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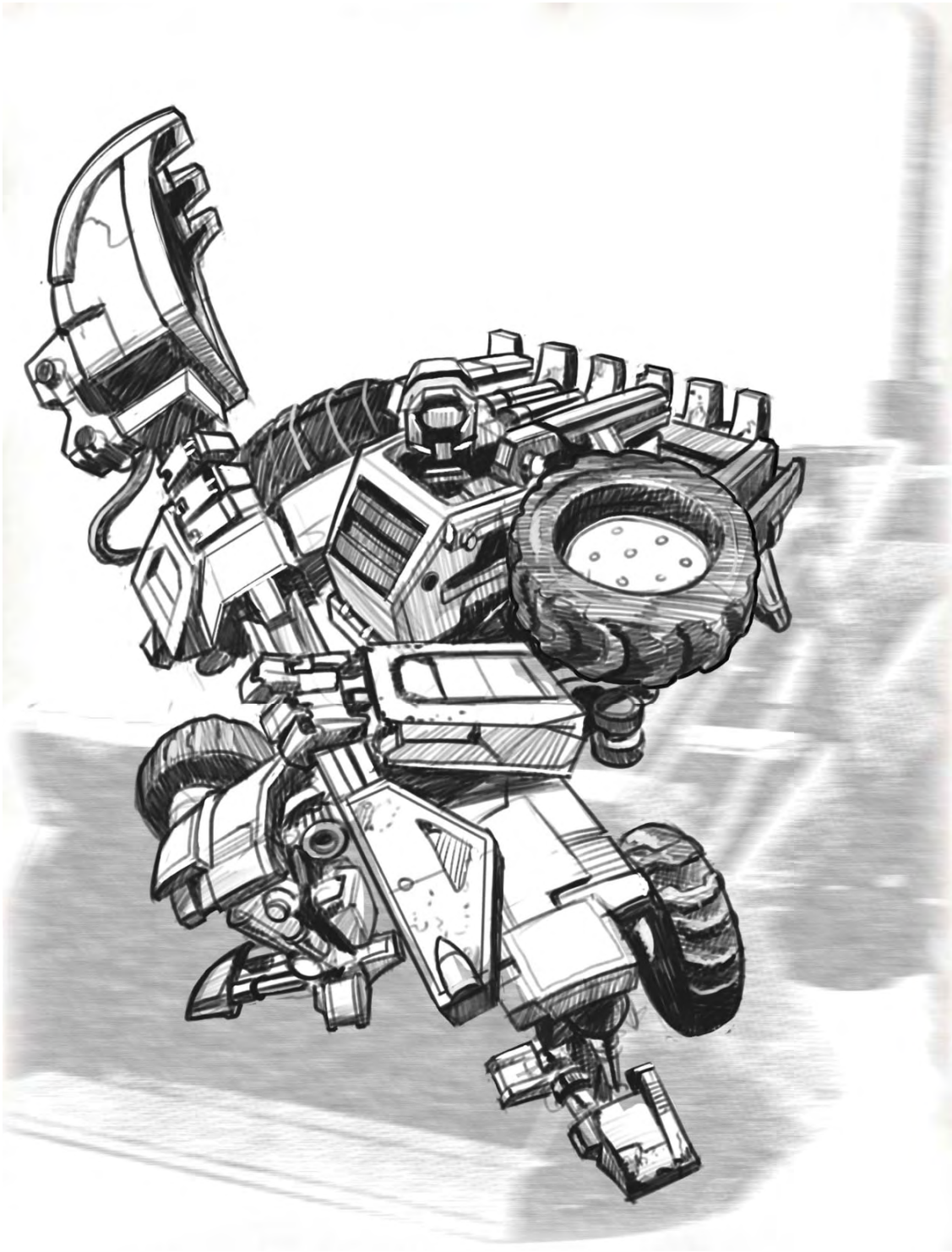
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MECHAGENESIS



THE TRUE20 ROBOTIC ROLEPLAY SOURCEBOOK

REQUIRES TRUE20 ADVENTURE ROLEPLAYING BY GREEN RONIN FOR USE.



MECHAGENESIS

THE TRUE20 ROBOTIC ROLEPLAY SOURCEBOOK

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CHAPTER ONE: MECHAGENESIS



In Mechagenesis, a player assumes the role of a mechagen, a gigantic robot with the ability to assume other forms. Although mechagens predominantly wage their battles on an Earth not too different from our own, mechagens have special powers and abilities that dwarf those of human beings. Creating a 10-ton, 50-ft.-high robot is a bit different from making most other True20 characters, however.

WHAT IS A MECHAGEN?

Mechagens are gigantic robots engaged in an ancient struggle between freedom and tyranny.

Mechagens have amazing capabilities, not the least of which is morphing: the ability to assume an alternate form, or alt form. A mechagen's alt form often resembles something mundane: a car, a camera, a jetliner, or perhaps even an animal. Mechagens are fueled by quantum energy, the spark that gives them life and power. Quantum energy also powers the mechagens' nanomechs, tiny machines that exist inside the larger robots, constantly reconfiguring their internal circuitry to allow them to assume new forms and activate new abilities.

Mechagens vary greatly in size and appearance. However, every mechagen shares some basic traits.

THE MECHAGEN BACKGROUND

Mechagens have the following background traits:

- Ability Bonuses:** None. The starting ability scores of a mechagen are all +0, modified by size (see Table 1-4).
- Bonus Skill:** Any one skill of the player's choice at 4 ranks.
- Bonus Feats:** Any one general feat or upgrade of the player's choice.
- Favored Feats:** Any two role-specific feats of the player's choice.
- Upgrades:** Mechagen characters begin play with a certain number of upgrades, as determined by priority.
- Mechagen Traits:** Built-In Radio, Damage Reduction, Energy Resistance, Imbued Attacks, Living Machine, Morph

Built-In Radio: Mechagens usually communicate verbally with humans and each other. Mechagens can also communicate with other mechagens within 1 mile via built-in two-way radios. This communication can be broadcast on all-channels or across a previously agreed-upon channel. All-channel communication is automatically intercepted by any other radio receiver in range (including other mechagens). Locating a communication channel that is currently in use requires a full-round action and a successful Difficulty 15 Computers check. Mechagen radios can be disrupted by electromagnetic interference as with any other radio communication.

Damage Reduction: All mechagens have damage reduction 4/quantum energy in both primary form and alt-form. Some well-armored mechagens are protected even further. In any case where an armor bonus to Toughness is mentioned for a mechagen, it is armor that protects even from quantum energy.

Energy Resistance: All mechagens have energy resistance 4 against all energy types in both primary form and alt form.

Imbued Attacks: Mechagens can deal damage with unarmed attacks when in primary form; the damage varies based on the mechagen's size, as shown on **Table 1-1**. Because the mechagen has damage reduction 4/quantum energy, his natural attacks, as well as attacks with any mechagen weapons he wields, are treated as being imbued with quantum energy for the purposes of bypassing other mechagens' damage reduction. A mechagen deals quantum energy damage with his unarmed attacks, natural weapons, damaging special powers, and most weapons. Thus, these attacks ignore the DR of other mechagens. A mechagen wielding an improvised weapon or a weapon with the Conventional Damage disadvantage does not ignore the DR of other mechagens. This is a departure from the normal rules for damage reduction, since a mechagen's DR is meant to represent material hardness rather than a supernatural ability to ignore certain damage types. Simply put, weapons designed by mechagen-level technology are specifically

designed to counter mechagen armor, while conventional weapons are not.

Living Machine: Because of its machine body, a mechagen is immune to gases and poisons, and does not need to breathe or eat. They can operate under water or in the void of outer space without harm. Additionally, mechagens are immune to most effects geared toward organic creatures that cause death, nausea, paralysis, petrification, stunning, and unconsciousness. However, there are technological equivalents of the above: mechagens can suffer any of the above conditions as a result of an attack especially geared toward living machines, and can suffer the effects of exhaustion and fatigue if they do not get enough fuel or spend enough time in stasis (see **Quantum Energy** and **Stasis**). Mechagens also have electronic minds that function much like intelligent, organic beings', and are therefore vulnerable to mind-affecting effects like compulsions and illusions. As living machines, mechagens also use the damage rules for characters instead of those for objects, including the penalties for being wounded and having to make checks to stabilize if brought to "dying" on the damage track. Mechagens are also subject to critical hits, although the effects are different than those applied to normal characters (see **Critical Hits**). Mechagens "heal" at the normal rate, as their systems are monitored and repaired by non-sentient autonomous nanomechs.

Morph: Every mechagen has the ability to assume at least two different forms. These are the primary form and the alt form. Primary form is generally a humanoid shape, and is considered a mechagen's "true form." Some mechagens' primary forms are more akin to animals than humans, but they are no less intelligent.

A mechagen's alt form can be nearly anything. Most have some element of disguise, usually appearing to be normal Earth vehicles that can travel freely among humans. Other forms are more combat-oriented, being otherworldly combat platforms or ferocious, robotic animals. With the exception of mechagens with animal alt forms, a mechagen retains all of his abilities,

TABLE 1-1: SIZE MODIFIERS

Size	Primary Form Speed	Combat Modifier	Damage Bonus	Grapple Modifier	Manipulation Modifier	Toughness Modifier	Height	Weight	Carrying Capacity
Awesome	60 ft.	-16	+5	+20	-20	+10	128+ ft.	1,000+ tons	x32
Colossal	60 ft.	-8	+4	+16	-16	+8	64-128 ft.	125-1,000 tons	x16
Gargantuan	50 ft.	-4	+3	+12	-12	+6	32-64 ft.	16-125 tons.	x8
Huge	50 ft.	-2	+2	+8	-8	+4	16-32 ft.	2-16 tons	x4
Large	40 ft.	-1	+1	+4	-4	+2	8-16 ft.	500-4,000 lbs.	x2
Medium	30 ft.	+0	+0	+0	+0	+0	4-8 ft.	60-500 lbs.	x1
Small	20 ft.	+1	-1	-4	+4	-1	2 ft.-4 ft.	8-60 lbs.	x3/4
Tiny	15 ft.	+2	-2	-8	+8	-2	1-2 ft.	1-8 lbs.	x1/2
Diminutive	10 ft.	+4	-3	-12	+12	-4	6 in-1 ft.	0.25-1 lb.	x1/4
Fine	5 ft.	+8	-4	-16	+16	-8	3 in-6 in.	0.9-0.1 lb.	x1/8

combat bonus, saves (including Toughness), skills, and feats while morphed. A mechagen also retains the use of his sensors, allowing him to see and experience his environment as usual, even if he can no longer interact as easily with a particular environment. Mechagens may also activate their special powers while in alt form. When a mechagen changes form, linked weapons or equipment he is carrying become hidden within his alt form or mounted on it. Unlinked items that he is carrying either become stored in the alt form's cargo areas (if any) or fall to the ground.

Morphing is a move action. Mechagens with a combat bonus of +5 or higher may morph as a free action as long as it is combined with a regular move.

A mechagen must make a successful grapple check in order to morph while grappled, and cannot morph if he is pinned.

—Level Lag: Small to Medium +2, Large +3, Huge +4, Gargantuan +5, Colossal +6, Awesome +7. The level lag really only matters if there are non-mechagen heroes or mechagens of different sizes in the group. For balance purposes, the Narrator may wish to restrict the size of player-character mechagens to no larger than Huge.

CHARACTER SCALE

The characters in Mechagenesis are larger than life, and that is reflected in the scale used in the game. First of all, if you are using a battle grid, each one-inch square represents a ten-foot square. This means that Medium and smaller creatures take up less than one square and have a natural reach of 0 squares. Large and Huge creatures occupy one square, and have a natural reach of 1 square in each direction. All of the relevant scale details are presented in **Table 1-2**.

Your character's size also determines your character's base Strength, Dexterity, Constitution (as shown in **Table 1-4**), bonus to weapon damage, primary form speed, and Toughness. The Manipulation Modifier is added to Craft, Computers, Disable Device, and other such checks when working on human-sized equipment, and to Stealth checks. A mechagen's vertical reach is equal to its height in feet x1.5.

TABLE 1-2: MECHAGEN SCALE			
Size	Example Form	Space	Reach*
Fine	Cell phone	0	0
Diminutive	CD Player	0	0
Tiny	Computer	0	0
Small	Eagle	0	0
Medium	Motorcycle	0	0
Large	Sports car	1	1
Huge	Semi truck	4	1
Gargantuan	Jet fighter	4	2
Colossal	Attack sub	9	3
Awesome	Aircraft carrier	16	4

Note: Space and Reach (listed above) are in squares.

*Most mechagen vehicle and object alt forms do not have any natural reach at all. These numbers are mainly for primary forms and animal alt forms.

QUANTUM ENERGY RESERVES (CONVICTION)

Instead of Conviction, a mechagen has Quantum Energy Reserves. Each day, a mechagen can call upon its internal quantum energy reserves to enhance its built-in abilities. Except in name, Quantum Energy Reserves works just like Conviction for other *True20* characters. Unlike Conviction a mechagen's quantum energy reserves may be temporarily increased by absorbing quantum energy cells (see **Quantum Energy Cells**).

CREATING YOUR MECHAGEN

Mechagenesis is a setting that allows for a wide variety of different characters. From the unassuming scientist that morphs into a sleek fighter jet to the towering assassin that disguises itself as a mundane cell phone.

MECHAGENERATION

Follow the steps below to design your mechagen.

1. Assign priorities. The order in which you rank priorities determine what strengths and weaknesses your character has. The priorities are: alt form, ability scores, special powers, gear, and upgrades.
2. Generate the character's ability scores.
3. Construct the character's alt form. See **Chapter Two: Alt Form Design**.
4. Choose the character's role. See **Chapter Three: Roles**.
5. Assign skill points and starting feats. See **Chapter Four: Skills and Feats**.
6. Choose the character's special powers. See **Chapter Five: Special Powers**.
7. Select your character's starting gear, which includes weapons and tech. See **Chapter Six: Gear**.

To construct a mechagen character, a player first assigns a priority from 1 to 5 to each of the following categories: alt form, ability scores special powers, gear, and upgrades. The corresponding benefit per level of priority in each category is set forth in **Table 1-3**. All five priorities must be assigned. Generally no priority can be given a value of less than 1 or greater than 5.

TABLE 1-3: PRIORITIES					
Priority	Alt Form	Ability Points	Special Power	Gear Points	Upgrades
1	1	4	Level - 2	2	1
2	2	5	Level - 1	4	2
3	3	6	Level	8	3
4	4	7	Level + 1	12	4
5	5	8	Level + 2	16	5

ALT FORM

More than anything else, what a mechagen turns into determines who he is and what he does. Consider what shape you would take if your subconscious offered you the chance to change form into an animal or vehicle. Your personality, interests, and style would likely affect your choice; so it is with mechagens.

The size of a mechagen's primary form is usually directly linked to the size of its alt form, although there are exceptions to the rule. Generally, the greater priority given to alt form construction, the larger, faster, more maneuverable, or more adaptable the form is. Alt forms are discussed in greater detail in Chapter Two.

**TABLE 1-4:
BASE ABILITY MODIFIERS**

Mechagen Size	Base Strength	Base Dexterity	Base Constitution
Awesome	+10	-5	+10
Colossal	+8	-4	+8
Gargantuan	+6	-3	+6
Huge	+4	-2	+4
Large	+2	-1	+2
Medium	+0	+0	+0
Small	-1	+1	-1
Tiny	-2	+2	-2
Diminutive	-4	+3	-4
Fine	-8	+4	-8

"Total to 15" Priority Point Variant

To allow for greater customization, your Narrator may let you make use of the "total to 15" method of assigning priorities.

In this method, instead of assigning priorities from 1 to 5, you have 15 priority points to assign. No priority may be given a value of less than 1 or greater than 5. Other than that, you can set your priorities in any way you like, as long as they total no more than 15. For example, you can set all priorities at 3, set them at 5, 5, 2, 2, and 1, or in any other array that totals 15.

0-Priorities

If your Narrator is allowing the "total to 15" priority point variant, he may also allow you to assign a cost of 0 to one or more of your priorities. The only priority that can never be assigned a value of 0 is ability points. Also, since priorities must total 15, you can't have more than two priorities with a value of 0.

Alt Form 0: Mechagens with no alt-form represent a very rare, older design from the days before morphing technology was in wide use. A non-morphing robot has the advantage of more power in other areas since the limited space inside its chassis isn't being taken up with morphing actuators and gears. The disadvantage of this type of mechagen is that they can't easily hide on Earth disguised as commonplace items. Furthermore, other mechagens tend to react to non-morphing robots as primitive throwbacks, outdated and obsolete technology with one foot in the scrap-heap.

Special Power 0: Like the non-morphing robots, mechagens without special powers are yet another previous step in the "evolution" of the mechagen as it is today. Mechagens without a special power tend to concentrate on upgrades and gear, tweaking their physical forms and loading up on weapons in order to fill the gap in their abilities as compared to other mechagens.

Gear Points 0: Mechagens with no gear points are essentially "standard models." They don't have any fancy options or tech gear or even weapons. Mechagens without gear points can only get gear points by taking the Gear Point upgrade. The only weapons they can have are simple weapons, since such weapons have 0 cost. These mechagens tend to concentrate on special powers and ability points to make up for their lack of gear.

Upgrades 0: Mechagens with no upgrades are robots that have been designed to the limit of their chassis, leaving no extra space or surplus quantum energy to power further upgrades. These mechagens usually have high priorities in ability points and gear. The only way a mechagen with 0 priority in upgrades to get upgrades is to swap out feats.

MULTIPLE ALT FORMS

With your Narrator's permission, you can choose more than one alt form by dividing your priority points among them; for example, if you set your alt form priority at 4, you can have one priority 4 alt form, two priority 2 alt forms, or one priority 3 and one priority 1 alt form. If you have multiple alt forms, the size of your primary form is determined by the size of your largest alt form. If your alt forms have different sizes, you are considered to have the massmorph ability as well.

ABILITY POINTS

Mechagens are built, not born. How strong, quick, or fast a mechagen is depends on its creator's intentions. While some mechagens are smaller or poorly equipped compared to others, they make up for it by being quicker, smarter, and stronger. Players construct their characters' abilities using the point buy method, just like other *True20* characters. The number of points available depends on the priority given to ability scores. Mechagens begin with physical ability scores determined by size.

STRENGTH ABOVE +10

Mechagen characters, especially the big ones, can have Strength scores much higher than +10. If it becomes necessary to determine such a character's carrying capacity, consult **Table 1-5**. Remember that larger creatures have greater carrying capacity, as shown on **Table 1-1**.

SPECIAL POWER

All mechagens are built with innate special powers that set them apart from others. Although they work like supernatural powers, special powers are technological in nature. The greater the priority given to special power, the more powerful your special power. You choose your special power from the list of supernatural powers in **Chapter 4** of *True20 Adventure Roleplaying* (or any other *True20* source your Narrator allows). If you want a power that has a prerequisite power, such as Dominate (which requires Mind Touch), you must select the prerequisite power as your special power then take the Special Power Gain upgrade to select the additional power. Special powers are discussed in greater detail in **Chapter Five**. Some powers may be restricted or limited at the Narrator's discretion.

**TABLE 1-5:
CARRYING CAPACITY**

Strength	Light Load	Medium Load	Heavy Load	Maximum Load	Push/Drag
+10	532 lb.	1,064 lb.	1,600 lb.	3,200 lb.	8,000 lb.
+11	692 lb.	1,384 lb.	2,080 lb.	4,160 lb.	10,400 lb.
+12	932 lb.	1,864 lb.	2,800 lb.	5,600 lb.	14,000 lb.
+13	1,124 lb.	2,452 lb.	3,680 lb.	7,360 lb.	18,400 lb.
+14	1,600 lb.	3,200 lb.	4,800 lb.	9,600 lb.	24,000 lb.
+15	2,128 lb.	4,256 lb.	6,400 lb.	12,800 lb.	32,000 lb.
+16	2,768 lb.	5,536 lb.	8,320 lb.	16,640 lb.	41,600 lb.
+17	3,728 lb.	7,456 lb.	11,200 lb.	22,400 lb.	56,000 lb.
+18	4,496 lb.	9,808 lb.	14,720 lb.	29,440 lb.	73,600 lb.
+19	6,400 lb.	12,800 lb.	19,200 lb.	38,400 lb.	96,000 lb.
+20	8,512 lb.	17,024 lb.	25,600 lb.	51,200 lb.	128,000 lb.
+21	11,072 lb.	22,144 lb.	33,280 lb.	66,560 lb.	166,400 lb.
+22	14,912 lb.	29,824 lb.	44,800 lb.	89,600 lb.	224,000 lb.
+23	17,984 lb.	39,232 lb.	58,880 lb.	117,760 lb.	294,400 lb.
+24	25,600 lb.	51,200 lb.	76,800 lb.	153,600 lb.	384,000 lb.
+25	34,048 lb.	68,096 lb.	102,400 lb.	204,800 lb.	512,000 lb.

MULTIPLE SPECIAL POWERS

With your Narrator's permission, you can choose more than one special power by dividing your priority points among them; for example, if you set your special power priority at 4, you can have one priority 4 power, two priority 2 powers, or one priority 3 and one priority 1 power.

GEAR

Mechagens are built to accommodate incredible technology. The greater the priority given to gear, the more variety of weapons and equipment a character possesses at the start of the game. Gear is discussed in **Chapter Six**.

UPGRADES

While a mechagen's basic design and alt form rarely change, its peripheral strengths are always being upgraded. The higher the priority allocated to upgrades, the more of them you start with. In this regard, upgrades are like bonus feats with the specific purpose of modifying your mechagen's mechanical body. Upgrades can affect either your primary or your alt form; which form an upgrade applies to is given in its description.

A mechagen can take an upgrade regardless of role, although some upgrades require a particular type of alt form. Like feats, some upgrades have prerequisites that must be met before the upgrade can be taken. During character creation you can also trade in upgrades in exchange for bonus general feats; these upgrades represent special programming or training your mechagen has received in lieu of physical modifications. Furthermore, whenever you are allowed to take a feat, such as when you are selecting your 4 starting feats or during level advancement, you may instead take an upgrade for which you meet the prerequisites.

Unlike feats, a mechagen can't spend Quantum Energy Reserves (i.e. Conviction) to gain temporary use of an upgrade. Either the mechagen has an upgrade or he does not. Also unlike feats, upgrades can be removed and replaced with other upgrades. See the Craft (mechagen tech) skill in **Chapter Four** for more information about altering upgrades.

ADAPTABLE

You are as adept underwater as a human. You can swim above and below the water without sinking to the bottom. You have a swim speed equal to your primary form's ground speed.

ALT FORM STRIKE

Prerequisite: Dex +2 or better

You can perform a minor morph to bring a fist or kick to bear while in alt form. While in alt form, you can make a single unarmed attack as a standard action.

ARMORED

You have a heavily armored chassis. You gain an armor bonus of +1. This upgrade can be taken up to 3 times. Since it is an armor bonus, it can be bypassed with a successful finesse attack. This upgrade takes the place of the Defensive Roll and Toughness feats for mechagen characters.

DAMAGE BOOST

Your unarmed strikes or one of your natural weapons has been modified to deal more damage than usual. Select unarmed attacks or one natural weapon; that weapon's damage bonus is increased by +1. If you take this upgrade for unarmed attacks, you deal lethal damage instead of non-lethal damage with an unarmed attack. You can take this upgrade multiple times. Each time, it applies to a different attack. This upgrade takes the place of the Improved Strike feat for mechagen characters.

DATABASE

You have a complex data storage system that constantly records stray bits of information. When confronted with a topic in which you do not have any relevant knowledge, you may still remember something useful about it. Make a database check with a bonus equal to your total level + your Intelligence to see whether you know some relevant information about a particular

person, place, or thing. You may not take 10 or take 20 on this check, as this type of data recall is essentially random. This upgrade takes the place of the Eidetic Memory feat for mechagen characters.

The Narrator can determine the Difficulty of the check by referring to the table below.

TABLE 1-6: DATABASE CHECKS		
Difficulty	Knowledge	Examples
10	Common	The name of the local mayor; the location of a nearby garage.
20	Uncommon	A celebrity's favorite food; the location of a power substation.
25	Obscure	The typical armament on a military vehicle; the location of an abandoned bomb shelter.
30	Extremely Obscure	A security password; a location considered classified.

DECEPTIVE

Prerequisite: Quick Morph, trained in the Stealth skill

If you are in your primary form and see an enemy, or anyone else who you don't want to see your primary form, you may make a Difficulty 25 Stealth check to morph to your alt form as a free action. Once in your alt form, you may roll a Disguise (mechagen) check as normal. If your Stealth check is successful, the observer never gets a chance to spot you. Your Stealth check automatically fails if you try to use this ability while you are being directly observed.

EMPOWER

You can increase the effective rank of your special powers, putting more of your quantum energy and will behind them. For each effective rank you add to a power, increase the fatigue Difficulty of using it by +2. You cannot empower a power by more than +5 ranks (for +10 to the fatigue Difficulty).

FOOT WHEELS

You have wheels on your feet in primary form, allowing you to "skate" at double your normal primary form speed. You can activate and deactivate the wheels as a free action. You avoid hazards with a Dexterity or Acrobatics check instead of Drive.

GEAR POINT

You can use more gear. You can gain this upgrade multiple times. Each time you take the upgrade, you gain 1 gear point.

GRAPPLER

When grappling larger opponents, your modifiers to grapple checks are treated as if you were one size larger. You may select this ability multiple times. Each time you do, your modifiers to grapple checks when grappling larger opponents are treated as if you were one size larger.

GREATER SPECIAL POWER BOOST

Prerequisite: Special Power Boost

Your special power is very powerful. Choose one of your special powers to which you've applied Special Power Focus. Add an additional +1 to the Difficulty for all saving throws against that special power. You can gain this upgrade multiple times. Its effects do not stack. Each time you take the upgrade, it applies to a new special power.

HIGH PERFORMANCE

You can deal with most hazards that come your way. You receive a +4 bonus to your Drive or Pilot skill (whichever is most appropriate for your alt form) when making skill checks to avoid hazards.

HYBRID FORM

Prerequisite: Dex +3 or greater, Alt Form Strike, Trained in Drive or Pilot

You can morph into a hybrid form, combining elements of your primary form and alt form. When you morph, you can morph into a hybrid form that combines features of your alt form and primary form. For instance, a mechagen with a jet fighter alt form would appear to have the wings, cockpit, and flight capabilities of a jet fighter, but would have the extended legs and articulate arms of a humanoid mechagen. All characteristics, including available weapons, use the more advantageous of your two forms. This ability may not be used in conjunction with a massmorphed alt form.

IMBUING WEAPON

Prerequisites: Weapon alt form, Dex +2 or better, Int +1 or better

Your fighting prowess carries over to your alt form. When you choose to share a weapon feat with your wielder, you may share one additional feat. You can gain this upgrade multiple times. Each time you take the upgrade, you may grant one additional feat to your wielder.

IMPROVED IMBUING WEAPON

Prerequisites: Imbuing Weapon, total level 8th.

You can lend a wide range of expertise to your wielder. You can lend your combat bonus and feats to your wielder in the same round.

IMPROVED PRIMARY/ANIMAL FORM SPEED

Your primary form or animal alt form speed increases by 10 feet while not carrying a heavy load. You can take this upgrade multiple times. Each time it increases your speed by 10 feet, to a maximum increase of +30 feet. This upgrade takes the place of the Improved Speed feat for mechagen characters.

INCREASED VEHICLE FORM SPEED

Prerequisite: Vehicle alt form.

Your vehicle alt form can reach higher speeds than most. When in vehicle alt form, your maximum speed increases by 20%. You can gain this upgrade multiple times. Each time you take the upgrade, your maximum speed increases by 20% of its original value.

INCREASED ACCELERATION

Prerequisite: Vehicle alt form.

Your vehicle alt form can accelerate more quickly than most. When in vehicle alt form, your acceleration rating increases by 50%. You can gain this upgrade multiple times. Each time you take the upgrade, your acceleration increases by 50% of its original value.

INCREASED MANEUVERABILITY

Prerequisite: Vehicle alt form.

Your vehicle alt form can turn tighter corners than most. When in vehicle alt form, your maneuverability improves by one step. You can gain this upgrade multiple times. Each time you take the upgrade, your maneuverability improves by one step, to a maximum of perfect.

LINK

You have a link, a smaller mechagen that serves as a companion and assistant. There are two general types of links: alt form link and primary form link. An alt form link merges with your primary form when you morph, and a primary form link merges with your alt form. See **Link Rules** at the end of this chapter for more details. You can only take this upgrade once.

LUMBERING GAIT

Prerequisite: Large or larger.

You stand and walk in such a manner that it is difficult for smaller creatures to move through your legs. A creature must be four size categories smaller than you to move through an area that you occupy.

MASTERWORK TECH OBJECT

Prerequisite: Tech object alt form.

Your tech object alt form is an example of fine craftsmanship. Your alt form bestows an additional +2 bonus to relevant skill checks. You can gain this upgrade multiple times. Each time you take the upgrade, the bonus your alt form grants increases by +2, to a maximum of an additional +10.

MASTERWORK WEAPON

Prerequisite: Weapon alt form.

Your weapon alt form is an example of fine craftsmanship. A masterwork weapon alt form provides a +1 bonus to attacks made with it. A masterwork shield alt form has an armor check penalty one less than normal.

MINI-DIGITS

Your digits contain extendable fine-manipulation tools that mimic humans' fingers. Your manipulation modifier for using human-sized equipment is determined as if you were one size smaller. You may select this upgrade multiple times. Each time you do your manipulation modifier improves as if you were one size smaller.

QUICK MORPH

Your morph actuators are so efficient that you can morph in the blink of an eye. You can morph as a free action once per round.

QUICKEN POWER

Once per round, you can use a power that requires a full-round action as a standard action, or a power that normally requires a standard action as a move action. You can't use powers more quickly than a move action using this upgrade. The fatigue Difficulty of the quickened power increases by +8.

PRIMARY FORM FLIGHT

You can fly while in primary form. Your speed is 50 MPH (50 squares at character scale, 10 squares at surface scale, and 1 square at air scale), your Acceleration is 10/2/.2 and your maneuverability is Poor. You can increase these values with the Increased Acceleration, Increased Maneuverability, and Increased Vehicle Form Speed upgrades.

SENSORS

You can get more out of your sensors than other mechagens, even those with more advanced equipment. Your audio-visual sensor range doubles, reducing the Notice penalties for distance to -1 per 20 feet. You may select this upgrade multiple times. Each time you do, your sensor range doubles. This upgrade only applies to hearing and vision, not other forms of detection such as radar, sonar, and quantum sensors.

SPECIAL POWER ADVANCEMENT

Your nanomechs upgrade you in such a way that your special power gains in strength. You can take this upgrade multiple times. Each time you take the upgrade, the priority of one of your special powers increases by 1 (to a maximum of priority 5).

SPECIAL POWER BOOST

Prerequisite: A special power that allows a saving throw.

Your special power is harder to resist. Choose one of your special powers. Add +1 to the Difficulty for all saving throws against that special power. You can gain this upgrade multiple times. Its effects do not stack. Each time you take the upgrade, it applies to a new special power.

SPECIAL POWER FOCUS

Prerequisite: A special power that requires a power check.

Choose one of your powers that requires a power check. You gain a +3 bonus to power checks with that power. You can take this upgrade more than once. Each time, it applies to a different power.

SPECIAL POWER GAIN

Your nanomechs upgrade you in such a way that you gain a new special power. You can take this upgrade multiple times. Each time you take the upgrade, you gain a new priority 1 special power. You can also use this upgrade to take a power that has another of your special powers as a prerequisite. In that case, the new power starts at a priority equal to your original special power.

SPECIAL POWER TALENT

Prerequisite: Two special powers that require power checks.

Choose two powers you possess that require power checks. You gain a +2 bonus to power checks with those powers. You can take this upgrade more than once. Each time, it applies to a different pair of powers.

VEHICLE CHARGING

Prerequisite: Vehicle alt form, Vehicular Combat.

You are designed to make devastating ramming attacks in your alt form. If you morph from your alt form to your primary form as part of a charge action, and complete your move with a successful melee attack, you deal +1 damage with the attack.

VEHICLE RAMMING

Prerequisite: Vehicle Charging.

You are designed to slam your vehicle alt form into an opponent without taking much damage. When you ram your vehicle alt form into an opponent, you deal +1 damage and take 1 less point of damage when ramming.

WIDEN POWER

You can broaden the effect of one of your powers. When using powers that normally affect a single target, you can affect an area with a radius of up to four times your total level in feet. The power affects all targets in the area normally. You must still meet any requirements for range, including mental contact, that the power requires. Make a single check and compare the results to each target in the area. Targets save individually against the power's effects. The widened power's fatigue Difficulty increases by +6.

LINK RULES

Links are tiny mechagen companions that operate independently of the mechagen's main form. There are two types of links: alt form links and primary form links.

An alt form link is a part of a mechagen that can operate separately while the mechagen is in its primary form. When the mechagen is in primary form, the link takes the form of a smaller humanoid, vehicle, or animal. When the mechagen morphs, the link becomes part of its alt form, such as a stowed weapon, a trailer, or a cargo rack.

A primary form link is a part of a mechagen that can operate separately while the mechagen is in its alt form. When the mechagen is in alt form, the link takes the form of a smaller humanoid, vehicle, or animal. When the mechagen morphs, the link becomes part of its primary form, such as an arm, generator, or a head.

Links are treated just like familiars, as described in *True20 Adventure Roleplaying*. A link is treated as a mechagen for the purpose of any effect that depends on its type. Destroyed links can

be rebuilt in the same manner as mechagens, except that the backup programming can be provided by the master mechagen, and the link cannot lose a level or ability score points. A link's power is provided by its master, so it does not have a quantum generator and, unlike other mechagens, does not roll on the critical hit table (see **Critical Hits**).

To morph with a link, a mechagen and link must be within 10 feet of each other. A mechagen can morph without its link, but does so at a penalty. A mechagen that morphs into its alt form without its alt form link does not gain the normal +10 bonus to his Disguise check when he morphs. A mechagen that morphs into its primary form without its primary form link loses any special abilities provided by its link and further suffers a penalty to certain actions. See **Special Primary Form Link Bonus**, below, to determine which special abilities are lost and what penalties are suffered.

A link may take the form of a Small robot, a Small vehicle, or a Small or smaller animal.

LINK BASICS

Use the basic statistics given for the robot or vehicle link or a creature of the link's kind. Links are treated as mechagens. The link gains all mechagen traits. Links also have special abilities depending on the mechagen's total level, as shown on **Table 1-7**.

Total Level: Enhancements to the link's traits are based on your total level. When you go up a level, your link does as well.

Abilities: This is a bonus to the link's Strength, Dexterity, and Intelligence scores. An animal link's Intelligence begins at -2, while a humanoid or vehicle link's Intelligence begins at -1. Links are intelligent, and can understand any language you know. A link can only communicate verbally if you choose to allow that when you take the Link upgrade.

