4.3.1 Look

Choose one for each:

Wild Eyes, Determined Eyes, or Bored Eyes

Shorn Hair, Wild Hair, or Mask

Sporty Gear, Outdoor Gear, or Remnants of Experimentation

4.3.2 Stats

Choose one set:

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

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

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

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

Your Max Health and Max Load are both 10+Hard.

4.3.3 My Guns Are Right Here

Your unarmed strike counts as a weapon: (2-harm, two-handed, intimate, fused, 0 weight).

4.3.4 Full Force

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

4.3.5 Imagine This Is Your Head

When you **intimidate information out of an enemy with a show of force**, Roll +Hard

- On a 10+, they immediately tell you what you want to know. What you do next is up to you.
- On a 7–9, they agree to tell if you let them go, and want to be certain they won't be harmed.
- On a 6 or less, they spit in your face, to the extent possible.

4.3.6 It's a Monster!

When you **stand your ground**, you may roll Hold Fast with Hard instead of Cool

4.3.7 Equipment

You have your fists, but I guess you can also have a gun, you know, just to be on the safe side. Choose one:

- Hunting Shotgun (3-harm, semi-auto, loud, messy, close, 2 weight)
- Grenade Launcher (4-harm, semi-auto, loud, messy, close, area, 3 weight)
- Rocket Launcher (4-harm, single, loud, messy, close, far, area, 3 weight)

You get:

- 2 Stimpaks (0 weight)

4.3.8 Mecha Signature Weapon: Reaper

Your mecha is equipped with a melee weapon: (2-harm, intimate, fused, 0 weight). Its look is up to you. Every time you destroy a mecha, add one of the following attachments:

- Hard Scrap (+1 harm)

- Sharp Scrap (+1 harm)

- Power Cutter (+1 piercing, messy)

- Long Scrap (+hand)

- Flexible Scrap (+versatile)

- Ingited Fuel (+fire)

The attachments are lost once you exit combat, GM's call.

4.3.9 Mecha Special Ability: Overclock

When you **pull all the power you can from your mecha's core**, Roll +Hard

- On a 10+, hold 3

- On a 7–9, hold 1

- On a 6 or less, the failed attempt causes you to take -1 forward

Spend your hold when you take a hit to immediately counterattack. If the attacker is within close range, you immediately close the distance. Take -1 forward when you spend your last hold in this way. At any time you can release all your hold for no penalty.

4.4 Swordsmaster

These fools lack honour and discipline. Look at them now, laughing carelessly over a shared lunch. They could be attacked right this minute, and only you would be able to defend yourself. While they waste away their time you sit here, tirelessly drawing and resheathing your sword to shave off those precious milliseconds that could mean the difference between life and death.

A warrior's life is tough, to be sure, but it has its rewards. What are they to you? To lay down your life in defense of your lord, like the samurai of old? Or do you prefer to feel the breath

of your enemy leave them, while you bask in the knowledge that when it came right down to it, you were better than them? Whatever your goal, you will find it hard to attain with these weaklings around. They lack honour and discipline, yes, but you can change that.

4.4.1 Look

Choose one for each:

Tired Eyes, Fierce Eyes, or Piercing Eyes.

Topknot, Wild Hair, or Shorn Hair

Gi and Hakama, Noble Wear, or Bandages

4.4.2 Stats

Choose one set:

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

Your Max Health and Max Load are both 8+Hard.

4.4.3 Signature Weapon

You are the bone of your sword. Perhaps it was created by a master smith centuries ago, or perhaps you found it on the floor. Regardless, this is your sword and it is irreplaceable, so don't lose it.

Your base sword comes with a matching sheath and is (2-harm, hand, 2 weight).

