

## **-BEHEMOTH-**

### *A Mech RPG by Josh Gutenberg*

#### **One Thousand Years**

In the year 3000 the new century was not marked with faster than light travel as humanity had hoped. Instead they made their point on the timeline with commercial spaceflight between the planets of their solar system. Though reaching out to other worlds still seemed impossible, Humanity had begun a golden age of technology. The people of Earth developed a new power source: Ore. The power slowly began to kill the planet. For fuel and Earth's right to live many wars were fought. Hundreds of years would pass before a settlement is reached, and by then planet was reduced to a shadow of its former glory. The primary combat force of the Ore Wars were Mechanized Omni-Weapons, Mechs for short. The first mechs were powered by the very Ore they fought for and were a massive commodity on the battlefield. Massive multipurpose powerhouses of war that could serve almost any role in combat.

After peace was reached among the two warring factions, in 3533 a mass exodus of humans took place. Many left to Mars to terraform a planet in the style of Earth. This one would not be demolished for energy and would not be home to war mongering fools. Still more fled to Venus, an earlier terraforming project full of genetic projects and bioscience. Despite the separation, prejudice and violent history lead to many skirmishes among the new factions. The Ever present factor in these wars being Mechs. The towering leviathans struck fear into opponents and were ultimate symbols of power among the humans.

In the year 3664 yet another mass removal of humans took place. A scientist toying with life and death escaped into space, and with him followed thousands of humans embracing his research and developments. They would be known as The Banished and live among the asteroids and moons of the Solar System. Hiding and biding time.

It has been 334 years since The Banished left Earth and The System continues to be plunged into war. Difference in ideals has not stopped progress, Mechs are still being developed for war and for assistance. Nearly 1000 years have passed and the Solar System seems looked in an endless cycle of war despite the Martian's best effort to quell it by peaceful means.

Not only does conflict brew among the four factions, but there are rumors of a power greater than the combined forces of the Solar System. Icy devastation is brewing on the outskirts of the galaxy. Planets are being left cold and dead, with only strange mining platforms dotting the ruined surface. Who is destroying these planets is a mystery. The only thing that is known that the worlds are falling in a pattern and it's only a matter of time before this force of death makes its way to the Solar System.

## Character Creation

*Pick a race:* Four races inhabit the Solar System. Each has colonized its own planet and has ideals and methods they hold sacred. Race helps define player characters but also provides stat bonuses.

*Add Ranks, Stats, Carrying Capacity:* Players also have 4 bonus ranks they add to skills as well as 2 bonus Stat increases. They may add these bonuses however they wish within the limitations.

*Determine Starting Equipment:* Player Characters begin with standardized equipment depending on Race.

*Build Mech:* Mechs are created by picking a weight class, specialization, and starting items. Party size determines which weight classes players have access to.

The party spends these points to get Mechs of varying weight classes. They do not need to spend all of their points.

Alternatively, the GM can assign Mechs as they see fit.

PARTY SIZE	AVAILABLE POINTS
1	2
2	4
3	6
4	10
5	12

MECH WEIGHT CLASS	POINT VALUE
LIGHT	1
MEDIUM	2
HEAVY	3
COMMAND	4

## Stats

Characters begin with a D4 in each stat.

Stats represent your character's physical and nonphysical attributes. The rank in each determines the Diestep that is used when rolling Skill Checks.

Character Stat	Description
<b>Strength</b>	Raw physical strength. Used in feats of power and brawn.
<b>Perception</b>	Five senses. Ability to see, hear, taste, and generally notice important things.
<b>Agility</b>	Ability to move well and quickly. Used for feats of dexterity.
<b>Charisma</b>	Likeability. This can be displayed in good looks, personality, or a combination of both.
<b>Intelligence</b>	Knowledge, wisdom, thinking quickly. Important for understanding advanced technology.

Rank	Diestep
<b>1</b>	1D4
<b>2</b>	1D6
<b>3</b>	1D8
<b>4</b>	1D10
<b>5</b>	2D6
<b>6</b>	2D8

## Races

**Venusian:** Humans on Venus are proficient with biotechnology, altering their own genetics and creating organic weapons. Venus is covered in plants and animals completely foreign to all other planets in the Solar System. Their weapons and vehicles are genetically engineered creatures with a symbiotic relationship with their pilot. It is extremely traumatizing for the pilot should their vehicle die. The only faction Venusians truly despise are The Banished. They believe that toying with death is disgusting and against the natural order. Many wars would be fought against The Banished, if The Venusians could find them.

Venusians are naturally clever and well-spoken due to years of genetic enhancement. They are very knowledgeable in all walks of life, though they hold their own science and technology to a higher regard

*Royal Blood:* Grants the Venusian the ability to pilot their organic constructs.

*Organic Intuition:* Gain +1 to any Notice check made looking for a biological target.

Begin with bonus ranks in: **Knowledge** and **One Charisma based Skill**

Venusians advance one Diestep in **Intelligence**, two Diesteps in **Charisma**, have an **Endurance Die** of D6, and have the following starting stats:

Speed	Base HP	Base Carrying Capacity	Base Armor
30	15	20	10

**Earthling:** Earth is a shadow of its former self. The effort to save the planet was abandoned after humanity successfully colonized Mars. Earth is an industrial world and home to multiple advanced technologies. The first mechs were designed and produced on the forge world of Earth. Humans of Earth are used to living in the smog and are considerably adept with machines. Despite their former roots, Martians and Earthlings have an intense rivalry that has resulted in several wars.

Earthlings have adapted to the toxic air and smog of their once green planet. They are able to notice things quickly and are very hardy compared to the other races. Their fortitude and adaptability is a huge boon in some regards, though because of it they lack respect for nature and see the environment as a resource. This disregard has alienated them from the Martians. Venusians see Earthlings as disrespectful. The Banished view the Earthlings with a strange kinship due to their indifference towards common practices.

*Built Immunity:* Earthlings do not suffer from the *Smoggy Interior* debuff and gain +2 to avoid being affected by poisons of any kind.

Begin with 1 bonus rank in: **Repair** and **Notice**

Earthlings advance one Diestep in **Perception**, **Intelligence**, **Strength**, and have an **Endurance Die** of D10, and have the following starting stats:

Speed	Base HP	Base Carrying Capacity	Base Armor
25	10	30	15

**Martian:** Martians have worked very hard to keep their planet as clean as possible but still industrious. People of Mars have developed sleek and powerful machines, as well as suspended plasma and various other energies. Martians are frustrated with the people of Earth for effectively destroying their planet in favor of machines of war. Martians believe there is a balance to all things and that peace can be maintained, though the difference in ideals presented by each faction is making it very difficult to realize this objective. While each group

has their own dedicated police force, Martians have taken it upon themselves to hold law and order to a higher standard across the system. Even though they try to avoid combat, several Martians have a deep seeded hatred of Earthlings because of how they treated their planet. In a similar vein, the people of Mars dislike The Banished due to their blatant disregard of common laws

Martians are perhaps the most adaptable of the four powers residing in the Solar System. Mars welcomes humans from all walks of life, so as long as they aren't deeply set in their old way of life. Despite their wish to solve problems nonviolently, Martians are perhaps the most well trained and physically fit race in the Solar System.