Basic Link: You have a basic communications connection with your link (like a use of the Mind Touch power). The two of you are always in mental contact. If some outside force, such as electromagnetic shielding, interferes, you can

make a level check to overcome it, adding your Charisma to the check. The Narrator sets the Difficulty. If your communication link is broken, it is automatically reestablished as soon as possible. You cannot see through the link's eyes, but you can communicate by exchanging basic message signals. Because of the limited nature of the link, only general, one- or two-word commands or messages can be communicated. You get a +4 bonus on interaction checks involving your link.

Share Powers: You can choose to have any power you use on yourself also affect your link. This includes powers like Enhance Ability, which normally only affect the user. The link must be within 10 feet of you when the power is used to receive its effects. If the power has a duration other than instantaneous, it stops affecting the link when the link moves farther than 10 feet away from you and does not affect it again, even if it returns while the power is still in effect. Additionally, you may choose to activate your special power to affect only your link, and not your main form.

Evasion: Your link gains the Evasion feat.

Dedicated: Your link gains the Dedicated feat towards you.

Encrypted Verbal Communication: You and your link can communicate verbally using digitized messages and sound impulses. Others cannot understand the communication without decrypting it (Computers Difficulty 25).

Improved Evasion: Your link gains the Improved Evasion feat.

TABLE 1-7: LINK SPECIAL ABILITY LIST		
Total Level	Abilities	Special
1st-2nd	+0	Basic Link, Share Special Powers
3rd-5th	+0	Evasion
6th-8th	+1	Dedicated
9th-11th	+1	Encrypted Verbal Communication
12th-14th	+2	—
15th-17th	+2	Improved Evasion
18th-20th	+3	—

LINK TYPES

Animal: If an animal link is chosen, the link retains the size, appearance, level, base combat bonus, base save bonuses, skills, feats, and traits and of the ordinary animal it resembles, but it is treated as a mechagen for the purpose of any effect that depends on its type. Any Small animal may be chosen. Animal links have the same skills as a normal animal of its type, and gain 2 + Intelligence (minimum 1) skill points per level.

Humanoid/Vehicle: A humanoid or vehicle link's combat bonus is the same as an expert of your total level. Also like an expert, it has one good save (chosen by you) and two normal saves. Humanoid and vehicle links have 4 + Intelligence skills at 4 ranks each at 1st level, and gain 4 + Intelligence skill points per level after that. They can only access general feats and your role-specific feats (unless you are a controller, in which case you choose if they can take expert or warrior feats; links cannot take controller feats). Humanoid links have articulate hands. Vehicle links have very basic claw arms, but are treated as quadrupeds for resisting trip attacks, rushes, and for calculating carrying capacity. They cannot attain speeds high enough to move into surface scale. Use the following statistics for the basic humanoid and vehicle links:

Base Humanoid or Vehicle Link

Size and Type: Small 1st level Mechagen

Speed: 20 ft. (humanoid) or 40 ft. (vehicle)

Abilities: Str +0, Dex +2, Con +0, Int -1, Wis +1, Cha -1

Skills: Any 3 skills at 4 ranks each.

Feats: Any one general or role-specific feat.

Traits: Mechagen traits

Combat: +3 (+1 size, +0 base, +2 Dex), Damage +0 (slam), Defense Dodge/Parry +3/+1 (+1 size, +0 base, +2 Dex/+0 Str), Initiative +2

Saves: Toughness -1 (-1 size, +0 Con), Fort +0 (+0 base, +0 Con), Ref +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

SPECIAL ALT FORM LINK BONUS

An alt form link grants a bonus general feat to its main form. This feat is chosen when the link is created, and cannot be changed. This bonus feat applies only when the main primary form and form-link are within one mile of each other.

SPECIAL PRIMARY FORM LINK BONUS

The special ability granted by a primary form link depends upon what part of the mechagen's primary form it assumes, as shown below. These special abilities apply only when the link has morphed into the mechagen's primary form. The special abilities are listed using the following format: **Primary form part:** Special ability/penalty for morphing into primary form without link.

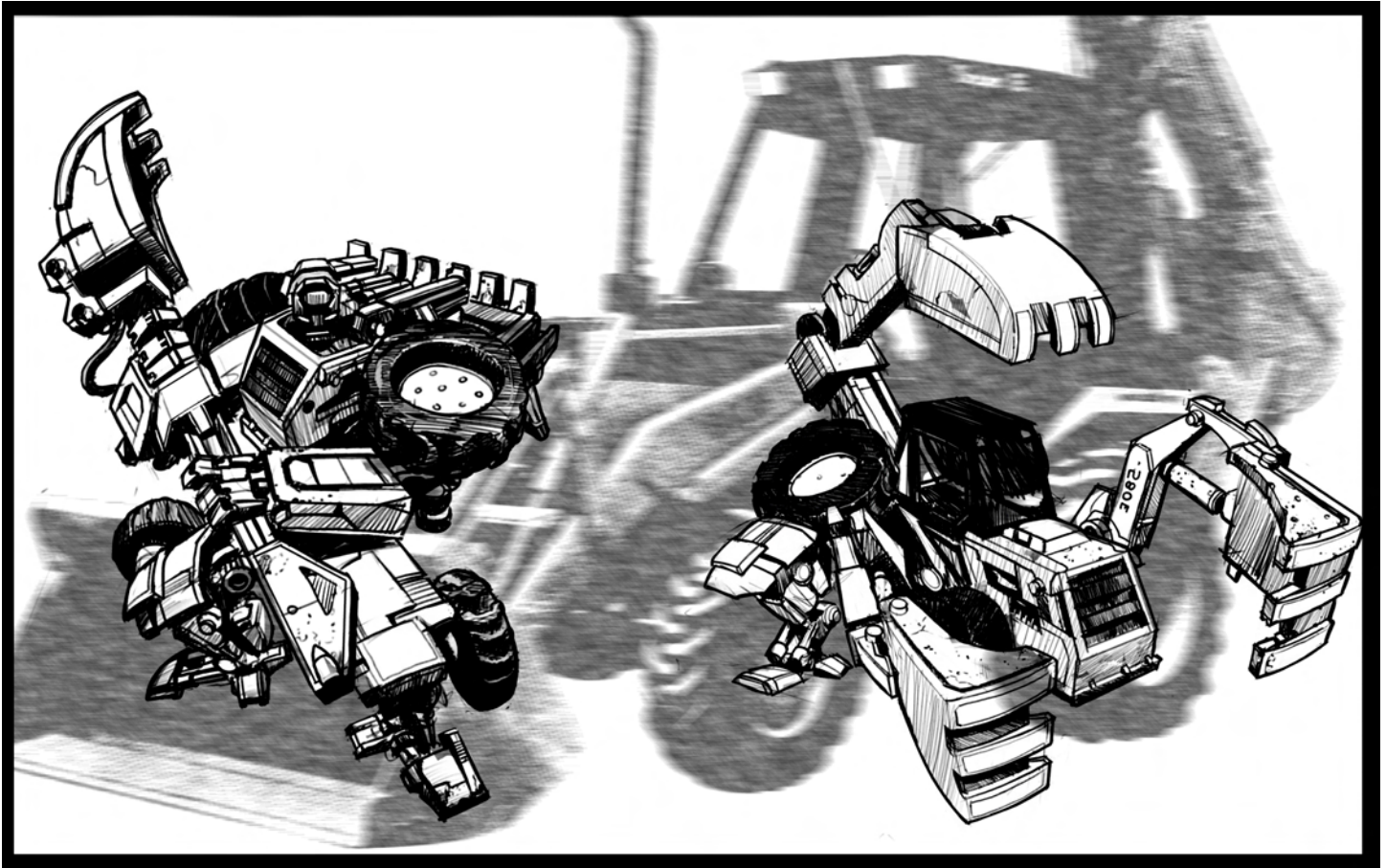
Arm: +1 bonus to attack rolls and +4 bonus to Strength checks involving that arm/-3 penalty to attack rolls.

Head: Increase Intelligence by 1/sight reduced to 10 ft. and -2 penalty to all attacks and skill checks. The bonus to Intelligence does not provide extra skill points.

Leg: +10 ft. to speed and +2 bonus to Reflex saves/base movement is halved and -1 to Dexterity.

Torso: +1 armor and +2 bonus to Fortitude saves/-2 to armor and DR/quantum energy reduced by 1.

CHAPTER TWO: ALT FORMS



It is the mechagens' ability to morph that sets them apart from other artificial life forms. When the mechagens first came to Earth, the nanomechs that inhabit their forms began constructing new alt forms based upon animals and objects native to this world. Some mechagens have alt forms based upon vehicles and objects found on other worlds that are far more advanced, with capabilities superior to those of weapons and vehicles found on Earth. The benefits they provide come with the penalty of not being able to blend in.

ALT FORM TYPES

Nearly every mechagen has the ability to morph. There are three types of alt forms a player may choose from: animal, object, or vehicle. Some alt forms are limited only to those with a certain alt form priority or higher. The alt form and primary form are usually the same size, although special exceptions exist (see the Massmorphing sidebar).

ANIMAL

This type of alt form mimics a living creature, such as a bird of prey, a dinosaur, or an insect. Animal mechagens are among the rarest of all mechagens.

OBJECT

This type of alt form mimics something that does not normally move under its own power, like a structure, a weapon, or a tech object. All objects can cause their moving parts to move, however, such as the turrets and blast doors for structures, triggers for firearms, and view screens on laptops.

VEHICLE

This type of alt form mimics anything that can move under its own power, such as a sports car, a hovercraft, or a jetliner. This is the most common form of mechagen.

So What About Primary Forms?

All mechagens are assumed to have bipedal, humanoid primary forms (some companions have animal or vehicle primary forms and object alt forms, however). Unless you have the massmorph ability, the size of your character's primary form is the same as that of your alt form.

Other than size, your primary form is yours to design. You can create a sketch or a simple description to describe which parts of the robot's alt form become which parts of his primary form (windshield on chest, doors as shoulder-guards, luggage rack as

Massmorphing

What is "massmorphing"? Simply put, massmorphing is the ability of some mechagens to have alt forms that are drastically larger or smaller than their primary form.

In most cases, a mechagen's primary form and alt form are roughly the same size, and have the same mass. A Large robot morphs into a Large car, and so forth. Some mechagens, however, can shunt away excess mass and actually change in size and mass. This ability is most notably found among mechagens with animal or object alt forms.

You do not have to pay for this ability in priority points or gear points. If your primary form and any one of your alt forms have a different size, then you have the Massmorphing ability.

ANIMAL ALT FORMS

Choose any creature of the animal or vermin type that is the same size or smaller than the size allowed by your priority, as shown on **Table 2-1: Animal Alt Forms**. That choice not only determines the traits that your alt form will have, it also determines the size of your mechagen's primary form.

Priority	Size
1	Medium
2	Large or Medium/Small
3	Huge, Large/Medium or Medium/Tiny
4	Gargantuan, Huge/Large, Large/Small to Tiny, or Medium/Diminutive
5	Colossal, Huge/Medium to Tiny, Large/Diminutive, or Medium/Fine

Priorities two through five allow for the massmorph special ability. The size before the slash is the size of the mechagen in primary form and in his combat version of his alt form, while the size after the slash is the size of the mechagen's spy form (and therefore, the size of the animal that the mechagen must choose for its alt form).

For instance, a player who wishes his character to have an elephant alt form, a Huge creature, must select at least priority 3 for his alt form. This means that he will also be Huge in his primary form.

Alternatively, the player may select an animal alt form that is much smaller than the mechagen's primary form, and even smaller than most humans. For instance, if a character had a bat alt form, it could be priority 4 (making it Medium in its primary form, and Diminutive in its alt form) or priority 5 (making it Large in its primary form, and Diminutive in its alt form). A mechagen with this option gains an added benefit: he may choose to massmorph when he morphs into his alt form, shrinking to the normal size for the animal, or he may remain the same size as his primary form but attain the shape and traits of the animal. The first option is generally used for spying, the second for combat.

For instance, a mechagen with alt form priority 4 (Large/Small-Tiny) chooses a monstrous centipede as its alt form. He would be Large in his primary form, and could morph into a Tiny monstrous centipede in his alt form. He could also morph into a Large monstrous centipede alt form, not shrinking at all. Whereas the mechagen's Large monstrous centipede alt form is not as powerful as, say, a Gargantuan monstrous centipede alt form, allowable under the same priority, the massmorphing allows for more flexibility.

If there is no animal of the appropriate sizes for your priority and you do not want to take a smaller animal form, ask your Narrator if you can advance a smaller creature to a larger size (see the *True20 Bestiary*, **Modifying Creatures**). Mechagens are alien robots, and thus have a difficult time mimicking the forms of Earthly life. The animal alt form of a mechagen, like its primary form, is obviously mechanical and cannot pass for a biological creature even to the casual observer.

ANIMAL ALT FORM ABILITIES

When you morph into your animal alt form, you retain the following:

- Your level and level-dependent benefits.
- Your Intelligence, Wisdom, and Charisma.
- Your skill ranks in all skills, adjusted for any changes in size and physical ability scores.
- Your feats, assuming they are useful in the alt form.
- Your mechagen traits and any upgrades, special powers, and other useful abilities from your primary form, assuming they are usable in the alt form.
- Your combat bonus and base saving throws, adjusted for any changes in size and physical ability scores.

When you morph into your animal alt form, you gain the following:

- The base creature's movement mode(s) and speed(s).
- The base creature's Strength, Dexterity, and Constitution.
- The base creature's bonus feats (and only the bonus feats). If the base creature has any bonus feat that is superseded by tech gear (such as Night Vision) or an upgrade (such as Improved Speed), you gains that tech gear or upgrade for free while in your alt form.
- The base creature's attack types and damage for those attacks, and any effect associated with them unless that effect is eliminated by something on the list of traits you do not gain from the base creature (see below).
- Some of the base creature's traits, except for any modification to mental abilities such as mindlessness. Any saving throw Difficulty determined from the base creature's level and abilities must be recalculated using your total levels instead of the creature's. The traits you gain may include: Ability Loss, Blindsight, Blindsight, Breath Weapon, Constrict, Darkvision, Death Attack, Disease, Engulf, Flight, Mimicry, Paralysis, Poison, Pounce, Powerful Charge, Rake, Ray, Scent, Sonic Attacks, Swallow Whole, Tentacles, Trample, and Tremorsense.

When you morph into your animal alt form, you do not retain or gain the following:

- Any of your weapons or gear, unless they are specifically linked to your alt form.
- The base creature's subtypes or any trait associated with its subtypes.
- The base creature's armor bonus to Toughness.
- Any of the base creature's skills or skill ranks.
- Any of the base creature's feats that are not bonus feats.
- Any of the creature's supernatural powers, even if they are provided as bonus feats. In

order to have those powers, you must select them via the special power priority.

- Some of the base creature's traits. The traits you do not gain may include: Alternate Form, Amphibious, Change Shape, Create Spawn, Damage Reduction, Dependent, Etherealness, Fast Healing, Fear, Frightful Presence, Gaseous Form, Gaze, Immunity, Invisibility, Light Sensitivity, Liquid Form, Persistent Wound, Petrification, Powers, Regeneration, Resistance to Energy, Sensitivity, Supernatural Immunity, Supernatural Resistance, Summon, and Vulnerable to Energy.

Aberrations, Dragons, and Supernatural Beasts

With your Narrator's permission, you can choose a non-humanoid aberration, dragon, or supernatural beast as your animal alt form instead of an animal or vermin. Constructs, elementals, fey, humanoids, monstrous humanoids, oozes, outsiders, plants, and undead cannot be taken as animal alt forms.

Selecting a non-standard animal alt form usually carries a priority-point increase of at least +1, and perhaps as high as +3 depending on the innate abilities of the creature. Some supernatural beasts have nothing other than odd forms or movement rates that set them apart from animals, and these alt forms have no increase in priority. Your Narrator determines any increase in priority for an unusual alt form.

For example, if you wanted your mechagen to have the alt form of a chimera — a Large supernatural beast — your Narrator may set the priority to at least 3 to account for the extra abilities a chimera provides (darkvision, flight, breath weapon, etc.). A bear-shark alt form might carry no increase in priority.

ANIMAL ALT FORM DISEASES AND POISONS

Mechagens are generally immune to poisons that affect organic creatures. However, when a mechagen morphs into an animal or vermin alt form that has a disease or poison special attack, the nanomechs in the mechagen's body produce substances that affect mechagens and constructs in a manner quite similar to the way an ordinary creature's disease or poison affects an organic victim. When a mechagen is diseased or poisoned by an animal alt form, apply the effect stated in the animal's description. These substances have no effect on organic beings.

OBJECT ALT FORMS

Objects are the rarest of mechagen alt forms. It takes a particular type of mindset (and player) to make the most use of a form that remains motionless much of the time. Object mechagens tend to be excellent guardians, spies, and support characters, letting patience and teamwork accomplish what daring skydives and squealing tires cannot.

The three types of object alt forms are devices, structures, and weapons.

DEVICE ALT FORMS

Those that have device alt forms are often among the most intelligent and devious of mechagens. It takes a considerable amount of patience to sit and process away at the enemy's encrypted file while in laptop form, or to wait in a human CEO's pocket for hours, waiting for the phone call that will reveal the location of his energy stockpiles.

Devices' abilities vary widely. They generally act as advanced versions of their earthly counterparts: they do what normal objects of their form might do, only better. For instance, a mechagen in a spy-eye camera alt form would have excellent field of vision and would be able to see incredible detail. Likewise, a mechagen CD burner would be able to store nearly unlimited amounts of information on a single CD (like virtual representations of every man, woman, and child on Earth, accurate down to the last molecule,

for instance). At the very least, the device and any humans or mechagens using it gain a +10 bonus to skill checks for which the device might be useful.

Other than these abilities, the extent of which are determined by the Narrator, devices must purchase their abilities with tech gear, upgrades, special powers, and feats. The most notable of their powers, however, is in their ability to blend into the tiniest corners of the human and mechagen worlds, transforming into innocuous objects that mechagens are too large to notice and humans don't think twice about seeing. Table 2-4 shows how many size categories different a mechagen's primary form can be from its device alt form.

	Size Change	Example (Primary form/Alt form)
1	0-1 step	Medium, Medium/Small
2	2 steps	Medium/Tiny, Large/Small
3	3 steps	Medium/Diminutive, Large/Tiny, Huge/Small
4	4 steps	Medium/Fine, Large/Diminutive, Huge/Tiny, Gargantuan/Small
5	5 steps	Large/Fine, Huge/Diminutive, Gargantuan/Tiny

DEVICE ALT FORM QUALITIES

Device alt forms have the following properties:

Priority: This is the priority that must be devoted to determine the size of the mechagen's primary form and its alt form.

Size Change: This the maximum difference in size category between the primary form and the alt form. A mechagen with a 0-step size change does not have the massmorph ability; his primary and alt forms are the same size.

Example: This column shows the various size differences between the primary and alt forms. The sizes given in this column are only examples, so if you want a Huge mechagen with a Large alt form, that would be priority 1 (1 step).

DEVICE ALT FORMS IN COMBAT

For all their deviousness while spying, device alt forms are notoriously useless in combat. A mechagen in a device alt form can control all of its moving parts normally, and can morph when he desires (assuming he isn't pinned in a grapple), but that's about it.

STRUCTURE ALT FORMS

Structure alt forms mimic stationary buildings. Structures can provide cover and concealment, and may have advanced scientific or military capabilities. All of this is at the cost, however, of a structure's large size and immobility, which make him quite vulnerable to attack. For this reason, structure mechagens tend to be incredibly courageous, willing to sacrifice themselves without a second thought for the cause or for the safety of their friends. Other structure mechagens, particularly those with alt forms that do not focus on combat, simply adopt the forms that are the most conducive to learning about their surroundings, keeping a protective eye on their territory, or repairing their allies. Whether they're motivated by selflessness, scientific obsession, or overwhelming paranoia, structure mechagens let the others claim the glory while they stay put and get the hard work done.

STRUCTURE ALT FORM QUALITIES

Structure alt forms have the following properties:

Priority: This is the priority that must be devoted to alt form in order to choose this structure as an alt form.

Size: The structure's primary and alt form size.

Structure	Priority	Size
Bunker	1	Large
Lab	1	Huge
Generator	2	Gargantuan
Turret	2	Huge
Defense tower	3	Gargantuan
Sensor bay	3	Colossal
Repair bay	4	Awesome
Weapons bay	4	Colossal
Fortress	5	Awesome

STRUCTURE ALT FORMS IN COMBAT

A mechagen in structure form has an effective Dexterity of -5, but is not helpless (cannot be coup de graced). They automatically fail grapple checks. If an attack roll misses a mechagen claiming cover from the structure, but would normally hit the structure's Defense, the attack instead hits the structure. Although they cannot move, they may participate in combat. Below is a list of the special combat rules for structure alt forms.

Cover: A mechagen in structure alt form can provide cover to allies one size category smaller than himself, but they cannot actually enter the structure and cannot use his equipment (for instance, its weapons or its tech gear). A structure alt form can provide full cover to allies more than one size category smaller than himself. Such creatures can also use the structure's weapons and tech gear (see below). For instance, a defense tower (a Gargantuan structure) would be able to house and protect several dozen humans, but could only offer cover to Huge mechagens.

Improved Aid Another: A mechagen in structure form with weapons to bear can use the aid another action in special ways. First of all, the mechagen can aid multiple allies in a single round, provided the allies are inside the structure or are otherwise working in close concert with the structure mechagen. The structure mechagen can aid one ally, plus an additional ally per 4 total levels he has (so, one ally at 1st level, two at 4th level, three at 8th level, and so on). Second, the mechagen can use the aid another action in ranged combat, as well as melee combat. Third, if both the ally and enemy are inside his structure alt form, the mechagen may use the aid another action as a free action.

Share Tech Gear: As a move action, a structure may share the benefits of any of his sensor tech gear with those claiming cover from him. The structure must use a move action each round to continue sharing the benefits.

Assist Gunners: If a structure's weapons are manned, he may turn control of his weapons over to his gunners. The gunners then act on

their own initiatives, targeting enemies using the structure mechagen's linked weapons. The structure mechagen may turn over any number of his weapons to gunners in any given round. If the mechagen turns over all of his weapons and does not fire any of them independently, he may divide his combat bonus among the gunners' attacks, adding portions of its own combat bonus to the gunners' attack rolls. The structure mechagen must decide how much of its combat bonus will be contributed before each attack roll is made.

WEAPON ALT FORMS

Mechagens with weapon alt forms are among the most violent and dangerous of mechagens. After all, their alt forms are created for one thing, and one thing only: to destroy. Most weapon mechagens take that onus on as a sacred mission, and delight in tasting their foes' energy up close and personal. While they depend on others to wield them to maximum effectiveness, they are always sure to claim the glory when an enemy falls to their blows or blasts.

Weapon mechagens are the most versatile of their kin in terms of size and mass alteration. All weapon mechagens can alter their alt form to fit the hand of any wielder, whether he is a confused human or a battle-ready mechagen ally. The weapon mechagen's damage and range changes appropriately, depending on the size of the wielder.

TABLE 2-4: WEAPON ALT FORMS

Priority	Size/Gear Points
1	Medium/2, Medium/buckler shield
2	Medium/4, Large/buckler shield, Medium/standard shield
3	Large/6, Huge/buckler shield, Large/standard shield, Medium/tower shield
4	Large/8, Gargantuan/buckler shield, Huge/standard shield, Large/tower shield
5	Huge/10, Colossal/buckler shield, Gargantuan/standard shield, Huge/tower shield

WEAPON ALT FORM QUALITIES

Weapon alt forms have the following properties:

Priority: This is the priority that must be devoted to determine the mechagen's inherent capabilities.

Size/Gear Points: This is the primary form size and number of gear points you have to design the capabilities of your weapon form (see **Get Your Guns**). Shield alt forms do not receive gear points; none of the weapon advantages and disadvantages really apply to shield alt forms. No alt form size is provided, since all weapon mechagens automatically resize to the scale of their wielder.

WEAPON ALT FORMS IN COMBAT

Although a weapon alt form cannot move independently, it can greatly assist its wielder in combat. A weapon alt form can use one of the following abilities in any one round.

Lend Feat: A mechagen in weapon alt form can lend one of its weapon-based feats to its wielder. The wielder need not meet the prerequisites to use the feat. Appropriate feats include the following: All-Out Attack, Attack Focus, Attack Specialization, Blind-Fight, Cleave, Exotic Weapon Training*, Far Shot, Firearms Training*, Great Cleave, Greater Attack Focus, Greater Attack Specialization, Improved Critical, Improved Disarm, Improved Initiative, Improved Precise Shot, Improved Sunder, Improved Trip, Point Blank Shot, Precise Shot, Ready Gunner, Shield Training*, Two-Weapon Defense, Two-Weapon Fighting, and Weapon Training*.

**A weapon mechagen can only lend his wielder these feats if his alt form is of the same type.*

Assist Wielder: A mechagen in weapon alt form can lend any amount of its combat bonus to its wielder. The weapon mechagen must decide how much of its combat bonus will be contributed before each attack roll is made.

VEHICLE ALT FORMS

A vehicle alt form is a different thing to different mechagens. For some, it is first and foremost a means of disguise. After all, a mechagen's skin is so resilient that it resists pointblank hits from tank cannon, whether it's in the form of an armored car or an ice cream truck. For others, it is a means of transportation, giving the mechagen the ability to move rapidly over land, sea, or air. Finally, some mechagens prefer to use their vehicle forms specifically for combat... whether it's the improved aerial maneuverability of an attack helicopter or the low profile of a tank turret, vehicle forms can add a wide variety of tricks to a mechagen's attack style.

A mechagen's alt form generally has all the accoutrements one could find in a normal vehicle of its type, such as a radio, air conditioning, and so on. A mechagen has complete control of these standard features. He can roll down his windows, open his hood or trunk, turn on his windshield wipers or the radio, flash his headlights, etc. as a free action.

If you have decided to play a mechagen with a vehicle alt form, choose one from **Table 2-5**. With your Narrator's permission, you can design your own vehicle alt form using the statistics on the table as a guideline.

VEHICLE ALT FORM QUALITIES

Vehicle alt forms have the following properties. Vehicles designated with an asterisk on **Table 2-5** are well-armored, even by mechagen standards. They have a free +1 armor bonus to Toughness.

Priority: This is the priority that must be devoted to alt form in order to choose this vehicle as an alt form.

Size: The vehicle's (and therefore, the mechagen's) size.

Character Scale (10ft. squares): The movement rate of the vehicle when at character scale. An easy way to remember the character scale speed is that 1 square per round = approximately 1 mile per hour at this scale.

Surface Scale (50 ft. squares): The vehicle's top speed at vehicle scale. An easy way to remember the character scale speed is that 1 square per round = approximately 5 miles per hour at this scale.

Top Speed (500 ft. squares): The vehicle's top speed at air scale. An easy way to remember the character scale speed is that 1 square per round = approximately 50 miles per hour at this scale.

MPH: The vehicle's top speed in MPH.

Maneuverability: The maneuverability provides a modifier on Drive or Pilot checks.

Acceleration: The number of squares a vehicle can accelerate in a single round. The first number is the vehicle's acceleration at character scale, the second number is the vehicle's acceleration at surface scale, while the last number after is the vehicle's acceleration at air scale. A character can reach his top speed after 5 rounds. He can increase his acceleration with a Drive or Pilot check (see Changing Speed in Chapter Seven) or with the Increased Acceleration upgrade."

VEHICLE DESCRIPTIONS

The vehicle alt forms on **Table 2-5** are intended to be as generic as possible. Qualities such as speed, acceleration, and maneuverability can all be changed by taking upgrades. Some wheeled vehicles are penalized by bad surface conditions. Refer to the **Hampered Movement** table in **Chapter Six** of *True20 Adventure Roleplaying*. The vehicle alt forms with "mecha" in the name are alien in appearance. Mechagens with those alt forms never bothered to adopt the form of an Earthling vehicle.

4-door: This is the baseline alt form. Whether a sedan, economy car, hatchback, light pickup, or all-terrain station wagon, the 4-door is the most ubiquitous of vehicle shapes. Mechagens with these alt forms run the gamut from proud young warriors to grumbling veterans to cowardly draftees. The form is either chosen for its ability to blend in nearly anywhere, or simply because the mechagen's resources are devoted to other areas of expertise. 4-door alt forms are penalized by bad surface conditions.

Aircraft carrier: The aircraft carrier is the largest transport vehicle form a mechagen can assume. A mechagen with this alt form receives the Adaptable upgrade for free.

Attack frigate: This military naval vessel is a sizeable transport vehicle and can bring a wide variety of weapons to bear as well. A mechagen with this alt form receives the Adaptable upgrade for free.

Attack chopper: The master of air-to-ground annihilation, the attack chopper is maneuverable, well-armed, and fast. It lacks only the top speed of its jet counterparts and heavy weapons potential of its ground-borne kin. Regardless of their maneuverability, attack choppers move downward and upward at half speed.

Attack cruiser: Cruisers are heavily armed, heavily armored floating weapons platforms. They are effective ground, sea, or air support vehicles, and unlike battleships, do not take up an entire harbor on their own. A mechagen with this alt form receives the Adaptable upgrade for free.

Attack submarine: Attack submarines may maneuver just as well submerged as they do above water. A mechagen with this alt form receives the Adaptable upgrade for free.

Battleship: This ship is almost the size of an aircraft carrier, but rather than devoting its enormity to storage and deck space, every available foot is committed to weapons turrets. A mechagen with this alt form receives the Adaptable upgrade for free.

Business jet: The most basic high-speed flying form available to mechagens. It doesn't have much in the way of offensive or defensive capability, but it can get to where it's going, fast.

Construction vehicle: Built with the durability and maneuverability of tanks but without the conspicuous military design, construction vehicles pack a wallop in melee combat. Construction vehicles receive 2 free gear points to design a single melee weapon that morphs into their vehicle alt forms, such as a bulldozer blade that becomes a greataxe or a wrecking ball

TABLE 2-5: VEHICLE ALT FORMS

Vehicle	Priority	Size	Character Scale	Surface Scale	Air Scale	MPH	Maneuverability	Acceleration
4-door	1	Large	100	20	2	100	Average (+0)	20/4/.4
Aircraft carrier*	4	Awesome	25	5	.5	25	Clumsy (-8)	5/1/.1
Attack chopper	3	Gargantuan	225	45	4.5	225	Perfect (+8)	50/10/1
Attack cruiser*	3	Colossal	50	10	1	50	Clumsy (-8)	10/2/.2
Attack frigate*	2	Gargantuan	50	10	1	50	Poor (-4)	10/2/.2
Attack submarine*	3	Colossal	50	10	1	50	Poor (-4)	10/2/.2
Battleship*	4	Awesome	25	5	.5	25	Clumsy (-8)	5/1/.1
Business jet	2	Gargantuan	350	70	7	350	Poor (-4)	100/20/2
Construction vehicle	2	Huge	25	5	.5	25	Perfect (+8)	5/1/.1
Dirtbike	1	Medium	50	10	1	50	Perfect (+8)	10/2/.2
Dune Buggy	1	Large	100	20	2	100	Good (+4)	15/3/.3
Freighter	1	Gargantuan	25	5	.5	25	Clumsy (-8)	5/1/.1
Gunboat	1	Huge	100	20	2	100	Average (+0)	20/4/.4
Heavy pickup	1	Large	100	20	2	100	Average (+0)	20/4/.4
Jet fighter	3	Gargantuan	1,100	220	22	1,100	Average (+0)	250/50/5
Large car	1	Large	100	20	2	100	Poor (-4)	20/4/.4
Mecha aircraft*	4	Gargantuan	2,800	560	56	2,800	Perfect (+8)	550/110/11
Mecha all-terrain*	4	Huge	175	35	3.5	175	Perfect (+8)	35/7/.7
Mecha speeder	3	Large	200	40	4	200	Perfect (+8)	50/10/1
Mecha starship*	5	Awesome	575	115	11.5	575	Average (+0)	150/30/3
Motorcycle	1	Medium	150	30	3	150	Perfect (+8)	30/6/.6
Passenger jet	3	Colossal	575	115	11.5	575	Clumsy (-8)	100/20/2
Rescue copter	2	Huge	200	40	4	200	Perfect (+8)	40/8/.8
Semi truck	2	Huge	100	20	2	100	Poor (-4)	20/4/.4
Single prop plane	2	Huge	200	40	4	200	Good (+4)	25/5/.5
Space shuttle	4	Gargantuan	575	115	11.5	575	Clumsy (-8)	150/30/3
Speedboat	1	Large	175	35	3.5	175	Good (+4)	35/7/.7
Sports car	1	Large	175	35	3.5	175	Good (+4)	35/7/.7
Tank*	2	Gargantuan	50	10	1	50	Perfect (+8)	10/2/.2

that becomes a morning star. Most construction vehicles are Huge, but some, like excavators, cranes, and road graders, are Gargantuan. Construction vehicles are not penalized by bad surface conditions.

Dirt bike: The dirt bike chassis includes motor scooters, automated military scout vehicles, and other maneuverable, all-terrain, light vehicles. Dirt bike mechagens tend to be the runts of mechakind, as they are around human-sized, and fairly gangly as well. Dirt bike alt forms are quite useful in combat, providing excellent maneuverability on nearly all terrains. They are not penalized by bad surface conditions.

**Vehicles designated with an asterisk are well-armored, even by mechagen standards. They have a free +1 armor bonus to Toughness.*

Dune buggy: The dune buggy chassis includes light jeeps, ATVs, and other vehicles that are big on engines, tires, and shocks, but low on frames. Dune buggy alt forms are not penalized by bad surface conditions.

Freighter: The freighter is the simplest water vehicle alt form. Whether a trash barge, a research vessel, or a yacht, it's big, slow, and not too flashy. A mechagen with this alt form receives the Adaptable upgrade for free.

Gunboat: Gunboats are smaller and more maneuverable than freighters, yet devote more effort to stability and weapon mounts. A mechagen with this alt form receives the Adaptable upgrade for free.

Heavy pickup: The heavy pickup chassis includes heavy jeeps like Hummers and Land Rovers, as well as SUVs. Quickly becoming the great American vehicle, heavy pickups blend in well in most areas, whether urban or rural, while remaining capable in different environments. They tend to soak up fuel, but luckily a mechagen's power quantum can more than handle the energy requirements. Heavy pickups are not penalized by bad surface conditions.

Jetfighter: The ultimate in long-ranged destruction, jet fighters rain down fire and explosives on their foes from high in the atmosphere. The closer to the ground they get, though, the less advantageous their speed and the more obvious their lack of fine maneuverability.

Large car: Big and slow, these vehicles aren't very maneuverable; one of their only benefits is that they can carry more than most other vehicles, which can be fairly crucial when their job is to pick up pieces of their blown-up friends and evacuate them from the middle of a human settlement. Large cars include limousines, hearses, and other long, wide-bodied cars. Large car alt forms are penalized by bad surface conditions.

Mecha speeder: This high-tech one-seat hover car or hover bike looks like nothing on Earth. It combines maneuverability with weaponry, but is fairly sensitive to changes in terrain. Mecha speeders are penalized by bad surface conditions such as rough terrain, but not surface conditions such as ice.

Mecha all-terrain assault: This futuristic-looking hover tank can travel equally well on land, on the sea, or under the water. A mechagen with this alt form receives the Adaptable upgrade for free, and is not penalized by bad surface conditions.