Choose a look:

- Straight or Curved
- Single-edged, Double-edged, or Thrusting
- Simple Design, Elaborate Design, or High-Tech Design

Choose two enhancements:

- Serrated (+1-harm)
- Vibrating (+1 piercing, messy, hi-tech)

- Disposable (infinite)

- Perfectly-Balanced (precise)

- Tasseled (+short, thrown)

- Well-Crafted (−1 weight)

- Twin (you have two and can dual-wield, but each individually is 1-harm and 1 weight. You can deal damage with both during an attack, but your other enhancement applies to only one blade)

4.4.4 Quickdraw

When you **are attacked in melee by an enemy while your sword is sheathed**, Roll +Fast

- On a 10+, draw your sword and inflict your damage, negating the incoming attack

- On a 7–9, draw your sword and inflict your damage, but the enemy's attack still lands

- On a 6 or less, the enemy reaches you before you can draw your sword

4.4.5 You Are Already Dead

When you **resheathe your sword immediately after dealing damage**, Roll +Cool

- On a 10+, Choose 2:

  - Additional wounds are revealed on your enemy, adding 1-harm to the damage and applying the messy tag.

  - Your spirit overflows, hitting nearby enemies for 1s-harm

  - A nearby mook flees in terror

  - A nearby character is impressed

- On a 7–9, choose 1

4.4.6 Equipment

You get your signature weapon, but choose your defenses:

- Padded Clothes (1-armour, 1 weight)

- Samurai Armour (2-armour, 3 weight)

- Exoskeleton (2-armour, fused, 0 weight)

4.4.7 Mecha Signature Weapon: Lightning Blade

Your mecha's sword (2-harm, hand, 2 weight) is as fast as lightning. When you **cut an enemy with the Lightning Blade**, roll+Fast.

- On a 10+, electricity flows out of the cut, striking other nearby enemies for 1s-harm and temporarily stunning them with an EMP
- On a 7–9, the electricity inflicts 1s-harm to other nearby enemies

4.4.8 Mecha Special Ability: Blade Focus

When you **channel energy into the Lightning Blade**, Roll +Cool

- On a 10+, the Lightning Blade begins to glow with an unnatural light. Choose 2 enhancements from the list below.
- On a 7–9, Choose 1 enhancement. At your option you can choose 2 but blow out a subsystem, depleting 1 Mecha Item of your choice.

Enhancements:

- +1-harm
- +1 forward
- (+fire)
- (+close)

The enhancements wear off when you sheathe your sword or exit combat, GM's call.

4.5 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.

4.5.1 Look

Choose one for each:

Tired Eyes, Calculating Eyes, or Hair Over Eyes.

Messy Hair, Long Straight Hair, or Covered Hair

Tracksuit, T-shirt and Jeans, or Pyjamas

4.5.2 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

Your Max Health and Max Load are both 6+Hard.

4.5.3 Security Expert

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

- On a 10+, choose three from the list below:
    - You learn something new about your adversary
    - You disable something of the enemy's
    - You sow misinformation among the enemy
    - Your intrusion is undetected
- On a 7–9, choose one
- On a 6 or less, you are detected before you can do anything

4.5.4 Don't Come In!

When you **trap a room or entrance**, Roll +Plan and deplete 1 Tech Item

- 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

Spend your hold when a character approaches the trap to choose one of the following:

- neutralise the intruder

- observe the intruder

- play a prerecorded message to the intruder

4.5.5 Kindred Spirits

When you **talk with another weirdo**, invert your talk score when rolling +Talk with them

4.5.6 Equipment

Choose a weapon:

- Antique sword (hand, valuable, 2-harm, 2 weight)

- Taser (intimate, 2s-harm, hi-tech, 0 weight)

You get:

- 2 Tech Items (hi-tech, 1 weight)

- Laptop (valuable, hi-tech, 1 weight)

- An item which affords you emotional security, at your option it can also provide 1-armour

4.5.7 Mecha Signature Weapon: Violation

Your mecha is equipped with a melee weapon (2-harm, hand, 2 weight). Its look is up to you.