*Advanced Interface:* Due to their advanced Technology being largely unused across the Solar System, Martians get -1 to checks made involving other faction's technology, but gain a +1 when using their own.

Begin with 1 bonus rank in: **Athletics** and **Reflex**

Martians advance one Diestep in **Agility**, two Diesteps in **Strength**, have an **Endurance Die** of D6, and have the following starting stats:

<b>Speed</b>	<b>Base HP</b>	<b>Base Carrying Capacity</b>	<b>Base Armor</b>
30	15	15	15

**Banished:** Cast aside for their dark and forbidden practices toying with life and death, the Banished are humans who have left their various factions in favor of dark science and darker technology. Bans have been made against several weapons and mech designs for utilizing human components and reanimating the dead. The Banished reside mainly beneath the surface of the moon (unbeknownst to the Earthlings) and similarly inside many dormant asteroids. The Banished have no wish to fight the other factions unless provoked. Many are content hiding among the stars doing research and biding their time, though some choose more outlandish lifestyles for the sake of field testing.

The Banished are generally disliked by the other three factions. Earthlings are the exception as they too care little for common courtesies such as not destroying a planet's ecosystem.

The Banished are without question the most scientifically advanced race in The Solar System. This is at the cost of leaving behind morality towards life and death. The Banished do not care for the deceased's peace and have learned countless things from their escapades. In addition to experimenting on the dead, they have altered themselves to be slightly more durable than their counterparts.

*Unnatural Essence:* Can sacrifice 2HP to gain a +1 to a check once per round.

Begin with 1 bonus rank in: **Stealth** and **Medicine**

The Banished advance one Diestep in **Agility**, two Diesteps in **Intelligence**, have an **Endurance Die** of D8, and have the following starting stats:

Speed	Base HP	Base Carrying Capacity	Base Armor
30	20	15	8

## Skills & Checks

Players begin with 1D4 in each skill.

Players put ranks into skills to increase the Diestep of the die/dice they roll with.

Players begin the game with 4 skill ranks and put more ranks into skills when leveling up. Up to a **max of 2 ranks at first level**, players can increase this cap by leveling up.

Rank	Diestep
1	1D4
2	1D6
3	1D8
4	1D10
5	2D6
6	2D8

### BASE STAT

**STRENGTH**

**PERCEPTION**

**AGILITY**

**CHARISMA**

**INTELLIGENCE**

### DERIVED SKILLS

Melee, Brawling, Athletics

Notice, Artillery, Insight

Guns, Reflex, Stealth

Intimidation, Persuasion,  
Deception

Knowledge, Repair, Medicine

## Skill Checks

Skill checks are used when players want their character to do something difficult using a specific skill.

When making the check, they roll their Stat Die + their Rank Die.

**For example:** if a character wishes to know how a piece of machinery works they would use the Knowledge skill. If they have a 3 in Intelligence and 3 ranks in Knowledge, then they roll 2D8 when making the check.

The rolled total must beat the task's difficulty score. Tasks have different difficulty depending on how hard it is to accomplish the task.

Task	Difficulty
Making a sandwich	Trivial (No roll required)
Making a sandwich inside a moving mech	Easy(5)
Making a sandwich while under fire in cover	Average(10)
Making a sandwich while shooting	Hard(15)
Making a sandwich while doing a hand stand on top of a moving mech	Implausible(20)
Making the best sandwich ever.	Impossible(25)

### ***Critical Success and Failure***

When rolling for any form of check, if a player's result is the maximum possible on the dice they Critically Succeed.

Conversely, if a player's result is the minimum possible on the dice they Critically Fail.

**Critical Success:** The character performs the task so well that they do it better than originally thought possible. In combat this is represented by rolling damage twice and adding the results together. Outside of combat this can be represented by intimidating an adversary completely into a sobbing mess, making a machine run twice as well while repairing it, spotting a hiding enemy in complete darkness, etc.

**Critical Failure:** The character not only doesn't complete the task, but fails so spectacularly that they are compromised or have made the task more difficult to complete. In combat this can be represented by missing the target but hitting something else such as a teammate or the roller's own leg. Out of combat this can be represented by locking a door the player was trying to hack open, blow up a bomb they were defusing, operate on the wrong leg, trip and fall while running, etc.

Advice for GMs: When a player rolls a crit of any kind, perhaps let them describe what their character does in the situation (within reason of course).

## Ranks & Carrying Capacity

In addition to Racial Bonuses, players also have 4 ranks to put in any skills of their choice, as well as 2 ranks to put in stats of their choice.

Players may spend the ranks however they wish but cannot exceed the 2 Skill rank and 3 Stat rank cap at first level.

Players add their Rank in Strength to their Base Carrying Capacity.

Rank	Dice
1	1D4
2	1D6
3	1D8
4	1D10
5	2D6
6	2D8

## Starting Gear

Each Character picks a Pistol or Short Power Sword as their starting weapon.

Players may choose to sell their starting pistol equipment for 20 credits instead.

Each player also begins with (100 x Starting Level) Credits.

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
PISTOL	20ft	1d4 <i>projectile</i>	3/clip	Guns	25 Credits	1	None
SHORT POWER- SWORD	Melee	2d4 <i>Slashing</i>	NA	Melee	25 Credits	1	None



**Superiority:**

Players have access to a resource called Superiority.

This resource has two uses:

1. May reroll dice during a skill check or attack.
2. Activating special abilities.

Players begin with 4 Superiority each session.

Superiority can be gained in multiple ways. The most common is by Rolling Duplicates.

**Duplicates:** Any amount of matching numbers rolled on dice while making a check of any type. Some special abilities are triggered by Duplicates, they are activated once when rolling doubles, and an additional time for every matching number beyond the first 2.

Example: Rolling Duplicates on any dice generates 1 superiority. Matching more digits beyond the first generates an additional superiority for each.

Rolling dice and getting 3 matching digits generates 2 superiority.

Other ways Superiority can be generated:

Refueling for at least an Hour

Performing an impressive task. (DM discretion)

Acting in Character. (DM discretion)

## Mechs

Massive machines of pride and war, mechs range in construction and size. Most are 32-65 feet tall and can weigh between 20 and 100 tons.

