

MECHA WORLD

A PtbA RP System—with Mecha!

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1 Introduction

1.1 Foreword

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.

1.2 Influences

- Kakumeiki Valvrave
- Code Geass
- Tengen Toppa Gurren Lagann
- Front Mission
- Hitman
- Metal Gear

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 an ally, object or location from an 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 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 have to empty your clip or throw another one

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.

Example

GM: Alright, Agent 0, the chance you’ve been waiting for is here. You see through your scope the Yakuza boss you’ve been tailing getting out of his armoured limo.

AGENT 0: You screwed up for the last time. I take the shot.

GM: Sounds like Aim to me.

AGENT 0: 8. Well, I guess I don't need my ammo on this distant rooftop. I'll empty the clip.

GM: Fair enough. The gangsters begin to scatter as the sound of your rifle rings out. Your last shot meets its mark, splattering his brains across the alley, but as you scan the carnage, you notice your contact, Kensuke, was also there, and you just shot him in the leg with a stray bullet.

AGENT 0: Oh, that's not good.

3.1.4 Burst

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

- On a 10+, deal your damage to the enemy
- On a 7–9, deal your damage and choose one:
 - Don't hit any unintended targets
 - Still have ammo in the gun

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 classes 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.

Example

GM: Bruno, as you whizz round the corner, you suddenly come face-to-face with a small platoon of guards. They seem as surprised to see you as you are at them.

BRUNO: Shit! I give them a taste of my assault rifle fire.

GM: Indiscriminate bullets solve everything. Roll Burst with Cool, if you don't mind.

BRUNO: Uhh, a 5.

GM: How cool of you. Right, either you empty your clip, leaving yourself vulnerable, or you hit an explosive container that will collapse this corridor, blocking passage. Or you can hit them, but both of those will happen.

BRUNO: Will that explosion take out the bad guys?

GM: I'm afraid your "quick thinking" didn't afford you time to check.

BRUNO: Whoops.

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 **consult your accumulated knowledge about something**, 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.

Choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add 1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).

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 Bored 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 $8 + \text{Hard}$.

4.1.3 Philosophy

Choose one:

Yin: Cause a massacre.

Yang: Open up to somebody.

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 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.

4.1.5 Starting Moves

You start with four moves from the ones below:

4.1.6 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.

4.1.7 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.

4.1.8 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.

4.1.9 Stone Cold

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

4.1.10 Did I Break Your Concentration?

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

4.1.11 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.

4.1.12 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)

4.1.13 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 Operator move
- get a new Operator move
- get an Agency, **Mission**, and **Call For Support**
- get a Bodyguard and **Command**

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 $6 + \text{Hard}$.

4.2.3 Philosophy

Choose one:

Yin: Uncover dirt on someone.

Yang: Resolve a heated situation without violence.

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 at least one of the following of the other characters:

- "Which one of you got me out of a pinch?" Whoever answers, offer that player 1-interest.
- "Which one of you set me up and let me take the fall?" Whoever answers, offer that player −1-interest.

Tell the others 1-interest. You're an open person.

After each other character's introduction:

- Choose one and tell them "I have some dirt on you." Your interest in them is 2 regardless of what they offer you.
- You've done your research on the others. Your interest in them is 1 greater than whatever they offer you.

4.2.5 Starting Moves

You start with four moves from the ones below:

4.2.6 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

4.2.7 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.

4.2.8 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.

4.2.9 Taunt

When you **insult or 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

4.2.10 A Real Charmer

When you **speak frankly with someone**, Ask their player a question from the list. They must answer truthfully. Their player will then pick a question to ask you. Tell them the truth, now.

- How is your character really feeling?
- What does your character want to do?
- What does your character want me to do?
- How can I get your character to ____?

4.2.11 Hold on to Your Hat

When you **give up on doing anything except avoiding harm**, gain +2 armour forward

4.2.12 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)

4.2.13 Improvement

- get +1 Cool (max +2)
- get +1 Talk (max +3)
- get +1 Fast (max +2)
- get +1 Tech (max +2)
- get +1 Plan (max +2)
- get a new Wiseguy move
- get a move from any class
- get an Agency, **Mission**, and **Call For Support**
- get **Background Check**

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 $10 + \text{Hard}$.