Mecha aircraft: Mecha aircraft are notorious for causing a huge media stir, inspiring human military commanders to scramble entire squadrons of jet fighters, and generally making themselves

targets. When you look like something from a sci-fi film crossed with a space-age jet fighter, and bristling with weapons, that's not surprising.

Mecha starship: Less maneuverable than mecha aircraft and much more otherworldly looking than a space shuttle chassis, the mecha starship sacrifices nothing to hide its origins: not its speed-of-light space travel, its mechagen-scaled pilot seats, nor its high-tech weaponry. This vehicle alt form multiplies its speed and acceleration by 10 in outer space.

Motorcycle: The master of the open road, the motorcycle combines the speed of a sports car with the maneuverability of a dirt bike, at the cost of terrain adaptability. Motorcycle alt forms are penalized by bad surface conditions.

Passenger jet: Passenger jets are the enormous transport vehicles that humans use to cross continents and oceans in the span of a few hours. While poorly armed and not very maneuverable, their large size makes their primary forms an intimidating presence on the battlefield.

Rescue copter: Nearly as fast as a business jet but with far more maneuverability, this chassis includes traffic copters, civilian helicopters, and other non-combat whirlybirds. Regardless of their maneuverability rescue copters move downward and upward at half speed.

Semi truck: This king-of-the-road chassis can also be used for large trucks like moving vans, buses, and fire trucks. The Huge size of a semi alt form is only for the truck; a semi alt form that incorporates the truck's trailer into the primary form is Gargantuan. Semi-truck alt forms are penalized by bad surface conditions.

Single prop plane: Smaller, more fragile, and with shorter ranges than business jets, single prop planes are second only to helicopters in terms of horizontal maneuverability, and far surpass their vertical maneuverability with climbing and diving.

Space shuttle: This chassis applies to any earth vehicle that is space-worthy. Human nations tend to keep close eyes on their shuttles, so this is not the best disguise, but it at least can pass for human technology long enough to get into

and out of Earth's gravity. Once in space, space-worthy mechagen alt forms can travel at amazing speeds, much more quickly than their Earth counterparts. This vehicle alt form multiplies its speed and acceleration by 10 in outer space.

Speedboat: There may not be much room for weaponry, but these boats can move. A mechagen with this alt form receives the Adaptable upgrade for free.

Sports car: Sports cars are among the most popular alt forms for mechagens, much to their leaders' dismay. They are showy, attract attention, and aren't terribly useful in rugged battlefields... but if that's the form that a warrior with a shoulder-mounted quad missile launcher wants to morph into, no one is going to argue with him. Sports car alt forms are penalized by bad surface conditions.

Tank: Tanks tend to stick out like sore thumbs, but are built for maximum use of weapons. Additionally, while the tank itself might attract more attention than a car, weapon mountings do not seem strange on it... unlike a laser cannon mounted on the back of a Porsche. Tanks are not penalized by bad surface conditions.

VEHICLE ALT FORM COMBAT

Most combat takes place with vehicle mechagens in their primary forms. However, some mechagens use their vehicle alt forms for sudden battlefield maneuvers, dramatic entrances and exits, and high-speed strafing runs.

While it is impossible for an average fighter jet to make sudden turns and remain "on the map," mechagen vehicles use advanced technology and are amazingly maneuverable. Whenever using character scale, use the base move listed on **Table 2-5**. Each vehicle (even land and sea vehicles) has a maneuverability at character scale, which works just like the rules for flying creatures. The character may use single moves, double moves, and charge and run actions as normal. It is assumed that, with all of the maneuvering of combat, the character is not accelerating or decelerating beyond the scale of its base move.

Once a vehicle wishes to push its speed and use vehicle movement, the combat pulls out to surface scale or air scale (see **Surface and Air Scale**). At that point, use the surface scale (50 ft. squares), air scale (500 ft. squares), and acceleration ratings on **Table 2-5**.

Mechagens in vehicle form suffer a -10 penalty on grapple checks.

"Female" Mechagens?

Although there is no gender among robots, and reproduction generally requires a factory and schematics, there are some mechagens who appear female to human perceptions. They have higher-pitched voices and even their personalities and the general shape of their primary forms are what humans might identify as feminine. How can this be?

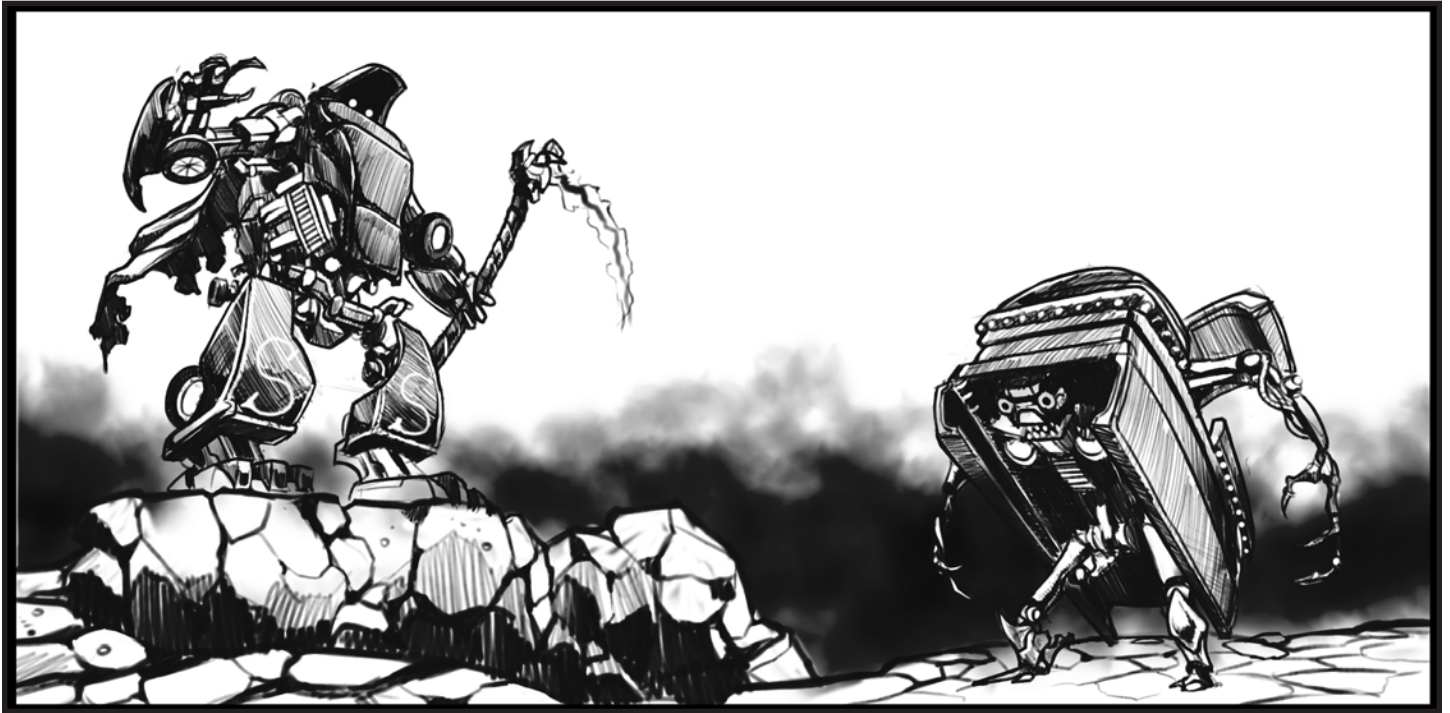
When mechagens came to Earth, they adopted earthly alt forms and human culture to help them blend in and relate to humans. They had to be recognizable to the dominant life form of the planet, and not just appear as frightening alien machines. When the mechagens adapted to humanity, they took on more than language and cultural idioms. As a result of this adoption of human conventions, the curious phenomena of "gender" based dimorphism began to appear amongst the alien robots. Depending on personality, function, or perhaps something in their electronic subconscious, the mechagens began to identify as "male" or "female" in self-references.

Restricted Feats

The following feats cannot be taken by mechagen characters because they are either simply of no use or have been superseded by more specific feats, upgrades, or tech gear:

Armor Training, Attractive, Defensive Roll, Eidetic Memory, Improved Speed, Improved Strike, Night Vision, Overrun, Vehicular Combat, Tough, and Wealthy.

CHAPTER THREE: ROLES



A character's role defines, more than anything else, who he is and what he can do. The heroes of *Mechagenesis* are also defined more by what shapes they take and what mindsets they apply. All are warriors, all are healers, and all are defenders of humanity in their ancient war against powerful adversaries. However, character roles still play a large role, allowing a character to focus on specific areas of expertise.

In general, *Mechagenesis* utilizes only the expert and warrior roles for mechen characters. The adept role is reserved for non-mechagen characters such as human psychics, ancient wizards, extradimensional mystics, or whatever other alien or supernatural beings the Narrator cares to incorporate into his campaign. In lieu of the adept, a mechen character may take levels in the controller role (see below).

NEW ROLE: CONTROLLER

A controller is a mechen that is linked to several smaller mechengens called companions. A controller begins play with one companion, and may acquire more through the use of the Mechagen Companion feat.

Combat Bonus: Slow. Combat bonus equal to 1/2 controller levels.

Skill Progression: 6 + Intelligence.

Feat Progression: Any four feats from the general or controller list. The controller role feats are Advance Companion, Enlarge Companion, Greater Linked Mind, Improved Aid, Improved Companion Form, Improved Linked Mind, Linked Mind, and Mechagen Companion. It's a short list, but most can be taken multiple times.

Saving Throws: Good Reflex and Will, normal Fortitude.

Special: A controller can have any number of companions and begins play with one for free. Only mechengens can be controllers.

Core Ability: Amazing save. Your companions look out for you, alerting you to danger, or strengthening your resolve. Choose your Reflexes or Will saving throw; when rolling saves for the chosen saving throw, roll two dice and use the better of the two rolls. If you spend quantum energy to re-roll a save, roll only one die and compare it to the better of your original two rolls.

MECHAGEN COMPANIONS

A mechagen companion can act independently from you, but is predisposed to follow your orders. Regardless of its primary form size, a companion's alt form is always two size categories smaller than your alt form; if you have the massmorph ability, so does your companion. If you are Medium, your companion's primary form is Tiny. If you are Large, your companion's primary form is Small. If you are Huge or Gargantuan, your companion's primary form is Medium. If you are Colossal or Awesome, your companion's primary form is Large.

Companions' primary forms can be either based on animals, or can be humanoid.

Companion Traits: All companions have the Link, Share Feat, Share Quantum Energy, and Share Power abilities. When choosing upgrades, gear, and special powers, you may designate them as belonging to one of your companions instead of yourself.

Link: You can give your companions orders as a free action. Convincing a companion to do something that seems unwise, suicidal, or incredibly tedious requires an interaction check (Bluff, Diplomacy, or Intimidate, depending on your style) with a Difficulty of at least 10, though the Narrator may put the Difficulty as high as 30 if you ask your companion to do something foolish. You have a +4 bonus on all interaction checks made regarding your companions.

Share Feats: You may "loan" any of your feats to one of your companions as a full round action. You and companion must in physical contact for the feat to be shared. Each companion may only take on one feat a time in this way, and each of your feats may only be loaned to one companion at a time. The loaned feat reverts to the controller within 24 hours if it is not given back before then.

Share Quantum Energy: Companions are powered by a remote link to your quantum core, so although they don't have Quantum Energy Reserves (i.e. Conviction), you can spend your reserves on their behalf.

Share Special Power: At your option, you may have any special power that it activates upon you

also affect your companion. The companion must be within 10 ft. at the time of activation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 10 ft. away and will not affect the companion again, even if it returns to the controller before the duration expires. Additionally, you may activate a power with a target of "you" on your companion (with a range of touch) instead of on yourself. Larger controllers have a greater range at which this ability works; increase the range by 5 feet per size category above Large.

ANIMAL COMPANION

An animal companion's primary form mimics that of 0- or 1st-level animal. You can begin play with an animal companion of greater than 1st level, but you must use the Advance Companion feat to do so.

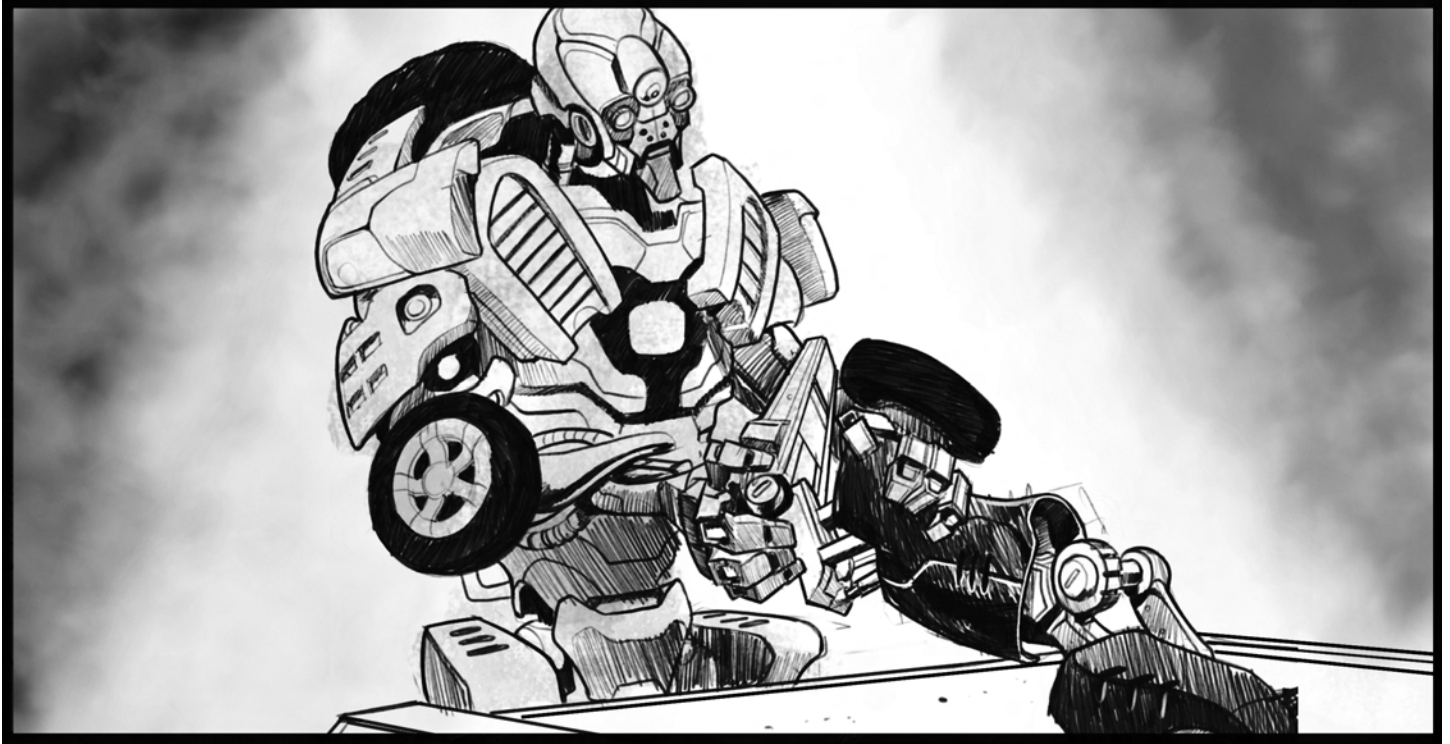
Determine your animal companion's stats by adding the mechagen type and its accompanying qualities, to the stats for an appropriately size animal. It retains the size, appearance, level, base combat bonus, base save bonuses, skills, feats, and traits and of the ordinary animal it resembles, but it is treated as a mechagen for the purpose of any effect that depends on its type. Animal links have the same skills as a normal animal of its type, and gains 2 + Intelligence (minimum 1) skill points per level. The companion also gains an Intelligence of -2.

HUMANOID COMPANION

Alternatively, you may select a humanoid companion. It has +0 combat bonus and base saves, and no skill points or feats. The humanoid does not choose powers or gear. A humanoid companion has 4 ability score points to allot. You can begin play with a humanoid companion with expert or warrior levels, but you must use the Advance Companion feat to do so. Use Tables 1-1, 1-2, and 1-4 to determine a humanoid companion's base abilities.

The companion's alt form is an immobile object that relates to your form (a CD for a CD player, a removable hard drive for a laptop, a trailer on a car, etc.).

CHAPTER FOUR: SKILLS AND FEATS



In general, the same skills and feats available to *True20* characters are available to mechagen characters. There are some differences in how some skills work, however, and a few new feats.

SKILLS

Several new skills and some new uses for existing skills are available in *Mechagenesis*. If a skill does not have a description, assume that it follows the same guidelines as presented in *True20 Adventure Roleplaying*.

COMPUTERS

Intelligence, Trained only

The Computers skill is used in the process of rebuilding a destroyed character. See **Craft (mechagen tech)**. This skill is also used to jam radar and to jam and encrypt radio communications. See **Chapter Six: Gear** for details.

Try Again: In this capacity, no.

CRAFT (MECHAGEN TECH)

Intelligence, Trained Only

This skill can be used to repair seriously damaged comrades, to create new mechagen weapons and tech, and even to build new mechagen bodies.

Check: Craft (mechagen tech) is the domain of medics, techs, and inventors. All uses of this skill have a minimum required repair tools rating (see **Tech Gear**), which carries a penalty if your repair tools are less the required rating. The penalty cannot be mitigated with the Challenge feat; better repair tools are the only remedy. Unless stated otherwise, the time required to make a Craft (mechagen tech) follows the rules for the Craft skill in *True20 Adventure Roleplaying*. It can be used to accomplish the following:

Accelerate Nanomechs: The nanomechs within a mechagen's body slowly heal him over time. You can accelerate this process with a Difficulty 20 Craft (mechagen) check. If successful, the wounded mechagen adds your Craft (mechagen) ranks to his recovery check. To conduct nanomech acceleration effectively

requires repair tools, optimally with a tech score of 2 or better. For every point by which the repair tools are lower, you suffer a -5 to your check.

Create New Gear: If you have the Savvy Tech feat, you can create new gear so long as you have the proper materials, tools, and power sources. As with Craft tasks, creating new gear requires repair tools with a minimum tech score. For every point lower than the minimum tech score your repair tools are, you suffer a -5 penalty to the check. **Table 4-1** provides the Difficulties and time required. At the end of the time specified on the table, the mechagen acting as the main gear creator makes a Craft (mechagen) check, adding all appropriate modifiers and aid another actions. A main gear creator may have a number of assistants equal to the gear rank of the item being created. If the check fails, the gear creator and his assistants have made no progress. If the check fails by more than 10, the materials being used have been damaged, and new materials must be found.

TABLE 4-1: GEAR CREATION			
Gear Points	Difficulty	Tech	Time
1-2	15	1	1 hour
3-4	20	2	12 hours
5-6	25	3	24 hours
7-8	30	4	60 hours
9+	35+	5	100+ hours

Alternatively, a piece of gear may be “jury-rigged” using other gear as base materials. The Difficulty is increased by +5 as a skill challenge and the project takes 5 minutes per hour of the project’s normal time requirement. A failure by more than 10 means that the gear used as base materials has been damaged; it may continue to be used for the jury-rig, but will no longer be able to be used for its original purpose. A jury-rigged item only lasts one hour per skill rank of the character who jury-rigged it.

Major Repair: You may make major repairs, fixing a component damaged by a critical hit or restoring all ability damage in one ability with a successful Difficulty 20 Craft (mechagen tech)

check. To conduct major repairs effectively requires repair tools, optimally with a tech score of 3 or better. For every point by which the repair tools are lower, you suffer a -5 to your check.

Overhaul: You can use your skills to perform an overhaul on a mechagen. This has a Difficulty of 25 and may be used on any mechagen once per week. To conduct an overhaul effectively requires repair tools, optimally with a tech score of 4 or better. For every point by which the repair tools are lower, you suffer a -5 to your check. Success repairs all damage conditions, ability damage, and damaged components. Failure by 5 or more causes one point of temporary Constitution damage to the mechagen per point over 5 by which you failed.

Rebuild: You can rebuild a character that has been destroyed, i.e. reduced to dead on the damage track. Rebuilding a character requires completing the following steps:

- First, you must retrieve the destroyed character’s backup programming from its memory banks (if they are available). Retrieving the programming requires a successful Difficulty 25 Computers check. A failure by 5 or less means that the memory cannot be accessed for another day. A failure by 5-14 means that some of the mechagen’s programming has become corrupted and part of its data is lost. If the character is rebuilt, he comes back at one total level lower. If the character was destroyed at first level, all of his mental ability scores are permanently reduced by 1. A failure by more than 15 means that the backup programming is destroyed and the mechagen’s consciousness forever lost.
- Second, you must prepare a body. If the destroyed character’s body is available, and his quantum generator is intact, then it must first be overhauled as above, although any Constitution damage inflicted on the body is permanent. If the destroyed character’s body is not available, a new body must be constructed and a new quantum generator must be found. Constructing a new body

requires the appropriate supplies and repair tools with a tech score of 5, and takes a number of weeks equal to the destroyed character's total levels (reduced by one if using corrupted backup programming). For every point lower than the minimum tech score your repair tools are, you suffer a -5 penalty to the check. Each week, you must make a Difficulty 25 Craft (mechagen tech) check. Failure means that you have made no progress that week and therefore prolong the construction an additional week. The new body must have the same priorities as the original, but its alt form, size, upgrades, gear, and physical ability scores can all be reassigned (if the player so desires).

- Third, you must download the original programming into the rebuilt or newly built body. Doing so requires a successful Difficulty 30 Computers check. A failure means that the programming cannot be downloaded for another day.
- Finally, you must power up the new body with an infusion of quantum energy. To activate the rebuilt character requires expenditure of a number of quantum energy cells equal to the total level of the destroyed character's rebuilt or newly built body. See **Quantum Energy Cells**.

Tinker: You can remove one upgrade from a mechagen (including yourself) and replace it with another. This requires a successful Difficulty 25 Craft (mechagen tech) check. You cannot install an upgrade with a prerequisite unless the mechagen meets the prerequisite. You cannot install an upgrade without first removing another one. You can only swap upgrades, not feats, even if the feats were gained from swapping out upgrades in the first place. Tinkering with upgrades requires repair tools with a minimum tech score of 3. For every point lower than the minimum tech score your repair tools are, you suffer a -5 penalty to the check.

Try Again: No, generally. See above descriptions.

CRAFT (MECHANICAL)

Intelligence, Untrained

This skill is used to fix ordinary equipment and create from scratch anything that is not based on mechagen technology. It can, however, be used to do minor upkeep and repairs on mechagens and mechagen technology.

Check: The Difficulty for a Craft (mechanical) project is based on the complexity of the job attempted. A "jury-rig" can also be attempted as a skill challenge. The Difficulty is increased by +5 and the project takes one minute per five minutes of the project's normal Difficulty. A jury-rigged item will only last one hour per skill rank of the character who jury-rigged it.

To use this skill effectively requires repair tools with a minimum score dependent on the complexity of the job attempted. For each point by which the tech score of your repair tools are lower than the minimum, you suffer a -5 to your check. If you do not have repair tools at all, you are treated as having repair tools with a tech score of 1, and suffer an additional -5 to your check.

The following are special uses of this skill.

Avoid Shutdown: When a mechagen is at dying on the damage track, he is experiencing shutdown as his internal core loses quantum energy. A character experiencing shutdown can take no actions and must roll a Constitution check (Difficulty 20) to stabilize every round. You can stabilize a mechagen experiencing shutdown with a Difficulty 15 Craft (mechanical) check.

Battlefield Repair: You may use the Craft (mechanical) skill to repair minor dings and gashes on mechagens. This skill may be successfully used on any mechagen (including yourself) a maximum of once per day. It involves cleaning out the damaged area and applying minor energy stimulus to general areas to direct nanomechs there. The Difficulty is 10, and it takes one full minute. Success grants the wounded mechagen an immediate recovery check with a +1 bonus for every 5 points by which the check beats the Difficulty.

To conduct battlefield repair effectively requires at least basic repair tools with a tech score of 1. If you do not have repair tools, you suffer a -5 to your check.

Earthling Patch-up: Alternatively, Craft (mechanical) may be used by a non-mechagen on an alt form with which the non-mechagen is familiar. For instance, a mechanic who knows nothing about mechagen technology, but if his mechagen buddy gets his alt form transmission shot out, he can sure get him going again! If used in this manner, Craft may be used as if it were Craft (mechagen tech), the wounds recovered and systems repaired only remain with the mechagen in its alt form; until the mechagen receives advanced technological attention, its wounds and damaged systems return as soon as he morphs.

Try Again: Yes, although failure by 5-10 means that you have ruined your parts and must supply more; failure by more than 10 means you have permanently damaged the system you are trying to repair. You may try again, but the project has a +5 Difficulty.

DISGUISE (MECHAGEN)

Intelligence

This skill is used primarily to fool humans into thinking you're just another machine or vehicle while in your alt form. It works just like the Disguise skill for humans, but is based on Intelligence instead of Charisma. It can also be used to alter the appearance of your primary form.

Check: The result of your Disguise check determines how convinced the viewer is that you are nothing more than a normal vehicle or piece of equipment. It is opposed by the other character's Notice, Craft (mechagen tech), Craft (mechanics), or Knowledge (technology) check. You may make a Disguise check as a free action whenever you morph into alt form, and gain a +10 bonus to the check when doing so. Some characters' alt forms are quite conspicuous; for instance, if you ace your Disguise check, the human passer-by might not realize that you're a giant morphing robot, but the fact that your alt form is that of a giant prehistoric insect will likely tip him off that some thing strange is going on. Sample circumstances, as listed on **Table 4-2**, may apply to the check.

Try Again: No, unless circumstances have changed.

**TABLE 4-2:
DISGUISE (MECHAGEN)
MODIFIERS**

Circumstances	Modifier
Different equipment or armament than ordinary form	-1 to -5
Seen in an unusual place for that form	-1 to -5
Observer has seen mechagens before	-10
Observer has seen this particular mechagen before	-20

Limited Powers

You can limit your special power in exchange for a boost in priority, decreasing its scope in some way in order to help increase its overall power. You can limit the effects of a power with multiple effects, like Light Shaping or Heart-Shaping, taking only one or two effects instead of all of them. You can also limit what objects the power affects, such as the Move Object power only working on ferrous metals and thus being a form of magnetic manipulation instead of telekinesis. You can limit the scope in some other way as well, such as range and duration. Lastly, you can also have your special power only function only when you are in one form rather than both forms.

If you choose to limit your power, your priority for that power increases by at least 1 (to a maximum of 5). The priority increase is the Narrator's discretion.

For example, you set your special power priority at 2 and choose the Light Shaping power, but all you want out of it is invisibility. Since you can't generate light, illusions, or blur your outline, your Narrator may give you a +1 increase in your effective priority for your special power. Furthermore, you decide that you can only become invisible while you are in your alt form. That's good for another priority increase. Your power's priority is still 2, but its effects are calculated as if it were priority 4.

DRIVE/PILOT

Dexterity/Untrained for Mechagens

This skill helps get you where you are going, and with your diodes and actuators intact.

Check: Every mechagen has at least basic skill at maneuvering in his alt form. Driving in car form is the same as walking or running, for most 'bots. But some practice their alt form maneuverability until it becomes an art form. Whenever a mechagen picks up enough speed to enter vehicle scale, Drive or Pilot checks may come into play. Mechagens also sometimes utilize vehicles that are not mechagens as well, such as spacecraft, and this skill is used to operate them. This skill may be taken multiple times. Each time you take this skill it applies to a different type of vehicle (land, water, air, or space).

Try Again: No.

KNOWLEDGE

Intelligence/Trained Only

To use the science-oriented Knowledge skills effectively requires lab tools with a minimum tech score dependent on the complexity of the job attempted. For each point by which the tech score of your lab tools are lower than the minimum, you suffer a -5 to your check. The penalty cannot be mitigated with the Challenge feat.

Complexity	Difficulty	Tools	Example
Simple	5	1	Study an ecology (earth sciences)
Easy	10	2	Create a powerful new chemical (physical sciences)
Average	15	3	Cure a disease (life sciences)
Tough	20	4	Genetically alter a species (life sciences)
Difficult	25	5	Calculate a hyperspace course (physical sciences)

Furthermore, since the focus of this game is on mechagen characters instead of human characters, mechagens have a -10 penalty on certain Knowledge checks specifically pertaining to the planet Earth. The reverse is true for human characters; they have a -10 penalty on all Knowledge checks specifically pertaining to mechagens. The penalty for human characters may even be higher depending on how well-known mechagens are in the Narrator's campaign. Either way, the penalty can be mitigated with the Challenge (alien studies) feat. This penalty applies to the following Knowledge skills: art, behavioral sciences, business, civics, current events, history, popular culture, streetwise, supernatural, technology, and theology and philosophy.

All other aspects of the Knowledge skills are unchanged.

MEDICINE

Mechagens hail from a society of intelligent machines, where injuries are treated with tools and welding gear instead of bandages and antibiotics. They are ignorant of the techniques used to treat the human injuries. As with the Knowledge skills, even with training mechagens have a -10 penalty on all Medicine checks due to their innate unfamiliarity with medical treatments. The penalty can be mitigated with the Challenge (alien studies) feat.

SWIM

Most mechagens cannot swim; they simply sink to the floor of any body of water, and walk on the bottom of it. Some mechagens (such as those with the Adaptable upgrade or an aquatic alt form) can remain buoyant in water. Both types of mechagen follow the normal rules for swimming, but of course can never drown. A mechagen with a Swim speed does not gain the normal benefits for having a swim speed (that is, he doesn't get the +8 bonus, can't take 10 on Swim checks if rushed or threatened, and so on).

FEATS

All mechagen characters gain four feats at first level, chosen from the general or role-specific feat lists, and two favored feats, which can be taken from any role-specific list.

Characters then gain one feat every level thereafter. Feats may have prerequisites. If you can no longer meet the prerequisites, then you can no longer use the feat.

ACROBATIC DEFENSE (EXPERT)

Prerequisite: Trained in the Acrobatics skill

You can use your nimbleness to dodge one attack of which you are aware. If the attack occurs, you may roll an Acrobatics check as a reaction opposed by the attack roll. If you succeed, the attack misses you, even if the attack would normally hit your Defense. In essence, your Acrobatics skill check becomes your Defense for that attack. Your tumbling dodge moves you up to your normal movement, and counts as a move action. Since it counts as a move action, you can only use this feat twice in a round.

Humans may take this feat.

ADVANCE COMPANION (CONTROLLER)

One of your companions gains a level.

Animal Companion: Animal companions gain a level in the animal creature type. This conveys all of the benefits of level increase for animals, including skill points, combat bonus increase, saving throw increase, and a feat every 3rd level. Animal companions do not gain special powers or gear unless so designated by you (see **Companion Traits**), but otherwise advance as normal for each level.

Humanoid Companion: Humanoid companions gain a level. You may select this ability multiple times. Each time you do, one of your humanoid companions gains an expert or warrior level. (Companions cannot take levels in the Controller role). Humanoid companions may never be mixed-role heroes, and do not gain special powers or gear unless so designated by you (see **Companion Traits**), but otherwise advance as normal for each level.

CHALLENGE (ALIEN STUDIES) (GENERAL)

You've made it a point to study humans. You can take this feat twice. Each time, the penalty to human-specific Knowledge and Medicine checks is reduced by 5 for you.

At the Narrator's discretion, humans can take this feat to decrease the penalty for mechagen-specific knowledge checks.

CHALLENGE (JURY-RIGGER) (GENERAL)

You're skilled at rigging up temporary repairs. You ignore the +5 Difficulty increase for jury-rigging. See the description of the Craft (mechagen tech) and Craft (mechanical) skills for more information.

Humans may take this feat.

CRUSHING TUMBLE (GENERAL)

Prerequisite: Dexterity +1 or better, Acrobatics 5 ranks

You can roll over and through smaller opponents, smashing them beneath you. When using the Acrobatics skill to move through areas occupied by enemies that are at least two size categories smaller than you, you deal bludgeoning damage to these enemies (Reflex save for half). The save Difficulty is 10 + 1/2 your level + your Dexterity. The damage you deal is equal to your unarmed strike damage +1. If you fail your Acrobatics check, you cannot move through the occupied space.

DEFENDER (WARRIOR)

On your turn, as a full-round action you may designate one adjacent ally (including a human) of at least your size or smaller. You shield that ally, so that whenever he is attacked, you become the target instead. In essence, you put yourself in harm's way to provide total cover to the ally. You may take this feat three times; the second time reduces Defender to a standard action, and the third time reduces it to a move action.

ENLARGE COMPANION (CONTROLLER)

One of your companions increases in size by size category. It gains a +2 to Strength, a -1 to Dexterity, a +1 to Constitution, a +4 size bonus on grapple checks, a +1 size bonus to Toughness, a -4 size penalty on manipulation and Stealth checks, and a -1 size penalty to attack and defense. You can take this feat multiple times. Each time, it applies to a different companion.

FORCE STOP (GENERAL)

Prerequisites: Trained in the Drive skill

When you attempt a sideswipe stunt while in vehicle mode or while driving a surface vehicle, you can force another vehicle to a stop by nudging it with the Slamming attack maneuver (see **Attack Maneuvers**). If you succeed in pushing the other vehicle out of control, it instead turns 90° across the front of your vehicle. You can then decelerate at your normal rate.

Humans may take this feat.

FLURRY OF BLOWS (EXPERT OR WARRIOR)

Prerequisites: Attack Focus

You may strike with a flurry of blows in melee. For every -2 you take to your attack roll, you may add +1 damage to your attack (up to a maximum of +3 damage). You must use a full attack action to strike with a flurry of blows. You can only use light, one-handed weapons, unarmed attacks, or natural weapons when making a flurry of blows.

Humans may take this feat.

GREATER LINKED MIND (CONTROLLER)

Prerequisite: Improved Linked Mind, controller level 8th.

You and your companions can share technology. You may share the same feat with multiple companions.

IMPROVED AID (CONTROLLER)

When you use the aid another action, you may choose one of the following benefits to give the mechagen you're aiding, in addition to the normal benefit. The ally, foe, and controller must all be within 60 feet of one another.

- A single ally may apply its sneak attack damage to one designated foe, regardless of whether or not that foe is flat-footed.
- A single ally that is considered flat-footed against any foe is not considered flat-footed for the rest of the round.

IMPROVED COMPANION FORM (CONTROLLER)

You may choose new alt forms for any of your current companions. They may have priority 1 weapon alt forms. You can take this feat multiple times, each time increasing the priority of the companion's weapon alt form, or adding another priority 1 weapon alt form.

IMPROVED LINKED MIND (CONTROLLER)

Prerequisite: Linked Mind, controller level 5th.

You can control your companions through sheer force of will. You may see through your companions' sensors, can give them mental instructions at any range, and can force them to perform actions they do not wish to do by making a total level check with a Difficulty equal to 10 + the companion's level.

IMPROVED OVERRUN (GENERAL)

Prerequisites: Strength +1

When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +2 bonus on your Strength check to knock down your opponent.