*Determine Mech Make:* The faction that built the Mech determines its design.

*Pick Mech Weight Class:* Weight Classes determines the size of the Mech and the stats that come with that size.

*Pick Mech Specialization & Abilities:* Specializations broadly define what a Mech is capable of. They give the machine systems and abilities to use in and out of combat. Each Specialization has 4 total abilities to choose from, you may pick 2 of the 4 abilities.

*Allocate Mech Systems:* Systems represent the physical capabilities of

## Make

**Venusian Tech:** The war machines of Venus are not entirely machines. The Venusians have spent decades of toiling to improve genetic science and bio-technology. This culminates in not only better life for the inhabitants of Venus, but weapons and machinery foreign to every other planet in the Solar System.

Venusian mechs are grown organisms that resemble gigantic bipedal insects. Claws, jaws, stingers, poison, acid, and many more bio-weapons adorn the strange machines. However, The Venusians are not stupid. These weapons and vehicles are not truly sentient and require a native or otherwise modified human to operate. The mechs operate much like insects under a hive mind, they cannot think for themselves without thoughts from a 'queen'. As such, a Venusian must first bond with their weapons and vehicles of choice. Their presence makes the mech able to operate as it receives thoughts and instructions. It is because of the hive-queen relationship that Venusian pilots are referred to as Royalty.

There is a downside however; Venusians whose mechs are destroyed in combat are effectively losing an extension of themselves. It is a truly traumatizing experience and not all pilots are able to recover from the experience.

*Royal Blood:* Only Venusians can pilot a Venusian made Mech

*Organic Ammunition:* All Venusian weapons operate off of internally produced acids or stingers. As such, they do not require typically bought ammo.



***Earthling Tech:*** It was in fact the people of Earth who first developed massive machines to aid in tasks. It was the Earthlings who then weaponized their greatest invention, turning conflict inwards to themselves. It was Earth who set out to colonize new worlds, their machines of war in tow.

Earthling mechs have changed very little over the course of 200 years. Rather than change the functionality of the machines they have been optimized. Rough grey and green steel plates cover grinding gears and weaving wires. Weapons with industrial and militaristic roots adorn the colossal machines of war. Reworked technology from Earth's past is the main armament for the Earthling mechs, magnetically propelled projectiles, crushing claws, artillery cannons, and more mechanisms that were formerly used to create.

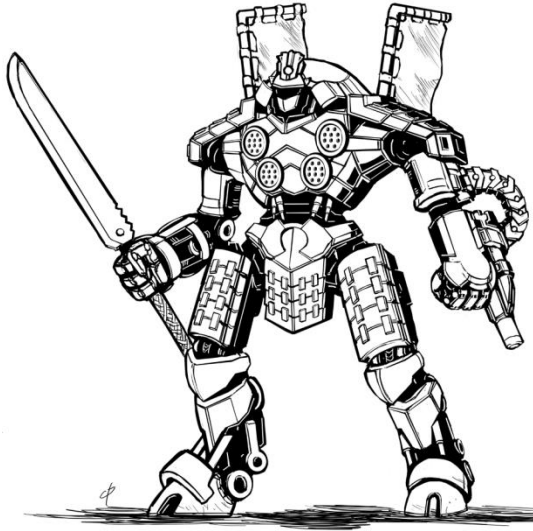
Earth Mechs also have the unique feature of running on Ore, an energy providing substance created by processing any organic material. As such, many Earth-built machines give off an otherworldly orange glow. Ore also has the unfortunate property of being the molten fluid that has destroyed Earth's environment. The mechs are filled with the toxic smog produced by Ore, and when destroyed in battle an Ore-Tank explosion leaves them all but unsalvageable. The burning blast also serves to annihilate any who were standing too close to the machine as it detonated.

***Smoggy Interior:*** Non-Earthling Pilots suffer a temporary -1 to any check or attack they make inside the Mech for every round they are piloting the Earth-Mech. This debuff is removed from the player when they exit the Mech or vent the interior (Running the machine with the cockpit open, cutting a hole to the outside and sticking their head out, etc.)

**Example:** A Venusian Pilot manning an Earthling Mech for 4 turns suffers a -4 to their check.



***Ore Vengeance:*** When an Earthling Mech is destroyed, if its fuel tank is damaged it will explode. The Pilot must make a Defense Systems check in order to escape the blast. The explosion deals 4d12 Scorching damage to all spaces the Mech occupied and was adjacent to. Nothing can be recovered from the destroyed machine.



***Martian Tech:*** The people sick of Earth's continued descent into an environmentally compromised industrial world left to Mars. Disgusted with Earthling's use of Ore, renowned Martian scientist Horus Dactum created a clean way to produce and store energy, ensuring that their planet doesn't become the desolate wasteland that is Earth.

With a more efficient power source also came more effective technology. Martian machines are some of the most elegantly crafted weapons in the Solar System. Smooth rust-red plates give way to silver mechanisms and a soft blue glow from the clean reactor core. Mars has the only current examples of

energy weapons. Be it suspended plasma swords, 'lighting' weapons, energy bolters, or laser cannons, the Martian Military is known for not leaving much of their enemies behind.

Despite their military might, the Martians are more interested in coming to a peacefully resolution in most scenarios, even if it means intimidating the opposition into surrendering. Even with their nonviolent wishes however, the people of Earth and Mars still do not think much of each other. Gruesome wars have been fought between the two factions be it for Earthling expansion and resource domination, or Martian pride and ideals.

*Improved Design:* Martian technology grants a +1 to Combat System checks.

***Banished Tech:*** The Banished were removed from society due to experimenting with using the deceased for practical purposes. It began with Daver Ridley, a brilliant man who discovered that with a microchip and simple chemicals a dead body could be "Reactivated" to serve as a factory worker. After a brief period of industrial success on Earth, the process was deemed unethical. Ridley continued despite orders from higher-ups to cease production of the reactivated humans. In response to his ongoing work, the Earth government sent a group of police to apprehend him. Daver fled in a personal shuttle, calling all who followed his research to join him in the reaches of space.

Banished Mechs are extremely unconventional. Despite the fact that Ridley is long dead, many weapons and vehicles take cues from the original research and use deceased humans and animals as components or fuel. The skulls of tusked animals are reused and reinforced as heads to close range weapons, bodies are processed and turned into fuel that burns with an eerie purple light, machines skitter



around on multiple legs, and melee weapons are hooked and jagged. It is all of this malpractice that keeps The Banished exiled in space rather than on a single planet. If they were in one spot they surely would have been wiped out by now.

Ridley's work was originally intended to help people. With the undead working in fields and factories, the living would be free to focus on schools and developing worlds. After his death, The Banished turned their focus towards weapons and biding their time before making a violent return to the planets that threw them away.