4.3.3 Philosophy

Choose one:

Yin: Make a mess of somebody.

Yang: Put yourself in harm's way.

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 have I fought?" Whoever answers, offer that player 1-interest.
- "Which one of you clearly thinks I'm an idiot?" Whoever answers, offer that player −1-interest.

Tell the others 1-interest. You're just not a complicated person.

After each other character's introduction:

- Choose one and tell them "I think you're the prettiest." Your interest in them is 2 regardless of what they offer you.
- You have trouble expressing yourself to the others. Your interest in them is 1 less than whatever they offer you.

4.3.5 Starting Moves

You start with **My Guns Are Right Here**, plus three moves from the others below:

4.3.6 My Guns Are Right Here

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

4.3.7 Full Force

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

4.3.8 Like Shell of Egg

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.

4.3.9 Battle-Hardened

When you **persevere or go on lookout**, roll+Hard instead of what that move requires

4.3.10 Relentless

When you **inflict harm**, inflict +1-harm

4.3.11 The Hard Way

When you **use straight-up force to destroy an inanimate obstacle**, Roll+Hard

- On a 10+, choose 3.
- On a 7–9, choose 2.
- It doesn't take a very long time

- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

4.3.12 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)

4.3.13 Improvement

- get +1 Cool (max +2)
- get +1 Talk (max +2)
- get +1 Hard (max +3)
- get +1 Fast (max +2)
- get +1 Tech (max +2)
- get +1 Plan (max +2)
- get a new Brawler move
- get a new Brawler move
- get a Swordsmaster move
- get an Assassin move

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, Smart Clothes, 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 $8 + \text{Hard}$.

4.4.3 Philosophy

Choose one:

Yin: Defeat a worthy opponent.

Yang: Fight for a good cause.

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 beat me in a fair fight?" Whoever answers, offer that player 1-interest.
- "Which one of you humiliated me?" Whoever answers, offer that player -1-interest.

Tell the others -1-interest. You're a bit of an eccentric.

After each other character's introduction:

- Choose one and tell them "I think you're the weakest." Your interest in them is 1 more than whatever they offer you.
- You have no time for frivolities with the others. Your interest in them is 1 less than whatever they offer you.

4.4.5 Starting Moves

You start with **Signature Weapon**, plus three moves from the ones below:

4.4.6 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)

4.4.7 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

4.4.8 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
 - You terrify or impress onlookers.
- On a 7–9, choose 1

4.4.9 Battlefield Psychology

When you **study an opponent in battle**, 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.

4.4.10 Move 5 Placeholder

4.4.11 Move 6 Placeholder

4.4.12 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)

4.4.13 Improvement

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

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.

Scruffy Hair, Long 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 $6 + \text{Hard}$.

4.5.3 Philosophy

Choose one:

Yin: Wait out a calamity by hiding.

Yang: Open up to somebody.

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 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.

4.5.5 Starting Moves

You start with four moves from the ones below:

4.5.6 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.

4.5.7 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.

4.5.8 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.

4.5.9 Killer Rabbit

When you **act innocent**, roll+Plan on your **Fast Talk** move instead of +Talk

4.5.10 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 ____?

4.5.11 Viper Strike

When you **attack a surprised or defenseless enemy**, you can choose to deal your damage or roll+Fast

- On a 10+, You knock them out or kill them, your choice.
- On a 7–9, as 10+, but choose 1:
 - They fight back.
 - They make a noise.

4.5.12 Equipment

Choose one:

- Hand taser (intimate, 2s-harm, hi-tech, 0 weight)
- Kitchen knife (hand, 2-harm, 1 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

4.5.13 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**

4.6 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 $7 + \text{Hard}$.

4.6.3 Philosophy

Choose one:

Yin: Kill someone without anyone else knowing.

Yang: Kill someone nobody will mourn.

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 have I worked with before?" Whoever answers, offer that player 1-interest.
- "Which one of you have I saved while I was just doing my job?" Whoever answers, offer that player 1-interest.

Tell the others –1-interest. You don't like giving away more details than necessary.