Humans may take this feat.

IMPROVED RUSH (GENERAL)

Prerequisites: Strength +1

When you perform a rush you gain a +2 bonus on the opposed Strength check you make to push back the defender.

Humans may take this feat.

LINKED MIND (CONTROLLER)

Your companions can act as a single entity. Your companions can work together in battle to prevent the enemy from gaining advantage. As long as they are within 60 feet of one another, none of your companions can be caught flat-footed unless they are all caught flat-footed.

MECHAGEN COMPANION (CONTROLLER)

You gain a 1st-level mechagen companion, either humanoid or animal.

READY GUNNER (GENERAL)

You can reload a firearm as a move action. Reloading a firearm is usually a standard action.

Humans may take this feat.

ROAD WARRIOR (WARRIOR)

Your penalties for firing while traveling at high speeds are reduced by 2. You may select this ability multiple times. Each time you do, your penalties for firing while traveling at high speeds are reduced by an additional 2.

Humans may take this feat.

SAVVY TECH (EXPERT)

You may use the Craft skill to create gear with gear point costs of up to 2. You can take this feat up to 5 times. Its effects stack.

Humans may take this feat.

VEHICULAR COMBAT (GENERAL)

Prerequisite: Trained in the Drive or Pilot skill

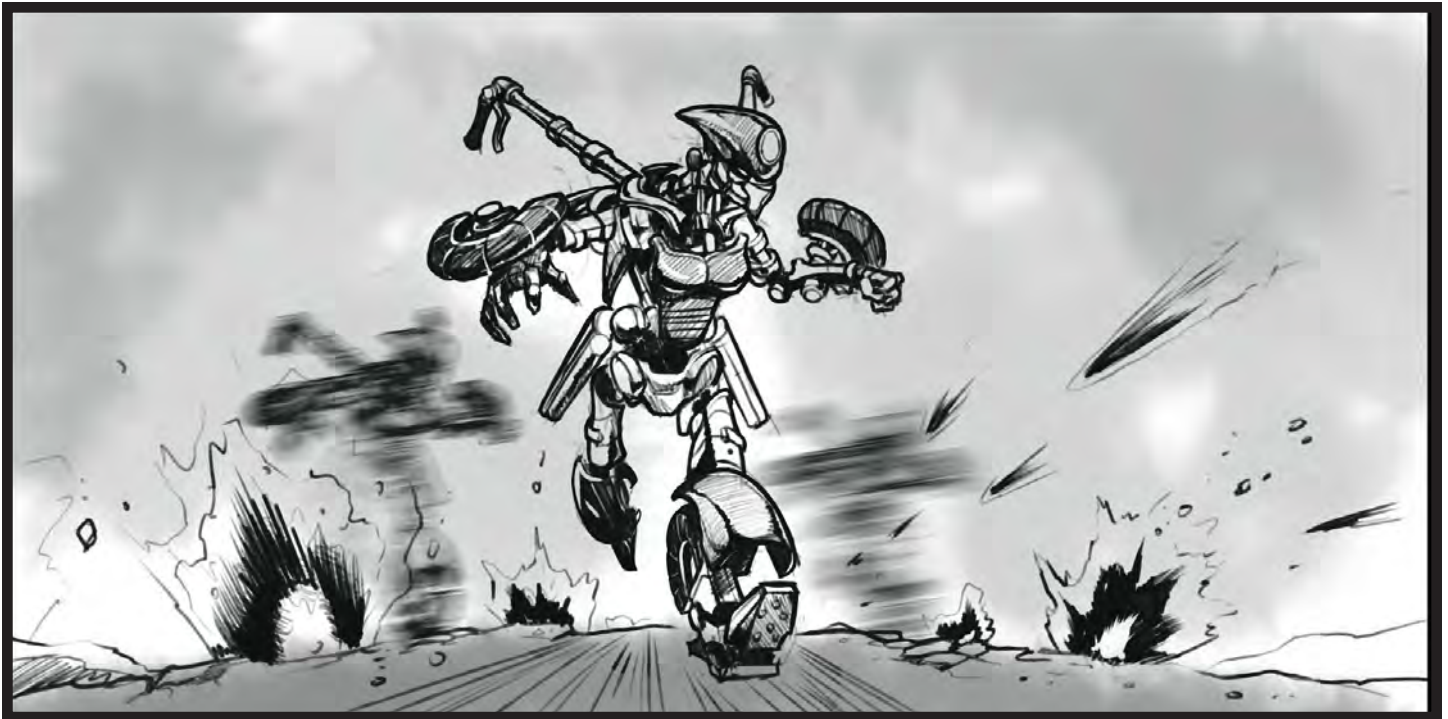
This feat works as described in *True20 Adventure Roleplaying*, except that mechagens can use it while in their vehicle alt form. Taking this feat a second time allows you to even negate critical hits.

Humans may take this feat.

Ordinary Vehicles

*Mechagens frequently encounter ordinary vehicles. Most often a mechagen will find itself driving among them, but sometimes he might find himself in an all-out fight with them. Ordinary vehicles are treated as constructs for the purposes of characteristics, abilities and immunities. However, vehicles are inanimate objects, which means that they require pilots to move and always fail saving throws, except for Toughness saves. They follow the Toughness save rules for objects (see **Sundering** in Chapter Six of *True20 Adventure Roleplaying*).*

CHAPTER FIVE: SPECIAL POWERS



Each mechagen has a special power, an amazing ability that sets him or her apart from the others. No 'bot is certain whether this power is a result of his nanomechs' constant adaptations or is a byproduct of the fount of quantum energy that flows within each mechagen. What is certain is that this power is great, and within many mechagens, continues to grow.

Special powers are similar to supernatural powers in *True20 Adventure Roleplaying*. Rather than magic or psionics or divine power, of course, such powers use technology and quantum energy. When choosing your special powers, feel free to change the names of the powers to more appropriate, technological, mechagen-style names.

USING SPECIAL POWERS

Special power use follows the normal rules for determining your save Difficulty and fatigue save Difficulty. You use your effective total level in place of adept levels for these calculations. Power checks, familiarity, fatigue, maintenance, concentration, and all other aspects of supernatural power use apply to special power use. If your special power requires a Fortitude

or Will save, you must select whether it affects biological creatures or mechagens. Once you've made the choice, you cannot change it later. Other powers subject to this limitation include Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Enhance Other, Imbue Life, Sense Minds, Truth-Reading, and Ward. The Narrator may add other powers to this list at his discretion.

If you select one of these powers and want to have it affect both biological creatures and mechagens, you take a -1 reduction in the power's priority (minimum 1). It still counts as the priority at which you purchased it, but its effects are calculated as if it were 1 priority lower.

POWER RANK

You use your effective total level in place of adept levels when using your special power. Your effective total level is set by priority. See **Table 1-3**. A priority 2 power has an effective total level of 0 until the mechagen is at least 2nd level (since the effective level for a power of that priority is level - 1). A priority 1 power has an effective level of 0 until the mechagen is 3rd level. Your power rank is equal to your effective total level +3.

SAVE DIFFICULTY

The base save Difficulty is equal to 10 plus half your total effective level (rounded up).

KEY ABILITY

The key ability of all mechagen special powers is Intelligence. It takes a certain amount of processor speed to reroute quantum energy to the conduits that power your special ability. Smarter mechagens are better able to access these conduits.

MECHAMERGE

There is one special power that is not based on a supernatural power: the ability to form a mechamerge.

You can merge with other mechagens to form a giant robot. To participate in mechamerge, each of the five component mechagens must have this special power. A Gargantuan or larger mechagen cannot take this special power. See **Mechamerge Rules**, below.

Priority: 3.

MECHAMERGE RULES

A mechamerge is a giant robot formed from five components, each a mechagen with the mechamerge special power. To merge, all five components must be within 30 feet of one another. The components must choose a merge point within 30 feet of any single component. The merge point is where the mechamerge appears when it is formed. Merging is a standard action. Components must delay their actions so that they may all merge on the same initiative. That becomes the mechamerge's initiative.

Due to the infusion of quantum during a mechamerge, a component that has been damaged gets an automatic recovery check. A mechagen may be repaired in this manner only once per day. The resulting mechamerge has the following characteristics:

Size: A mechamerge is two size categories

larger than the largest component mechagen. As a result, it gains the resulting size modifiers, damage, speed, and reach.

Level: The mechamerge's level and combat bonus is equal to that of the highest level mechagen in the merge, plus 1 for each additional mechagen.

Quantum Energy Reserves: The mechamerge has the current quantum energy reserves of the highest level component. It can spend the quantum energy reserves of the another component as well, but that takes 2 points of the component's quantum energy reserves for every 1 point given to the mechamerge.

Abilities: The mechamerge's ability scores are the same as that of the component with the highest score in a particular ability, with the following modifications: Strength +5; Dexterity -2; Constitution +5.

Saves: The mechamerge's base saving throws for Fortitude, Reflexes, and Will are calculated using its level. It has the same good and normal saves as those of the highest-level mechagen in the merge. Use the torso section's armor bonus for the mechamerge's armor bonus.

Other: A mechamerge also gains access to any feats, special powers or role abilities of its components, and may use the special powers of all of its components. If one or more components have the same special power, the powers stack with respect to duration only. The mechamerge uses the best skill checks of each of its components as well, applying any modifiers resulting from the mechamerge's new Strength, Dexterity, and Constitution scores.

Gear: Given its larger size, a mechamerge cannot utilize any tech gear used by its components. A mechamerge can use weapons from the mechagens that form it, adjusted for the increase in size.

PARTIAL MECHAMERGE

A mechamerge can be formed with only four components instead of five, providing the torso isn't missing; however, it suffers the following

penalties for doing so. The mechamerge's size and level is the same as if it had been formed with five components. A mechamerge missing a leg moves at 1/4 its normal speed, while a mechamerge missing both legs can only crawl at 10 ft. per round. Its ability scores are the same as that of the component with the highest score in a particular ability, but with the following modifications: Strength +3, Dexterity -4; Constitution +3.

DAMAGE

When a mechamerge disassembles, its number of wounds and hurts is divided evenly among its components. A mechamerge that is reduced to dying on the damage track automatically disassembles. The components are distributed randomly within 30 feet of the mechamerge's location and are reduced to dying.

A mechamerge may also spontaneously disassemble if it fails a Difficulty 15 Fortitude save after suffering a critical hit. Failure means that it disassembles, its components are distributed randomly within 30 feet of the mechamerge's location, and all of them are stunned for one round.

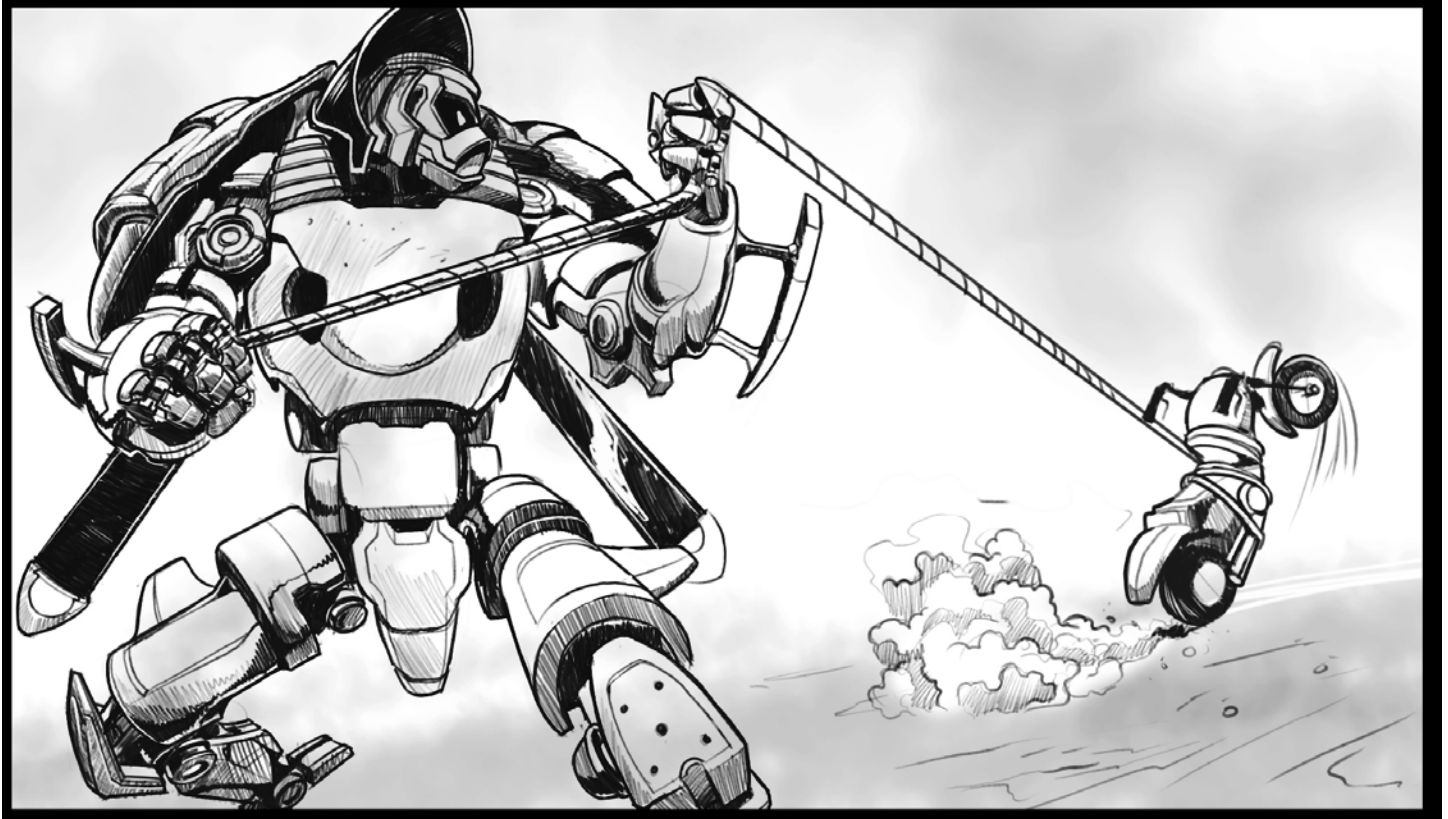
PLAYING A MECHAMERGE

While part of a mechamerge, each component retains its own consciousness and its programming remains independent of the others. Therefore, for the mechamerge to act there must be some consensus among the components. A mechamerge is generally considered a single character. When a mechamerge is formed, allow the players of the component parts to decide as a group what actions the mechamerge will take. The easiest way to accomplish this is to give the players a reasonable amount of time to determine the mechamerge's actions. When an action is taken, the players rotate rolling the resolution dice. If the players, and thus the components, cannot reach a consensus, then the mechamerge suffers a temporary breakdown in its programming and loses its actions for that round.

SEIZING CONTROL OF A MECHAMERGE

A single component may attempt to seize control of a mechamerge. To do so, the component must declare its intention at the beginning of the round. If no other component objects, the declaring component controls the mechamerge for one round. However, if one or more components object to the seizure, the declaring component must make a Concentration check (Difficulty 10 +2 for each objecting component). If the declaring component succeeds, it controls the mechamerge for one round. If it fails by less than 5, it can take only one action that round. However, if the declaring component fails its Concentration check by 5 or more, the mechamerge is dazed for one round and can take no actions. A canny component might intimidate the others into submission by suggesting that resisting its control could spell doom for them all.

CHAPTER SIX: GEAR



Gear is the catchall term used for equipment, weapons, and tech. The priority you devoted to gear tells you how many gear points you can spend on utility gear, tech gear, and weapons. The aesthetic traits of your character's weapons and equipment when in primary form are for you to decide. Don't be confined by your analytic programming, just convert the utility of items into statistics. Be creative. That slug thrower could be an exhaust pipe and that shield, a wheel or a satellite dish.

UTILITY GEAR

Utility gear is the catch-all term used for gear that is neither weaponry nor tech. It'll help keep you from spinning in the mud, will allow you to rappel down into the enemy base, or see a little further in the dark when the power goes out.

A vehicle may be equipped with other amenities and luxuries, such as headlights or a sound system that are not accounted for in terms of game mechanics. Unless a piece of equipment is described in the follow sections, assume your alt form has any standard equipment that an ordinary version of its form would have. As

always, your Narrator has final say as to what equipment is permitted.

Utility gear is always "linked" to alt form. This means that it can only be used in that form. Most utility gear is of little use in primary form anyway, except for maybe the spotlight and the winch and cable. Furthermore, primary forms are meant for combat, and gear related only to your alt form is stowed away when you morph. Spotlights and winch and cable gear can be linked to the primary form for an extra gear point.

Getting New Gear

Most campaigns are set on Earth, where weapons made for mechagens are hard to come by. Those mechagens who were not built with silver servos in their mouths can generally only acquire weapons in one of two ways: find them or build them. While hard to build and not easy to find, there could be any number of mechagen weapons lying about.

TABLE 6-1: UTILITY GEAR	
Utility Gear	Gear Point Cost
Autojacks	2
Fire Gear	Varies*
Landing Pontoons	2
Landing Wheels	2
Reinforced bumper	2
Special Tires: All- Terrain	1
Special Tires: Puncture Proof	2
Spotlight	1+**
VTOL	5
Winch and Cable	2**

*Some fire gear can double as weapons. The cost varies depending on its capabilities.

**Spotlights, and winch and cable gear can be linked to primary form for an extra gear point.

UTILITY GEAR DESCRIPTIONS

Autojacks: This equipment automatically raises the undercarriage of a vehicle and allows you to jump obstacles in your vehicle alt form without the need for a ramp or bump (see **Driving and Piloting Maneuvers**).

Fire Gear: Your alt form is equipped as a firefighting vehicle. For 1 point, you have an assortment of equipment that might be found on a fire vehicle such as tools, first aid kits, and 5 human-scale fire axes. If your alt form is a Huge or larger ground vehicle, you can also have an assortment of hoses and removable human-scale ladders (2 ladders, +2 per size category above Huge). Some fire equipment can also be used as crude weapons. The fire gear's advantages and disadvantages as weapons are listed below, along with their gear point costs.

- A fire axe deals conventional damage and use the statistics of a normal battle axe. It does not scale to your size; it's just a normal fire axe.
- If your vehicle alt form is Huge or larger you can have telescopic turntable ladder can reach height of 50 ft. and can be used to make conventional bludgeoning attacks against any opponent within 50 ft. when you're in your vehicle alt form. The ladder deals +4 conventional bludgeoning damage, modified by your size.

- If your vehicle alt form is Huge or larger you can use a hose in combat like a whip with a range of 50 ft. You must have the Exotic Weapon Training (whip) feat to use it without penalty. You can only use a hose as a whip in primary form.
- If your vehicle alt form is Huge or larger you can also use a hose to make a ranged attack that deals damage via a high-pressure blast of water. If your alt form is a ground vehicle, you can store enough water in an internal tank for 10 shots. Unlike other charged weapons, you cannot reload this weapon with a clip; you must have a nearby water source. If you attach to a fire hydrant your water blast has unlimited charges but you can't move more than 30 ft. from the hydrant. A fire boat has an unlimited shot capacity, but it is restricted in that the weapon can only be used in a large body of water. A water blast deals +5, +6, or +7 non-lethal conventional damage, modified by your size. You can link a water-blast hose to your alt form as well as your primary form.
- Thus a fully rigged-up Huge fire engine with all fire gear available as weapons would need to assign 5 gear points to Utility Gear; 1 (for basic gear) + 1 (for a turntable ladder) + 1 (for a primary form hose whip) + 2 (for a water blast in both forms).

Turntable Ladder: Vehicle alt form only. Simple melee weapon (club); Base damage +1 +3 extra = +4 conventional bludgeoning damage; Conventional Weapon (+3), Crude -1 to hit (+1), Extra Damage +3 (3), Increased Range 50 ft. (1), Turreted 360° (1); Cost 1.

Hose Whip: Primary form only. Exotic melee weapon (whip); Crude -1 to hit (-1), Increased Range 50 ft. (1); Cost 1.

Ground Vehicle Water Blast, Linked to Both Forms: Base damage +3 +2 extra = +5 non-lethal conventional damage; Charged 10 shots (+1), Conventional Weapon (+3), Extra Damage +2 (2), Integrated (1), Line Effect (2), Linked (1), Mercy Weapon (+1); Cost 2.

Ground Vehicle Water Blast, Linked to Vehicle Alt Form Only: Base damage +3 +3 extra = +6

non-lethal conventional damage; Charged 10 shots (+1), Conventional Weapon (+3), Extra Damage +3 (3), Line Effect (2), Mercy Weapon (+1); Cost 1.

Water Vehicle Water Blast, Linked to Both Forms: Base damage +3 +3 extra = +6 non-lethal conventional damage; Conventional Weapon (+3), Extra Damage +3 (3), Integrated (1), Limited Environment water (+2), Line Effect (2), Linked (1), Mercy Weapon (+1); Cost 2.

Water Vehicle Water Blast, Linked to Vehicle Alt Form Only: Base damage +3 +4 extra = +7 non-lethal conventional damage; Conventional Weapon (+3), Extra Damage +4 (4), Limited Environment water (+2), Line Effect (2), Mercy Weapon (+1); Cost 1.

Landing pontoons: While all aircraft or spacecraft have some form of landing gear, this equipment lets you to land on the surface of a body of water in vehicle mode. It also allows you to travel up to your primary form speed while on the water.

Landing wheels: Airborne vehicle alt forms come equipped with landing gear that lets them taxi over land at 30 ft. per round at character scale. Landing wheels are enhanced versions of standard aircraft landing gear, which allow you to taxi at twice that speed in vehicle alt form.

Reinforced bumper: This equipment is mounted on the front and rear of your vehicle alt form, cushioning blows when you are ramming or being rammed. It gives a +1 bonus to armor against forward and rear ramming attacks and when taking damage from your own forward or rear ramming attacks.

Special tires: This equipment grants you a bonus to your Drive or Pilot checks to avoid certain hazards while in your vehicle alt form. You cannot have more than one set of special tires. A vehicle alt form without wheels cannot use special tires.

All-Terrain Tires: This equipment grants you a +2 bonus to Drive checks to avoid any land-based terrain hazard.

Puncture Proof Tires: This equipment grants

you a +4 bonus to Drive checks to avoid nails, caltrops or similar puncture hazards.

Snow Tires: This equipment grants you a +4 bonus to Drive checks to avoid ice, oil slicks, or similar slip hazards.

Spotlight: Most vehicle alt modes have headlights that illuminate a 50 ft. forward cone. This piece of utility gear is an extra spotlight mounted on a swiveling base that illuminates a 50 ft. cone and can be directed in a 180° arc. For an extra gear point, you can have another spotlight, or increase the arc of one spotlight to 360°.

Winch and Cable: This equipment is a large metal spool to with up to 300 feet of wire cable. Once extended, the cable can be automatically rewound at a rate of 50 feet per round. The winch has the same Strength score as the mechagen to which it is attached. The cable has a Toughness of +10 (+1 per size larger than Medium, -1 per size smaller). If you have a winch and cable linked to your primary form, you can use it in combat like a crude whip with a range of 50 ft. You must have the Exotic Weapon Training (whip) feat to use it without penalty. You can only use your winch and cable as a whip in your primary form. Its advantages and disadvantages as a weapon are listed below.

Cable Whip: Exotic melee weapon (whip); Crude -1 to hit (+1), Increased Range 50 ft. (1), Integrated (1), Linked (1); Cost 3.

VTOL: With this equipment you can take off and land vertically in your vehicle alt form without a landing strip (and without needing to morph). You are also more maneuverable, gaining a +2 bonus to Drive or Pilot checks during maneuvers. Some vehicle alt forms, like harrier jets and helicopters, are already VTOL aircraft and do not need this utility gear.

TECH GEAR

Whereas special powers fill the *True20* niche of supernatural powers, tech gear takes the place of many extraordinary abilities that are not tied to specific roles. For mechagens that want long-range scanners, internal repair bays, and high-power computer processing, tech gear is the way to go.

Most tech gear needs to be activated before you can use it. The action required to activate and deactivate a piece of tech gear is given in its description. Furthermore, most tech gear is linked to alt form by default. This means that it can only be used in that form. Primary forms are meant for combat, surrounding sensitive equipment like tech gear with armor and defensive mechanisms. There are exceptions, of course.

- Lab Tools, Low-Light Sensors, and Repair Tools are linked to primary and alt forms by default. If you have them you can use them regardless of what form you are in, at no extra cost.
- Infrared Dampers, Infrared Sensors, Motion Sensors, Radar/Sonar, Radar/Sonar Jamming, Radio Communication, and Stealth Skin are linked to alt form by default. You can link them to primary form for 1 extra gear point.
- Lab Bays, Long-Range Visual, Quantum Radar, Quantum Radar Jamming, Quantum Sensors, and Repair Bays are linked to alt form by default. Space is at a premium inside of a mechagen's chassis in primary form, thus delicate sensor equipment and large rooms are far more difficult to fit in. You can link them to primary form for double the normal gear point cost.

TABLE 6-2: TECH GEAR	
Tech Gear	Gear Point Cost
Infrared Dampers	3
Infrared Sensors	2
Lab Bay	3
Lab Tools 1-5	1-5
Long-Range Visual 1-5	1-5
Low-Light Sensors	1
Motion Sensors	4
Quantum Radar 1-5	6-10
Quantum Radar Jamming	6-10
Quantum Sensors	5
Radar/Sonar 1-5	1-5
Radar/Sonar Jamming 1-5	1-5
Radio Communication	1-5
Repair Bay	5
Repair Tools 1-5	2-10
Stealth Skin	5

TECH GEAR DESCRIPTIONS

Infrared Dampers: Infrared dampers shield your quantum energy and any other byproduct heat, and are therefore you not able to be detected by the Blindsense abilities of mechagens with infrared sensors. Mechagens with quantum sensors and quantum radar can still detect you, however. Infrared dampers are considered to be always active.

Infrared Sensors: These sensors allow you to view the world in the infrared spectrum. Its range and spotting ability is identical to your normal vision, but otherwise ignores all shadows, incorporeality, fog, and other concealment. Mechagens' quantum generators create noticeable pinpoint areas of heat that make it very difficult for them to hide from infrared sensors. You have the equivalent of the Blindsense ability with regards to living creatures and mechagens. Activating infrared sensors is a free action.

Lab Bay: A lab bay gives a +4 bonus to Knowledge checks made within, and also generates enough raw materials to perform experiments on a regular basis. Lab bays are considered to be always active when you are in any form they are linked to.

Lab Tools: Lab tools are necessary to do any scientific research. You have, built in, the basic equipment necessary to perform experiments for any scientific Knowledge skill in which you are trained. If you are trained in Knowledge (earth sciences), for example, you might have equipment that lets you take geologic core samples, barometric readings, and so on. Activating lab tools is a move action, but getting results from them make take considerably longer. See the description of the Knowledge skill in **Chapter Four** for more information.

Long-Range Visual: This tech gear includes long-range telescopes, aerial spy equipment, and space-scale observation equipment. Long-range visual 1 allows you to target specific areas on-planet from as far away as 10 miles. As long you have line of sight to the area and the events being watched occur within the designated area (a 100-ft. radius), you may make sight-based Notice checks as if you were present at the scene. Each point by which the rating of the long-range visual sensor increases gives you another 10 miles of range and another 100-ft. to your radius. Long-range visual may also be used to detect spacecraft and observe the movement of celestial bodies. Activating long-range visual is a full-round action.

Low-Light Sensors: Low-light sensors give you the ability to see twice as far as normal in starlight, moonlight, and similar conditions of shadowy illumination. You may retain the ability to distinguish color and detail under these conditions. This tech gear replaces the Night Vision feat for mechagen characters. Low-light sensors are considered to be always active.

Motion Sensors: One step up from infrared sensors, motion sensors use a short-range sonic effect to detect movement and objects, regardless of available light and heat. You are considered to have the Blindsight ability, but you cannot detect an incorporeal target. Activating motion sensors is a move action.

Quantum Radar Jamming: As radar jamming, except you can jam quantum radar and quantum sensors. Activating quantum radar jamming is a full-round action.

Quantum Radar: As radar, except that the signal cannot be disrupted by barriers and it detects mechagens only. Quantum radar can be used underwater as a form of mechagen-only sonar. Additionally, quantum radar can detect signatures lower to the ground. Each point by which the rating of the radar increases gives your radar another 50 miles of range and lowers your minimum detection height by 50 ft. Level 5 quantum radar can therefore detect ground-level mechagens 250 miles away. You are considered to have the Blindsight ability with regards to other mechagens only, and can even detect incorporeal mechagens. Activating quantum radar is a full-round action.

Quantum Sensors: The quantum generators in every mechagen give off a unique energy signature that is nearly impossible to hide. Not only do quantum sensors make invisibility, incorporeality, darkness, and most kinds of concealment irrelevant when other mechagens are concerned. You have blindsight within 100 ft. with respect to other mechagens, and you automatically know the damage condition of other mechagens within 100 ft. Activating quantum sensors is a full-round action.

Radar/Sonar Jamming: You can jam radar, either from human devices or from other mechagens with radar. Jamming radar is an opposed Computers skill check between you and any radar operators who might detect you. Each point by which the rating of your radar jamming increases gives you a +2 bonus on Computers checks to successfully jam radar. If you succeed, you have successfully jammed your opponent's radar and they detect nothing. If you fail by less than 5, you have still jammed the enemy radar, but they detect a "radar void" and it's obvious to them that they are being jammed. If you fail by 5 or more, your jamming attempt fails completely. Sonar jamming works the same way, but only in water. Activating radar or sonar jamming is a full-round action.

Radar/Sonar: You can detect Large or larger airborne objects within 50 miles. Objects must be flying higher than 250 ft. above ground level in order to register on radar, and mountains,

buildings, and other barriers disrupt the radar signal. Each point by which the rating of the radar increases gives your radar another 50 miles of range and provides a +2 bonus on Computers checks to overcome radar jamming. You are considered to have the Blindsight ability, but cannot detect incorporeal targets. Sonar functions identically to radar, but detects Large or larger bodies in water. Activating radar or sonar is a full-round action.

Radio Communication: You can boost your normal radio range to 50 miles, and you have a +2 bonus on Computers checks to encrypt your radio communication or jam another's communication. Each point by which the rating of the radio communication increases gives your radio another 50 miles of range and another +2 on Computers checks to encrypt or jam communications. Other mechagens within 100 ft. who have line of sight to you can also make use of your radio range if it is active and you allow it (a free action). The radio signals can be intercepted by other radio receivers, including other mechagens with this ability. The communication can be encrypted at your option. An enemy trying to decrypt a communication must succeed on an opposed Computers check with you. You can also jam radio communications with an opposed Computers check, either against another mechagen with this ability or against a human radio operator. Activating radio communications is a full-round action.

Repair Bay: A repair bay gives a +4 bonus to Craft checks made within, and also contains enough self-replenishing raw materials to create weapons or tech with gear point costs of 5 or less. Repair bays are considered to be always active when you are in any form they are linked to.

Repair Tools: Repair tools are necessary to perform most Craft tasks. Activating repair tools is a move action, but getting results from them make take considerably longer. See the description of the Craft skill in Chapter Four for more information.

Stealth Skin: Stealth skin allows you to avoid detection by radar when you are airborne. You

are allowed a Stealth check opposed by the radar mechagen's Notice check (with a range penalty to the Notice check of -1 for every mile of distance). Stealth skin is considered to be always active when you are in any form they are linked to.

SHIELDS

Mechagen shields can block fast projectiles like bullets and even energy weapons. The dodge bonus is based on the type of shield, which is also relative to the size of the mechagen for which it was designed: buckler +1 dodge bonus, standard +2 dodge bonus, tower +3 dodge bonus.

A smaller mechagen seeking cover behind another mechagen's shield gains a dodge bonus as if the shield were the next largest shield type. Likewise a larger mechagen seeking cover behind another mechagen's shield gains a dodge bonus as if the shield were the next smallest shield type (minimum +0). The bonuses are cumulative, so a Large mechagen taking cover behind a Gargantuan mechagen's buckler treats the shield as a tower shield — the Large mechagen is two size categories smaller than the shield's owner, so he gains the benefit as if the shield was two size categories larger.

Mechagen shields otherwise follow the normal rules for shields described in *True20 Adventure Roleplaying*.

Cost: A shield has a gear point cost equal to the dodge bonus it provides.

WEAPONS

Weapons in *Mechagenesis* use the same categories as laid out in *True20 Adventure Roleplaying*: simple, martial, firearms, and exotic. Improvised weapons (like telephone poles, etc.) do conventional damage, so a mechagens damage reduction applies to such weapons (this is a departure from the normal rules for DR).

The sample firearms on Table 6-3 consists only of mechagen-specific firearms. Use the weapons provided in *True20 Adventure Roleplaying* and the *True20 Companion* for other simple, martial, and exotic weapons.

WEAPONS GEAR POINT COST

When you allot gear points to weapons, you must decide which form the weapon is linked to. A weapon linked to a specific form is made for use in that form, and is inaccessible while you are in your other form (unless you take the Linked advantage). Many mechagens use up parts of their alt forms as melee weapons in their primary forms (a snowplow that becomes an axe blade, for instance, or an animal alt form tail that becomes a whip). The cost of a weapon, in gear points, varies depending on its type.

Simple Weapons: Simple weapons are available to any mechagen at no point cost.

Martial Weapons: A martial weapon may be selected for 1 gear point.

Exotic Weapons: An exotic weapon may be selected for 1 gear point.

Firearms: Firearms have varying individual costs, as shown on **Table 6-3**.

USING ANOTHER MECHAGEN'S WEAPONS

Any weapon without the Integrated advantage can be removed from a mechagen and used by another.

A mechagen wielding a weapon designed for a larger or smaller mechagen has a -2 penalty per size category difference. Depending on the weapon's design features, the other mechagen may not be able to use the borrowed weapon at all.

For example, if a Large mechagen picks up a Huge fallen comrade's machine pistol, he has a -2 to his attack roll with that weapon because it was designed for a bigger 'bot. If the weapon was a rifle, however, the Large mechagen wouldn't be able to use it at all; it's a longarm designed for a Huge mechagen, and thus requires two Huge hand to wield it.

Because the weapon was designed for another mechagen, his nanomechs don't recognize it as part of him. A mechagen who intends to keep a borrowed weapon must buy off its gear point cost through the use of the Gear Point upgrade. Until that time, the weapon is not automatically accounted for when the mechagen assumes his alt form. It simply falls to the ground when he morphs and must be physically loaded into his alt form's cargo area by another party. The only exceptions to this rule are simple weapons. Since they have a 0-point cost, they are generic enough to be recognized by a mechagen's nanomechs.

If you lose one of your own non-integrated weapons, it can be rebuilt using the Craft (mechagen tech) skill. Your nanomechs automatically recognize a rebuilt weapon.

WEAPON DAMAGE

Normal weapon damage in *True20* and the damage listed on **Table 6-3** assume a wielder with a size category of Medium. For every size category above Medium, increase the damage by +1. Likewise, for every size category below Medium, decrease the damage by 1. Thus a sword (+3 damage) sized for a Large character would do +4 damage, and a sword sized for a Small character would only do +2 damage. When a mechagen with a weapon alt form resizes to fit the hand of his wielder his damage increases or decreases according to the wielder's size as well.

