

Microlite 20 Mecha Revised

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Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf

This is an adaptation of the Microlite 20 Purest Essence rules for the creation of mecha. A mecha is a giant robot or mechanized suit of armor used for heavy industrial work, or more often, combat, like a massive tank with arms and legs, though your mecha may instead have wheels, skis or some other mode of transport. These rules will enable you to create any kind of mecha, from a personal battle suit to a team of robots that combine together to form a super-robot, strong enough to destroy a planet.

You'll need Purest Essence for rules on how to play and other rules not listed here. Non-mecha creatures, like humans, animals and monsters, are called "ordinary characters" in these rules.

Piloted Or Independent?

No matter what kind of mecha you create, the first decision you'll have to make is: who's controlling the mecha?

A *piloted* mecha is one that has a human (or alien, elf, or some other creature) inside it. In a battle suit, the mecha is wrapped head-to-toe around the human's body. In a larger mecha, a human sits in a cockpit in its torso or head, directing the mecha's movements and weapons from that central point.

An *independent* mecha is actually a robot itself, with a computer brain controlling its thoughts and actions. It's even possible for a smaller mecha to pilot another mecha.

Choose piloted or independent when creating your mecha character. A pilot's statistics do not affect the mecha's attacks and other actions.

Power Core

Each mecha holds at least one "power core" – a compact engine and fuel compartment stored in a protected section of the mecha. It can be described any way you wish: a miniature nuclear

reactor, nanotech energy generators, gasoline engine, magical sphere of force, etc. Each power core provides 10 Power Points for the mecha to use in a battle, or about 10 minutes (outside combat) before it is fully drained. Power cores can be combined (a mecha with 3 power cores has 30 Power Points per turn). Some equipment calls for the mecha to spend Power Points, though movement and basic controls (lifting, connecting to an outside computer, etc.) do not require Power Points.

A power core will recharge 1 Power Point per minute outside combat, and must be recovered in combat (see below). If a mecha ends its turn with 0 (zero) Power Points or less, there is potential that the power core or cores may melt down or even explode. Roll 1d10: on a result of 1, the power core is unstable. The pilot and anyone else inside the mecha must leave immediately, before the power core is destroyed, causing damage equal to Size Grade d12 to all targets in a circle Size Grade x 10 feet (or 2 spaces) around the mecha. For example, a Size Grade III mecha that is destroyed causes 3d12 damage in a 30 foot (6 spaces) radius.

Stats And Level

Mecha have three stats, similar to ordinary characters. Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Alternately, assign the stat scores 16, 13 and 11 in any order. After each major adventure, or when the game master chooses, each mecha gains a **Level**. Every three levels (Level 3, 6, 9, etc.), add +1 to one of the mecha's stats in the form of upgrades. All mecha begin at Level 1.

Chassis: The stability and lifting capability of the mecha's structural design and its hydraulics systems. This is the equivalent of an ordinary character's Strength stat.

Handling: The mecha's ability to move and

target its weapons, using its electronics and servo controls. This is the equivalent of an ordinary character's Dexterity stat.

Pilot or Cortex: The skill of the person operating the mecha (for a piloted mecha), or the performance ability of the mecha's computing "brain" power (for an independent mecha). This is the equivalent of an ordinary character's Mind stat.

After adjusting stat scores for Size Grade (see below) and equipment, determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

<u>Stat Score</u>	<u>Stat Bonus</u>
3	-4
4 – 5	-3
6 – 7	-2
8 – 9	-1
10 – 11	+0
12 – 13	+1
14 – 15	+2
16 – 17	+3
18	+4

Operating Systems (OS)

Where standard characters have skills, mecha have operating systems. There are four.

Combat: The offensive and defensive capabilities of the mecha. Half this value (round up) is the mecha's attack bonus (see below). This is the equivalent of an ordinary character's combat abilities – melee/hand-to-hand, missile/ranged and magic/supernatural (if possible).

Engineering: How well-maintained the mecha is kept by its mechanic and/or pit crew. A well-engineered and maintained mecha can often push beyond its initial design performance controls. This is the equivalent of an ordinary character's Physical skill.

Sensors: How well the mecha can process the information on its surrounding environment, as well as how to avoid or disarm other sensor systems. This is the equivalent of an ordinary character's Subterfuge skill.

Interface: How well a mecha's on board computers can interact with outside systems. This is the equivalent of an ordinary character's Knowledge and Communication skills, as a mecha's computer both stores its records and can upload and download information.