After each other character's introduction:

- Choose one and tell them "I don't trust you." Your interest in them is 1 more than whatever they offer you.
- Your interest in the others is whatever they offer you.

4.6.5 Starting Moves

You start with four moves from the ones below:

4.6.6 Assassinate

When you **take time to make a plan to kill someone**, Name the person you want to kill. Ask the GM these questions. You and your allies take +1 forward when acting on the answers.

- What is their most powerful defense?
- Who will avenge them?
- Who else wants them dead?
- What is my best opportunity?

4.6.7 Silent Takedown

When you **when you have an unaware or defenseless enemy at close range or closer**, you can kill them without a sound, you don't need to use a weapon. Snap their neck if you have to.

4.6.8 Disguise

When you **have time and materials**, you can create a disguise that will fool anyone into thinking you're someone else. Your actions can give you away but your appearance won't.

4.6.9 Visions of Death

When you **go into battle**, Roll+Plan

- On a 10+, name one person who'll die and one who'll live.
- On a 7–9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The GM will make your vision come true, if it's even remotely possible.

4.6.10 Overwatch

When you **watch over your allies from a vantage point**, roll+Plan for your **Look-out** move instead of +Fast.

4.6.11 Death's Shadow

When you **stealth your way through a guarded area**, Roll+Plan

- On a 10+, you're in.
- On a 7–9, you're in, but choose 1:
 - Someone's on your tail.
 - You have to leave something behind.

4.6.12 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)

4.6.13 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 Assassin move
- get a new Assassin move
- get an Agency, **Mission**, and **Call For Support**
- get a Tactician move

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 $8 + \text{Hard}$.

4.7.3 Philosophy

Choose one:

Yin: Demoralise enemies by defeating their leader.

Yang: Endanger yourself to protect someone weaker than you.

4.7.4 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 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.

4.7.5 Starting Moves

You start with four moves from the ones below:

4.7.6 Inspire

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

4.7.7 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.

4.7.8 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.

4.7.9 If It Bleeds

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

4.7.10 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.

4.7.11 Move 6 Placeholder

4.7.12 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)

4.7.13 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

4.8 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 $6 + \text{Hard}$.

4.8.3 Philosophy

Choose one:

Yin: Decieve somebody.

Yang: Share information with the party.

4.8.4 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.

4.8.5 Starting Moves

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

4.8.6 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.

4.8.7 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.

4.8.8 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 ____.

4.8.9 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.

4.8.10 Concealed Carry

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

4.8.11 Pathological Liar

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

4.8.12 Equipment

You get:

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

4.8.13 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

4.9 Experiment

What are you? Out of which fiery pit did you crawl? And for what reason were you cursed with that terrible insight that no man has ever seen before or since? At what point did you first take that glimpse into the true nature of the world? Whatever you saw, it consumed you, until barely a shell remained.

That was when they found you. With technology, they gave you the physical and mental strength to deal with your curse. They made you strong. And when it was done, I wonder, did you say your farewells amicably, or do their severed limbs now litter the destroyed and burning facility where you made your reintroduction upon the world?

4.9.1 Look

Choose one for each:

Dead Eyes, Mad Eyes, or Covered Eyes

Flowing Hair, Bald, or Concealing Headwear

Tattered Clothes, Restrictive Clothes, or Ceremonial Garb

4.9.2 Stats

Choose one set:

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

Your Max Health and Max Load are both $10 + \text{Hard}$.

4.9.3 Philosophy

Choose one:

Yin: Cause an agonising death.

Yang: Use your powers constructively.

4.9.4 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 was party to the experiments?" Whoever answers, offer that player 1-interest.
- "Which one of you has seen me lose control?" Whoever answers, offer that player −1-interest.

Tell the others −1-interest. You keep yourself secret.

After each other character's introduction:

- Your interests are unpredictable and inscrutable. Your interest in them is 1 more or 1 less than whatever they offer you, your call.