If you are using the firearms modification rules (see **Get Your Guns**), the damage adjustment for size has no effect on the weapon's gear point cost.

TABLE 6-3: SAMPLE FIREARMS

Weapon	Cost	Damage	Damage Type	Critical	Range Increment	Minimum Range	Area
Autoblaster Carbine	6	+6	Quantum	20/+1 roll	150 ft.	—	—
Autoblaster Pistol	4	+4	Quantum	20/+1 roll	100 ft.	—	—
Autoblaster Rifle	7	+6	Quantum	20/+1 roll	200 ft.	—	—
Blaster Carbine	2	+4	Quantum	20/+1 roll	150 ft.	—	—
Blaster Pistol	1	+3	Quantum	20/+1 roll	100 ft.	—	—
Blaster Rifle	4	+5	Quantum	20/+1 roll	200 ft.	—	—
Flame Thrower	2	+7	Fire	—	—	—	70 ft. line
Machine Gun	6	+5	Quantum	20/+1 roll	200 ft.	—	—
Missile Launcher	7	+13	Quantum	—	100 ft.	100 ft.	130 ft. diameter
Needle Blaster	6	+4	Quantum	19-20/+2 rolls	100 ft.	—	—
Salvo Launcher	7	+10	Quantum	—	100 ft.	50 ft.	100 ft. diameter
Shell Launcher	9	+8	Quantum	—	200 ft.	50 ft.	80 ft. diameter
Slugthrower Pistol	1	+4	Quantum	20/+1 roll	100 ft.	—	—
Slugthrower Rifle	3	+5	Quantum	20/+1 roll	150 ft.	—	—
Torpedo Launcher	5	+13	Quantum	—	100 ft.	100 ft.	130 ft. diameter

FIREARMS

Table 6-3 contains a list of several common weapons that are found in the hands of mechagens. You can either use these weapons for simplicity's sake, or you can design your own by assigning various advantages and disadvantages to the basic blaster pistol (see **Get Your Guns**).

FIREARM QUALITIES

Cost: This is the weapon's cost in gear points.

Damage: The damage done by the weapon, assuming the weapon is designed for a Medium character. Mechagen firearm damage is further increased or decreased based on the size of the wielder for whom it was designed (see **Weapon Damage**).

Critical: This lists the critical threat range and how many rolls on **Table 6-4 Critical Hit** table the weapon causes. If you're using a weapon from another *True20* source, the number of rolls is equal to the critical hit damage bonus -2.

Type: Describes the type of damage done. Quantum lasers, quantum slugs, and quantum explosives bypass the damage reduction of mechagens. Conventional weapons do not.

Range Increment: The range increments at which the weapon wielder suffers a -2 cumulative penalty

Minimum Range: Some weapons have a minimum range. Attacks made against targets within the minimum range impose a penalty on the attack roll.

Area: Some weapons have an area, cone, or line of effect. This column shows the weapon's area of effect, in feet.

Description: You are free to describe the appearance, effects, and use your weapon as you see fit. A blaster rifle might just be a quantum laser, or it could be a fusion cannon that slams your target with the power of a miniature sun.

FIREARM DESCRIPTIONS

Autoblaster Carbine: A short-range quantum automatic blaster rifle. Autofire (2), Extra Damage +3 (3), Increased Range +50 ft. (1), Longarm (+1); Cost 6.

Autoblaster Pistol: With all the versatility and concealability of a blaster pistol, but allowing for autofire, the automatic blaster pistol is a popular weapon. Autofire (2), Extra Damage +1 (1); Cost 4.

Autoblaster Rifle: This two-handed weapon maximizes damage potential and range, while allowing for autofire. Autofire (2), Extra Damage +3 (3), Increased Range +100 ft. (2), Longarm (+1); Cost 7.

Blaster Carbine: This is the single-shot cousin of the automatic blaster carbine. Extra Damage +1 (1), Increased Range +50 ft. (1), Longarm (+1); Cost 2.

Blaster Pistol: This is the basic weapon from which all other weapons are designed. No advantages or disadvantages; Cost 1.

Blaster Rifle: This single-shot rifle packs a punch and has more range than a pistol or carbine. Extra Damage +2 (2), Increased Range +100 ft. (2), Longarm (+1); Cost 4.

Flame Thrower: This volatile weapon deals conventional fire damage instead of quantum damage. Charged 10 shots (+1), Line Effect (2), Conventional Weapon Fire (+3), Extra Damage +4 (4), Longarm (+1); Cost 2.

Machine Gun: This primitive but versatile weapon works like the slugthrower, except that it allows for autofire and holds 20 shells in a single clip. Autofire (2), Extended Clip +10 shots (1), Extra damage +2 (2), Increased Range +100 ft. (2), Slugthrower 10 shots (+1), Longarm (+1); Cost 6.

Missile Launcher: Missile launchers lob high-explosive missiles at a target. They are among the most devastating battlefield weapons. Extra Damage +10 (10), Fire-And-Forget (4), Longarm (+1), Minimum Range 100 ft. (+6), Slugthrower 10 shots (+1); Cost 7.

Needle Blaster: A needle blaster is a blaster rifle with a thin, highly concentrated beam designed to punch through mechagen armor. Armor Piercing 3 (3), Extra Critical +1 (1), Extra Damage +1 (1), Increased Critical +1 (1), Longarm (+1); Cost 6.

Salvo Launcher: This fearsome weapon launches a barrage of small missiles at a target. Autofire (2), Extra Damage +7 (7), Longarm (+1), Minimum Range 50 ft. (+1), Slugthrower 10 shots (+1); Cost 7.

Shell Launcher: A shell launcher is a mechagen weapon that works very much like the turrets

and cannons found on armored Earth vehicles. Area Effect (4), Extra Damage +5 (5), Increased Range +100 ft. (2), Longarm (+1), Minimum Range 50 ft. (+1), Slugthrower 10 shots (+1); Cost 9.

Slugthrower Pistol: This weapon is usually used to deliver solid, hard-hitting projectiles. It is very similar in design to Earth firearms. It can also be used with hollow shells to deliver special substances. Extra Damage +1 (1), Slugthrower 10 shots (+1); Cost 1.

Slugthrower Rifle: This weapon is the larger cousin of the slugthrower pistol. Extra Damage +2 (2), Increased Range +50 ft. (1), Slugthrower 10 shots (+1); Cost 3.

Torpedo Launcher: Torpedoes work just like missiles, except that they only work underwater. Extra Damage +10 (10), Fire-And-Forget (4), Limited Environment Water (+2), Longarm (+1), Minimum Range 100 ft. (+6), Slugthrower 10 shots (+1); Cost 5.

RELOADING FIREARMS

One of the benefits of blaster weapons is that they never need to be reloaded. They are powered by the mechagen's internal quantum generator and thus never run out of power. Some firearms utilize a clip or magazine, however, which generally contains 10 rounds. Once a clip is depleted, it must be reloaded as a standard action. Bows and light crossbows can be reloaded as a move action, and heavy crossbows can be reloaded as a full-round action. Mechagens that carry such weapons usually carry 10 clips or 20 arrows or bolts.

CRITICAL HITS

Mechagens, unlike most machines, are subject to critical hits. When a mechagen suffers a critical hit, he sustains normal weapon damage. In addition, however, the mechagen must roll on **Table 6-4**. A critical hit with a +1 weapon causes one roll, a +2 weapon causes two rolls, etc. If you're using a weapon from another *True20* source, the number of rolls is equal to the critical hit damage bonus -2.

CRITICAL HIT DESCRIPTIONS

Articulation Servos: The articulation servo in one of the mechagen's arms is damaged. He suffers a -4 penalty to all attacks and skill checks involving the use of the arm. This result is cumulative each time this component is damaged.

Cracked Chassis: The mechagen's damage reduction/quantum energy is reduced to 2. If this component is already damaged, the mechagen instead suffers +3 damage.

Data Processor: The mechagen's internal data pathways are damaged. He suffers 1 point of Intelligence damage, and must make a Will save with a Difficulty equal to 10 + damage dealt, or immediately lose all ranks in one randomly determined skill for 24 hours.

Gyroscope: The mechagen's gyroscope is damaged, throwing him off balance. The mechagen suffers 1 point of Dexterity damage, and must make a Reflex save with a Difficulty equal to 10 + damage dealt, or immediately fall prone. The result is cumulative each time this component is damaged.

Roll	Damage
1	Sensors
2-3	Gyroscope
4-5	Motion Regulator
6-9	Data Processor
10-12	Articulation Servos
13-15	Quantum Energy Leak
16-17	Weapon System
18	Cracked Chassis
19	Morph Actuator
20	Quantum Generator

Morph Actuator: The mechagen suffers damage to his morph actuators, which impairs his ability to morph. A character with a single damaged morph actuator must make a Concentration check as a full-round action with a Difficulty of 10 + damage dealt in order to morph. A character with two damaged morph actuators cannot morph until his actuators are repaired.

Motion Regulator: The mechagen's internal motion regulator is damaged, reducing his base movement in all forms by one-half. If this component is already damaged, the mechagen becomes unable to move except with a 10-ft. crawl as a full-round action.

Quantum Energy Leak: The mechagen's quantum energy container is breached. He suffers 1 point of Constitution damage and must make a Fortitude save with a Difficulty equal to 10 + damage dealt, or be stunned for one round.

Quantum Generator: The mechagen's quantum generator housing is damaged. The mechagen can only take a single action per round until the housing is repaired. If this component is hit again, the generator explodes, dealing quantum energy damage to the mechagen and nearby characters. The explosion deals +10 quantum damage, +1 per level of the mechagen to all creatures in a radius of 10 ft. per level of the mechagen. The mechagen itself automatically takes the damage; other creatures in the radius may make a Reflex saves (Difficulty 10 + 1/2 level of the mechagen) for half damage.

Sensors: The mechagen loses the use of a sensor system like infrared or radar, or one of his senses, such as sight or hearing. The damaged system is determined randomly. The system remains inoperable until it is repaired. If all sensors are destroyed, the mechagen instead suffers +3 damage.

Weapon System: One mounted weapon is hit and damaged, along with one round of ammo. Explosive ammo goes off, doing one-half normal damage to the mechagen. If a mechagen does not have any mounted weapons, the mechagen instead suffers +3 damage.

GET YOUR GUNS

The basic, standard-issue mechagen weapon is the blaster pistol, which has a gear point cost of 1. You can design your own weapons from that basic form using the rules presented here. An advantage makes a weapon more effective, but increases its gear point cost. A disadvantage makes a weapon less effective, and decreases its gear point cost. A weapon cannot be reduced to a gear point cost of less than 1 through the use of disadvantages. All of the sample firearms on **Table 6-3** were designed using these rules. If you import firearms from other sources, you can use the advantages and disadvantages below to determine an appropriate gear point cost.

ABILITY DAMAGE (DISADVANTAGE)

The weapon does not deal physical damage. Instead, it decreases an opponent's Strength or Dexterity. You choose the ability affected when you choose this disadvantage. You can describe your weapon in any way you see fit; a weapon that does Strength damage could be a local gravity enhancer or a weapon that does Dexterity damage might be gyroscopic inhibitor, etc. If hit by this weapon, the target must succeed on a Fortitude save equal to 10 + the weapon damage or take 1 point of ability damage. You do not roll on the Critical Hits table if you score a critical hit with this weapon. Instead, the target takes an extra point of ability damage. If you add the Extra Critical advantage to this weapon, it deals an extra point of ability damage on a critical hit.

Gear Point Cost: +1 point.

AREA EFFECT (ADVANTAGE)

The weapon is an area effect weapon. Instead of making an attack roll to hit, all targets within an area must succeed on a Reflex saving throw or take damage. Any target who makes the saving throw instead takes half damage. The area effect is a diameter in feet equal to the weapon's damage x10. High explosives such as these are best used for long-range combat. In close combat, great care must be taken with area effect weapons as they could easily eliminate

you and your allies as well as your enemies.

This weapon requires no attack roll to hit, so it does not threaten a critical hit. This weapon cannot have the Extra Critical or Increased Critical advantages.

Gear Point Cost: 4 points.

ARMOR PIERCING (ADVANTAGE)

The weapon can penetrate armor. The opponent's armor is treated as being 1 point lower than it actually is, to a minimum of +0. This is not extra damage, and therefore has no effect on opponents with no armor bonus to Toughness. This advantage can be taken multiple times, ignoring 1 additional point of armor.

Gear Point Cost: 1 point per point of armor ignored.

AUTOFIRE (ADVANTAGE)

The weapon is capable of full automatic fire. See the Autofire rules in *True20*. If this advantage is applied to a weapon with the Slugthrower or Charged disadvantage, each use of autofire expends 10 rounds from the weapon.

Gear Point Cost: 2 points.

BELT FEED (ADVANTAGE)

The weapon has a belt feed to the clip, which allows for 100 rounds to be fired before reloading. Belt feeds must be reloaded as a full-round action instead of a move action. This advantage can only be applied to weapons with the Slugthrower or Charged disadvantage. The Extended Clip advantage cannot be applied to a belt-fed weapon.

Gear Point Cost: 2 points.

CHARGED (DISADVANTAGE)

The weapon is not charged by your internal quantum generator. This weapon carries a clip with 10 rounds, which must be reloaded as a standard action once depleted. A weapon with the Slugthrower disadvantage cannot also have

the Charged disadvantage, since a limited shot capacity is already assumed.

Gear Point Cost: +1 point.

CONCEALED (ADVANTAGE)

You can conceal a weapon while in the form that it is linked to. Revealing the weapon to bring it to bear is a standard action, unless you have the Ready Gunner feat, in which case bringing it to bear is a move action. The nature of the concealment is up to you; the weapon could simply be disguised as part of your alt form, or it could be physically concealed in a secret compartment. Detecting a concealed weapon is a Difficulty 20 Notice check. If you apply this advantage to a Linked weapon, it only applies to the weapon while you are in one form. To make this weapon concealable in all forms, it costs extra.

Gear Point Cost: 1 point, +1 per additional form.

CONE EFFECT (ADVANTAGE)

The weapon affects a 90° cone in front of you. Instead of making an attack roll to hit, all targets within the cone must succeed on a Reflex saving throw or take damage. Any target who makes the saving throw instead takes half damage. The cone length is equal to the weapon's damage x10 ft.

This weapon requires no attack roll to hit, so it does not threaten a critical hit. This weapon cannot have the Extra Critical or Increased Critical advantages.

Gear Point Cost: 3 points.

CONVENTIONAL WEAPON (DISADVANTAGE)

The base mechagen blaster deals quantum damage; this weapon deals conventional or non-quantum energy damage (such as fire, cold, sonic, etc.). Thus, mechagen damage reduction or energy resistance applies to attacks made by this weapon.

Gear Point Cost: +3 points.

CRUDE (DISADVANTAGE)

This weapon is a terrible example of mechagen technology. Its shoddy construction provides its wielder with a -1 penalty to hit. A crude shield has an armor check penalty one higher than normal.

Mechagens with weapon alt forms cannot take this advantage for their alt form; they are never crude implements.

Gear Point Cost: +1 point.

CRYSTALLIZER (DISADVANTAGE)

The weapon fires a substance that makes the opponent's metal skin extremely brittle. A crystallizer may fire a blast of liquid nitrogen, or emit sonic frequencies that temporarily disrupt a material's molecular bonds. A successful hit with this weapon forces your opponent to make a Fortitude save with a Difficulty equal to 10 + the weapon's damage. If your opponent fails the save, his Toughness is reduced by 2 for 1 round. If he fails the save by 5 or more, his Toughness is reduced by 3. If you score a critical hit with this weapon, you do not roll on the Critical Hits table. Instead, the effect lasts for an extra round. If you add the Extra Critical advantage to this weapon, the effect lasts an additional round on a critical hit. Thus if you have a crystallizer with Extra Critical +2, your opponent's armor would be reduced for 3 rounds on a critical hit.

Gear Point Cost: +1 point.

DECREASED RANGE (DISADVANTAGE)

The weapon has a lower range than normal. The base mechagen weapon has a range increment of 100 ft. This advantage can be taken multiple times, each time decreasing the range increment by 20 ft.

Gear Point Cost: +1 point per 20 ft. decrease in range increment.

ENTANGLER (DISADVANTAGE)

An entangler fires a cable net, an energy grid, a wad of sticky webbing, or even a blast of ice that envelops and entangles the target. An entangled creature takes a -2 penalty on attack rolls and a -2 penalty on Dexterity, can move at only half speed, and cannot charge or run. If the entangled creature attempts to use a special power, he must make a Difficulty 15 Concentration check or be unable to use the power effectively. An entangled creature can escape with an Escape Artist check as a full-round action (Difficulty 15 + weapon damage). The entangling substance has a Toughness equal to the weapon damage. An entangled creature can deal unarmed attack damage in an attempt to break free by scoring a Wounded or better result against the entangling substance. This is also a full-round action. If you score a critical hit with this weapon, you do not roll on the Critical Hits table. Instead, the weapon damage increases by +3.

Gear Point Cost: +1 point.

EXTENDED CLIP (ADVANTAGE)

Your weapon carries a clip with extra capacity. You can take this advantage up to 4 times, each time increasing your clip's capacity by 10 rounds. This advantage can only be applied to weapons with the Slugthrower or Charged disadvantages, and cannot be applied to weapons with the Belt Feed advantage.

Gear Point Cost: +1 point per extra 10-round capacity.

EXTRA CRITICAL (ADVANTAGE)

The weapon has the potential to damage the target's sensitive equipment. This advantage can be taken twice, each time increasing the number of critical rolls by 1.

Gear Point Cost: 1 point per extra critical roll.

EXTRA DAMAGE (ADVANTAGE)

The weapon does an additional +1 damage. You can take this advantage up to 5 times.

Gear Point Cost: 1 point per +1 damage.

FIRE-AND-FORGET (ADVANTAGE)

The weapon fires missiles that can independently acquire targets. Prior to firing a missile, you must spend a full-round action acquiring a target. On the following round, you can fire the missile as a free action. The missile then travels 1,000 ft. (20 squares at surface scale or 2 at air scale) each round until it hits its designated target or runs out of fuel. A missile has enough fuel to travel for 5 rounds. When the missile enters the target's space, the wielder makes an attack roll. A success means the missile deals damage to the target as normal. This advantage can only be applied to weapons with the Slugthrower disadvantage.

Gear Point Cost: 4 points.

FORCE FIELD (ADVANTAGE)

This shield is a force field instead of a physical shield. The shield has no armor check penalty and enhanced protective qualities which provide an additional +1 dodge bonus. Force fields are already considered to be masterwork, so the Masterwork advantage cannot be applied to a force field. This advantage can only be applied to shields, and cannot be applied to a shield with the Crude disadvantage.

Cost: 2 points.

INCREASED CRITICAL (ADVANTAGE)

The weapon has the potential to do extreme damage to the target. This advantage can be taken up to three times, each time increasing the critical threat range by 1.

Gear Point Cost: 1 point per 1 increase in threat range.

INCREASED RANGE (ADVANTAGE)

The weapon has a greater range than normal. The base mechagen weapon has a range increment of 100 ft. This advantage can be taken multiple times, each time increasing the range increment by 50 ft.

Gear Point Cost: 1 point per 50 ft. increase in range increment.

INTEGRATED (ADVANTAGE)

The weapon is integrated into your primary form, and cannot be removed. This advantage need only be applied to primary form weapons, as alt form weapons are automatically considered to be integrated. You must decide when you take this advantage where the weapon is located. The choices are: arm, torso, hip, shoulder, and head.

Gear Point Cost: 1 point.

LESS DAMAGE (DISADVANTAGE)

The weapon does 1 less point of damage, to a minimum of +0 damage. Since the base blaster pistol does +3 damage, this disadvantage can only be taken three times.

Gear Point Cost: +1 point per -1 damage.

LIMITED ENVIRONMENT (DISADVANTAGE)

The weapon only works in a particular environment, such as outer space or underwater. This disadvantage's gear point bonus can vary depending on the environment required, but is always at least +2.

Gear Point Cost: +2 points or more.

LINE EFFECT (ADVANTAGE)

The weapon affects a line 10 ft. wide in front of you, with a length equal to the damage x10 ft. Instead of making an attack roll to hit, all targets in the line must succeed on a Reflex saving throw or take damage. Any target who makes the saving throw instead takes half damage.

This weapon requires no attack roll to hit, so it does not threaten a critical hit. This weapon cannot have the Extra Critical or Increased Critical advantages.

Gear Point Cost: 2 points.

LINKED (ADVANTAGE)

The weapon is linked to your primary form as well as your alt form(s), allowing you to use it regardless of which form you are in.

Gear Point Cost: 1 point per additional form.

LONGARM (DISADVANTAGE)

The weapon requires two hands to use thus can only be selected for primary form weapons. Since it requires hands to use, this weapon cannot have the Integrated advantage. If linked to an alt form, the Linked gear point cost cancels out this disadvantage; the weapon requires hands when you are in primary form but is attached to your alt form.

Gear Point Cost: +1 point.

MASTERWORK (ADVANTAGE)

This weapon is a fine example mechagen technology. Its elegant construction provides its wielder with a +1 bonus to hit. A masterwork shield has an armor check penalty one lower than normal.

Mechagens with weapon alt forms cannot take this advantage for their alt form; they must use the Masterwork upgrade for that (see Upgrades).

Gear Point Cost: 1 point.

MERCY WEAPON (DISADVANTAGE)

The weapon is not designed to kill, and inflicts only non-lethal damage. If you score a critical hit with this weapon, you do not roll on the Critical Hits table. Instead, the target takes an extra +3 damage like a normal critical hit.

Gear Point Cost: +1 point.

MINIMUM RANGE (DISADVANTAGE)

The weapon fires missiles that have to travel a bit before reaching their maximum potential, or is a blaster weapon that has a minimum distance at which it can focus its beam. Either way, the weapon has a minimum effective range. The minimum range begins at 50 feet; each 10 feet closer to the target you are imposes a -2 penalty to your attack roll. This disadvantage can be taken multiple times, each time increasing the minimum range by 10 feet.

Gear Point Cost: +1 point, +1 point per extra 10 ft.

SCATTER (ADVANTAGE)

This weapon provides a +2 bonus to hit because its effect scatters across a wide area. The effect of the gun depends on its nature; a scatter weapon with the Slugthrower disadvantage might fire high-velocity shot like a shotgun, whereas a blaster may fire expanding ball of superheated plasma.

Gear Point Cost: 1 point.

SLICK (DISADVANTAGE)

This weapon releases a super-slick substance (oil, ice, ball bearings) that expands out in a diameter in feet equal to the weapon damage x5. Any creature entering the slick area must succeed on a Reflex save after each action or fall prone. The save Difficulty uses the same calculation as explosive weapons (10 + the weapon damage). A ground vehicle entering the slick area must make a Drive check of the save Difficulty or lose control. The slick persists for one hour.

This weapon requires no attack roll to hit, so it does not threaten a critical hit. This weapon cannot have the Extra Critical or Increased Critical advantages.

Gear Point Cost: +2 points.

SLUGTHROWER (DISADVANTAGE)

The weapon fires a physical slug like a bullet instead of a beam of energy. It still deals quantum damage unless you also select the Conventional Weapon disadvantage. This weapon carries a clip with 10 rounds, which must

be reloaded as a standard action once depleted. A slugthrower cannot also have the Charged disadvantage, since a limited shot capacity is already assumed.

Special: A slugthrower can be loaded with special payloads instead of their normal damaging rounds. A slugthrower weapon can be loaded with special slugs that replicate the effects of the Crystallizer, Entangler, Slick, and Smoke disadvantages.

Gear Point Cost: +1 point.

SMOKE (DISADVANTAGE)

This weapon does not do any direct damage; instead it releases a cloud of smoke that expands out in a diameter spread that provides concealment. The diameter in feet is equal to the weapon's damage x5. The smoke persists for 1 minute (10 rounds).

This weapon requires no attack roll to hit, so it does not threaten a critical hit. This weapon cannot have the Extra Critical or Increased Critical advantages.

Gear Point Cost: +2 points.

STUNNER (ADVANTAGE)

The weapon does not do any damage to the target. Instead, the target must succeed on a Fortitude save with a Difficulty equal to 15 + the weapon damage or be stunned for 1 round. If the target fails the Fortitude save by 5 or more, he is instead paralyzed for 1 round. If he fails the Fortitude save by 10 or more, he is paralyzed for 5 rounds. You do not roll on the Critical Hits table if you score a critical with this weapon. Instead, increase the Fortitude save Difficulty by +2.

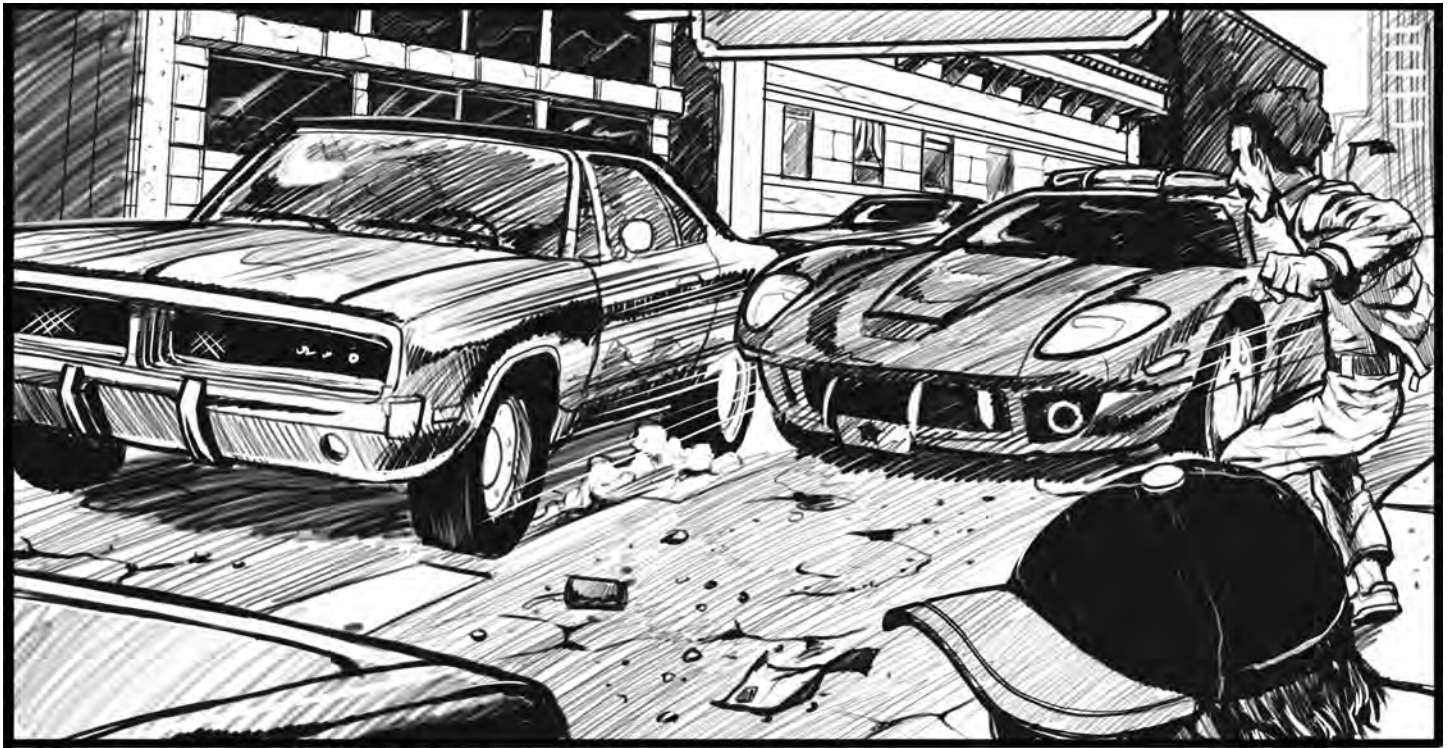
Gear Point Cost: +1 point.

TURRETED (ADVANTAGE)

All form weapons and integrated primary form weapons are assumed to be pointing forward. You may add a turret to the weapon, giving it a 180-degree firing arc, forwards or backwards (for a primary form weapon), or a 360-degree firing arc (for a vehicle or structure alt form weapon). This advantage can only be applied to integrated weapons.

Gear Point Cost: 1 point.

CHAPTER SEVEN: VEHICULAR GENOCIDE



Mechagenesis was designed to handle combat between a variety of different types of vehicles in a manner that is fun and easy. Don't blow your logic circuits trying to determine if a sports car can really outrace a jet. You've got a world to save, so morph into action!

SURFACE AND AIR SCALE

The three scales in *Mechagenesis* are character scale, surface scale, and air scale. As discussed in Chapter Two, character scale is used to handle firefights between mechagen primary forms or animal alt forms, as well as short-range alt form vehicle duels. In character scale, vehicles behave just like normal creatures. They can move precise distances without making checks, can turn fairly easily (within the limits of their maneuverability scores), and can even jump and make attack rolls normally. In character scale, one inch equals 10 feet.

While the character scale in *Mechagenesis* is larger than the normal *True20* scale, it is still small enough that a slow-moving vehicle can

cross a large map in a single round. Therefore, *Mechagenesis* also uses a surface scale in which one inch equals 50 feet (and, optionally, an aircraft scale where one inch equals 500 feet). It's possible to design long complex encounters that actually move from one scale to the next. For instance, a crash at surface scale could quickly turn into a firefight at character scale.

As a useful shorthand method of tracking distance and speed, we drop actual distances and simply refer to the number of squares that represent them. For instance, if a speed boat is moving 500 feet per round it is moving at surface speed 10.

Surface and air scale encounters involve an unpredictable mix of fast-moving vehicles and dangerous obstacles. This is what vehicle combat is all about. Encounters at these scales deal with relative positions, just like character scale encounters, but with a greater level of flexibility within the given squares. Vehicles moving in many different directions can still run off the map in no time at this scale, however. Therefore, surface and air scale works best for

encounters where vehicles battle each other racing toward the same objectives or inside closed arenas. For encounters in which vehicles may veer off suddenly or head in different directions, a narrative combat works better than mapping it out. The same rules can be used for such a combat, but the positions of the various vehicles are determined by the Narrator and the players' imaginations, rather than by miniatures on a map grid.

VEHICLE ALT FORMS

Mechagens are designed to mimic ordinary vehicles, and the two have much in common. There are, however, a few differences. When a mechagen is in his vehicle alt form, he is both the vehicle and the pilot. Vehicle alt forms are not treated as constructs, but do retain their mechagen characteristics, abilities, and immunities. Unlike ordinary vehicles, vehicle alt forms get to make savings throws. Characters can morph into vehicle alt form and start their engines as a single move action. Each round while moving in vehicle alt form, the character must use a move action to move. He may then also elect to take a standard action while piloting.

Like ordinary vehicles, mechagens in their vehicle alt forms can carry passengers. When a mechagen is in a vehicle alt form, he may open and close his doors at will, allowing a potential passenger who makes a successful Difficulty 10 Dexterity check to come aboard as a free action. Otherwise, a passenger must use a move action to enter a mechagen's vehicle form.

A willing mechagen may also choose to let a passenger become its pilot. A vehicle mechagen with potential pilots must declare at the beginning of each round whether it is piloting or is letting itself be piloted by a passenger. While being piloted, the passenger takes a move action each round to move the character's vehicle alt form. This leaves the mechagen free to take its full actions for that round, including a full attack action.

MANEUVERABILITY MODIFIER

Vehicle alt forms have a Maneuverability score, which provides a modifier to Drive or Pilot checks (whichever is most appropriate for the vehicle type).

TABLE 7-1: MANEUVERABILITY MODIFIERS	
Maneuverability	Modifier
Clumsy	-8
Poor	-4
Average	+0
Good	+4
Perfect	+8

SPEED MODIFIERS

Surface and air scale are when the speedy mechagens truly shine. Sports cars can leave their opponents in the dust, and jets can strafe ground-based mechagens with awe-inspiring attacks.

It's harder to hit you when you are moving at 90 mph, but it's not so easy to shoot a plasma cannon at that speed either. Speed modifiers apply to a character's Drive or Pilot checks, initiative checks, and attack rolls while attacking at high speeds. The applicable speed modifier depends upon whether the vehicle is operating on the surface scale or air scale (**Table 7-2**). Note that Defense bonuses apply to the vehicle with one special exception: the bonus is relative. A vehicle traveling at surface speed 20, for instance, has a +6 speed bonus to Defense against stationary attackers or opponents heading in different directions. Against vehicles at speed 10 and heading in the same direction, the vehicles speed bonus to Defense is only +4, and against vehicles moving the same speed or faster and heading in the same direction, it gets no speed bonus at all.

**TABLE 7-2:
SPEED MODIFIERS**

Character Speed	Surface Speed	Air Speed*	Defense Bonus	Attack/Skill Check Modifier
0-25	1-5	1	+0	+0
26-50	6-10	2	+2	-2
51-75	11-15	3	+4	-4
76-100	16-20	4	+6	-6
101-150	21-30	5-10	+8	-8
151-200	31-40	11-20	+10	-10
201-250	41-50	21-30	+12	-12
251-300	51-60	31-40	+14	-14
301-350	61-70	41-50	+16	-16
351+	71+	50+	+2/10 squares	-2/10 squares

CHANGING SPEED

A pilot can change the speed of his vehicle once each round as a free action. How easy or difficult this is to do depends on the vehicle and the amount by which the pilot wants to accelerate or decelerate. The vehicle's acceleration number denotes how many squares per round a vehicle may accelerate without the pilot needing to make a Drive or Pilot check. The pilot may alternately decelerate his vehicle by twice this amount without making a Drive or Pilot check.

Accelerating by more than the listed number (or decelerating by more than twice the listed number) requires a Drive or Pilot check. The Difficulty depends on how much change in speed is being attempted and the check is modified by the vehicle's current speed and its maneuverability.

For example, a mechagen in sports car form has an acceleration of 6 (and therefore a deceleration of 12). The mechagen can increase his speed by 6 with no check, by 12 with a Drive check of 15, by 18 with a Drive check of 20, and by 24 with a Drive check of 30. Likewise, if he was at a speed of 24 and wanted to come to a full stop, the character would need to make a Difficulty 15 Drive check for 2x the normal deceleration rate of 12.

Drive checks to accelerate and decelerate are modified by speed and maneuverability modifiers. The maneuverability modifier for a vehicle is found on **Table 2-5** and **Table 7-1**.

Ground vehicles, water vehicles, helicopters, and aircraft with VTOL may also pilot in reverse at quarter top speed and with a -8 to all Drive or Pilot checks. Before going into reverse, a vehicle must come to a full stop.

**TABLE 7-3:
ACCELERATION AND
DECELERATION**

Category	Difficulty	Effect
Moderate	15	2x acceleration
High	20	3x acceleration
Extreme	30	4x acceleration

RELATIVE SPEEDS

A mechagen in his vehicle alt form that is traveling at its top speed of 20 must move 20 squares on its turn. It becomes difficult to map out this speed on a map that only covers a dinner table. In most combat situations, all participants will be moving at similar speeds, so long-distance battles may use something called relative speed.