Each character starts with four OS points to be assigned to any operating systems the player chooses. Any OS points not assigned are lost. Roll higher than the Difficulty Class given in the adventure to succeed.

Operating System rank = 1 + OS points + bonus offered by Configuration (see below) + any other bonuses. When a mecha gains a Level, add +1 to each of the mecha's operating systems in the form of upgrades.

Slots

A mecha doesn't need to purchase equipment, armor and weapons. Instead, it is built by filling "slots": segments on its structure made to host guns and ammunition, computer controls, readouts for the pilot, etc.

Each Size Grade (below) lists the number of slots the mecha will hold, and each item of equipment and armament lists the number of slots it requires to be installed. Any slots not filled go unused. If a mecha picks up a new item, it must clear one or more slots before it can be used by the mecha.

The mecha's cockpit, power core or cores and basic mechanical and electronic elements do not take up slots. Each item of equipment or armament can only be purchased once.

Size Grade

Size Grade I: These mecha are common as industrial loaders, urban infantry, starship boarding actions and for police and military "power armor." Not much larger than a standard human, Size Grade I is the equivalent of a medium or large size ordinary character.

An attack by a Size Grade I mecha on an ordinary character causes the listed amount of damage (a Size Grade I mecha's machine

guns cause 1d6 damage to a human).

An attack by an ordinary character on a Size Grade I mecha causes at most $\frac{1}{2}$ the listed amount of damage (round down – a human firing a 2d6 machine gun causes 1d6 damage to a Size Grade I mecha).

Power Cores: 1 (10 Power Points)
Slots Available: 5
Stat Score: +2 Pilot or Cortex

Size Grade II: Designed as the standard battlefield model, Size Grade II mecha are a good balance between production cost and effectiveness in the various theaters of war. Most shape-changing mecha, ones that can switch between a humanoid and vehicle, animal or object form, are also this size. Size Grade II is the equivalent of a huge or gargantuan size ordinary character.

An attack by a Size Grade II mecha on an ordinary character causes 5 times the listed amount of damage (a Size Grade II mecha's machine guns cause 5d6 damage to a human).

An attack by an ordinary character on a Size Grade II mecha causes at most 1d3 points of damage, no matter what the weapon's normal damage (a human firing a 2d6 machine gun causes 1d3 points of damage to a Size Grade II mecha).

Power Cores: 2 (20 Power Points)
Slots Available: 10
Stat Score: +2 Handling

Size Grade III: These massive machines of war are seen sparingly on the battlefield, typically used as mobile artillery. They are more commonly used in space combat campaigns against starships or other mecha. Combiners, shape-changing mecha that can connect together to form a larger mecha, are this size. Size Grade III is the equivalent of a gargantuan or colossal size ordinary character.

An attack by a Size Grade III mecha on an ordinary character causes 10 times the listed

amount of damage (a Size Grade III mecha's machine guns cause 10d6 damage to a human).

An attack by an ordinary character on a Size Grade III mecha cannot cause any damage at all, no matter what the weapon's normal damage (a human firing a 2d6 machine gun causes no damage to a Size Grade III mecha).

Power Cores: 3 (30 Power Points)
Slots Available: 15
Stat Score: +2 Chassis

Configuration

A mecha's configuration is its primary purpose in and out of combat. Each provides a bonus to one operating system and some other special ability. While Size Grade is equivalent to an ordinary character's race, Configuration is equivalent to an ordinary character's class.

Assault: Designed with weapons and armor for heavy combat use. Nicknamed the “soldier bot.”
Operating System: +3 Combat
Special Ability: +1 free slot, which must be used for an armament (not non-combat equipment).

Industrial: Used for heavy lifting and carrying, in construction, terrain modification, etc. Nicknamed the “salaryman bot.”
Operating System: +3 Engineering
Special Ability: +1 free slot, which must be used for an item of non-combat equipment (not armament).

Infiltrator: Used for reconnaissance. Often slightly smaller than similar mecha, these have sound and video dampeners to keep them concealed and protected from bigger, tougher mecha. Nicknamed the “scout bot.”
Operating System: +3 Sensors
Special Ability: +2 to Armor Class. Add another +1 to Armor Class after three Levels (Level 3, 6, 9, etc.).

Support: Used as the standard service and repair model. Nicknamed the “scientist bot.”
Operating System: +3 Interface
Special Ability: Each turn this mecha is in melee/hand-to-hand distance with another

mecha, it can repair +2d6 hit points to that mecha (or to itself). It requires 1 Power Point each time.