4.9.5 Starting Moves

You start with **Elemental Savant**, plus three moves from the others below:

4.9.6 Elemental Savant

You've always seen more than other people, but thanks to your technological enhancements, you can now commune with the spirit of a certain element. Choose one:

- The Flirtatious Mistress of the Cleansing Fire
- The Furious Lawmaker of the Crackling Lightning
- The Patient Survivor of the Inhospitable Cold
- The Avericious Savage of the Debilitating Corrosion

The Spirit may be capricious, but they have your best interests at heart. You can call upon them for advice, but they may not directly meddle in mortal affairs.

4.9.7 An Acquired Taste

When you **endure an effect or element which falls under your spirit's domain**,
Roll+Hard

- On a 10+, your spirit protects you and you suffer no ill effects
- On a 7–9, the effect or harm is reduced

4.9.8 Elementary

When you **let your spirit's power flow through you to accomplish a task**,
Roll+Tech

- On a 10+, choose two:
 - The effect you desire comes to pass
 - You retain control.
 - You avoid paying your spirit's price.
- On a 7–9, choose one:
 - The effect you desire comes to pass
 - You retain control.
 - You avoid paying your spirit's price.

4.9.9 Move 4 Placeholder

4.9.10 Move 5 Placeholder

4.9.11 Move 6 Placeholder

4.9.12 Equipment

You have a prototype rifle that spews your element (2-harm, close, loud, full-auto, two-handed, 3 weight) + an appropriate elemental tag.

Choose your defenses:

- Armoured Plating (1 armour, 1 weight), 2 Tech Items (2 weight)
- Full Plate (2 armour, 3 weight)

You get:

- 2 Stimpaks (0 weight)

4.9.13 Mecha Signature Weapon

Your mecha's weapon depends on your chosen spirit:

Fire: Flamethrower (3-harm, close, full-auto, fire, two-handed, 3 weight)

Lightning: EMP Cannon (3s-harm, close, single, emp, two-handed, 3 weight)

Cold: Cryo Beam (1-harm, 2s-harm, close, full-auto, two-handed, 3 weight)

Corrosion: Acid Launcher (2-harm, 1s-harm, close, semi-auto, two-handed, 3 weight)

4.9.14 Improvement

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

- get +1 Plan (max +2)
- get a new Experiment move
- get a new Experiment move
- get an Agency, **Mission**, and **Call For Support**
- get a Brawler move

4.10 Martial Artist

Your comrades are weak. Sure, they may be hotshots with their guns, gadgets, or even their fists, but they each have a weakness, and to a skilled warrior like you, a man is only as strong as his weaknesses.

100 push-ups. 200 sit-ups. 50 laps. Then, when that's done, you can remove the iron weights from your limbs. After that, it's off to your teacher for sparring practice. Will he be impressed with your spirit, as befitting his top student? Or do your reasons for studying worry him, and with good reason?

4.10.1 Look

Choose one for each:

Determined Eyes, Calm Eyes, or Eager Eyes

Shaved Head, Flowing Hair, or Neat Hair

Training Clothes, Casual Clothes, or Formal Clothes

4.10.2 Stats

Choose one set:

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

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

4.10.3 Philosophy

Choose one:

Yin: Kill a defenseless or surrendered enemy.

Yang: Help someone else grow.

4.10.4 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 trains with me?" Whoever answers, offer that player 1-interest.
- "Which one of you insulted my school?" Whoever answers, offer that player -1-interest.

Tell the others 0-interest.

After each other character's introduction:

- Choose one and tell them "I want to impress you." Your interest in them is 1 more than whatever they offer you.
- Your interest in the others is whatever they offer you.

4.10.5 Starting Moves

You start with **Fighting Style**, plus three moves from the others below:

4.10.6 Fighting Style

You were trained in some ancient style of martial arts. Give your style a name. Using your fighting style counts as wielding a weapon: (2-harm, intimate, fused, two-handed, 0 weight).

Choose 2 from the list below:

- Your style trained you for fighting armoured foes. +2 piercing.
- Your style focuses on disarming foes. When you deal damage to an enemy, name one item they're holding. They drop it.
- Your style relies on speed to overwhelm your foes. +precise.
- Your style emphasises the importance of protecting others. When you **Lookout**, hold +1, even on a 6–.
- Your style requires great discipline to master. When you **Persevere**, take +1 forward.

Choose 1 from the list below:

- A rival has sworn to destroy you.
- Your master has turned his back on you.
- Your school's arts are forbidden and dangerous.