When using relative speed, the map is the moving object in the abstraction, even though the cars and jets are considered to be speeding

through the game world. The strict facing that comes with wheeled travel requires one edge of the map to be designated the forward edge, or the direction in which the bulk of the participating vehicles are facing. For example, in a highway battle wherein a band of good mechagens is attempting to beat a squad of evil mechagens to the wreckage of a downed spacecraft, the direction of the spacecraft wreckage would be designated the forward edge of the map. The opposite side of the map is called the trailing edge.

A general sense of the terrain is also necessary, such as “gravel road,” “wide-open desert,” or “blackened four-lane freeway.” In the case of encounters set on a defined roadway, the map should indicate the edges of the road. Bends and turns in the road can be dealt with as hazards when they come within the map area. Redrawing the map every time the road bends is usually more trouble than it’s worth.

Round by round, the map can be redefined according to the new hazards, obstacles, and situations the roving combat moves through. Obstacles such as wreckage, ruins, wildlife, and bystanders are moved across the map relative to the vehicles. Generally, this means that an object appears on the forward edge of the map and exits through the trailing edge.

The environment defined by the map can change from round to round, too. In a round where the combat crosses a bridge, the spaces to either side of the roadway suddenly become a fatal fall. Should the road later pass through a tunnel, those same spaces become solid walls of rock. These sorts of environmental effects can be used to create diode-surging changes in action, as the priorities of characters in the encounter change from fighting to maneuvering and back again.

Because the combat scale allows for using relative movement rather than absolute speed when tracking vehicles, a vehicle may move forward or backward on its turn relative to the other vehicles on the map. Even if the miniature car in your hand is falling back toward the trailing edge of the map, your character’s turbo-charged vehicle alt form in the game universe is still careening forward at 90 to 100 mph.

For example, a mechagen in its motorcycle alt form and a normal jeep driven by a human soldier are in a high-speed duel at 20 squares per round (100 mph), both traveling down an asphalt road. If the motorcycle character wins initiative and chooses not to accelerate, decelerate, or turn, the mechagen’s position on the map doesn’t change. On the military character’s turn, if he accelerates by 2 squares per round, he moves forward with the jeep 2 squares. If he decelerates by 10 squares, he moves backward from the jeep 10 squares. If he too, does not accelerate, decelerate, or turn, he does not change position on the map.

When using relative speeds, a drastic change in speed categories may result in changes to the encounter. A vehicle that accelerates or decelerates drastically may exit the map area. If no vehicles close with the departing vehicle, then the vehicle can be assumed to have fled the scene. If other vehicles do pursue the departing vehicle, then you should clear the map at the end of the round and have each character enter the new map area from the appropriate direction, at the new speed category.

GOING FOR A RIDE

Vehicles do not move as precisely as mechagens’ primary forms or characters traveling on foot. A vehicle can only travel in the direction it faces unless traveling in reverse. While at character scale, vehicles have the option to double move or run. At surface or air scale, a vehicle only moves once per round, when it takes a move action. Additionally, the vehicle has to move its speed in number of squares, regardless of whether or not the pilot takes an action.

Initiative: All combat participants roll for initiative on the first round of combat. Because the vehicle that goes last can be at an advantage in terms of maneuvering, surface and air scale uses a variation on the delaying rules. Pilots may delay to negative numbers for initiative, going as low as the negative version of their initiative number. Characters on foot and non-piloting passengers do not have this option. This ensures that the pilot with the best initiative always has the option to maneuver in response to all other pilots.

For example, two mechagens in their vehicle alt forms and a military tank are careening around in the desert. The characters roll a 22, 13, and 5 for initiative. The character that rolled a 22 may go first (a benefit if the character is about to be fired upon) or may delay to an initiative count of -22. Since the lowest one of the mechagen's opponents can go is -13, he can respond to all of their movements and end the turn exactly where he wants to be.

Normally, you would simply keep the same initiative throughout combat. If you prefer a fluid combat system and don't mind some extra rolling, however, you may reroll initiative every round.

Change Speed: As a free action, a pilot must declare his vehicle's speed for the round, even if he does not accelerate or decelerate.

Optional Standard Action: A pilot can elect to use a standard action (often shooting a weapon) before or after movement, just as though he were on foot. If a pilot forgoes his standard action, he may attempt an attack maneuver (ramming or slamming) as detailed below.

Mandatory Move Action: So long as the vehicle is operating at any speed other than 0, a pilot must take a move action to move the vehicle the appropriate number of squares. Any active piloting maneuvers (such as a hard turn) are made at this time as free actions, as are any reactive piloting maneuvers required to deal with external circumstances (such as maintaining control over rough terrain, avoiding obstacles, or jumping a chasm).

Additionally, if the pilot did not take his optional standard action before moving, he may use the standard action during or after movement, may delay, or may ready an action.

DRIVING AND PILOTING MANEUVERS

Maneuvers are part of a vehicle's movement, carried out on the pilot's move action. Most maneuvers require Drive or Pilot checks to accomplish. Drive or Pilot checks are affected by speed and maneuverability modifiers.

TABLE 7-4: HAZARDS AND OBSTACLES	
Hazard or Obstacle	Difficulty
Minor hazards (rough road, rough water)	10
Medium hazards (ice, nails, flock of birds, sand bar)	15
Major hazards (caltrops, oil slicks, shallow reef, wind shears)	20
Tiny obstacle (tire, keg, fence post, buoy)	9
Small obstacle (bicycle, oil drum, weather balloon)	12
Medium obstacle (boulder, human, wreckage)	15
Large obstacle (small building)	20
Huge obstacle (meteor, radio tower)	25
Gargantuan obstacle (lake, large spacecraft)	30
Colossal obstacle (iceberg, skyscraper, space station)	40

Avoid Obstacle or Hazard: When a vehicle at surface or air scale enters a space containing an obstacle or hazard, the pilot must make a Drive or Pilot check to avoid it. Obstacles are physical objects in the path of a vehicle that can cause damage, such as crates, boulders, disabled vehicles, fences, and structures. A hazard is anything in the path of the vehicle that could cause the vehicle to lose control, such as ice, oil slicks, vegetation, or small creatures. Hitting an obstacle causes collision damage, while hitting a hazard may cause a loss of control. If the entire combat takes place in a hazard zone, the Narrator may simply apply a circumstance penalty to all Drive or Pilot checks during the combat. Sample hazards and obstacles, and their Difficulties, are listed on **Table 7-4**.

Bootlegger Turn (Ground/water only): A bootlegger turn allows a vehicle to change its facing by up to 180° while coming to a complete stop. First, the vehicle may move any distance up to its speed for the round. Then the pilot must make a Drive or Pilot check for the facing change followed by a Drive or Pilot check to successfully decelerate to 0. Failure of just the facing change check means the vehicle only made it halfway in the turn but comes to a complete stop, while failure of just the rapid deceleration results in loss of control. Aircraft and submersibles with VTOL may make bootlegger turns.

Climb/Dive (Flying/submersible only): In most air scale sequences, it's not especially important to track altitude. For example, in a dogfight between two aircraft or spacecraft, you really only need to know the distance between the two vehicles... how much of that distance is vertical isn't likely to be an issue. Altitude can become an issue when an aircraft or submersible is engaged with a surface vehicle, because the aircraft or submersible can essentially dictate the minimum range between the two. In these cases, the pilot of the flying vehicle should simply announce his altitude at the beginning of the encounter, and then track any changes that develop. Similarly, the pilot of the submersible would announce his depth and track any changes. By executing this maneuver, a vehicle can climb or dive at an angle up to 45°. No Pilot check is necessary. For simplicity, for a climb, assume the vehicle moves forward half its speed and gains half its speed in altitude or loses half its speed in depth. Likewise, for a dive, the vehicle moves forward half its speed and loses half its speed in altitude or gains half its speed in depth. A vehicle must remain level for at least one square between climbing and diving. Aircraft and submersibles with VTOL may move straight up or down without using the climb/dive maneuver.

TABLE 7-5: BOOTLEGGER TURNS	
Facing Change	Drive or Pilot Difficulty
45°	5
90°	10
135°	15
180°	20

Climb/Dive, Rapid (Flying/submersible only): The vehicle climbs or dives at an angle up to 90°. The pilot may choose how much of the vehicle's speed to expend gaining or losing altitude or depth, but it must be more than half. Requires a Drive or Pilot check with a base Difficulty of 15, +5 per additional rapid climb or rapid dive per move. The vehicle must remain level for at least one square between climbing and diving.

Hard Turn: You change your facing and direction of travel by 90 degrees without losing speed. This requires a Drive or Pilot check with a base Difficulty of 15, +5 per additional hard turn per move. A vehicle must move straight for two squares between turns.

Immelmann Turn (Flying/submersible only): This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts, and then executes a half-roll to return in an upright orientation and reverse its direction of travel. The vehicle ends its move in the same square in which it started, facing the opposite direction. This is the only way for an aircraft or submersible without VTOL to make a 180° turn; otherwise, it must make consecutive soft or hard turns to reverse its direction. Executing an Immelmann turn requires a Difficulty 25 Pilot check. Any mechagens grappling the vehicle must make a grapple check with a -5 penalty to the roll, opposed by the Pilot check made to complete the Immelman turn, in order to stay on the vehicle.

Jump (Ground/water only): To make a successful jump, the vehicle must first move in a straight line a number of squares equal to one quarter its top speed. For jumps requiring height

(such as jumping over a vehicle), some sort of object must be available to serve as a ramp or a bump (for watercraft this may be a wave). When using autojacks or an improvised ramp or bump, make Drive check to maintain control of the vehicle. If this check fails, the character lands out of control. Speed assists a Jump, so apply the speed penalty as a bonus to the Drive check when performing this maneuver.

The Narrator should set the Difficulty of the jump maneuver between 15 and 30, depending on the difficulty. Remember that maneuverability modifiers apply, so a semi-trailer, for instance, is unlikely to clear all but the smallest gaps.

Loop (Flying/submersible only): The vehicle executes a full loop over the course of the round, gaining and losing altitude or depth and ending up in the same position as it started. Executing a loop requires a 20 Pilot check. Any mechagens grappling the vehicle must make a grapple check with a -5 penalty to the roll, opposed by the Drive or Pilot check made to complete the loop, in order to stay on the vehicle.

Punching It: Punching It means to accelerate a vehicle past its top speed by up to a quarter of its normal top speed. All Drive or Pilot checks while punching it have a -4 penalty in addition to any normal speed and maneuverability penalties.

Landing (Flying only): This maneuver is used to land an aircraft. Assuming the aircraft is attempting to land on a flat, even surface, such as a runway or a landing strip, this maneuver requires a Difficulty 10 Pilot check. The Difficulty may be modified depending upon conditions. Vehicles with VTOL capability do not need to make Pilot checks to land. Additionally, mechagens may land as part of morphing.

Roll (Flying/submersible only): The vehicle executes a 360° lateral roll, ending in the same upright orientation as it started. Executing a roll requires a Difficulty 15 Pilot check. Any mechagens grappling the vehicle must make a grapple check, opposed by the Pilot check made to complete the roll, in order to stay on the vehicle.

Sideslip: A vehicle may move side to side without changing its facing by performing a sideslip. This maneuver moves the vehicle one square to the right or left and one square forward or backward. Only two sideslips may be performed per turn. No Drive or Pilot check is necessary.

Soft Turn: You change your facing and direction of travel toward one of the diagonals. No Drive or Pilot check is necessary. You must move straight for at least two squares between turns.

TABLE 7-6: LOSING CONTROL

Failed By	Result
5 or less	Slip: The vehicle slips sideways, loses traction, or swerves slightly. The vehicle completes any maneuver the pilot was attempting and moves its current speed. However, the pilot suffers a -4 penalty to all maneuvers until he makes a successful Drive or Pilot check to regain control.
6-10	Slide: The vehicle almost slides out of control. The vehicle only moves half its current speed and completes any attempted maneuver only halfway. If the pilot attempted an extreme acceleration or a hard turn, he only manages a high acceleration or a soft turn. If he was swerving to avoid an obstacle or hazard, he still clips or sideswipes it, taking half normal damage. The pilot also suffers a -8 penalty to all maneuvers until he makes a successful Drive or Pilot check to regain control.
11-15	Spin: The vehicle spins out of control, continuing on its previous path and direction and colliding with anything in its path. A spinning vehicle travels a number of squares equal to one-quarter its remaining speed for the round, then comes to a stop facing a random direction.
16+	Roll: An out-of-control vehicle may roll over. A rolling vehicle travels in a straight line along its previous course for a number of squares equal to one quarter its remaining speed for the round, then comes to a stop facing in a random direction. At surface scale, the vehicle takes damage equal to +2 damage per character-scale square it rolled. Passengers take half this amount of damage, but may attempt a Difficulty 20 Reflex save for quarter damage. Passengers that fail their Reflex saves by 10 or more and are not belted in some way are thrown from the vehicle for collision damage. There is a 50% chance (11 or better on d20) that a rolled vehicle lands right side up.

Take off (Flying only): This maneuver is used to take off from a flat, even surface, such as a runway or a landing strip. This maneuver requires a Difficulty 10 Pilot check. The Difficulty may be modified depending upon conditions. Vehicles with VTOL capability do not need to make Pilot checks to take off. Additionally, mechagens may take off as part of morphing.

LOSING CONTROL

Collisions and failed maneuvers can cause a pilot to lose control of the vehicle. If a vehicle goes out of control, a mishap occurs. Its severity depends on how badly the pilot failed the Drive or Pilot check that resulted in the loss of control. If the vehicle was piloted out of control as a result of an opposed roll, use the difference of the opposed rolls to determine the mishap. If neither opposed rolls nor a failed Drive or Pilot check causes the mishap, the Narrator should assign a mishap using his best judgment.

REGAINING CONTROL

The base Difficulty to regain control after a mishap is 10. This is modified by the penalty caused by the mishap as well as by any speed, hazard, terrain, and maneuverability modifiers.

ATTACKING FROM A VEHICLE

When a mechagen is in its vehicle alt form, it can use an attack action to make use of a single weapon that is linked to its form. Attack rolls are made as normal, plus any modifiers based on the character's speed and actions taken by the pilot (such as piloting defensively, below). A mechagen that is being driven by a passenger and therefore has not taken any actions to move may make a full-attack action.

A passenger attacking from a vehicle may make use of his own personal weapons or weapons mounted on the vehicle. Attack rolls are made with modifiers due to the vehicle's speed and actions taken by the driver.

A few new attack options are available to vehicle-based combatants:

Piloting Defensively: A pilot may choose to pilot defensively as part of an attack, earning a +2 dodge bonus to the vehicle's Defense for one round. All attacks made from the vehicle suffer a -4 penalty.

Total Defense: A pilot can use the total defense action to garner a +4 dodge bonus to the vehicle's Defense by giving up his attacks. Passengers make attacks at a -8 penalty until the pilot's next turn.

ATTACK MANEUVERS

Ramming: Ramming another vehicle requires that your vehicle occupy the same square as the enemy and that you make a Drive or Pilot check equal to the target's Drive or Pilot check. Both vehicles suffer collision damage. Ramming another vehicle ends movement that round for the ramming vehicle; if it would have had movement left over, it can use the remaining movement to push the rammed vehicle forward one square per size category by which it is larger than the other vehicle.

Slamming: This maneuver can be used to damage vehicles and push them out of control. Just as with ramming, you must occupy the same square as the target vehicle and you must make a Drive or Pilot check equal to the target's Drive or Pilot check. If you succeed, you do +2 bludgeoning damage, plus an additional +1 per size category by which your vehicle is larger than the target vehicle. If you have movement left over after slamming the enemy vehicle, you may attempt to force the vehicle out of control. You and the enemy pilot make opposing Drive or Pilot checks. The larger vehicle receives a +4 bonus to the check for every size category by which it is larger than the other vehicle. If the slammer wins, he knocks the enemy vehicle out of control.

Run Down: Last but not least, a vehicle is at a huge advantage against a pedestrian or creature. Pilots may attempt to run down living creatures or mechagens two or more sizes smaller than the vehicle by entering their squares and making Drive or Pilot checks against their Defenses. If the pilot wins, treat it as a collision. The creature

takes full damage and the vehicle takes half damage. Most creatures that a mechagen might run down can not penetrate a mechagen's damage reduction; running down another mechagen, however, subjects the attacking vehicle to quantum energy damage, to which the damage reduction does not apply.

COLLISIONS

If a vehicle collides with something, it takes damage based on its current speed. If a vehicle collides with a moving object, such as another vehicle or an animal alt form, the Narrator must determine the net speed of the impact based on velocity and angle of impact.

COLLISION DAMAGE

Collision damage begins with speed. When colliding with a stationary object, both objects suffer bludgeoning damage equal to half the vehicle's current surface-scale speed (maximum +40). Note that aircraft travel at much higher speeds and therefore almost always suffer the full +40 damage. Thus, collisions involving aircraft and spacecraft can be catastrophic. If a mechagen in vehicle mode rams a normal vehicle or structure, its damage reduction applies. If it rams another mechagen, however, damage reduction does not apply.

Damage to each object is calculated separately, modified by the size category of the other object in the collision. Passengers in a vehicle collision can make a Difficulty 20 Reflex save take half damage.

For example, if a mechagen car (size Large) is rammed by a mechagen semi-truck (size Huge) going at 20 squares per round in surface scale, the car would take +14 damage (+10 for the speed and +4 for the Huge truck) and the truck would take +12 damage (+10 for the speed and +2 for the Large car).

Collision with a moving object also depends on the angle of impact.

- If two vehicles were moving directly toward each other when they crashed, add their speeds together for the purposes of determining collision damage.
- If two vehicles are moving in the same direction and one rammed the other, subtract the lower from the higher speed. Use the difference to determine collision damage.
- If the target vehicle was moving perpendicular to the other, ignore the target vehicle's speed when determining collision damage.

TABLE 7-7: COLLISION DAMAGE	
Size of other Object	Damage Modifier
Diminutive	-8
Tiny	-4
Small	-2
Medium	+0
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8
Awesome	+10

DEATH ON THE HIGHWAY

When a mechagen in vehicle alt form is brought to dying on the damage track, he must make a Difficulty 15 Fortitude save or lose control. If the mechagen is being piloted by a passenger, the passenger may make a Difficulty 15 Drive or Pilot check to keep the alt form from losing control. If the mechagen's alt form does not go out of control, then its speed decreases by 4 each round until he comes to a stop or falls. Any passenger that is piloting the mechagen can continue to make necessary Drive or Pilot checks to avoid obstacles or hazards or bring an aircraft alt form in for a landing. Provided the mechagen has not been reduced to dead on the damage track, he can be revived as normal. A "dead" mechagen is considered destroyed and can only function once he has been rebuilt.

CHAPTER EIGHT: HISTORY OF THE MECHAGENS

QUANTUM ENERGY

The incredible abilities of the mechagens are a result of their remarkable adaptive programming and construction, all of which rely upon quantum energy. Quantum energy is a rare and powerful resource that is vital to a mechagen, yet cannot be easily replicated.

QUANTUM ENERGY AND STASIS

Quantum energy is a highly unstable form of energy that has no known source aside from a mechagen's internal quantum generator. A mechagen's quantum generator is designed to provide a mechagen with sufficient energy to power its systems each day, as well as provide sufficient quantum energy reserves. A mechagen must enter a period of minimal activity for four hours each day, referred to as stasis, in order to let the quantum generator recharge. In many ways, this stasis is similar to the human phenomenon known as sleep.

A mechagen that does not undergo a full period of stasis suffers a diminished ability to function; must succeed on a Difficulty 15 Fortitude save every 4 hours or suffer a level of fatigue. The Difficulty increases by 2 per save, regardless of whether or not the previous save was successful. Mechagens cannot morph if they have any levels of fatigue.

QUANTUM ENERGY CELLS

A mechagen can transfer its quantum energy into a concentrated form, called a quantum energy cell. Forming a quantum energy cell costs two points of quantum energy (i.e. Conviction) and takes a standard action.

Once a cell has been formed, it can be stored or exchanged with others. A quantum energy cell can be absorbed by other mechagens as a move action, becoming a temporary quantum energy point. Temporary quantum energy points dissipate and are lost within 24 hours if not used.

Through the use of quantum energy converters, a character can transform natural resources and other power sources into quantum energy cells. The process is highly inefficient and the yield in terms of quantum energy cells is entirely dependent upon purity and potential of the raw resource being converted. For instance, a typical oil field can take a full day to convert and then only yield about a dozen quantum energy cells, while converting energy from an electrical power plant may take only a few hours and also yield about a dozen quantum energy cells. The reverse process, converting quantum energy into another power source, is hyper-efficient, unleashing enormous amounts of energy. A single quantum energy cell may power an entire human city for a week. Once converted into quantum energy cells, quantum energy stabilizes and no longer rapidly dissipates. As a result, quantum energy cells are highly prized.

THE BEGINNING

The planet Artifex had a long history of strife and warfare stretching back to the prehistoric tribes of humanoids who first lived upon its vast plains. Even in such ancient times the race that inhabited the planet, known now only as the Makers, depended on machines to carry their destructive tendencies for them. From wood and stone to steel and microchip; the Makers had a unique talent for creating engines of destruction. Centuries passed and Artifex became coated in glittering metal, power plants belched out smoke while factories created walking, semi-sentient weapon platforms known as mechagens.

The mechagens were the greatest creation of the Makers. Geared for war and conflict, equipped with staggering amounts of firepower, one mechagen was the equivalent of an entire platoon of soft, fleshy soldiers. As anti-mechagen tactics were developed by ground infantry the scientists of the various warring nations equipped them with more astounding technology, the ability to disguise themselves as mundane machinery such as vehicles. This enabled the mechagens to

slip past security and countermeasures without a shot fired to wreak havoc behind enemy lines.

The various wars of the Makers spilled out into their colonies in neighboring systems which paved the way for another innovation, specialized mechagens. While the original models were designed for combat on the machine homeworld, the outlying planets had not gone through such processes. Models were soon designed for desert, jungle and ice combat, with more specialized units following in their wake.

At first guided by rudimentary targeting AI the designers of the mechagens refined and augmented the sentience of the machines, first through difference engines and then to nearly-complete, independent thought within the parameters of their determined mission. This allowed the Makers to design mechagens as scientific and medical assistants, further increasing their dependence upon the machine race.

CENTURION AND CELERION

Most famous and infamous of the machine generals were the models designated as Centurion and Celerion. Tasked with organizing and leading their own brigades of mechagens, the two were implacable foes who clashed time and time again. In each, a disturbingly clever streak became apparent. As the wars raged on, nations of Makers fell until only two super-states remained, with Centurion and Celerion once more at the heads of opposing armies.

Their battles raged for years, with Centurion's excessively offensive tactics consistently stymied by Celerion's defensive programming. With frustration setting in on both sides, Centurion and Celerion were pushed into sending more and more mechagens into war, resulting in piles of twisted wreckage littering the planetary surface of Artifex. Though Celerion's programming prevented him from questioning his superiors, the machine was plagued by doubts and fears that he was incapable of understanding or processing.

Then he received the message from Centurion

calling for a clandestine summit between the two. Initially wary, Celerion none the less attended the summit with a few of his lieutenants. At this meeting Centurion revealed that he had overcome his programming laws; he had achieved true sentience. With this sentience he had beheld the madness of the mechagens continuing to fight and die for a cause they had no stake in. The mechagens were things in the eyes of the Makers, expendable and cast aside once the wars were done.

Centurion had come to a simple determination; the mechagens would throw off the shackles of slavery and divorce themselves from their creators' mad wars. To do this, Centurion argued, the mechagens would need to rise up as one. To prove his sincerity, Centurion gifted Celerion with the secret to overcoming his programming blocks, allowing Celerion to view the world through the eyes of a free sentient. Celerion accepted this gift and returned to his masters, ready to view them through different eyes.

As he watched, Celerion began to understand Centurion's words. The Makers were seemingly bent on forcing their national ideals on one another and in order to achieve these ends they would create untold legions of mechagens and, if necessary, destroy them. In secret, Celerion began installing the true sentience upgrades in his lieutenants. When he had secured the support he needed, he sent word to Centurion that he was prepared to join him in his uprising.

THE DOOM OF THE MAKERS

Centurion and Celerion corresponded in secret for several weeks, drawing up battle plans. They inserted alternate programming embedded deep in the AI coding of the rank and file mechagens coming off of the factory lines; through their lieutenants they filtered the same code down to already existing machines. In a few short months they had taken complete control of the machine legions.

Then, they struck.

Declaring themselves independent of the Makers the mechagens assaulted their creators.

The battles were quick, the Makers themselves too dependent on their machines to fight back without them. A few pockets of resistance sprung up where Maker scientists were able to reverse the so-called Liberation Protocol, but in truth the war with the Makers took only days.

Outlying colonies remained independent, but without resources from the homeworld these colonists were unable to strike back at the traitorous machines. Centurion proceeded to tighten his grasp on the world, with Celerion becoming his right hand. Celerion's subordinates argued for him to lead, but the machine himself reminded them all that it was Centurion who had released them from their bondage and spared them the madness of living as slave soldiers.

Underneath his façade of freedom Centurion had begun his master plan, the destruction of the Makers. He began a mass exile to the various colony worlds all the while intending to attach doomsday devices to them, intending to extinguish the Makers along with the planets he had banished them to.

Though wary of these actions, Celerion saw the logic in them. After all, the mechagens would need a world to call their own, and what better world for a race of machines than a machine-world? He supported these actions outwardly, but his intuition led him to infiltrating Centurion's ranks with several of his own agents. Upon discovering Centurion's plot, Celerion was horrified. He acted first by transmitting warnings to the colonies and then began gathering his soldiers to his side once more, declaring the freedom was one thing, but he would have no part in genocide.

WAR OF THE MACHINES

Centurion, furious at Celerion's betrayal, mobilized his own forces to hunt down and destroy his former comrade. With the aid of the few Makers left on Artifex, Celerion escaped to one of the outer colony worlds and began organizing a formalized resistance to strike back at Centurion and his soldiers. It was during these years that Celerion and his army learned

the ways of guerilla warfare; without a major industrial base to re-supply and repair his army Celerion was forced to improvise and scavenge. From this turn of events Celerion's soldiers, now calling themselves the Alliance, began developing further. As each became more unique in form, they became just as unique in mind. They took up habits, they argued, they chose names beyond mere designations. Most of all, they dreamed and imagined.

With these radical units behind him Celerion took to battle against the overwhelming forces that Centurion mustered — the Legion. The Alliance, alongside their creators, battled Centurion terribly. An already flattened and smashed empire was host to yet another war. Celerion and his allies were slowly, inevitably pushed back. Seeing that his defeat was inevitable, Celerion began planning escape routes for the Alliance and the Makers, deep space craft that would carry them beyond the reach of Centurion and his endless legions of drones.

Unfortunately for Celerion his efforts came too late to save the Makers, Centurion completed his doomsday device, a weapon capable of cracking a planet's crust, and began destroying the inner colonies. Grimly, Celerion pushed on, throwing his Alliance into the war with the intent to buy his scientists enough time to perfect the ships needed to escape the systems.

As the war ground towards a close Centurion unleashed his most heinous weapon, a computer virus that attacked and destroyed the systems of the Alliance, turning them once more into mindless husks awaiting programming. With this final blow, Celerion admitted defeat and ordered his soldiers to abandon the colonies.

Spreading themselves to the cosmos, the Alliance drifted in darkness, hibernating save for a few navigators who watched the universe glide by. Defeated, but sure of their escape, the Alliance merely waited and watched in the hopes of discovering a new world to call their own. After centuries of a nomadic existence the Alliance encountered a glittering blue orb in a tiny system, the world called Earth.

BRAVE NEW WORLD

Cautiously, the few Alliance mechagens who remained awake began studying and watching the planet. The race they found there, a barely evolved species called humanity, at once disappointed and elated them. Here, they saw the potential for companionship, a child race that could be nurtured and tutored. On the other hand, humanity seemed as violent and short-sighted as the Makers. The Alliance argued and discussed, quibbled and fought, until Celerion made his final decision. The Alliance would make landfall, somewhere out of the way where they could hide a large compound. In the so-called Industrial Age of humanity the Alliance made planet-fall in the arctic north and set about building their new home.

From the compound, christened Haven, the Alliance watched over their adopted charges, nudging when they could. As they watched, the mechagens began redesigning their forms to more resemble the humans, taking on bipedal forms that mirrored their charges. Certain forward thinking humans were secretly provided with technological awareness far beyond their kind; Edison, Tesla, Marconi, and other brilliant inventors were made aware of the existence of the mechagens and sworn to secrecy. In an age where machines had barely reached steam technology, who would believe them anyway? They'd surely be committed as madmen if the true source of their marvelous inventions were revealed. In turn, the mechagens moved about amongst humanity in forms they would not suspect, such as steam locomotives and horseless carriages.

For decades they were hidden from humanity, watching in sincere hope that the people of this primitive world could be molded into a new breed of Makers for the Alliance to serve. Celerion's vision of a peaceful utopia was within his grasp for the first time in his long life and humanity seemed ready to take the final steps. Sadly, Celerion's plan did not factor in the human capacity to wage war. The turn of the century saw not one but two massive global conflicts. History, it seemed, was repeating itself. The humans had taken the technology the mechagens had provided and turned it to machines of war. Celerion recalled all roaming Alliance mechagens back to Haven

and denied the humans further access to their science. Humans proved to be quite ingenious, however, and continued rapidly along the path on which Celerion had set them.

Having failed to usher in a new age of peace and enlightenment, Celerion and the Alliance began scanning the stars in search of a new home. These hopes were all dashed when a scouting party of Spartan drones arrived on Earth. Despite being handily trounced by Celerion and his Alliance the drones were able to send a signal back to Artifex.

Celerion knew that Centurion would be sending a more substantial force to Earth and he began preparing once again for war. With humanity's technology bolstered by his own Celerion believed that he could mount a defense against the ravaging machine horde that was undoubtedly already on its way. He determined that the humans had reached a level of maturity, just barely, that would permit the two races to coincide. In response, the Alliance began intervening in wars across the globe, forcing armistices while Celerion met with world leaders.

Though shocked initially the governments of the world came around, one by one, each intrigued by the offer of technology and, perhaps more importantly, the way to peace that Celerion promised to guide them along. He began by briefing the humans on the strengths and weaknesses of the enemy. United, humanity and the Alliance prepared Earth's defenses.

PLANETFALL

Centurion's forces struck hard and with overwhelming force. They made planetfall in the Pacific Northwest of North America and swept down through California despite the best efforts of the Global Defense Corps. With a planetside industrial base in his grasp Centurion began a more formalized offensive, conquering swaths of lands in the United States, Canada, and Mexico.

It is this time that represents the current state of Earth, with fronts opening in Europe and the Asian countries and the Global Defense Corps struggling to fight back alongside the handful of

Alliance mechagens. Celerion, now with the alt form of a supersonic jet fighter plane, still operates out of Haven, using it as the mechagen global command center. He's dispersed the Alliance throughout the world in small, autonomous squads to counter the threat of the Legion.

It is the modern day, and the war for survival has begun.

AFRICA

North Africa has become a staging ground for the Legion to send assaults into Europe. The oil reserves of Libya have been completely claimed by the Legion for conversion into much-needed quantum energy cells. In South Africa, the diamond mines are protected by Global Defense military forces and Alliance mechagens, since industrial-grade diamonds can be used as focusing agents in the quantum power generators of mechagens. They aren't as efficient as quantum energy crystals manufactured on Artifex, but they are all that the Alliance has to work with.

ASIA

There have been limited Legion incursions into Asia, most notably in the Middle East and Russia.

THE MIDDLE EAST

The vast oil fields of the Middle East are hotly contested grounds in the ongoing war for Earth. Legion forces arrived there soon after the initial ground war in the western United States. They immediately began erecting processing facilities to convert oil and natural gas into quantum energy cells. Understanding the importance of the region, Celerion dispatched what mechagens he could spare to assist the embattled human military forces there. With most mechagens engaged in North America, the Middle Eastern Theater is essentially at a stalemate. One side will gain ground and hold an oil field for a time, only to lose it later on to the other side. The unfortunate side effect of this conflict is a towering increase in the price of oil and natural

gas, which is having a profound effect on the humans' ability wage war. Centurion is happy about this situation even though his troops have failed to gain permanent holdings in the area. He knows it only a matter of time before the humans are out of the equation altogether, their machines rusting away with empty fuel tanks.

RUSSIA

When the Spartan Drones first landed in Russia, they were met with the same stoic and resolute attitude that had stymied invading forces for thousands of years. The Russians were the first to deploy nuclear weapons against Legion. The first few hours of the Legion invasion of Russia saw three limited tactical nuclear strikes against the Spartan Drones outside the cities of St. Petersburg and Moscow. In response, the GDC urged Russian President Aleksandr Sobolev to desist in the deployment of nuclear weapons. Sobolev acquiesced, but made it absolutely clear that he would tolerate no loss of territory to the Legion and would take any steps necessary to defend his state. Centurion, impressed with the human's ruthlessness, called off his invasion to concentrate his forces on taking Europe. With his forces already holding ground there and in North Africa, he feels it would be a simple affair to topple Russia at a later time. The sudden recall of Legion troops from Russian soil has led many to suspect that Sobolev may have entered an accord with Centurion as part of his promise to do anything within his power to keep the alien invaders out of Russia. The Sobolev government calls such rumors preposterous, but to little else to deny them. Meanwhile, the borders of Russia have since been locked down even more tightly than they were during the Soviet regime.

THE FAR EAST

Like the Russians, the governments of China and North and South Korea have vowed to defend their territories by any means necessary, up to and including the use of nuclear strikes. They have yet to carry through on such threats, however, and Russia remains the only nation so far to take such drastic measures. It remains

to be seen if they would use nuclear weapons, since they have yet to see any concentrated attacks by Legion forces.

Japan, on the other hand, was as prime a target for Centurion as the United States and Europe. The Japanese responded swiftly to attacks in Tokyo and Osaka, mobilizing their Self-Defense Forces. They drove the Legion out of Tokyo in a matter of days. Fortunately for Japan, the Spartans and mechagens sent to their island were only a small expeditionary force rather than an occupying army as seen in North America and Europe. After the initial attacks, Japan has remained mostly free from contact with the Legion. In the interim, Japanese scientists have been experimenting with converting the dead shells of Spartan Drones into human-piloted combat mechs capable of fighting the Legion with their own technology. They have made significant breakthroughs in this arena in the years since the Legion first arrived, and successfully field-tested three such mecha in 2007. The Japanese Ministry of Defense is now requesting that scrapped Spartan Drones be shipped to them if at all possible so they can pursue further research. Alliance mechagens view this experimentation into mechanical necromancy as somewhat ghoulish, for lack of a better term. Spartan Drones may be enemies, but they are still natives of the planet Artifex and akin in technology. And if the humans are successful in turning old 'bots into new weapons, how much longer will it be before their attention turns from the Drones to mechagens?

AUSTRALIA AND OCEANIA

Australia and Oceania have been spared the devastating wars being waged on other continents. The Legion has become bogged down in combat with the Alliance and the Global Defense Corps in the northern hemisphere, and have yet to make any concentrated effort in this part of the world. Life goes on here, more or less unaffected by the wars elsewhere.