*Enduring Construction:* If a Banished Mech would be reduced to 0 hit points, the pilot can make a Power Management check with a difficulty of 5 + the damage taken unless the damage is from a critical hit. If the Pilot is successful, the Mech drops to 1 HP instead.

## Weight Class

The size of a mech is determined by its weight class. The weight class also determines the base statistics of the Mech much like race would for player characters.

WEIGHT CLASS	MOVEMENT SPEED	BODY HP	COMPONENT HP	BASE CARRYING CAPACITY	BASE ARMOR
LIGHT	7	1000	100	100	200
MEDIUM	6	1500	150	150	400
HEAVY	5	2000	200	200	600
COMMAND	5	1500	150	250	400

## Specializations

This determines the type of situations Mechs will be proficient in dealing with, from repairing allies to decimating towns from miles away. Specializations provide Mechs with special abilities that can be applied in and out of combat. More abilities can be bought with credits.

### *Technician*

Helps teammates by healing and applying buffs. More dastardly techs players can apply debuffs to enemies and leech health.

Gains the and **Jamming** and **Technician Weapons** Sub-Systems

### Abilities

Shield Matrix: When healing an ally, you may spend a Superiority to add 3 to their armor until the end of your next turn.	EMP: May spend a Major action to give enemies in a 200yd radius -2 to their next roll.
Armor Displacer: When making a successful attack, you may spend a Superiority to lower the Armor of the attacked enemy by 2.	Energizer: May spend a Major action to give allies in a 200yd radius +2 to their next roll

**Warrior**

Deals in the realms of combat at all ranges.

Gains the **Management Override** and **Warrior Weapons** Sub-Systems

**Abilities**

Charge: You may attack while moving. This does not engage you in combat with your target. If you use this ability, you cannot use it again until a refuel.	Rage: You may spend 2 Superiority to gain a +2 to all combat rolls and -2 to all noncombat rolls. After using this ability, you cannot use it again until a refuel.
Suppressing Attack: When making a successful attack, you may deal half damage rounded up to stop the attacked enemy from moving next turn.	Execution: When making a successful attack and before rolling damage, You may spend 2 Superiority to double your damage roll. After using this ability, you cannot use it again until a refuel.

**Assassin**

Stealthy, shady, stabby.

Gains the **Stealth** and **Assassin Weapons** Sub-Systems

**Abilities**

Sense Weakness: As a Special Action you may spend a Superiority to make a perception check to know where the weak points of enemies, armor, or weapons are located. You gain a bonus D4 of damage when attacking a weak point.	Stealth Field: Allies adjacent to you may use your ranks in stealth when making a stealth check.
Eliminate: You can deal a bonus d6 of damage to enemies who haven't seen you	Spatial Shift: You may disengage from combat at any time by spending 1 Superiority.

**Fire Support**

Long to extreme range combat. Specializes in dealing with things from very far away.

Gains the **Sensors** and **Fire Support Weapons** Sub-Systems

**Abilities**

Orbital Marker: You may make a Sensors check to mark an enemy. Attack rolls against marked enemies get +2 until the end of your next turn.	Precision Strike: You may expend 1 Superiority while attacking to disable the targeted component until your next turn.
Forward Observer: You may attack any enemy that your allies have line of sight on as long as they are in range of your weapon.	Barrage: You may expend 2 Superiority to attack again. You can use this ability twice in the same turn.



## Mech Systems

Each installed Core System and Subsystem starts with 1 point in it.

**Allocating System Points:** Every Mech begins with 15 System points that can be allocated across Core Systems and installed Subsystems.

At level 1 players cannot exceed 5 points in a system.

More Subsystems and System points can be bought from Mech shops or salvaged from enemy Mechs

Core systems are used similarly to Player skills. They represent what the Mech is capable of when the player is interacting with it. The system provides a static bonus to the Pilot's relevant Skill Check.

CORE SYSTEMS	CORE SYSTEM USE	DERIVED SUBSYSTEMS	SUBSYSTEM USE
<b>HEAT MANAGEMENT</b>	The Mech's ability to function with the heat systems generate.	Management Override, Heat Conversion	Ignoring warnings and pushing Mech past its limits.
<b>DEFENSE SYSTEMS</b>	Controls the reactions to incoming attacks of all kinds.	Counter Measures, Armor Systems	Using heat for weapons and other functions Defending against nonphysical attacks.  Using armor and its extensions
<b>COMBAT SYSTEMS</b>	Manages all combat protocols	Evasion, [Specialization] Weapons	Dodging attacks, acts of uncanny agility.  Weapons of the chosen specialization.
<b>COMMUNICATIONS &amp; ARRAYS</b>	Allows communication both inside of and outside of the Mech.	Jamming, Sensors	Stopping enemy sensors from detecting things.  Detecting things out of sight.
<b>COMPUTER SYSTEMS</b>	Calculations and management of smaller systems as well as control in the flow of power generated by the Mech	Hacking, Stealth	Disrupting enemy systems.  Keeping the giant robot hidden.

## Mech Skill Checks

When making a check or attack in a Mech, players roll their skill check normally as if the Pilot was performing it, then add the bonus points generated by the relevant Systems and Subsystems.

**Example:** I have 2 Ranks in Agility and 1 Rank in Stealth. My Mech has 3 points in Computer Systems and 1 Point in Stealth.

When making a Stealth check in my Mech, I roll 1D6+1D4+4

**Mech Modifier:** A static modifier that represents the Mech's physical limitation. Not matter how well someone pilots a machine it will still succumb to its limits. Mech Modifiers can be improved with bought equipment.

Level 1 Mechs have a modifier of 20.

## Mech Starting Weapons

Pick 1 Non-restricted weapon and 1 weapon from the Mech's Specialization

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
ASSAULT RIFLE	300yd	1D8 Projectile	3/clip	Guns	6000 Credits	20	None
SHOTGUN	100yd	3D4 Projectile	2/clip	Guns	6000 Credits	20	None
CLAW	Melee	1D10 Blunt	NA	Brawling	1,000 Credits	20	None

**Technician:** Pick 1 of the 2 options below

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
LIGHT REPAIR RAY	200yd	1D6 Healing	NA	Repair	5000 Credits	20	Technician
LIGHT SIPHON RAY	200yd	1D6 Leeching	NA	Repair	5000 Credits	20	Technician

**Warrior:** Pick 1 of the 2 options below

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
LIGHT ASSAULT CANNON	300yd	2D4 Projectile	3/clip	Guns	5000 Credits	20	Warrior
SHORT POWER BLADE	Melee	1D6 Slashing	NA	Melee	5000 Credits	20	Warrior

**Assassin:** Pick 1 of the 2 options below

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
ACID CANNON	200yd	1D6 Scorching	2/Clip	Guns	5000 Credits	20	Assassin
KNIFE KNUCKLES	Melee	1D6 slashing	NA	Melee	5000 Credits	10	Assassin

**Fire Support:** Pick 1 of the 2 options below

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
LIGHT SNIPER	800yd	1D6 Projectile	2/clip	Guns	5000 Credits	20	Fire Support
SMALL MORTAR	800yd	1D8 Scorching	1/clip	Melee	5000 Credits	20	Fire Support

Mechs are very difficult to damage without another Mech or heavy weapon. 1 Mech HP is equal to 100 Player HP. Furthermore, 1 point of damage that would be dealt by a Mech is equal to 100 points of damage that a player could deal. Mechs also move in miles per hour rather than feet per second.