4.10.7 Ancestral Spirits

When you **meditate and consult those who came before you for guidance**, Roll+Cool

- On a 10+, The spirits give you clear advice. Take +1 forward when following it.
- On a 7–9, The spirits give you vague or conflicting advice.

Either way, the spirits may ask you a question in return. (You don't have to tell them the truth)

4.10.8 Fleet of Foot

When you **run across a surface that cannot hold your weight**, Roll+Fast

- On a 10+, you make it across gracefully and without trouble.
- On a 7–9, you make it across, but expose yourself to danger somehow. The GM will tell you how.

4.10.9 Move 4 Placeholder

4.10.10 Move 5 Placeholder

4.10.11 Move 6 Placeholder

4.10.12 Equipment

You get:

- 1 First Aid Kit (1 weight)

4.10.13 Improvement

- get +1 Cool (max +2)
- get +1 Talk (max +2)
- get +1 Hard (max +2)
- get +1 Fast (max +3)
- get +1 Tech (max +2)
- get +1 Plan (max +2)
- get a new Martial Artist move
- get a new Martial Artist move
- get a Bodyguard and **Command**.

4.11 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.

4.11.1 Look

Caring Eyes, Tired Eyes, or Thick Glasses

Messy Hair, Tied Hair, or Shorn Hair

Work Gear, Hazmat Gear, or Researcher Wear

4.11.2 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 $6 + \text{Hard}$.

4.11.3 Philosophy

Choose one:

Yin: Kill someone in an unorthodox way.

Yang: Repair something.

4.11.4 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 has commissioned my services for a project?" Whoever answers, offer that player 1-interest.

Tell the others -1 -interest. You tend to alienate others.

After each other character's introduction:

- Choose one and tell them "I think you're the most intelligent." Your interest in them is 1 more than whatever they offer you.

- Choose one and tell them "I figure you for the biggest potential problem." Your interest in them is 1 more than whatever they offer you.
- You've got other stuff to do and other stuff to learn. Your interest in the others is 1 less than whatever they offer you.

4.11.5 Starting Moves

You start with four moves from the ones below:

4.11.6 Technical Specialty

Choose an area of expertise:

- Pharmacology and Virology
- Physics and Metaphysics
- Computer Science and Cryptography
- Engine Mechanics and Ballistics
- Aeronautics and Astronautics

When you first encounter an important phenomenon (your call) covered by your area of expertise you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you where you learned of or previously encountered the phenomenon.

4.11.7 Prototype

When you **have time and a supply of materials**, you may draw up designs for a new technological marvel. Describe what it does to the GM. Prototypes are always possible, but the GM may impose one or more 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 you.
- 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.

4.11.8 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.

4.11.9 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.

4.11.10 Man's Better Friend

You have a mechanical companion. It cannot fight, but it moves autonomously and follows complex orders, can record and produce sound, and can pick up and carry appropriately sized objects. Choose two extra abilities:

- It can turn invisible.
- It can fly.
- It can record video.
- You can access its feeds remotely.
- It can help you fight. When you **Brawl**, take +1 to your roll.
- It can release an electrical shock to stun anyone touching its metal frame. (2s-harm, fused, intimate)

4.11.11 Jury Rig

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

- On a 10+, choose one:

- On a 7–9, choose one, and the GM chooses one:
 - The equipment fails in its primary purpose.
 - The equipment is damaged beyond repair.
 - A previously-unknown function of the equipment is revealed.
 - The equipment reacts dangerously.

4.11.12 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)

4.11.13 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 Techie move
- get a new Techie move
- get a second **Technical Specialty**

4.12 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.

4.12.1 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

4.12.2 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 $4 + \text{Hard}$.

4.12.3 Philosophy

Choose one:

Yin: Kill someone to tie up loose ends.

Yang: Avoid an unnecessary death.

4.12.4 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.

4.12.5 Starting Moves

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

4.12.6 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.

4.12.7 Command

sec: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.

4.12.8 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.

4.12.9 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.

4.12.10 Attention to Detail

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

4.12.11 Move 6 Placeholder

4.12.12 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)

4.12.13 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

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