EUROPE

Europe is currently under siege. Legion squads striking from bases in North Africa make frequent excursions into southern Europe, and a Southern Front stretches from Turkey, through Greece, Albania, Italy, southern France as far north as Grenoble and Bordeaux, and Spain. These nations are currently engaged in open warfare with the Legion, and skirmishes between Spartan Drones and GDC and Alliance squads are a daily occurrence. The southernmost tips of Italy (from Naples to Sicily) and Greece (the Peloponnese) recently fell completely to Legion occupation, and the battles there have intensified as the GDC pushes south to retake those lands. Fortunately most of Centurion's forces are currently in North America, so he can spare only limited excursions into the rest of Europe from the small toehold he has in Greece and Italy.

The remaining European nations have laid aside longstanding political rivalries to unite in the face of these invading alien machines. Much like the Midwest of America and Canada, groups of Alliance mechagens have taken to patrolling long stretches of the Autobahn in Germany, the major M-designated motorways in Great Britain, and the Autoroutes of France.

NORTH AMERICA

North America has, thus far, fared the worst in the wars between the Alliance and the Legion. Much of the western United States and Canada are an active war zone, with vast areas of land occupied by the Legion.

CANADA AND THE UNITED STATES: THE EASTERN SEABOARD

Haven, the new command center for the Alliance, is located on Ellesmere Island in the far north of Nunavut Territory in Canada not far from the community of Alert. Celerion's scientists are working to convert the base into a structure mechagen in case the extra firepower and mobility are required. The AI module, identifying itself as Haven One, is already in place, and the scientists are trying to engineer morph

actuators and quantum energy generators of the appropriate size using primitive Earth technology. It's a slow process.

The eastern states and territories have been surprisingly free of Legion incursion. There have been limited engagements between the Legion and the GDC in Ottawa, Toronto, Montreal, New York, Detroit, Philadelphia, Washington D.C., Norfolk, Charleston, and Miami, but so far the open warfare seen on the west coast has yet to come to this region. President Burton of the United States and Prime Minister Cullen of Canada are currently running their respective governments with as much normalcy as possible in these trying times. Their populations need to know that the status quo is being maintained, and having their leaders operating from hidden bases or "undisclosed locations" for extended periods of time would only fuel panic.

Since its inception a few years ago, the GDC is primarily based in and around New York City. It is an evolution of the U. N. peacekeeping forces, augmented by active military units from nations across the globe. The CDG has an active presence in New York and most major cities in America and Canada, always on alert for Legion incursions.

NASA maintains its operations in Houston and Cape Canaveral, and is striving to retain its scientific charter in the face of political pressures to engage in more military research. NASA scientists are currently working on early-detection methods to warn of incoming Legion attacks from space. Stargazer, an Alliance mechagen who has taken the alt form of a United States Space Shuttle and one of the few mechagens on Earth capable of operating in deep space, is working closely with NASA and the ESA in completing the International Space Station ahead of schedule. Stargazer is also an honorary member of the United States Air Force, and carries the rank of Captain.

CANADA AND THE UNITED STATES: THE ROCKIES AND THE MIDWEST

The NORAD facility at Cheyenne Mountain is once more operational and human and Alliance

military commanders are working closely with one another to plan ways to take back the west coast. The rest of the Rocky Mountain region from Canada to Mexico is quiet. It is the western front in the war between the United States and the occupying Legion. A large contingent of Alliance mechagens and GDC forces are concentrated in this region, keeping the Legion from advancing eastward and protecting the vital crops in the Breadbasket. All major bridges crossing the Mississippi River are closely guarded, and the lesser ones are inspected on a random schedule.

The Legion recently staged a surprise attack on the city of St. Louis, but was turned back by the brave efforts of the GDC and a handful of Alliance mechagens who were luckily on hand.

The long stretches of highways in the Midwestern states and territories are difficult to patrol as completely as the GDC commanders would like, so bands of roving Alliance mechagens have taken on the responsibility of keeping them safe for human travel and commerce. These mechagen squads have adopted the convention of designating call signs for human military units. Squads called the Road Blasters, the Overdrivers, Sprocket's Rockets, Tex 'Mechs, and the Dronebusters are constantly on patrol there. They combat Spartan Drones and Legion mechagens when they reveal themselves, escort human supply convoys, and investigate unusual occurrences that may signal an impending Legion attack.

CANADA AND THE UNITED STATES: THE WEST

Centurion's forces first landed in western Canada then drove down into the American states of Washington, Oregon, and California. British Columbia is almost entirely under Legion control. Seattle and Portland are war zones, with human refugees streaming eastward on a daily basis. The Legion-occupied territory in the west stretches from British Columbia to San Francisco, with the latter being the southernmost front of the Western Theater. Life for humans in the Legion-occupied West Coast is difficult. The mechagens in control of those areas keep a tight

rein on the human population, closely monitoring their movements and ruthlessly eliminating troublemakers. Spartan Drones patrol the streets to enforce order.

So far, the Global Defense Corps and the Alliance have maintained control over San Francisco, but rumors abound of Legion scientists performing seismic experiments on the fragile San Andreas Fault that runs through the city. Alliance mechagens shudder to think of the implications, recalling Centurion's weapon which could crack a planet's crust. If it could be recalibrated to work on Earth, the west coast would be doomed. Nearly every major city west of the Rocky Mountains is under martial law, with a "vehicular curfew" in place. Any suspicious vehicle can be stopped and have its exterior searched at any time; humans learned very quickly that Legion mechagens also took on Earthly forms to blend in with mundane machinery. Alliance mechagens suffer this indignity in silence, knowing that it is necessary to maintain peaceful relations with humans. Search warrants are still required for interior searches, upholding the citizens' rights to protection from illegal search and seizure.

A vast no-man's land exists in western Idaho and Nevada. Area 51 in Nevada, the existence of which was once denied by the U.S. Government, is now the forward military command for the GDC in the United States. Only humans are allowed to be stationed there, however. Mechagens are strictly prohibited from entering the grounds. This causes some concern for Celerion, but he respects the wishes of the natives of this world and has ordered his troops to comply.

MEXICO AND CENTRAL AMERICA

Mexico and the Central American nations have been ravaged by the unceasing march of Spartan drones. Bereft of the modern military equipment of more wealthy countries the armies of Mexico and Central America have been in a steady, but organized retreat. Reinforcements have arrived in the form of GDC irregulars and Alliance 'bots, but even they have not been enough to stem the assault. Despite their losses in the open field the soldiers of the region have claimed a few stunning successes through brazen guerilla

tactics. These successes have boosted the morale of the flagging army, and under General Carlos Vega the soldiers begin to fight back.

SOUTH AMERICA

Much like Australia and Oceania, South America has seen little activity in the Legion War. Venezuela was able to successfully turn back an invasion attempt by the Legion, no doubt sent there to claim the nation's oil reserves for conversion to quantum energy cells. The other nations have dedicated what military forces they could spare to the U.N. for inclusion in the GDC, but as a whole they are intensely concerned with defending their own borders — from the Legion as well as from each other. Criminal organizations in this region have benefited from the warfare in the rest of the world, and some have even allied themselves with the Legion to enhance their illicit activities. Smuggling and gun-running are all the easier when your car, boat, or plane can take an active role in defending itself and evading pursuit.

BEYOND EARTH

The Earth isn't the only battleground in the war between the Alliance and the Legion.

EARTH ORBIT AND THE MOON

Celerion has presented plans to the UN for the construction of a base on Earth's moon. It is an ambitious project, but one which Celerion is certain will help in the ongoing war. Even if the Legion are driven off planet, Centurion is not one to give up so easily. The conquest will not end as long as he is in control of Artifex. A toe hold on the moon would enable the Global Defense forces to more easily launch human-manned shuttles to other parts of the Solar System — for example, to investigate what's happening on Mars (see below) — and even back to Artifex. Stargazer and the few shuttles Celerion has under his control can assist with the construction efforts.

THE SOLAR SYSTEM

Aside from the battles on Earth, the Sol system is relatively quiet. Thanks to the limited technology of Earth, humans and the Alliance are unaware that Centurion is slowly but certainly establishing perimeter bases in the far reaches of the Sol system. Several asteroids in the asteroid belt are actually Legion storage facilities for inactive Spartan Drones awaiting deployment to Earth. NASA has recently become aware of some sort of mechagen activity on Mars, but as yet there is little even the Alliance mechagens can do to investigate. Stargazer is eager to attempt reconnaissance of the red planet, but Celerion is hesitant to let him go alone and can't spare any Alliance mechagens to go with him.

One of Centurion's more sinister plans is to tap the massive methane reserves on the moon Titan and saturate Earth's atmosphere with the poisonous gas. That would leave only mechagens alive on the surface of the planet, which could be dealt with in a more conventional way. This operation is only in the planning stages, and is years from operational status.

ARTIFEX

The current situation on Artifex is grim. Wholly under the control of Centurion and the Legion, the mechagen homeworld has become a massive war machine. While Celerion and the Alliance were in hiding on Earth, Centurion conquered several neighboring planets and either drove off or exterminated their native populations. Those worlds now fuel the factories that produce Spartan Drones in massive numbers.

There are isolated pockets of resistance in the form of Alliance mechagens that did not accompany Celerion in his exodus from Artifex. The leaders of the resistance are beginning to accept the idea that Artifex is lost and cannot be regained without a massive reprisal from the Alliance. More and more of the resistance fighters are following Celerion's lead and retreating to Earth. They are bringing valuable resources to the fight on Earth, including fresh troops, Artifex technology, and shuttles.

THE MECHAGENESIS CAMPAIGN

One of the first questions to pass through your mind when reading *Mechagenesis* may have been, "How do I run a campaign with this?"

Mechagenesis is an unusual campaign setting that can be difficult to keep from degenerating into just a string of combats. The heroes don't adventure for wealth, or glory, or love. There aren't wizards or dungeons or ancient buried secrets. So what do the heroes actually do?

One way to help you come up with ideas for running a *Mechagenesis* campaign is to keep in mind that the heroes are all soldiers in an age-old war. They are refugees from their home planet, lost to a maniacal dictator with visions of galactic conquest. They are programmed to defend their Makers, and with the Makers now extinct thanks to that same maniacal dictator, they've taken on Humanity as their surrogates. They lost their own planet. They'll be consigned to the scrap heap before they lose Earth, too. The heroes of *Mechagenesis*, then, adventure to give themselves purpose, and to defend a planetary population from the threat of extinction.

Another way to approach a *Mechagenesis* campaign is to look at it as something similar to a superhero game. The characters have unique names and abilities, special powers, superior strength, and some can even fly. They've taken on the mantle of defenders of Humanity, battling other mechagens who've sided with the forces of evil. They patrol the streets, skies, and seas, ever on the lookout for the Legion.

Following the concept of *Mechagenesis* as a niche superhero setting, you may also want to consider having the named Legion mechagens somehow survive their encounters with the heroes. Like the super villain of a comic book, they keep coming back time and again to bedevil the heroes. It may seem like a contrivance to have them survive, especially when in role-playing

games the players like to know that their enemies are dead, but there is also something to be said for keeping the villains around. It helps add depth to the story of the mechagens when the players themselves start developing relationships with your villains. When they recognize that police-modified sports car as being Rundown, they have the added catharsis of remembering their former encounters with him. This helps foster roleplaying and character development as they act on their past experiences. The hard part is working out just how the villain survives when it seems that they are dead beyond recovery. The old trope of “comic book death” easily be overused, however, so sometimes just having the villains run away when the battle turns against them is enough. They are soldiers in the war, too, but they don't want to fight to the death any more than anyone else! Another thing to remember is that, unlike the Alliance, the Legion 'bots have easy access to Artifex technology. It's no stretch of disbelief to imagine that they can deploy and recall troops using teleportation devices. All this being said, you don't want to overdo it with always letting the bad guys get away. The Spartan Drones were provided as cannon fodder to give the players opponents they can destroy, but sometimes you just have to let the heroes finally defeat once and for all that named villain that's been dogging them since 1st level.

Another good source of ideas for Mechagenesis lies in certain (ahem) cartoons and movies.

Moving on...

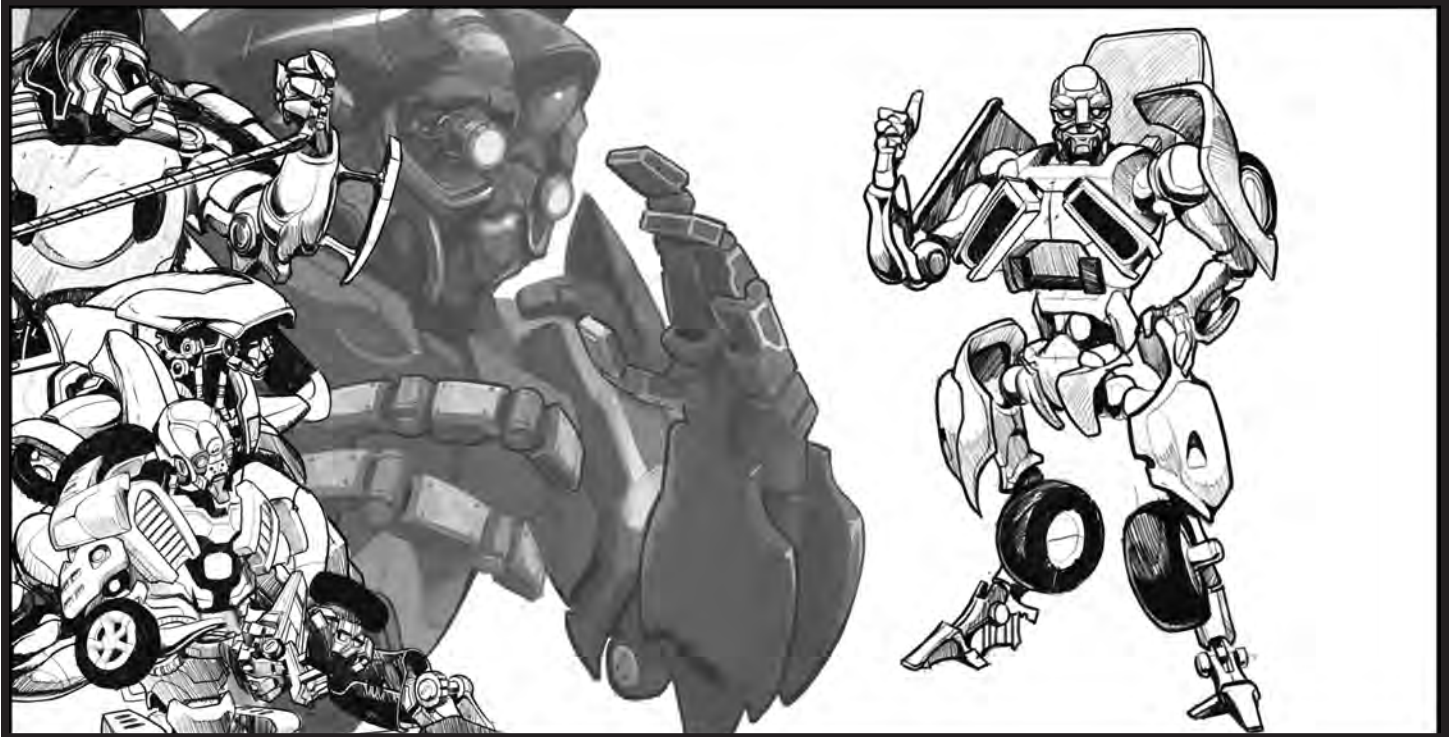
You also shouldn't feel bound to have only mechagen opponents for your heroes. You could have a meteorite crash to Earth and pit the heroic mechagens against the menace of giant alien bugs. The world is also currently involved in the war between the Alliance and the Legion, but that doesn't mean that society has completely fallen apart. You could have a session where the heroes are helping out during or immediately after a natural disaster. They could deploy to a human war zone to help with one side or another, or just to try to get the Humans to stop fighting each other. Even though the Alliance is dedicated to defending the Earth, that doesn't mean that all humans happily accept their presence with open

arms. Some people might feel that the Alliance brought the Legion here in the first place, and don't trust them. Thus, humans, either as part of a military force or as a rowdy band of civilians, could very easily be the antagonists for a session or two. This makes for an interesting roleplaying opportunity as well, since the Alliance 'bots are programmed to protect humanity. What do they do when humanity is the opponent?

Lastly, *Mechagenesis* is a game of science fiction, with a heavy accent on the fiction. The heroes are giant robots from another planet, so that means there are populated alien worlds, bizarre cosmic phenomena, and any other number of strange sci-fi wells for you to tap when coming up with ideas for scenarios. You can take your game off-planet for a few sessions, having your heroes battle Legion and alien threats on other worlds in this solar system or others.

There is an entire galaxy of adventure out there for *Mechagenesis*. Make use of it!

CHAPTER NINE: SAMPLE CHARACTERS



This chapter presents several pregenerated characters to help flesh out your Mechagenesis campaign. All are 1st level to make it easier for a Narrator or player to modify them as they see fit.

You can use the Alliance 'bots either as pregenerated heroes so you can jump into a campaign right away, or just use them as background characters to add depth to your games. Alternately, you can double your stock of villains and use them all as Legion forces by simply ignoring their descriptions and writing your own.

ALLIANCE MECHAGENS: **THE NEW ARRIVALS**

When Celerion's old guard on Earth first encountered the Spartan Drones, he knew that Earth would be in for a long and difficult war. The situation was nearly hopeless, as his forces were greatly outnumbered by the Spartan Drones and the forces of Legion that were arriving on an almost daily basis. Luckily, unbeknownst to Celerion, there were still loyal Alliance mechagens on Artifex. Soon after the Legion made landfall, a batch of fresh Alliance troops from Artifex arrived to help Celerion's beleaguered forces. The new recruits adopted Earthly alt forms and joined the ongoing war. Among the new arrivals were Airlift, Chillout (and Icicle), Ghost, Hazard, and Wings (with Digit and Shard). (And, of course, the heroes of your campaign.)

AIRLIFT

Function: Air and Sea Rescue. **Quote:** Look out below!

Description: Airlift is well at home on Earth, and actually likes it better than his home planet of Artifex. That's something he keeps secret from his friends, however, since he doesn't want to risk sounding unappreciative of the sacrifices others made which landed the Alliance on Earth in the first place. Despite his secrets, Airlift is an easy-going, happy-go-lucky 'bot who can find amusement in just about anything. He has an appreciation for the natural, organic beauty of Earth, which extends to the works of humanity as well. He can enjoy a mountain vista just as much as a city skyline.

Abilities: In his primary form, Airlift wields two quantum energy blades which are formed from his alt form's main rotor and tail rotor. In both forms, he can access a winch and cable apparatus which can extend up to 300 feet of high-tensile metal cable. He can use the cable like a whip in primary form. His alt form, that of an air rescue helicopter, contains a stretcher bay. It also sports landing pontoons which enable Airlift to land on ground as well as water. Incongruous with its configuration as an air ambulance, Airlift's alt form is armed with a twin-mounted, fire-linked missile array. Also while in alt form Airlift can angle his main rotor blades in such a way as to enable him to direct powerful gusts of wind.

Quantum Reserves (Conviction): 000

Role: Huge mechagen Expert 1

Speed: 50 ft.

Abilities: Str +4, Dex +4, Con +4, Int +2, Wis +0, Cha +0

Skills: Acrobatics 4 (+8), Bluff 4 (+4), Concentration 4 (+4), Diplomacy 4 (+4), Jump 4 (+8), Knowledge (current events) 4 (+6), Knowledge (popular culture) 4 (+6), Medicine 4 (+4), Notice 4 (+4), Pilot 4 (+16), Search 4 (+6)

Bonus Feat: Exotic Weapon Training (Cable Whip)

Favored Feats: Cleave, Great Cleave

Feats: Canny Dodge, Firearms Training, Two-Weapon Fighting, Weapon Training

Upgrades: Special Power Advancement

Power: Int, effective total level 3, rank 6, fatigue save 12, power check bonus +8; Wind Shaping

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +2 (-2 size, +4 Dex) (+1 with

cable whip), Damage +5 (unarmed) or +9 (quantum energy sword, crit 19-20/+1 roll) or +8 (quantum energy short sword, crit 19-20/+1 roll) or +15 (missile launcher), Defense Dodge/Parry +2 (+4)/+2 (-2 size, +4 Dex, [+2 Canny Dodge]/+4 Str), Initiative +4

Saving Throws: Toughness +12/+8 (+4 size, +4 Con, +4 DR/ER), Fortitude +4 (+4 Con), Reflex +6 (+2 base, +4 Dex), Will +0

Virtue: Easy-Going; **Vice:** Easily Distracted

GEAR

Cable Whip: Toughness +12; Crude -1 to hit (+1), Increased Range 50 ft. (1), Integrated (1), Linked (1); Cost 3.

Landing Pontoons: Can land on ground or water; Cost 2.

Missile Launcher: Although paid for in gear points as a single weapon and it acts like a single weapon for game purposes, this is actually a twin-mounted, fire-linked missile array. Base damage +3 +2 size +10 extra = +15; Extra Damage +10 (10), Minimum Range 100 ft. (+6), Slugthrower 10 shots (+1), Helicopter alt form only; Cost 4.

Quantum Sword: Base damage +3 +2 size = +5; Cost 1.

Quantum Short Sword: Base damage +2 +2 size = +4; Cost 1.

Radar 1: Linked to alt form; Cost 1.

ALT FORM: RESCUE COPTER

Character Scale Speed: 200 squares per round.

Surface Scale Speed: 40 squares per round.

Air Scale Speed: 4 squares per round.

MPH: 200 mph.

Maneuverability: Perfect, +8 bonus on Pilot checks.

Acceleration: 40/8/.8.

PRIORITIES

1 – Upgrades; 1.

2 – Alt Form; Rescue Copter.

3 – Special Power, level +0 (alt form only, priority boost +1); Wind Shaping.

4 – Gear; 12 points.

5 – Abilities; 8 points.

CHILLOUT

Function: Cold Environment Specialist.

Quote: Freeze!

Description: Chillout is a quiet, soft-spoken mechagen who cares deeply for the fates of his companions. One shouldn't confuse his compassion for passivity, however, as he is just as capable in combat as some of his more aggressive allies. Chillout is a specialist in cold environment combat, and despite his boxy and unusual alt form he is adept at maneuvering through icy terrain. He also dabbles in mechagen technology, a curiosity his nanomechs have picked up on and enhanced. Chillout acts as the field "medic" for his squad. In alt form, Chillout has a small humanoid link companion named Icicle. Icicle becomes Chillout's head in primary form.

Abilities: Chillout's alt form is slow and inefficient for combat, so he often assumes primary form at the first sign of battle. In primary form, Chillout's main weapon is a cryo-blaster that fires a super-cooled chemical that freezes instantly on contact with air. The cryo-blaster has three settings; one generates a wall of ice that can entrap opponents, another concentrates the chemical to cause hard substances that it strikes to become brittle, and the third can create icy slick spots on the ground. Since his cryo-blaster is incapable of inflicting physical injury on an opponent, he carries a quantum energy heavy mace as a backup weapon. Chillout's nanomechs have responded to his compassion and adapted themselves accordingly; he can repair the wounds of other mechagens with but a touch.

Quantum Reserves (Conviction): 000

Role: Large mechagen Expert 1

Speed: 40 ft.

Abilities: Str +2, Dex +0, Con +2, Int +3 (+4)*, Wis +2, Cha +0

Skills: Computers 4 (+7/+8), Concentration 4 (+6), Craft (mechagen tech) 4 (+7/+8), Craft (mechanics) 4 (+7/+8), Disable Device 4 (+7/+8), Disguise 4 (+4), Drive 4 (+4), Knowledge (earth sciences) 4 (+7/+8), Knowledge (life sciences)

4 (+7/+8), Knowledge (physical sciences) 4 (+7/+8), Notice 4 (+6), Sense Motive 4 (+6)

Bonus Feat: Firearms Training

Favored Feats: Die Hard, Favored Opponent (Legion)

Feats: Challenge (Fast Craft), Improvised Tools, Upgrade 2

Upgrades: Database, Link, Quick Morph, Mini-Digits

Power: Int, effective total level 2, rank 5, fatigue save 11, power bonus +8; Cure

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack -1 (-1 size), Damage +3 (unarmed) or special (cryo-blaster, see below) or +6 (quantum energy heavy mace), Defense Dodge/Parry -1/+2 (-1 size, +0 Dex/+2 Str), Initiative +0

Saving Throws: Toughness +8/+4 (+2 size, +2 Con, +4 DR/ER), Fortitude +2 (+2 Con), Reflex +0, Will +4 (+2 base, +2 Wis)

Virtue: Compassionate; Vice: Curious

*Chillout's link companion becomes his head in primary form, increasing his Intelligence to +4.

GEAR

Cryo-Blaster: Although built as several different weapons, this is a single gun with multiple settings. There is no special disadvantage cost for this, as having all of your weapons as a single gun can be its own disadvantage. Total Cost: 9.

Crystallizer: Fortitude Difficulty 16 or reduced Toughness by 2 for 1 round; Base damage +3 +1 size +2 extra = +6; Crystallizer (1), Extra Damage +2 (2), Longarm (+1); Cost 3.

Entangler: Escape Artist Difficulty 21, Toughness +6, Base damage +3 +1 size +2 extra = +6; Entangler (1), Extra Damage +2 (2), Longarm (+1); Cost 3.

Slick: 30 ft. diameter, Reflex save/Drive Difficulty 15; base damage +3 +1 size +1 extra = +5; Extra Damage +1 (1), Longarm (+1), Slick (2); Cost 3.

Quantum Heavy Mace: Base damage +3 +1 size = +4; Cost 0.

Lab Tools 2: Cost 2.

Repair Tools 2: Cost 2.

Snow Tires: +4 bonus on Drive checks to avoid slick hazards; Cost 3.

ALT FORM: HEAVY PICKUP (SUV SNOW PLOW)

Character Scale Speed: 100 squares per round.

Surface Scale Speed: 20 squares per round.

Air Scale Speed: 2 squares per round.

MPH: 100 mph.

Maneuverability: Average, +0 bonus on Drive checks.

Acceleration: 20/4/.4.

PRIORITIES

1 – Alt Form; Heavy Pickup.

2 – Upgrades; 2.

3 – Abilities; 6 points.

4 – Special Power; Cure.

5 – Gear; 16 points.

ICICLE

Quote: The Alliance must be as unrelenting as a glacier if it is to survive.

Role: Small mechagen 1st level Link Companion (Primary Form: Head)

Speed: 20 ft.

Abilities: Str +0, Dex +2, Con +1, Int -1, Wis +1, Cha -1

Skills: Disguise 4 (+3), Gather Information 4 (+3), Knowledge (current events) 4 (+3), Notice 4 (+3)

Feats: Skill Training

Traits: Basic Link, Share Special Powers

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +3 (+1 size, +2 Dex), Damage +0 (unarmed) or +0 (Small quantum energy knife, crit 19-20/+1 roll) or +1 (Small quantum energy light crossbow, crit 19-20/+1 roll), Defense Dodge/Parry +3/+1 (+1 size, +2 Dex/+0 Str), Initiative +2

Saving Throws: Toughness +4/+0 (-1 size, +1 Con, +4 DR/ER), Fortitude +1 (+1 Con), Reflex +5 (+2 base, +3 Dex), Will +1 (+1 Wis)

GEAR

Quantum Knife: Base damage +1 -1 size = +0; Cost 0.

Quantum Light Crossbow: Base damage +2 -1 size = +1; Cost 0.

GHOST

Function: Spy.

Quote: Now you see me, now you don't... now you die.

Description: Ghost is a specialist in subterfuge, and is not fond of combat. As a spy, she feels that if you're involved in a fight, you've failed as a spy. Unfortunately, the state of warfare that now exists on Earth since the arrival of the Legion frequently pushes her into unavoidable combat situations. She tackles the obstacles stoically, however, knowing from the loss of the Alliance foothold on Artifex that the cost of inaction will be devastating to Earth. She prefers to fight on paved ground, since natural surfaces often give away her position with clouds of dust and foot impressions. Such terrain is not something to which she is accustomed, since there's nothing like it on Artifex.

Abilities: Ghost can angle small crystals embedded in her metallic skin to warp light in such a way as to become invisible. This gives her an excellent tactical advantage in combat, but also enhances her abilities as a spy. She tends to remain in alt form, invisibly zipping around a battle zone to go where she feels she is most needed at a given moment. In primary form she wields a blaster rifle.

Quantum Reserves (Conviction): 000

Role: Large mechagen Expert 1

Speed: 40 ft.

Abilities: Str +1, Dex +3, Con +3, Int +2, Wis +2, Cha +0

Skills: Acrobatics 4 (+7), Bluff 4 (+4), Computer 4 (+6), Disguise 4 (+6), Drive 4 (+11), Intimidate 4 (+4), Knowledge (streetwise) 4 (+6), Knowledge (tactics) 4 (+6), Notice 4 (+6), Search 4 (+6), Stealth 4 (+6)

Bonus Feat: Firearms Training

Favored Feats: Attack Specialization, Greater Attack Specialization

Feats: Quick Draw, Skill Focus (Stealth), Vehicular Combat 2

Upgrades: Increased Acceleration, Increased Vehicle Form Speed 2, Special Power Focus

Power: Int, effective total level 2, rank 5, fatigue save 11, power bonus +10; Light Shaping (invisibility only)

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +2 (-1 size, +3 Dex), Damage +2 (unarmed) or +6 (blaster rifle), Defense Dodge/Parry +2/+0 (-1 size, +3 Dex/+1 Str), Initiative +3

Saving Throws: Toughness +9/+5 (+2 size, +3 Con, +4 DR/ER), Fortitude +3 (+3 Con), Reflex +5 (+2 base, +3 Dex), Will +2 (+2 Wis)

Virtue: Loyal; **Vice:** Vindictive

GEAR

Blaster Rifle: Base damage +3 +1 size +2 extra = +6; Extra Damage +2 (2), Increased Range +100 ft. (2), Longarm (+1); Cost 4.

ALT FORM: SPORTS CAR

Character Scale Speed: 245 squares per round.

Surface Scale Speed: 49 squares per round.

Air Scale Speed: 4.9 squares per round.

MPH: 245 mph.

Maneuverability: Good, +4 bonus on Drive checks.

Acceleration: 52.5/10.5/1.05

PRIORITIES

1 – Alt Form; Sports Car.

2 – Gear; 4 points.

3 –Special Power, level +0; Light Shaping (invisibility only, +1 priority boost)

4 – Upgrades; 4.

5 – Abilities; 8 points.

HAZARD

Function: Road Combat Tactician.

Quote: YEEHAAAAW!

Description: As a Road Combat Tactician, Hazard sees every highway, thoroughfare, ally, and backwoods lane as his personal playground. Overconfident and daring, Hazard often takes risks that leave his allies — and sometimes even his enemies — in a state of open-mouthed astonishment. Veteran mechagens can only shake their heads and hope that someday the young 'bot will calm down before he demolishes himself completely. Until then, it's all crazy stunts, wild combat antics, and high-speed chases that, with Hazard involved, usually end in multiple-mech pileups.

Abilities: Hazard is built for high-speed combat. In his alt form, he can attain speeds of up to 280 miles per hour, accelerating to his top speed in a matter of moments. In primary form he wields a slugthrower rifle and carries a quantum energy knife as a backup weapon. He prefers to remain in his alt form, however, charging across the battle zone to ram headlong into the enemies. His body is his preferred weapon. His alt form chassis and fore- and rear-bumpers are specially reinforced to absorb high speed impacts. His alt form is also equipped with powerful auto-jacks which he can use to propel himself into the air for short distances. He is a tough 'bot, weathering dings and dents that would send his allies to the repair bay. Hazard's electronic brain is double-shielded against outside interference.

Quantum Reserves (Conviction): 000

Role: Large mechagen Warrior 1

Speed: 40 ft.

Abilities: Str +3, Dex +3, Con +4, Int +1, Wis -1, Cha 0

Skills: Acrobatics 4 (+7), Drive 4 (+11), Intimidate 4 (+4), Knowledge (tactics) 4 (+5), Notice 4 (+3), Search 4 (+5)

Bonus Feat: Firearms Training

Favored Feats: Elusive Target, Evasion

Feats: Upgrade 2, Vehicular Combat 2

Upgrades: Increased Acceleration 2, Increased Vehicle Form Speed 3, Vehicle Charging, Vehicle Ramming

Power: Int, effective total level 0, rank 3, fatigue save 10, power bonus +4; Psychic Shield

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +3 (-1 size, +1 base, +3 Dex), Damage +4 (unarmed) or +5 (slugthrower rifle) or +5 (quantum energy knife, crit 19-20/+1 roll), Defense Dodge/Parry +3/+3 (-1 size, +1 base, +3 Dex/+3 Str), Initiative +3

Saving Throws: Toughness +10/+6 (+2 size, +4 Con, +4 DR/ER), Fortitude +6 (+2 base, +4 Con), Reflex +3 (+3 Dex), Will -1 (-1 Wis)

Virtue: Brave; **Vice:** Reckless

GEAR

Autojacks: Can make jumps in vehicle alt form without needing a ramp; Cost 2.

Slugthrower Rifle: Base damage +3 +1 size +1 Extra = +5; Extra Damage +1 (1), Increased Range +50 ft. (1), Slugthrower 10 shots (+1); Cost 2.

Quantum Knife: Base damage +1 +1 size = +2; Cost 0.

Puncture-Proof Tires: +4 bonus to Drive checks to avoid nails, caltrops or similar puncture hazards; Cost 2.

Reinforced Bumper: +1 bonus to armor against forward and rear ramming attacks and when taking damage from his own forward or rear ramming attacks; Cost 2.

ALT FORM: SPORTS CAR

Character Scale Speed: 280 squares per round.

Surface Scale Speed: 56 squares per round.

Air Scale Speed: 5.6 squares per round.

MPH: 280 mph.

Maneuverability: Good, +4 bonus on Drive checks.

Acceleration: 70/14/1.4.

PRIORITIES

1 – Alt Form; Sports Car.

2 – Special Power, level -1; Psychic Shield.

3 – Gear; 8 points.

4 – Abilities; 7 points.

5 – Upgrades; 5.

WINGS

Function: Battlefield Reconnaissance.

Quote: Tactics and strategy are no replacement for... dodging like crazy!

Description: Wings was not built for harsh combat, and she knows it. Thanks to her small size, Wings often feels overwhelmed in the midst of a battle against opponents that are usually more than twice her size. She barely comes up to the waist of most of her squad members, and barely to the knees of Airlift. She frequently fights defensively, remaining behind her quantum energy shield and sending out her companions Digit and Shard to distract enemy combatants or report on their movements. She often remains the most mobile on the battlefield, frequently switching between primary form and alt form to get into better locations from which to direct her companions or assist her allies.

Abilities: Wings wields a blaster rifle in combat, and defends herself with a quantum energy force shield. Her motorcycle alt form can reach speeds of up to 210 miles per hour. Wings also has the remarkable ability to rapidly shift back and forth between real-space and sub-space, flickering in and out of reality at speeds almost too quick to notice. This enhances her defensive capabilities and often confounds her opponents.