When you **deal damage with Violation**, Roll+Tech:

- On a 10+, the target, if it survives, is under your control. You can control the mecha as though it were piloted by a hireling of yours. The actual pilot is locked out of the system.

- On a 7–9, you gain partial control. You can control either the movement systems, the weaponry, or another prominent system of your choice.

You can only control one target at a time. If you take a new thrall, you lose control over the previous one.

4.5.8 Mecha Special Ability: No Words

Your mecha is equiped with the latest jamming technology. Any signals originating, terminating, or passing through the area within close range of your mecha can be jammed, making them corrupted and unrecognisable. However, participants will know they are being jammed.

4.6 Assassin

For what reason do you do this? Don't bother lying to me, everyone has a reason. People may fight trivially, but they always kill for a cause. Be that a higher power or ideology, the sweet taste of revenge, or just the undeniable allure of filthy lucre.

You have as myriad methods of killing as you have targets. The partygoing billionaire may warrant a .50 cal bullet to the brain from the roof of an adjacent building, but the paranoid mob boss will require a more...intimate approach. Do you feel pleasure as the garotte denies vital oxygen to his lungs? Did this man bring untold suffering to countless innocents? Or was he just on the wrong side of a million-dollar transaction?

4.6.1 Look

Choose one for each:

Dead Eyes, Calculating Eyes, or Hard Eyes.

Shorn Hair, Slick Hair, or Hooded

Fatigues, Formal Wear, or Concealing Wear

4.6.2 Stats

Choose one set:

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

Your Max Health and Max Load are both 7+Hard.

4.6.3 Assassinate

When you **try to take down a target with a high-powered rifle**, Roll +Plan

- On a 10+, you take out your target without leaving evidence. At your option you can also make it look like an accident

- On a 7–9, Choose one:
    - you take out your target but leave behind evidence
    - your target is permanently crippled in some way, but lives. However, you do not leave behind evidence

- On a 6 or less, your target is only permanently crippled, and you leave evidence

4.6.4 Selective Hearing

When you **attempt to pick out a target in a crowd that you're in**, Roll +Cool and say what you're listening out for

- On a 10+, you identify your target and also overhear some interesting information

- On a 7–9, you identify your target, but they're just leaving

- On a 6 or less, you narrow your target to one of three people, all of whom are heading in different directions

4.6.5 Silent Takedown

When you **catch an enemy unawares or have an enemy defenseless**, you can kill them without a sound, you don't need to use a weapon. Snap their neck if you have to.

4.6.6 Equipment

You have your trusty sniper rifle (3-harm, far, single, loud, hi-tech, 2 weight). Choose 2 attachments:

- Silencer (−loud)
- ACOG scope (+close)

- .50 cal ammo (ignores armour, messy)
- Bipod (+distant)
- Magazine feed (−single, +semi-auto)

You also pick one of the following sidearms:

- Silenced 9mm (2-harm, hand, close, semi-auto, 1 weight)
- Sawn-off Shotgun (3-harm, close, loud, 2 weight)

You get:

- Butterfly knife (3-harm, intimate, 0 weight)
- Garrote wire
- Leather gloves
- 1 Explosives Kit (1 weight)

4.6.7 Mecha Signature Weapon: Osiris Cannon

Part of your mecha is in fact a high-powered stabilised projectile launcher. (3-harm, single, far, distant, loud, messy, fused, 3 weight) Describe its look and where it is attached.

When you **land a hit with the Osiris Cannon**, you can choose to trade harm for the destruction of the target's equipped mecha items, at the rate of 1-harm for 2 items destroyed.

4.6.8 Mecha Special Ability: Disguise

When you **examine the remains of a destroyed mecha**, you can tune your IFF signal to match. Any automated systems will react as though you were the mecha in question. However, this does nothing to change your outward appearance.

4.7 Paragon

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.

4.7.1 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

4.7.2 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+Hard.