**Mech HP:** 1 point of mech HP is equivalent to 100 points of player HP.

**Mech Damage:** 1 point of Mech Damage is equivalent to 100 points of player damage.

### Sample Starting Mechs

Name	Mech Modifier	Systems	Weight Class	Specialization	Weapons	Make
<b>Wrench</b>	20	Heat-3 Defense-3 Combat-2 Comms-4 Computer-4 Jamming-4 Weapons-2	Light	Technician(Shield Matrix, Energizer)	Light Repair Ray, Shotgun	Earthling
<b>Dune Walker</b>	20	Heat-3 Defense-2 Combat-4 Comms-3 Computer-2 Sensors-4 Weapons-4	Medium	Fire Support(Precision strike, Barrage)	Small Mortar, Assault Rifle	Venusian
<b>Banshee</b>	20	Heat-3 Defense-3 Combat-3 Comms-3 Computer-3 Stealth-4 Weapons-3	Heavy	Assassin(Stealth Field, Eliminate)	Claw, Knife knuckles	Banished
<b>Templar</b>	20	Heat-1 Defense-4 Combat-5 Comms-2 Computer-2 Override-4 Weapons-4	Command	Warrior(Charge, Execution)	Assault Rifle, Power Sword	Martian

## Combat

Combat occurs on a square grid.

Each square is 5ft x 5ft when the grid is occupied by humans and 100yd x 100yd when occupied by only Mechs.

**Initiative:** Determined by a reflex check. The player or enemy with the highest roll goes first, then the player or enemy with the second highest roll goes, and so on.

Players get one Major and one Minor action per turn.

**Major Actions:** Attacking, Moving, Activating some abilities, Making a skill check, disengaging

**Minor Actions:** Moving, reloading, switching weapons

**Special Action:** Actions that occur because of special circumstances or items.

**Moving in combat:** The number of spaces a player can move is their movement speed divided by 5. For example, if your move speed is 30ft you can move 6 spaces per movement.

Mechs divide their movement speed by 10.

**Engaging & Disengaging:** Any combatants that are within line of sight of each other and are exchanging hits are engaged in combat.

When engaged in combat, players and enemies may not flee from their adversary without provoking an additional attack as they leave as long as they are in range and have the ammo for it.

It costs a major action to safely disengage in combat. A player or enemy may disengage as a special action if their opponent cannot make an attack against them for any reason. This can be caused by special events, running out of ammo, abilities, etc.

### **Terrain:**

*Difficult Terrain:* Difficult terrain takes two points of movement to pass through.

*Walls:* Players cannot see, shoot, or move through walls unless otherwise specified.

*Impassable Terrain:* Players cannot move through impassable terrain but can see and shoot through it.

**Scale:** Humans occupy only 1 square.

During combat with non-Mech fighters, Mech occupy a center square and all squares adjacent to the center square. These spaces are considered one space for the mech. Movement is handled the same way a player would move but with the center space.

If only piloted Mechs are in combat, there is no need for the above movement rule. The Mech occupies one space and movement is handled normally.

**Attacking:** Attacking is done by making an attack roll with the relevant skill against a target who is in range with line of sight.

For example, if a player is making a melee attack and that player has 2 strength and 3 ranks in melee weapons, then they roll 1D6+1D8. If their attack beats the target's defense roll, they roll damage equal to the weapon's damage dice + the relevant skill.

**Example:** If I have 4 ranks in Guns then my Assault Rifle deals 1D8+1D10 damage.

**Defending:** Defending is done by making a defense roll with the relevant skill in response to an attack roll.

For example, if a player is making a melee attack then the target can use any ability that could conceivably be used to defend against an incoming sword. In this case, Athletics or Reflex would be the most relevant skills to evade or deflect a power sword blow. The character rolls dice as if they were making any other check.

If the character has 1 in Agility and 2 in Reflex, then they roll 1D4+1D6 for their defense roll.

**Attacking a Mech:** When attacking a Mech, players must declare which component they are targeting. On a successful hit damage is dealt specifically to that component. When a component reaches 0 HP, it is disabled until the component is repaired.

Damaged Arm: The weapon or other equipment does not function until it is repaired.

One Damaged Leg: All terrain is treated as Difficult Terrain.

Two Damaged Legs: The Mech cannot move until at least one leg is repaired

Damaged Cockpit: -3 to all Pilot rolls until it is repaired

Damaged Body: Mech shuts down until it is repaired.

**Armor:** Armor acts as a linear reduction to damage. When a character or Mech takes damage, they subtract their Armor value from the damage dealt.

**Example:** If I a shot for 3 damage but have 5 Armor, then I take 0 damage.

**Dying Player:** When a player reaches 0 HP they may only make minor actions until they are healed or refuel. If a player goes below 0 hit points they go into negatives and must begin making Endurance checks at the end of their turns.

This is done by rolling the character's Endurance and Strength Dice.

The difficulty of the check is equal to the absolute value of their negative health.

(A player with -7 health would need to pass a 7 difficulty check)

**Death:** If a character fails the Endurance check three times they die.

**Dying Mech:** When a Mech reaches 0 HP in its Body component, it shuts down to avoid further damage and stop a potentially devastating reactor meltdown.

Alternatively, if a cockpit is with a Critical Hit, the character inside must eject themselves from the Mech or begin making death saves.

## Refueling

Characters can refuel to take a breather and tend their wounds. Players refresh their abilities after refueling and gain 1 Superiority for each hour they rest.

Players can also repair their Mechs by making a Repair check. The Mech gains HP equal to the roll x 100.

Players may also attempt to heal themselves during refueling by making a heal check using their Endurance die with the following dice pool:

Time Resting	Number of dice
10-30min	1
40-60min	2
1hr-1.5hr	3
2hr+	4

## Advancement

Level	Experience Needed to Level Up
1	300
2	600
3	1,800
4	3,600
5	7,200
6	9,000
7	11,000
8	14,000
9	16,000
10	20,000

Players share experience points with their entire party. Once they have reached the threshold for a level, every player in the party levels up. If a player would join mid-campaign, that player still shares the current level and experience with the rest of the party. Experience is gained by defeating adversaries and completing quests.