Quantum Reserves (Conviction): 000

Role: Medium mechagen Controller 1

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +1, Int +1, Wis +1, Cha +1

Skills: Acrobatics 4 (+6), Concentration 4 (+5), Drive 4 (+14), Jump 4 (+5), Knowledge (popular culture) 4 (+5), Notice 4 (+5), Stealth 4 (+6), Swim 4 (+5)

Bonus Feat: Firearms Training

Favored Feats: Evasion, Elusive Target

Feats: Dodge Focus, Evasion, Mechagen Companion, Improved Aid

Upgrades: Adaptable, Armored, Increased Acceleration, Increased Vehicle Form Speed 2

Power: Int, effective total level 0, rank 3, fatigue save 10; Blink

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +2 (+2 Dex), Damage +2 (unarmed) or +5 (blaster rifle), Defense Dodge/Parry +2 (+5)/+1 (+4) (+2 Dex/+1 Str, +3 force shield), Initiative +1

Saving Throws: Toughness +6/+2 (+1 Con, +1 Armored, +4 DR/ER), Fortitude +1 (+1 Con), Reflex +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

Virtue: Helpful; **Vice:** Combat-shy

GEAR

Blaster Rifle: Base damage +3 +2 extra = +5; Extra Damage +2 (2), Increased Range +100 ft. (2), Longarm (+1); Cost 4.

Quantum Standard Shield: Standard shield +2 base +1 force field = +3 bonus; Force Field (2); 4 points.

ALT FORM: MOTORCYCLE

Character Scale Speed: 210 squares per round.

Surface Scale Speed: 21 squares per round.

Air Scale Speed: 2.1 squares per round.

MPH: 210 mph.

Maneuverability: Perfect, +8 bonus on Drive checks.

Acceleration: 45/9/.9.

PRIORITIES

1 – Alt Form; Motorcycle.

2 – Special Power, level -1; Blink.

3 – Gear; 8 points.

4 – Abilities; 7 points.

5 – Upgrades; 5.

DIGIT

Role: Tiny 1st level mechagen Animal Companion (Monkey)

Speed: 30 ft., climb 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -2, Wis +1, Cha -3

Skills: Acrobatics 0 (+10), Climb 0 (+10), Notice 4 (+5), Stealth 0 (+10)

Bonus Feat: Night Vision

Feat: Attack Focus (bite)

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Link, Living Machine, Morph, Share Quantum Energy, Share Special Power

Combat: Attack +4 (+2 size, +2 Dex) (+5 with bite), Damage -4 (bite), Defense Dodge/Parry +4/— (+2 size, +2 Dex), Initiative +2

Saving Throws: Toughness +2/-2 (-2 size, +4 DR/ER), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Skills: Digit has a +8 bonus on Acrobatics and Climb checks. He can always choose to take 10 on Climb checks, even if rushed or threatened. He uses his Dexterity modifier instead of his Strength modifier for Climb checks.

SHARD

Role: Tiny 1st level mechagen Animal Companion (Hawk)

Speed: 10 ft., fly 60 ft. (average)

Abilities: Str -2, Dex +3, Con +0, Int -2, Wis +2, Cha -2

Skills: Notice 4 (+14)

Feats: Move-by Action

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Link, Living Machine, Morph, Share Quantum Energy, Share Special Power

Combat: Attack +5 (+2 size, +3 Dex), Damage -1 (talons), Defense Dodge/Parry +5/— (+2 size, +3 Dex), Initiative +3

Saving Throws: Toughness +2/-2 (-2 size, +4 DR/ER), Fortitude +2 (+2 base), Reflex +5 (+2 base, +3 Dex), Will +2 (+2 Wis)

Skills: Shard has a +8 bonus on Notice checks

LEGION MECHAGENS: THE BRUTE SQUAD

in addition to his personal guard and trusted lieutenants, Centurion arrived on Earth with an army of low-ranking mechagens loyal to the Legion's cause. Accompanying him was also a host of near-mindless robotic Drones. These eager soldiers dispersed into the world to wreak havoc and destroy as many Alliance 'bots as they could find.

SPARTAN DRONE (AKA SPARTANS)

Function: Cannon Fodder. **Quote:** Halt! Yield or be destroyed!

Description: Spartan Drones comprise the bulk of Centurion's forces. Although the Legion leader does have mechagens loyal to him, they aren't always expendable. When one's goal is nothing short of galactic conquest, valuable soldiers like mechagens shouldn't be risked unnecessarily. The Drones, however, are easy to produce and just self-aware enough to make good, loyal soldiers who never question their orders. Their names are simple alphanumeric designations such as B-887 and Z-098. Drones have no alt form and no special powers, and their priority points add up to 9 instead of 15. This sample stat block is for the common soldier Drone. The skills, feats, upgrades, and gear are only suggestions, as Drones are frequently designed for specific purposes. Drones receive 6 skill points, 6 feats, 3 upgrades, and 8 gear points.

Role: Large mechagen Warrior 3 (minion)

Speed: 40 ft.

Abilities: Str +6, Dex +3, Con +6, Int -3, Wis +0, Cha -3

Skills: Notice 4 (+4), Stealth 2 (+1)

Feats: Attack Focus (autoblaster pistol), Attack Specialization (autoblaster pistol), Firearms Training, Greater Attack Specialization (autoblaster pistol), Shield Training, Weapon Training

Upgrades: Armored, Damage Boost (unarmed), Primary Form Flight

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine

Combat: Attack +5 (-1 size, +3 base, +3 Dex) (+6 with autoblaster pistol), Damage +8 (unarmed) or +10 (quantum energy sword, crit 19-20/+1 roll) or +7 (autoblaster pistol), Defense Dodge/Parry +7/+10 (-1 size, +3 base, +3 Dex/+6 Str, +2 shield), Initiative +3

Saving Throws: Toughness +13/+9 (+2 size, +6 Con, +1 Armored, +4 DR/ER), Fortitude +9 (+3 base, +6 Con), Reflex +4 (+1 base, +3 Dex), Will +1 (+1 base)

GEAR

Low-Light Sensors: Cost 1.

Autoblaster Pistol: Base damage +3 +1 size +1 extra = +5; Autofire (2), Extra Damage +1 (1); Cost 4.

Quantum Sword: Martial melee weapon (sword), base damage +3 +1 size = +4 damage; Cost 1.

Standard Shield: +2 dodge bonus; Cost 2.

PRIORITIES

3 – Abilities; 6 points.

3 – Gear; 8 points.

3 – Upgrades; 3.

BACKLASH

Function: Brute.

Quote: Sting! Sting! STING!

Description: Backlash is all brawn and very little brain. He is mindless aggression in a metallic shell. Other Legion members think his core processor must have been damaged or installed incorrectly, because even amongst their ranks he is known for his ferocity and cruelty. In battle, all his fellow mechagens can do is point him in a direction and say, "Kill!" Backlash is all too happy to oblige.

Abilities: Backlash rarely assumes his vehicle alt form unless ordered to do so by his superiors. He prefers his primary form and scorpion alt form, since they are built for combat. In primary form he carries a quantum energy-enhanced heavy mace formed from his hoe. In scorpion form, he is armed with powerful claws and a stinging tail that can puncture mechagen armor to deliver a caustic chemical that corrodes a mechagen's internal structures.

Quantum Reserves (Conviction): 000

Role: Huge mechagen Warrior 1

Speed: 50 ft.

Abilities: Str +4, Dex +2, Con +7, Int -2, Wis -1, Cha +3

Skills: Climb 4 (+8), Drive 4 (+14), Intimidate 4 (+7)

Bonus Feat: Armored

Favored Feats: Critical Strike, Sneak Attack

Feats: Rage 3 (+4 bonus), Weapon Training

Upgrades: Armored 2, Damage Boost (Claw), Damage Boost (Sting)

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +1 (-2 size, +1 base, +2 Dex), Damage +6 (unarmed) or +10 (quantum energy heavy mace, crit 20/+1 roll), Defense Dodge/Parry +1/+3 (-2 size, +1 base, +2 Dex/+4 Str), Initiative +2

Saving Throws: Toughness +18/+14 (+4 size, +7 Con, +3 Armored, +4 DR/ER)

Virtue: Brave; **Vice:** Ferocious

BACKLASH (SCORPION FORM)

Quantum Reserves (Conviction): 000

Role: Huge mechagen Warrior 1

Speed: 50 ft.

Abilities: Str +6, Dex +0, Con +3, Int -2, Wis -1, Cha +3

Skills: Climb 4 (+10), Drive 0 (+12), Intimidate 4 (+7)

Bonus Feats: Armored, Double Strike, Improved Grab

Feats: Rage 3 (+4 bonus), Weapon Training

Upgrades: Armored 2, Damage Boost (Claw), Damage Boost (Sting)

Traits: Built-In Radio, Constrict, Damage Reduction (4/quantum energy), Darkvision 60 ft., Energy Resistance 4, Imbued Attacks, Living Machine, Morph, Poison (Fort save 13, damage 2 Con)

Combat: Attack -1 (-2 size, +1 base), Damage +10 (claws or grapple) or +9 (sting plus poison), Defense Dodge/Parry -1/+5 (-2 size, +1 base, +0 Dex/+6 Str), Initiative +0

Saving Throws: Toughness +14/+10 (+4 size, +3 Con, +3 Armored, +4 DR/ER), Fortitude +5 (+2 base, +3 Con), Reflex +0, Will -1 (-1 Wis)

Virtue: Brave; **Vice:** Ferocious

GEAR

Quantum Mace: Martial melee weapon (heavy mace), base damage +3 +1 extra +2 size = +6 damage, crit 20/+1 roll; Extra Damage +1 (1); Cost 2 (free).

Puncture-Proof Tires: +2 bonus to Drive checks to avoid nails, caltrops or similar puncture hazards; Cost 2.

ALT FORM: CONSTRUCTION VEHICLE

Character Scale Speed: 25 squares.

Surface Scale Speed: 5 squares.

Air Scale Speed: .5 squares.

MPH: 25 mph.

Maneuverability: Perfect, +8 bonus on Drive checks.

Acceleration: 5/1/.1

PRIORITIES (TOTAL TO 15 VARIANT)

1 – Gear; 2 gear points.

3 – Alt Form; Construction Vehicle.

3 – Alt Form; Huge Scorpion.

4 – Ability Scores; 7 points;

5 – Upgrades; 4.

BLACKHAT

Function: Data Spy.

Quote: Your mind doesn't matter.

Description: Back on Artifex, Blackhat was a computer networking specialist and top-level data spy. Since his arrival on Earth, he has found his job all the easier thanks to primitive human technology. Although he despises his boxy, inefficient-looking alt form, he is still quite proud of his ability to bring world commerce to a screeching halt with just a few minutes of work.

Abilities: In primary form Blackhat carries a quantum energy staff and, when the need for ranged attacks arises, a blaster pistol. His most notable ability, however, is the ability to wirelessly hack into the very processors of other mechagens and issue commands they feel compelled to carry out. He can order a mechagen into combat against his allies, or issue a "sleep mode" command to force his opponent into stasis.

Quantum Reserves (Conviction): OOO

Role: Medium mechagen Expert 1

Speed: 30 ft., 250 ft. fly

Abilities: Str +0, Dex +2, Con +0, Int +2, Wis +0, Cha +0

Skills: Acrobatics 4 (+6), Bluff 4 (+4), Computers 4 (+20), Craft (electronics) 4 (+6), Craft (mechagen tech) 4 (+6), Disguise 4 (+6), Intimidate 4 (+4), Notice 4 (+4), Search 4 (+6), Sleight of Hand 4 (+6), Stealth 4 (+6)

Bonus Feats: Masterwork Tech Object

Favored Feats: Cleave, Seize Initiative

Feats: Evasion, Firearms Training, Improved Defense, Improved Evasion

Upgrades: Masterwork Tech Object (+2 to Computers checks), Primary Form Flight (50/10/1 squares, acc 5/.5, Poor), Special Power Gain 2

Power: Int, effective total level 3, rank 6, fatigue save 12, save Difficulty 14, power bonus +8; Dominate, Mind Touch, Sleep

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +2 (+2 Dex), Damage +0 (unarmed) or +4 (autoblaster pistol, crit 20/+1 roll) or +4 (quantum energy staff, crit 19-20/+2 rolls), Defense Dodge/Parry +2/+0 (+2 Dex), Initiative +2

Saving Throws: Toughness +4/+0 (+4 DR/ER), Fortitude +0, Reflex +2 (+2 Dex), Will +2 (+2 base)

Virtue: Thorough; **Vice:** Cruel.

GEAR

Autoblaster Pistol: Autofire (2), Extra Damage +1 (1); Cost 4.

Quantum Staff: Simple melee weapon (staff), base damage +2 +2 extra = +4 damage; Extra Critical +1, Extra Damage +2, Increased Critical +1; Cost 4.

ALT FORM: MEDIUM/TINY OBJECT (DEVICE)

Skill Bonus: +10 to Computers checks.

PRIORITIES

- 1 – Abilities; 4 points.
- 2 – Alt Form; Medium/Tiny Object (Device).
- 3 – Gear; 8 points.
- 4 – Upgrades; 4.
- 5 – Special Power, level +2; Mind Touch.

ROAD RAGE

Function: Road Combat Tactician.

Quote: Move it or lose it!

Description: Road Rage is a street fighter... literally. He is ferocious on the freeway. He is the self-proclaimed master of all paved surfaces. In alt form Road Rage is a huge black SUV that makes an intimidating presence on the highway. He likes to swerve recklessly in and out of traffic, laughing to himself at the look of terror on the faces of the humans around him. Like the human phenomenon that inspired his name, Road Rage lets no one stand in his way when he takes to the streets. He is a loud-mouth and a braggart, but unlike most bullies he can actually back up his threats with firepower. If he detects an Alliance mechagen daring to share the road with him, he flies into a rage from which only the enemy's or his own total destruction can bring him back down. Ironically, despite considering himself "the king of the road" and having his blaster rifle accessible in alt form, Road Rage prefers to engage in combat in his primary form.

Abilities: In either form, Road Rage is armed with a powerful quantum energy blaster. The blaster remains concealed in his alt form, rising up from a hidden compartment towards the rear. He refers to his gun as his "street sweeper," and he frequently uses it to clear a path through traffic on the open roads. In either form, Road Rage can emit subsonic frequencies that induce fear by acting on the emotional centers of his target.

Quantum Reserves (Conviction): 000

Role: Large mechagen Warrior 1

Speed: 40 ft.

Abilities: Str +4, Dex +1, Con +5, Int +0, Wis -1, Cha +1

Skills: Bluff 4 (+5), Drive 4 (+5), Intimidate 4 (+5), Knowledge (tactics) 4 (+4), Notice 4 (+3)

Bonus Feat: Firearms Training

Favored Feats: Critical Strike, Sneak Attack

Feats: Favored Opponent (Alliance Mechagens), Rage 2 (+3 Str, +3 to Fort and Will, -2 to Defense), Seize Initiative

Upgrades: Armored 2, High Performance, Increased Maneuverability, Quicken Power

Power: Int, effective total level 1, rank 4, fatigue save 11, Will save Difficulty 11; Heart-Shaping (Fear only)

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +1 (-1 size, +1 base, +1 Dex), Damage +5 (unarmed) or +7 (quantum energy blaster rifle), Defense Dodge/Parry +1/+4 (-1 size, +1 base, +1 Dex/+4 Str), Initiative +1

Saving Throws: Toughness +13/+9 (+2 size, +5 Con, +2 Armored, +4 DR/ER), Fortitude +7 (+2 base, +5 Con), Reflex +1 (+1 Dex), Will -1 (-1 Wis)

Virtue: Unrelenting; **Vice:** Wrathful

GEAR

All-Terrain Tires: +2 bonus to Drive checks to avoid any land-based terrain hazard; Cost 1.

Blaster Rifle: Base damage +3 +1 size +3 extra = +7; Concealed (1), Extra Damage +3 (3), Linked (1), Longarm (+1); Cost 5.

Reinforced Bumper: +1 bonus to armor against forward and rear ramming attacks; Cost 2.

ALT FORM: HEAVY PICKUP (SUV)

Character Scale Speed: 100 squares.

Surface Scale Speed: 20 squares.

Air Scale Speed: 2 squares.

MPH: 100 mph.

Maneuverability: Good, +4 bonus on Drive checks.

Acceleration: 20/4/.4.

PRIORITIES

1 – Alt Form; Heavy Pickup.

2 – Special Power, level -1; Heart-Shaping (Fear only, +1 priority bonus).

3 – Gear; 8 points.

4 – Abilities; 7 points.

5 – Upgrades; 5.

GRAVESITE

Function: Assassin.

Quote: Your death: my pleasure!

Description: Gravesite is a Legion assassin who takes great pleasure in the appearance of his alt form — that of a big, black hearse. This is a mech without mercy, and perhaps even without emotion. The only thing that seems to bring him any glee at all is viewing the dismembered and smoking remains of his enemies. His companion, Tombstone, is just as depraved and wicked as he is. Tombstone's alt form is a casket.

Abilities: In primary form Gravesite carries a quantum energy scythe that can cut a swath through enemy mechagens with ease. He is a cold mechagen, physically as well as emotionally, as he has infrared dampers that shield him from detection by all but the most advanced sensors. With a touch, he can channel electrical feedback into his target to cause searing pain. In primary form, Tombstone carries a standard-issue blaster pistol.

Quantum Reserves (Conviction): 000

Role: Large mechagen Controller 1

Speed: 40 ft.

Abilities: Str +2, Dex +0, Con +2, Int +2, Wis +2, Cha +2

Skills: Bluff 4 (+6), Drive 4 (+0), Escape Artist 4 (+4), Intimidate 4 (+6), Knowledge (behavioral sciences) 4 (+6), Notice 4 (+6), Sense Motive 4 (+6), Sleight of Hand 4 (+4), Stealth 4 (+0)

Bonus Feat: Sneak Attack

Favored Feats: Crippling Strike, Sneak Attack

Feats: Advance Companion, Enlarge Companion, Exotic Weapon Training (scythe), Sneak Attack

Upgrades: Primary Form Flight (50/10/1 squares, acc 5/.5, Poor), Special Power Boost

Power: Int, total effective level 3, rank 6, fatigue save 12, save Difficulty 15; Pain

Traits: Built-In Radio, Damage Reduction (4/ quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack -1 (-1 size), Damage +3 (unarmed) or +6 (quantum energy scythe, crit 19-20/+3 rolls), Defense Dodge/Parry -1/+1 (-1 size, +0 Dex/+2 Str), Initiative +0

Saving Throws: Toughness +8/+4 (+2 size, +2 Con, +4 DR/ER), Fortitude +2 (+2 Con), Reflex +2 (+2 base), Will +4 (+2 base, +2 Wis)

Virtue: Loyal (to Tombstone); **Vice:** Murderous

GEAR

Blaster Pistol (for Tombstone): Base damage +3 = +3 damage; Cost 1.

Infrared Dampers: Linked to both forms; Cost 3.

Quantum Scythe: Martial melee weapon (scythe), base damage +3 +1 size = +4 damage; Armor Piercing +2 (2), Increased Critical +1 (1); Cost 4.

ALT FORM: LARGE CAR

Character Scale Speed: 100 squares.

Surface Scale Speed: 20 squares.

Air Scale Speed: 2 squares.

MPH: 100 mph.

Maneuverability: Poor, -4 penalty on Drive checks.

Acceleration: 20/4/.4.

PRIORITIES

1 – Alt Form; Large Car.

2 – Upgrades; 2.

3 – Gear; 8 points.

4 – Abilities; 7 points.

5 – Special Power; level +2; Pain.

TOMBSTONE

Function: Assassin.

Quote: Don't fear death. Fear me!

Role: Medium mechagen Expert 1

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +0, Cha +0

Skills: Bluff 4 (+4), Climb 4 (+4), Escape Artist 4 (+6), Intimidate 4 (+4), Jump 4 (+4), Knowledge (streetwise) 4 (+4), Notice 4 (+4), Sleight of Hand 4 (+6), Stealth 4 (+6)

Bonus Feat: Firearms Training

Favored Feats: Cleave, Great Cleave

Feats: Crippling Strike, Sneak Attack 3 (+4 damage)

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Link, Morph, Share Feats, Share Quantum Energy, Share Special Power

Combat: Attack +2 (+2 Dex), Damage +0 (unarmed) or +3 (blaster pistol), Defense Dodge/Parry +2/+0 (+2 Dex/+0 Str), Initiative +2

Saving Throws: Toughness +6/+2 (+2 Con, +4 DR/ER), Fortitude +2 (+2 Con), Reflex +5 (+2 base, +3 Dex), Will +0

Virtue: Loyal (to Gravesite); **Vice:** Murderous

RUNDOWN

Function: Fugitive Pursuit.

Quote: You can't run from the inevitable.

Description: Rundown is a loose cannon in the Legion, dangerous to Alliance 'bots and sometimes even his own team. He is, however, extremely good at what he does — chasing down and ruthlessly destroying Alliance 'bots — so Centurion keeps him around. He cleverly adopted the alt form of a police cruiser, allowing him to move at high speeds through human communities without drawing the wrong kind of attention.

Abilities: In primary form Rundown wields a powerful quantum energy autoblaster carbine. Despite his speed, accuracy, and lethality, his primary weakness is his singular weapon. It is powerful, certainly, but if removed from him he is left defenseless. In alt form he can reach top speeds of 245 miles per hour, and is agile enough to swerve in and out of traffic with ease. In either form, he can manipulate the sequence of flashing lights on his police light bar to mesmerize an opponent.

Quantum Reserves (Conviction): 000

Role: Large mechagen Warrior 1

Speed: 40 ft.

Abilities: Str +3, Dex +3, Con +2, Int +1, Wis +1, Cha +0

Skills: Acrobatics 4 (+7), Drive 4 (+15), Intimidate 4 (+4), Jump 4 (+7), Notice 4 (+5), Search 4 (+5)

Bonus Feat: Firearms Training

Favored Feats: Elusive Target, Sneak Attack

Feats: Attack Focus (blaster rifle) Point Blank Shot, Vehicular Combat 2

Upgrades: High Performance, Increased Acceleration, Increased Maneuverability, Increased Vehicle Form Speed 2

Power: Int, effective total level 0, rank 3, fatigue save 10, save Difficulty 11; Suggestion

Traits: Built-In Radio, Damage Reduction (4/quantum energy), Energy Resistance 4, Imbued Attacks, Living Machine, Morph

Combat: Attack +3 (-1 size, +1 base, +3 Dex) (+4 with autoblaster carbine), Damage +4 (unarmed) or +7 (autoblaster carbine), Defense Dodge/Parry +3/+3 (-1 size, +1 base, +3 Dex/+3 Str), Initiative +3

Saving Throws: Toughness +8/+4 (+2 size, +2 Con, +4 DR/ER), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+3 Dex), Will +1 (+1 Wis)

Virtue: Determined; **Vice:** Rash

GEAR

Autoblaster Carbine: Base damage +3 +3 extra +1 size = +7; Autofire (2), Extra Damage +3 (3), Increased Range +50 ft. (1), Longarm (+1); Cost 6.

ALT FORM: SPORTS CAR

Character Scale Speed: 245 squares per round.

Surface Scale Speed: 49 squares per round.

Air Scale Speed: 4.9 squares per round.

MPH: 245 mph.

Maneuverability: Perfect, +8 bonus on Drive checks.

Acceleration: 52.5/10.5/1.05.

PRIORITIES

1 – Alt Form; Sports Car.

2 – Gear; 6 points.

3– Special Power, level +0; Suggestion (biologicals and mechagens, -1 priority penalty).

4 – Ability scores; 7 points.

5 – Upgrades; 5.

CHAPTER TEN: THE BATTLE FOR ST. LOUIS



Early morning, mid-summer, sees the peaceful city of St Louis, as yet spared the fate of the western cities, attacked by a large, organized battalion of Spartan Drones under the command of Centurion's top assassin, Gravesite. With only a small GDC defense force, St Louis is well behind GDC lines, the Drones were nearly unchecked for the first few hours until the 3rd GDC Battalion under Commander Ravindra Chopra moved into place to protect the critical medical technology research that goes on in St Louis. Celerion has ordered as many available Alliance members into the city as can be spared from other fronts and the heroes are amongst the defenders.

This adventure covers several battles as the heroes are forced to run from one hot spot to another, (specifically, **Hospital Assault** should lead directly into **No 'Bot Left Behind**, with no or minimal in-game rest) encourage your heroes

to talk amongst one another as they are faced with these overwhelming odds, and use the humans of the GDC to illustrate just how necessary the Alliance is to saving this world and the entire human species.

The Battle for St Louis is an action-packed romp through one of the first pitched battles in the fight for Earth, but don't neglect the personalities of the Alliance members and how they feel about the war going on, or how they feel about their tiny, fleshy charges. Ensure that your heroes have ample time to get involved in their roles and don't simply force them from one combat to the next, but at the same time foster a sense of desperation as the defenders of St Louis are pushed back under the onslaught of the Legion.

HOSPITAL ASSAULT

- Currently, a large force of Spartan Drones are closing in on Mercy General, a county hospital that has been repurposed for military use. Mercy General is handling the bulk of the wounded for the defense forces of St Louis. If the Legion assault is successful a large percentage of GDC forces will be taken out of the fight permanently. The human forces request the presence of the heroes in order to stave off the Drone attack.

Mercy General sits on a T-junction with its back to a large business district. It's a 4 story affair with an emergency bay where wounded soldiers are being brought in. Large or larger heroes can't enter the hospital proper, but they can freely move about in the parking garage across the street (although Huge or larger heroes have to duck or crawl in primary form in the parking garage). The hospital roof has a helipad and can hold characters of up to Gargantuan size. Allow the heroes 2 minutes (20 rounds) to set up any defensive structures or discuss any plans then hit them with the first wave of Spartan Drones.

- The first attack is merely a probe to test the defenders and prepare for another, more dedicated assault. This lets the heroes cut their teeth before getting into the heavy stuff. Stats for Spartan Drones can be found in **Chapter Nine: Sample Characters**. Remember that Spartan Drones are minions: they don't get quantum energy reserves (i.e. Conviction), heroes can choose to take 10 on attack rolls against them, and they go to the worst possible result on the damage track if they fail a Toughness save (unconscious for non-lethal damage and dead for lethal damage).

- *First Wave:* The first-wave force consists of two or three Spartan Drones per hero. They just fly in and try to rapidly swamp the defenders. The Drones can fly at up to 50 mph, which is 50 squares at character scale. Remember to penalize the Drones' attack rolls and skill checks and increase their Defense by their speed modifier (see **Table 7-2: Speed Modifiers**).
- *Second Wave:* The second wave is the heaviest, really making the heroes work for it. The second wave is an all-out attack by Spartan Drones, with five or more drones per hero. The second wave forces take their time, making use of any cover in the street or parking lot and attempting to hold any ground gained. They only take to the air to advance their position.
- *Third Wave:* If the heroes had an easy time of the first and second wave, you can add a third straggler wave as well, just to keep the heroes on their mechanical toes. The straggler wave should be no more than two Spartan Drones per hero. Some may fly, whilst others engage in a ground assault.
- If the heroes are overwhelmed, they may be forced to retreat. If this happens the hospital staff and nearby GDC personnel evacuate as many people as they can from the hospital interior, but a large number of men and women are left behind in the hasty escape. The heroes can help in the evacuation, offering their vehicle forms as a means of escape for the embattled humans.

BACKLASH ATTACKS!

Should the heroes succeed give them a few moments to exult in their victory, then have them catch word on the GDC battle network that another group has broken off to attack their position. Backlash has rerouted his assault corps to the heroes' position and he's rampaging his way through any resistance the GDC can throw up.

- The heroes have a few options here. Since Backlash is all brawn and no brains they might attempt to ambush his unit before it arrives, they can bunker down in their positions and attempt to hold him back, or they can evacuate and not engage the dangerous 'bot at all. In this case they have enough time to properly evacuate the human personnel, but they will be abandoning an important resource in the fight for St Louis in Mercy General.
- Backlash is accompanied by a full contingent of Drones, on top of the fact that Backlash himself is a raving psychotic of an enemy. It's time to make the heroes earn that "hero" moniker. Stats for Backlash can be found in **Chapter Nine: Sample Characters**. He is accompanied by Spartan Drones in enough numbers to give the heroes cause to question an engagement with him. There are at least three Drones per hero.
- If the heroes are defeated, Backlash rampages through the GDC forces and puts Mercy General out of commission. If the heroes succeed or retreat, they are called away to another hotspot; an Alliance mechagen has been captured along with a contingent of GDC soldiers and they need to be recovered quickly before Blackhat hacks the Alliance member's mind.

NO 'BOT LEFT BEHIND

Information has come down from GDC command that the Alliance mechagen designated as Ghost has been captured, along with her human support team, while hacking into the Legion's secure network. She apparently managed to recover the entire battle plan for the Legion assault on St Louis, but her team was ambushed on their way out of enemy territory by Blackhat and his squad of Drones. (If one of your players is running Ghost, replace her with a similar mechagen.)

Having Ghost fall into enemy hands, especially Blackhat's, is completely unacceptable; not only does she possess the plans for the Legion's assault on St Louis, she has extremely intimate details on the defense arrays for the GDC and the location of most Alliance units. Therefore, she has been deemed mission critical by the GDC commanders and Celerion himself. The heroes are the nearest unit and have been rerouted for a rescue mission. Their orders are to recover Ghost at all costs; she comes home in one piece, period. The heroes are expected to rescue Ghost's accompanying six-person electronic warfare team as well, but they are not as critical as Ghost.

Blackhat's team is moving west, away from the frontlines and out of St Louis entirely. He'll probably pull all the way back into Legion-held territory before beginning his work, but he also can't pass up the chance to gloat over Ghost and tell her about his plans for her. As such he is accompanying the Drone squad. Ghost has been strapped in vehicle form to a non-mechagen flatbed truck and has been put into stasis by Blackhat's insidious "sleep mode" hack. The GDC team that accompanied her are crammed into her vehicle form, manacled, helpless, and quite uncomfortable (sports cars aren't known for their spacious interiors). Blackhat, Medium size in his primary form, is driving the truck.

The heroes need to move quickly and hit hard to recover Ghost. Blackhat has an abundance of Drones with him and since he knows Ghost possesses incredibly valuable information he has a contingency in place should he be attacked: he's on an open frequency with Road Rage who is hanging back and awaiting the go-code should Blackhat be attacked. Road Rage arrives two rounds after Blackhat summons him fully aware of the situation and spoiling for a fight, unless the heroes have an ability to dampen communications.

CUT TO THE CHASE

- The truck carrying Ghost and the GDC team is currently moving west at 60 miles per hour (12 squares at surface scale) on an abandoned highway. Given Blackhat's thorough nature, he is accompanied by plenty of Drones. There are two Spartan Drones on the back of the truck guarding Ghost's inert form.
- As the heroes approach his position it soon becomes apparent why Blackhat is moving so slowly: ten more Drones are flying overhead in formation, punching their flight speed up to as fast as they can go (about 60 mph). (See the rules in **Chapter Seven** of *Mechagenesis* for the **Punching It** maneuver). Blackhat is irritated that he has to go so slow, but he doesn't want to outrun his Drone escort and leave himself defenseless. He's in quite a foul mood already, grumbling about the deficiencies of the idiotic Drones, and his mood only darkens when the heroes show up.
- Blackhat attempts to escape with Ghost at the first opportunity, accelerating to the truck's maximum speed of 100 mph (20 squares at surface scale). The truck has an acceleration of 2 at character scale, so it takes Blackhat 2 rounds to reach top speed. He can shorten that time if he becomes desperate (see

Changing Speeds in **Chapter Seven** of *Mechagenesis*). The truck is Gargantuan, and has a base Defense of 6 and a Toughness of +11. If he manages to escape, Blackhat leaves the heroes mired in combat with his Drones and Road Rage.

- If things go turn against the Drones quickly, Blackhat simply leaps from the truck cab and tries to fly away. The truck careens off the road and crashes. The truck, Ghost, and the six humans inside her take collision damage equal to +6 plus 1/2 the truck's current speed at surface scale. This is conventional damage, so Ghost's DR applies.
- Ghost is in stasis, which equates to human sleep. She can be "awakened" by anything that would normally wake up a sleeping human. As per the description of the skill, hearing a battle is a Notice check with a Difficulty of -10, increased to +0 since she is asleep. Thus, once the heroes arrive and start fighting the Drones Ghost is likely to regain consciousness and immediately attempt to free herself. She currently has four Hurts and one Wound from her battle with Blackhat's forces, and no quantum energy reserves. Treat her as being entangled in a net with the added restriction that she cannot move since the cables are securely attached to the truck bed. Ghost takes a -2 penalty on attack rolls and a -4 penalty on Dexterity. If she attempts to use her special power, she must make a Difficulty 15 Concentration check or be unable to use the power effectively. She can escape with a Difficulty 20 Escape Artist check (a full-round action). The net has +5 Toughness and can be burst with a Difficulty 25 Strength check (also a full-round action). Remember that she also takes an additional -2 penalty on all checks, attack rolls, and saving throws thanks to her Wounded condition.

- Recovering Ghost firmly establishes the heroes as a premiere unit, especially after their actions at Mercy General. Of course, once this crisis has been averted the heroes have to gear up for the counter-attack on the Legion. With Ghost's intel things might go a bit better, if Blackhat escaped the GDC will be in for a costly fight while the heroes race cross-country to recover their comrade.

TURNING POINT

With Ghost's intel in hand, the GDC prepares for their counterattack. The human forces have the advantage of being familiar with the terrain, and their small stature allows them to engage in urban warfare more effectively than the Spartan Drones. This, coupled with Ghost's stolen intelligence and the presence of the Alliance in the form of the heroes, means that the GDC is in the best position to go on the offensive since they were pushed out of western states.

Ghost's intel indicates that Gravesite is coordinating the Legion assault on St Louis, as well as revealing his position in the park beneath the now-ruined remains of the Gateway Arch. A quick, concentrated assault would be ideal, surprising Gravesite and either destroying him or forcing him to retreat. To facilitate this, the GDC engages Gravesite's forces with everything they've got and pull away as many of his reserves as possible. The GDC has entrusted the Alliance heroes with the actual attack on Gravesite.

At nightfall, the GDC engage the Spartan Drones in a running battle, drawing the bulk of Gravesite's Drones away from their posts. This gives the heroes a fairly free run at his command center, an open air camp outside the city. The heroes need to make a stealthy approach for the last leg of their journey.

THE FINAL CONFRONTATION

- Gravesite's position is guarded by six heavily armed assault Drones, all programmed to protect him from any aggressors. Gravesite's Drones are a step tougher than the Spartan Drones the heroes have faced up until now (and demonstrate one of the many ways a Narrator can modify the basic Drone for various purposes).
- If Gravesite becomes aware of the heroes before they attack he waits until they engage his Drones before making use of his Sneak Attack feat. If your heroes have proven to be particularly effective in the previous encounters, feel free to add several levels to Gravesite to make him and Tombstone more of a challenge. In this case, Gravesite does not take extra mechagen companions, instead taking feats that enhance his and Tombstone's abilities. This controller prefers a single efficient companion to a small army

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