4.7.3 Inspire

When you **lead the attack against a foe**, Roll +Cool

- On a 10+, 2 characters who can see you receive +1 forward
- On a 7–9, 1 character who can see you receives +1 forward

4.7.4 Pep Talk

When you **attempt to cheer up a dejected comerade**, Roll +Talk

- On a 10+, your little chat is mutually beneficial. Both mark 1 experience and get +1 forward
- On a 7–9, your advice is helpful, but the ordeal takes it out of you. Your friend gets +1 forward, but you take −1 forward.

4.7.5   Do The Impossible

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

- On a 10+, hold 2
- On a 7–9, hold 1

Spend your hold 1-for-1 to reroll any dice roll made by anyone.

4.7.6   Equipment

Choose your weapon:

- Decorative Sword (2-harm, hand, 2 weight)
- Revolver (2-harm, hand, close, semi-auto, loud, 1 weight)

Choose your defenses:

- Bulletproof Vest (1 armour, 1 weight)
- Medkit (1 weight) and 3 Tactical Grenades (0 weight)

You get:

- 3 Stimpaks (0 weight)

4.7.7   Mecha Signature Weapon: Kingslayer

Your mecha's melee weapon (2-harm, hand, 2 weight) is particularly powerful against enemy leaders, or perhaps it takes its power from your desire to destroy those who discourage your allies. Either way, when **the Kingslayer deals damage to an enemy leader or boss mecha** (your call), choose one of the following:

- Your target loses influence. A mook under his control flees.
- Your target slips up. Take +1 forward against them.
- Your attack is particularly destructive. Destroy one of the target's Mecha Items.

4.7.8   Mecha Special Ability: I Said I'm Going To Pilot That Thing!

When you **deal fatal damage to an enemy mecha**, The GM will offer you a choice: destroy the mecha, or steal the mecha.

If you choose to steal the mecha, Roll+Cool:

- On a 10+, you become the new pilot of the target mecha. Any security systems are recalibrated to accept you as the owner, and the mecha is healed for 3-harm

- On a 7–9, you obtain the mecha, which is healed for 2-harm, but one subsystem of the GM's choosing refuses to accept you.

4.8 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?

4.8.1 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.

4.8.2 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+Hard.

4.8.3 Mission

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

- Destroy something or kill someone.

- Obtain something or someone.

- Protect something or someone.

Also choose the Mission Importance (MI):

1. Failure will inconvenience the Agency.

2. Failure will spell disaster for the Agency.

3. Failure threatens national security.

4. Failure threatens the safety of the planet.

Fill out any remaining details of the briefing with the GM. Carrying out your mission to the ignorance of the other player characters awards you mission points (mp). At the end of each session, tally up any mp you may have:

- Reported your situation to the Agency: 1mp

- Reported new information to the Agency: MI $\times$ 1mp

- Allowed for the success of the mission: MI $\times$ 2mp

- Personally carried out the mission: MI $\times$ 3mp

Then apply any penalties you may have incurred:

- Another player character became suspicious: 1mp

- A non-player character became suspicious: 2mp

- A player character was let in on the mission: 2mp

- A non-player character was let in on the mission: 3mp

- You had to kill someone you otherwise wouldn't, apart from an assassination target: 3mp

If the result is positive, mark one experience, and have that much 万 wired to your account. If the result is negative, mark one slip-up. Three slip-ups mean disaster strikes. If the result is 0, you get neither profit nor disaster. When your mission ends, mark 1 bonus experience and get a new mission.

4.8.4   Call For Support

When you **contact the Agency to request assistance**, Roll +Talk

- On a 10+, the Agency agrees to your request, or to do all they can.
- On a 7–9, The Agency agrees, but: (choose one)
    - It'll take time.
    - It's not quite what you asked for.
    - Your audacious request is badly received: −1mp at session end.

4.8.5   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.