Note to GM: Players could in theory advance their characters forever, as the level reward repeats every three levels.

Rank	Dice
1	1D4
2	1D6
3	1D8
4	1D10
5	2D6
6	2D8

Level	Reward
2	2 Skill Ranks
3	2 die step advances
4	All Caps Increase & 1 Skill Rank
5	2 skill Ranks
6	2 die step advances
7	All Caps Increase & 1 Skill Rank
8	2 skill Ranks
9	2 die step advances
10	All Caps Increase & 1 Skill Rank



## Planets and Cities

**Earth:** Covered in cities and varying levels of smog depending how industrialized the area is. There aren't many reasons to go to Earth unless you are looking for weapons or repairs. They deal almost strictly in Earthling technology and some Martian tech. Venusian biotechnology is largely not understood by the people of Earth. Banished technology and Mechs are outright banned anywhere controlled by the Earth Government.

*Obfica* is one of the major factory cities dotting Earth's surface. It is estimated that Obfica has supplied most of the weapons and ammo for every major war Earth's had. The city is a bustling hub of jobs, things to do, and technology to purchase, but the air in the area is almost impossible to breathe without a gas mask. Earth Mechs act as massive factory workers in this area, churning out more product than they consume as Ore.

**Mars:** A shining beacon of what Earth could have been in the Solar System. Mars has been terraformed to perfection. The red planet is covered in luscious landscapes, clean water, and fresh air. It also maintains some of the best technology in the three factions as well as a renewable power source. Mars is a relatively young planet compared to Earth, as such it lacks a significant population. Despite this, the Martians have a beautiful planet to visit and are mostly accepting of anything but Banished technology. Mechs of the Martians serve as decoration and a warning to anyone that dares attack Mars's landmark city.

*Bi-Noxilis* is perhaps the most beautiful city on Mars. The construction of the gorgeous white buildings is unparalleled. The red Martian sand was preserved to provide elegant contrast between the stark structures and the rust colored horizon. Many buildings overlook Kaiser Sea, a brilliant blue body of water untouched by pollution. In addition to its sights, Bi-Noxilis offers high quality inns and many scientific contacts.

**Venus:** Thousands of years ago Venus was successfully terraformed to be somewhat Earthlike with a few changes. The main change is that the planet was covered in a massive jungle. The aim of this was to start using Venus for largescale genetic experiments, mostly to the tune of "Can this animal be changed to survive in a jungle". With the answer to that question usually being yes, Venus is home to a few hundred animals that have been modified for jungle lifestyle. This usually involves more claws, sharper teeth, venom, etc.

Venus has very few dedicated cities, they are mostly nameless towns that exist purely as coordinates on a map to them. However, there is one bastion of civilization on the planet: *The Science District*. This section of the planet is free of dangerous wildlife and home to several thousand Venusians and their technical equipment. The only genetic experiments (other than the people) that walk among the Science District are Venus's insectoid Mechs who act as platforms for research and tools to fight off any wildlife that gets too close.

**Banished:** Cast aside by their home planets, The Banished come together under the roof of necromantic science and dark research. They find themselves hiding among moons and

asteroids of the Solar System. Typical Banished outposts are underneath the surface of an uninhabited celestial body. Since terraforming would draw too much attention, the inhabitants of Banished colonies are accustomed to living in spacesuits, low gravity, and sealed homes.

The largest Banished colony is in fact *Earth's Moon*. Deep beneath its surface is a bustling hive of activity, all of which is extremely illegal. The Banished continue to develop monsters underneath Earth's nose and plan for the day its people can launch a largescale attack. Banished Mechs active on the Moon are much larger than those built on asteroids. The machines are largely products of the research denounced by the other factions.

### **Common (And Not so Common) Characters**

***Earthlings:*** Earthlings tend to treat visiting outsiders with confusion and concern. Earth is not a pleasant planet to visit, "tourists" are usually military operatives with some sort of hidden agenda. Many Earthlings are looking for a reason to get off planet. The easiest way to do so is having money to go into space or joining the military.

***Martians:*** Martian people tend to be eager to show off their planet and how superior it is to Earth. They are accepting of most cultures, especially Earthlings who have come to spend the rest of their days on Mars. There is an intense rivalry between the two planets seeded deep in their history. If an Earthling brings up war with a Martian, the kind and accepting exterior quickly melts away to a vengeful and angry citizen.

***Venusians:*** The founders of Venus's populace are largely scientists went there to see their research and developments up close. After a few years on the planet they decided to start genetically modifying themselves and anyone else that wanted to become better or birth better children. As a result of the changes to humanity, Venusians are stereotypically very beautiful and very smart. Most of the original modifications were vain scientist, those scientists sired children who also wanted to be smarter, those children birthed more offspring interested in changing themselves. The cycle continues to this day. Most Venusians want to make everyone more like them. With genetic science, life can be improved for everyone.

***Banished:*** The Banished as a people are accepting of anyone who does not automatically condemn their research as acts against humanity. Many are modified with cybernetics to give them an extra edge in combat or life in general. They view death as a new beginning rather than an end. Of course this new beginning tends to either be as fuel or as components for a mech. Banished Science is widely regarded as crimes against nature which forces most inhabitants of them to stay hidden. The More adventurous exiles will take up mercenary work from anyone that will hire them. Despite the three big governments hating The Banished civilians are a mixed bag of hatred and indifference.

**\*SPOILERS IN THIS SECTION\*****Icy Death**

**Kokytyos:** In the far reaches of space a completely mechanical army is conquering planets and leaving them dead. Kokytyos is a hive mind. It began life as an AI intended for the defense of a weak alien species. It determined that the best way to keep its masters safe was to exterminate all life in the surrounding area. When the aliens tried to shut down its protector, Kokytyos turned on its creators as they were only a threat to themselves. With no master, the AI has shifted its directive to protecting itself and its ever expanding territory. It is moving toward the Solar System.

Kokytyos kills a planet in a single invasion. First it sends an army down. This army is composed of machines big and small all controlled by the AI. The Mechs and infantry run on a power source that releases extremely toxic fumes into the atmosphere. As the planet's inhabitants die in war, the environment is killed by smog. As it is fighting the local military, Kokytyos also begins building mining platforms. These platforms not only generate the power needed to continue the invasion but also release the same smog as the army but on a greater scale. The planet fuels its own demise twofold and is devoid of life in a matter of days.