Combat Data

Armor Class: 10 + Handling stat bonus + Infiltrator special ability + any armor armament.

Hit Points: Chassis stat score + 5 (for Size Grade I) or +10 (for Size Grade II) or +20 (for Size Grade III). Add +2 hit points each time the character gains a Level. If a mecha's hit points fall to 0 (zero), damage is removed from Power Points (see above). A mecha can not be restored to more than its initial hit points.

Initiative: 1d20 + Handling stat bonus.

On its turn, a mecha can move once and take other actions, including attacks, using equipment, and attempting other rolls using operating systems. Each action, except for that first move, "costs" a certain number of Power Points. A mecha can keep acting until it ends its turn or runs out of Power Points.

Moving additional times in a turn uses 2 Power Points per time after the first. A Size Grade I mecha normally moves 30 feet (6 spaces on a standard battle map) per turn. A Size Grade II or III mecha normally moves 60 feet (12 spaces) per turn.

Attacks are: 1d20 + ½ Combat Operating System (round up) rank vs Armor Class. This works even if a mecha is facing an ordinary character – it's the damage that is affected (see Size Grade, above). Power Points for the attack (listed by the armament) are spent before the attack is rolled. A mecha can make multiple attacks in a single turn, but each must use a different armament. All attacks have a bonus equal to ½ Combat Operating System, whether it is using a fist, a gun, or any other weapon, since they all rely on the mecha's design and functionality.

To perform another action, determine which stat and operating system will best fit the action. Spend 1 Power Point (or more, if the game master decides the action is especially complex or demands a lot of energy), then roll 1d20 + Stat Bonus + Operating System rank vs a

difficulty determined by the game master (often 10 or 15).

If a mecha does not move, attack or take any other action on its turn in combat, it will recover 1d6 Power Points.

Non-Combat Equipment

Additional Cockpit: This can be used as a separate gunner's control, engineering station, or for a passenger. Each turn, add +1d6 to one roll your mecha makes. You must decide which roll you will use this bonus for before you roll any dice. Slots used: 2, Power Points used: none

Additional Power Core: +10 power points. Slots used: 2, Power Points used: none

Advanced Comm Center: Used in tactical relays, scientific analysis and jamming enemy communication systems. +3 Interface when applied. Slots used: 1, Power Points used: 1 per turn this bonus is applied

Advanced Diagnostics: If a mecha does not move, attack or take any other action on its turn in combat, it will recover 1d12 Power Points, instead of the regular 1d6. Slots used: 1, Power Points used: none

Advanced Sensor Array: +3 Sensors when applied. Slots used: 1, Power Points used: 1 per turn this bonus is applied

Afterburner: This oversized engine doubles the range of a jump pack and the speed of thrusters (one afterburner will apply to either or both items). Slots used: 1, Power Points used: 2 Power Points per turn along with jump pack, 1 Power Point per turn along with thrusters.

Anti-Gravity Functionality: A series of stabilizers and small maneuvering thrusters that enable a mecha to function in space. It operates at the same speed and with the same operating system capability as it does on land. Slots used: 1, Power Points used: 1 per turn

Back-Up Systems: These redundant coolant and alarms help prevent a core breach. If you are rolling to see if a power core is unstable, roll 1d20 instead of 1d10. Slots used: 1, Power Points used: none

Gestalt Formatting: As its entire turn, a mecha can combine with other mecha to form part of a larger mecha, called a combiner (one Size Grade larger than itself – Size Grade III mecha cannot select this item). When combined, the mecha uses the best stat and operating system numbers of its individual mecha for each dice roll. The players of each mecha in the combined mecha must decide which of them will control the combiner mecha while together. Slots used: 1, Power Points used: 5 per combination action (coming together or separating).