4.8.6   Equipment

You get:

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

4.8.7   Mecha Signature Weapon: Longinus

Your mecha is equipped with a rifle (2-harm, close, loud, semi-auto, 2 weight). When you **attack a defenseless or suprised enemy at range** with the Longinus, you can choose to deal your damage or name a subsystem on the target and roll+Plan:

- On a 10+, deal your damage and the subsystem is temporarily disabled.
- On a 7–9, the subsystem is temporarily disabled.

4.8.8 Mecha Special Ability: Cloaking

Your mecha is equipped with the latest stealth systems, which supress engine noise and electromagnetic radiation, and bend light around the mecha, rendering you invisible to most detection systems. However, this can only be sustained for a couple minutes before the heat buildup threatens the pilot.

4.9 Techie

You know what Mecha World is about: Mecha. Big mecha, small mecha, mecha with big, fuck-off guns, or mecha with clouds of auto-repairing nanomachines. In the end it all comes down to who has the better mecha, and your mecha are the best of the best.

So you'll toil away in your workshop, wheeling out your subatomic particle accelerator cannons, or your anti-trojan quantum-encrypted datapath subnets. You just wish you would get a better reaction than a blank stare when you try to explain how they work.

4.9.1 Look

Caring Eyes, Tired Eyes, or Thick Glasses

Messy Hair, Tied Hair, or Shorn Hair

Work Gear, Hazmat Gear, or Researcher Wear

4.9.2 Stats

Choose one set:

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

Your Max Health and Max Load are both 6+Hard.

4.9.3 Prototype

When you **draw up designs for a new mecha weapon or subsystem**, describe what it does. Prototypes are always possible, but the GM will impose 1 to 4 of the following restrictions:

- It's going to take time.

- It will only work under certain circumstances.

- You'll need the help of someone, the GM will say who.

- It's going to cost a lot of money.

- The best you can do is a less powerful or reliable version.

- You'll have to deconstruct something for the parts, the GM will say what.

4.9.4 It's Like Putting Too Much Air In A Balloon!

When you **attempt to solve a technical conundrum**, Roll +Tech

- On a 10+, the solution is clear as day to you, but now you may have to explain it to the others. (The GM will tell you the solution, it's up to you to technobabble)

- On a 7–9, as above, but there's a catch—and ye cannae bend the laws of physics. Choose one and don't forget to technobabble:

    - It's going to take time.

    - You'll have to deconstruct something for the parts, the GM will say what.

    - You put yourself in danger.

- On a 6 or less, your technobabble confuses and alienates those present. Take -1 forward to social interactions with them.

4.9.5 Lug

When you **make a move whilst encumbered**, instead of making the Encumbrance move, you may throw at least 1 weight (at an enemy, to a safe location etc), and roll without penalty.

4.9.6 Equipment

Choose your weapon:

- Plasma Cutter (3-harm, 1 piercing, two-handed, hand, hi-tech, 3 weight)

- 2 Spanners (2-harm, intimate, hand, close, thrown, 1 weight)

- Nail Gun (2-harm, 1 piercing, semi-auto, close, 2 weight)

Choose your defenses:

- Kevlar Vest (1 armour, 1 weight) and 2 Tech Items (hi-tech, 1 weight)
- Full Plate (2 armour, 3 weight)

4.9.7   Mecha Signature Weapon: Compensator

The Compensator is a melee weapon (2-harm, hand, 2 weight). Describe its look. When you inflict damage with the Compensator, gain 1 balance. You can spend balance to restore a depleted Defensive Measure to a nearby ally.

4.9.8   Mecha Special Ability: Grey Goo

When you **release a cloud of nanomachines**, Roll +Tech

- On a 10+, the cloud gets to work, dismantling enemy mecha and repairing friendly ones.
- On a 7–9, the cloud only has enough processing power to handle one task, repair or destuction. Choose which one.
- On a 6 or less, most of the cloud malfunction and self-destruct, but a small portion go haywire, repairing enemies and dismantling allies.

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 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 then 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