**Army:** Koykytyos is mainly stark white and grey with a few elements of blue. It is meant to blend into the dying planet's environment. War machines of its design look like strange combinations of Martian and Earthling technology, smooth shells coat intrinsic machinery smokestacks are mounted on the backs of every Mech and soldier, giving the army a very unique and imposing silhouette.

## Creating Kokytos Enemies

*Icy Doom:* Any attack Kokytos make stuns targets for 1 turn on Duplicates.

Begin with 1 bonus rank in: **Guns** and **Melee**

The Kokytos advance one Diestep in **Intelligence**, two Diesteps in **Agility**, have an **Endurance Die** of D10, and have the following starting stats:

Speed	Base HP	Base Carrying Capacity	Base Armor
30	25	20	10

### *Sample Human Sized Enemy*

Name	Stats	Skill Ranks	Armaments
<b>Cain (Infantry Drone)</b>	S – d10 P – d8 A – d6 C – d4 I – d6 D – d6	Guns-1d8 Notice-1d6 Brawling-1d6	Frostbite Assault Rifle (30ft, 1d10 Projectile, 1/clip, Guns)

*Sample Mechs*

<b>Name</b>	<b>Stats</b>	<b>Skills</b>	<b>Systems</b>	<b>Weight Class</b>	<b>Specialization</b>	<b>Weapons</b>
<b>Judas (Scout Mech)</b>	S – d10 P – d6 A – d8 C – 1d4 I – 1d6  Mech Modifier: 20	Melee - 1d8 Stealth – 1d6 Athletics – 1d6	Evasion-2 Sensors-2 Melee-3	Light	Assassin (Eliminate, Stealth Field)	Icepick Pressure Spike (melee, 1d6 Slashing, NA, Melee)
<b>Antenor (Command Mech)</b>	S – d6 P – d10 A – d6 C – 1d4 I – 1d8  Mech Modifier: 25	Artillery – 1d10 Notice – 1d6 Repair – 1d8	Sensors-4 Management Override-3 Fire Support Weapons-2	Command	Fire Support (Barrage, Forward Observer)	Cryolator (, 1d10 Scorching, 2/clip, Guns)  Blizzard Cannon (60 Mi, 1d8 Slashing, 3/clip, Artillery)

## Money, Work, and Rewards

**Money:** The universal standard for transactions and trading is Credits. Credits are an electronic currency meant to represent an approximate worth of things that have no assigned value such as mercenary work or a weapon manufactured by a certain faction. Things tend to cost hundreds of credits. A standard military assault rifle for instance costs roughly 500 credits across factions. 100 credits will buy a place to stay for a day as well as some food.

**Mercenary Work:** It's no secret that the morals of any given person in the Solar System vary not only from faction to faction but also from person to person. It would be difficult to find a Martian running a crime ring but it is still very possible.

Mercenary jobs are one of the easiest ways to make a quick batch of Credits in the System. Much like the people however, the ethics and legality of a job vary quite a bit from mission to mission.

### *Sample Mercenary work*

Job	Payment	Difficulty
Escorting a Scared Merchant	100 Credits divided amongst the party	Very Easy
Recovering a Black Box	120 Credits divided amongst the party	Easy
Smuggling Supplies	200 Credits divided amongst the party	Medium
Planting Explosives Beneath a Building	100 Credits each	Hard
Guiding a Transport through Hostile Territory	175 Credits each	Very Hard

**Government Work:** Depending on whom you ask, this is the most wholesome way to make money in The Solar System. On one hand, sanction government jobs not only pay well but also aid the local power in a way that can be very helpful! On the other hand, these days they almost always involve preparing for war or sabotaging a rival faction. The Martian Collective seems to be the only government that consistently offers ethical jobs.

**Reward Table**

Party Level	Suggested Adventure Reward
1-2	100 credits (3d6 x 10)
3-4	140 Credits (4d6 x 10)
5-6	180 Credits (4d8 x 10)
7-8	200 Credits (3d12 x 10)
9-10	200+ Credits

**Weapons and Items****Carrying Capacity**

*Character:* Player characters that go over their Carrying Capacity have their movement speed halved (rounded up) and roll with a -2 to all agility based rolls until they are underweight again.

*Mech:* Mechs have a pre-determined loadout designed by their pilot. This loadout cannot go over the base carrying capacity.

**Damage types**

*Healing:* Does not hurt target but heals it for the rolled HP.

*Leeching:* Heals the user for half the damage dealt rounded down on a successful attack.

*Projectile:* Fast moving objects that shred flesh and steel.

*Scorching:* Burn based damage that brutally destroys metal and man alike. It can come from a variety of sources and causes a *Heat System Malfunction* (disables component for a turn) on Duplicates.

*Slashing:* Cutting weapons. Typically used by melee weapons.

*Blunt:* Crushing blows that shatter bones and frames.

*Mech:* Multiplies the damage total by 100. Only weapons that deal this type of damage can harm Mechs.

## Weapons and Items

### Universal Weapons

NAME	RANGE	DAMAGE	AMMO	RELEVANT SKILL	PRICE	WEIGHT	CLASS RESTRICTION
PERSONAL HEAL RAY	10ft	1D8 Healing	NA	Medicine	150 Credits	4	Technician
SIPHON RAY	10ft	1D8 Leeching	NA	Medicine	250 Credits	4	Technician
ASSAULT RIFLE	30ft	1D8 Projectile	3/clip	Guns	500 Credits	3	None
SHOTGUN	10ft	3D4 Projectile	2/clip	Guns	500 Credits	3	None
POWER SWORD	Melee	1D10 Slashing	NA	Melee	1,000 Credits	3	Warrior
FIRESTORM RIFLE	25ft	1D8 Scorching	3/clip	Guns	1,200 Credits	3	Warrior
HEADSMAN SNIPER RIFLE	40ft	1D10 + 1 Projectile	2/clip	Artillery	1,000 Credits	4	Fire Support
POUNDER PERSONAL ARTILLERY	40ft	1D8 + 2	1/clip	Artillery	1,100 Credits	5	Fire Support
STILLETTO PISTOL	20ft	2D4 Projectile	4/clip	Guns	500 Credits	2	Assassin
SLASHER KNIFE	Melee	1D4 +1 Slashing	NA	Melee	400 Credits	1	Assassin
ANSWER MISSILE TUBE	40ft	1D12 Mech Damage	1/clip	Artillery	2,000 Credits	5	None

### Earthling Weapons

Name	Range	Damage	Ammo	Relevant Skill	Price	Weight	Class Restriction
Electro Repair Tool	Melee	1D4 Scorching(vs Human) Healing(vs Mechanical)	NA	Repair	200 Credits	2	None
Imperialist Rifle	30ft	2D6 Projectile	2/Clip	Guns	700 Credits	4	None