Jump Pack: This system allows the mecha to make short rocket-assisted jumps of up to 1 kilometer (10 spaces in one turn). Size Grade III mecha cannot use this item. Slots used: 2, Power Points used: 2 per turn

Life Support System: The mecha is sealed and treated for aquatic or off-world operations. Slots used: 1, Power Points used: none

Lifters: Special lifting arms or crane with winch. +2 to Chassis stat score. Slots used: 2, Power Points used: none

Nanorepair Unit: The mecha can repair 3 hit points to itself, and can still take other actions on this turn. Slots used: 1, Power Points used: 3 per turn

Neural Link: A direct link to the pilot's brain increases reaction time. This item can only be used by piloted mecha. +2 to Pilot stat score. Slots used: 1, Power Points used: none

Remote: A small vehicle often used by the mecha to silently observe or move into dangerous situations. The remote can hold a small amount of material (it is not big enough to hold another mecha or an ordinary character). The remote cannot make attacks, but uses the mecha's AC if it is attacked. The mecha controls its remote. It can take one action per turn, in addition to the mecha's actions. Slots used: 2, Power Points used: 1 to launch the remote

Reserve Power Supply: A small generator holds reserve energy, providing the mecha with +5 Power Points. Slots used: 1, Power Points used: none

Shape-Changing Matrix: Allows a mecha to engage a physical transformation, changing it into a vehicle, robotic animal or object form and back. The shape-change takes

place instantaneously. In its alternate form, the mecha has all the capabilities of that vehicle, creature or object, and can still communicate in spoken language. +5 Sensors to appear as a "normal" vehicle, animal or object when in that form. Slots used: 1, Power Points used: 2 per shape-change (from mecha to other form or the reverse).

Structural Enhancement: The mecha is built to absorb additional damage, providing +5 initial hit points. Slots used: 1, Power Points used: none

Thermoptic Camouflage: Light refraction and camouflage paint enable a mecha to blend in with its surroundings. +10 Sensors, but only to avoid detection. Slots used: 1, Power Points used: 1 per turn

Thrusters: These rocket engines enable a mecha to fly through the air as fast as it can walk. Terrain will not affect the mecha's movement. It can still attack and be attacked by other mecha, but only with ranged weapons. Slots used: 2, Power Points used: 3 to launch, +1 point per turn to remain in the air until the next turn.

Wings: +5 to Combat, Engineering and Sensors, but only when in flight. Thrusters are required to actually begin and end flight. Slots used: 2, Power Points used: none

Armaments

Armor, Light Mecha: +2 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 2, Power Points used: none

Armor, Medium Mecha: +4 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 4, Power Points used: none

Armor, Heavy Mecha: +8 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 8, Power Points used: none

Tactical Shield: +1 Armor Class. Slots used: 1, Power Points used: none

Gladiator Enhancement: The mecha has specialized combat ability when fighting face to face. +1 to hit with a melee/hand-to-hand attack per Power Point spent. Slots

used: 1, Power Points used: 1 to 5 per turn this bonus is applied

Ion Cannon: No damage to hit points, but the enemy suffers a -1d6 penalty to all rolls on its next turn. Slots used: 2, Power Points used: 5 per attack.

Laser Blaster: 3d6 damage. Slots used: 2, Power Points used: 6 per attack.

Machine Guns: 1d6 damage. Slots used: 1, Power Points used: 4 per attack.

Mass Cannon: 2d12 damage. Slots used: 2, Power Points used: 6 per attack.

Mecha-Sized Hand Weapon: Size Grade I: 1d8, Size Grade II: 2d8, Size Grade III: 3d8 damage. Slots used: none, Power Points used: 4 per attack. This weapon can be used in melee/hand-to-hand combat only. Choose a specific weapon, like axe, sword or club.

Missile Pods: 1d20 damage. Slots used: 2, Power Points used: 8 per attack. Fires a barrage of 20 small missiles. The die roll indicates how many hit their mark.

Plasma Cannon or Rail Gun: 2d10+5 damage.

Slots used: 3, Power Points used: 7 per attack.

Punch or Crush (landing on another mecha): Size Grade I: 1d6, Size Grade II: 2d6, Size Grade III: 3d6 damage. Slots used: none, Power Points used: 4 per attack. This weapon can be used in melee/hand-to-hand combat only.

Targeting System: The mecha has specialized combat ability with long-range attacks. +1 to hit with a missile/ranged attack per Power Point spent. Slots used: 1, Power Points used: 1 to 5 per turn this bonus is applied

Recoilless Rifle: 2d10 damage. Slots used: 2, Power Points used: 5 per attack.

Rocket Launcher: 1d8 damage. Slots used: 1, Power Points used: 5 per attack.

Shockwave Pulse Emitter: 2d8 damage. Slots used: 3, Power Points used: 7 per attack. It fires an electromagnetic pulse that fries electrical systems, sparks flammable materials, and sends targets flying an additional 10 feet (2 spaces) per point of damage suffered.

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