***Venusian Weapons***

Name	Range	Damage	Ammo	Relevant Skill	Price	Weight	Class Restriction
SpikeShot	15ft	1D4 Slashing	4/Clip	Guns	250 Credits	3	None
Venom Cannon	45ft	2D6 Scorching	1/Clip	Artillery	600 Credits	5	None

***Martian Weapons***

Name	Range	Damage	Ammo	Relevant Skill	Price	Weight	Class Restriction
Magistrate Rifle	40ft	1D6 Projectile	3/Clip	Guns	300 Credits	3	None
Cardinal Electro-staff	Melee	2D4	NA	Melee	250 Credits	2	None

***Banished Weapons***

Name	Range	Damage	Ammo	Relevant Skill	Price	Weight	Class Restriction
HeartSeeker rifle	30ft	2D4 Leeching	3/Clip	Guns	400 Credits	3	None
Hook Sword	Melee	1D8 Slashing	NA	Melee	200 Credits	2	None

***Mech Weapons***

Weapons for Mechs can be based on the template bellow with the following conversions:

*Range:* Multiply range by 20, convert to yards (10 ft become 200yds)

*Damage:* No change needs to be made, but remember that all damage needs to be multiplied by 100 unless the weapon already deals Mech Damage.

*Relevant Skill:* Mechs have a generic Weapons System that operates their class specific weapons and generic weapons.

*Price:* Multiply the price of a Mech weapon by 10. (A Personal Heal Ray would cost 1,500 for a mech)

**Armor**

Armor can be worn by anyone. Players may wear one suit of armor at a time.

<b>Name</b>	<b>Type</b>	<b>Armor Bonuses</b>	<b>Penalties</b>	<b>Stat Requirements</b>	<b>Price</b>	<b>Weight</b>	<b>Special Abilities</b>
<b>Space Suit</b>	Light	2	NA	NA	100 Credits	3	Allows wearer to survive in a vacuum.
<b>Hazard Suit</b>	Light	3	Na	NA	750 Credits	6	+3 to checks involving survival in toxic environments
<b>Grav-Armor</b>	Light	2	NA	NA	650 Credits	5	Jump twice as high with Athletics check. Stay airborne for 1 round.
<b>Exo-Suit</b>	Medium	5	-5ft Speed	2 Strength	2000 Credits	8	Once per Refuel, May add 1D4 Blunt damage to all successful melee attacks for 4 rounds
<b>Phantom-Suit</b>	Medium	4	NA	2 Agility	2000 Credits	7	Once per Refuel, become invisible for 5 rounds, giving all attacks and checks to see you -5.
<b>Power-Armor</b>	Heavy	8	-10ft Speed -2 Stealth	3 Strength	2500 Credits	9	Gives +1 to Athletics

<b>Titan-Skin</b>	Heavy	10	-10ft Speed -2 Agility -2 Stealth	4 Strength	4000	10	Gives +1 Strength
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### **Other Equipment**

#### *Survival*

<b>NAME</b>	<b>CHARGES</b>	<b>USES</b>	<b>PRICE</b>	<b>WEIGHT</b>
<b>SYNTHETIC FOOD GENERATOR</b>	21	3/Day	250 Credits	6

While the food itself often tastes horrible, it creates extremely nutrient rich meals. This machine can only be used 3 times per day, creating enough food for a registered party. Each time the machine is activated, it uses a charge.

<b>NAME</b>	<b>CHARGES</b>	<b>USES</b>	<b>PRICE</b>	<b>WEIGHT</b>
<b>WATER PURIFYER</b>	3	Any/Day	200 Credits	5

Every time you use a charge, you can convert 12 ounces of dirty/unsafe water into perfectly healthy drinking water. Frequently use by Earth residents.

<b>NAME</b>	<b>CHARGES</b>	<b>USES</b>	<b>PRICE</b>	<b>WEIGHT</b>
<b>AIR FILTERING MASK</b>	3	Any/Day	50 Credits	2

Provides fresh air in otherwise hostile environments. Each used charge lasts for 1 hour.

<b>NAME</b>	<b>CHARGES</b>	<b>USES</b>	<b>PRICE</b>	<b>WEIGHT</b>
<b>INSTA-TENT</b>	2	1/Day	300 Credits	5

Fits up to 3 people. After charging this device for a round, you can use an action to activate the tent. After 1 round of time, it instantly expands into a 30 ft. by 30 ft. giant tent. The tent lasts for 12 hours and costs one charge. After the 12 hour period, the tent will collapse into its storage device. Any creature that does not vacate the area of the tent must succeed a Reflex Check (Difficulty 13) or take 1d10 Blunt damage. This item has 2 charges.

*Energy*

NAME	CHARGES	USES	PRICE	WEIGHT
<b>COLLAPSIBLE POWER GENERATOR</b>	3	Any/Day	500 Credits	10

You gain 1 charge to any select item for every hour you spend resting during a Refuel.

NAME	CHARGES	USES	PRICE	WEIGHT
<b>ORE CELL</b>	NA	Any/Day	20 Credits	3

An Ore Cell is used to power up machines, alternative to charge, produces noxious gas.  
Earthling Made

NAME	CHARGES	USES	PRICE	WEIGHT
<b>POWER CELL</b>	NA	Any/Day	25 Credits	3

A Power Cell is used to run machines, alternative to charge, does NOT produce noxious gas.  
Martian Made.

*Utility*

NAME	CHARGES	USES	PRICE	WEIGHT
<b>JET PACK</b>	4	Any/Day	2000 Credits	9

This backpack snugly fits on the wearer and allows them to fly up to 30 ft as a Special Action. However, if a user takes damage while in the air with the pack, they must take a Reflex Check (Difficulty 8) or the pack detaches from the subject. For every 10 minutes of use, a charge is expended.

NAME	CHARGES	USES	PRICE	WEIGHT
SCANNER GOGGLES	4	Any/Day	100	1

You can use a charge to see through walls for two rounds.

### Image Credit

Banished Mech: <https://s-media-cache-ak0.pinimg.com/736x/64/7c/55/647c55236e57328e56208df5d1b642a2.jpg>

Venusian Mech:

[http://40.media.tumblr.com/0b7bd6cb4ecb82d06714aeb0f6aac56d/tumblr\\_my9asx9gyQ1syfpf9o1\\_1280.jpg](http://40.media.tumblr.com/0b7bd6cb4ecb82d06714aeb0f6aac56d/tumblr_my9asx9gyQ1syfpf9o1_1280.jpg)

Earthling Mech: <https://i.ytimg.com/vi/wmYIWu8tB1Q/maxresdefault.jpg>

Martian Mech: <http://img.masterunitlist.info/BattleMechs/3145/Shiro.png>