Battle Century G
System Reference Document

Hey, thanks for giving Battle Century G a chance, I hope you have a lot of fun with it. As I like to say, "Games are meant to be played." and that is why I'm giving out the rules of the game for free in this System Reference Document. This is not the proper Battle Century G game book, that one explains itself in detail through 200 pages, while this one is around 70.

If you like the game, you can read more at http://gimmicklabs.blogspot.com and get the full book there with a setting ready to play and several houserules to change the game to suit your taste, among other things. Thanks for your support! But more importantly, thanks for playing Battle Century G.

Rules Version 1.2

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Episodes in a Nutshell

Every time the group gets together to play is called an Episode. Episodes are divided into Intermissions (when the Pilots shine) and Operations (when the Mecha come out). Usually the GM sets the very first Intermission Scene by gathering the cast of characters with a common goal.

Before the Operation proper starts though, the players should be informed of who they are fighting and why, where and when the battle will take place, and any special conditions for victory and defeat. I recommend a short Scene for a quick briefing detailing the Operation in-character.

The Operation itself is an action Scene and is much like those that can happen during Intermissions, but it has slightly more complex and formalized rules. It does boil down to a pretty simple premise though: Where there are giant robots, they will fight.

After that you might want to have one last, very short Intermission just to wrap up today's events, perhaps debriefing the Pilots and letting everyone make a closing statement of some kind.

To summarize, an Episode of Battle Century G is very much like an episode of your typical Mecha anime, but narrated by your playing group.

Scenes

Most Scenes are Intermissions, in which PCs take center stage and help progress the story forward. Mecha are nothing without their Pilot, so the Pilots get more screentime. Scenes begin with the GM describing when and where it is taking place, but sometimes Players can be involved in setting the stage as well. If a Scene takes place in the house of a PC, the Player who controls said character should get to call the shots describing the place and who may be invited inside.

Sooner or later you will need to figure out whether the characters get what they want or not. Sometimes they win, sometimes they lose, and sometimes they scrape by just enough to make things work out. That's where the rules come in. Characters are measured in what they can do and how well they can do it through their Attributes, which are used to perform Tests.

Advancement

After every Episode your PC is granted a few Experience Points (XP) by the GM. XP is used to measure how much a PC grows and develops over time, improving their natural talents and learning new ones. Mecha also get stronger as the story advances, through enhancing existing equipment and installing new parts.

Whenever you gain XP you should note down the amount and add it to your XP total in your character and mecha sheets to keep track of it. That way you can check just how far your character and mecha have come.

But XP don't really do anything on their own. Instead, **whenever you gain XP you also gain the same amount of Character Points and Mecha Points**. Character Points may be used to augment your PC's Attributes and get new Skills or Traits. Mecha Points are spent on your Mecha's Attributes and on new Upgrades or Weapons.

Genre Points

Your number of Starting Genre Points is equal to your Power Level (usually one, two or three). You gain more Genre Points every time you roleplay one of your Genre Themes, though they reset back to your Power Level at the beginning of a new Episode.

Pilot Attributes

Fitness
Fitness measures a character's physical ability and helps them pull off feats of raw strength, gymnastic flexibility, and long-term endurance.

Intellect
Intellect denotes whether a character is smart, in the sense that it handles being knowledgeable plus a dose of worldly awareness. Note that Intellect does not correlate directly to education, as a character might just have poor book learning abilities but still have enough wits to spare for tricking everyone around them.

Charm
Charm helps a character perform well socially. The empathic character can tell exactly who he should talk to, how to talk to them, and surprisingly has the tendency to make more friends than enemies.

Awareness
Awareness keeps someone attuned to their surroundings, being perceptive, memorious and with an empathic understanding of other people. With Awareness one can tell a lie from the truth using body language or noticing small but crucial contradicting details.

Willpower
Willpower is a combination of a character's toughness, composure and morale. It helps them stand their ground against things that wish they rather didn't.

Resources
Resources represents how well grounded a character is from an economic and social standpoint. It does this in the form of connections, material wealth, and the general stability that modern life in a city demands.

Mecha Attributes

Might
From efficient targeting systems to raw offensive power, Might is the Attribute that gauges just how good the Mecha is at making other Mecha explode.

Guard
As the counterpart to Might, Guard makes your Mecha harder to damage through a combination of evasive maneuvers and tough armor.

Threshold
Threshold is the second half of making a giant robot that can withstand assault. It represents how sturdy the Mecha is and how well it holds against damage after its defenses have been breached.

Energy
Energy is consumed every time the Mecha uses certain abilities, like energy barriers or beam weapons. Mecha will replenish their Energy reserves every Turn, if the Attribute itself is low it won't do much for them.

Systems
Sometimes you need to use your Mecha for things that require a touch of skill or technical know-how, such as manipulating small objects with your huge metal hands, decoding enemy communications, or managing fire suppression systems. That's what Systems handles.

Speed
To no one's surprise, giant robots are faster than people. The method doesn't matter, you might fly, run, or float around if you so desire, but this Attribute is what gauges it.

Here is a handy list to Attributes and what each value represents. These things should be easy to notice and readily observable by characters who get to know each other a little.

Rank 0: Crippled - An Attribute this low makes for a character with a noticeable handicap. They might be missing body parts, they suffer a mental illness, or something as dire.

Rank 1 or 2: Poor - The character is either impaired in that attribute or really doesn't have any scrap of natural talent. Usually they also don't care enough to put in the effort and improve either.

Rank 3 or 4: Mediocre - The character is unexceptional, and, while they're not particularly bad, they're easy pickings in a competition against someone who knows what they're doing.

Rank 5 or 6: Good - The character either has a solid natural talent or has trained themselves considerably. Their skill level is enough to stand out from the crowd.

Rank 7 or 8: Notable - The character is distinguished among peers in the same field for their abilities and likely practices them often. They are obviously exceptional, and everyone who knows them is aware of their expertise.

Rank 9 or 10: Outstanding - The character has achieved a level of capability only obtainable through impressive natural gifts *and* extensive practice. Not many ever reach this point, and those who do are usually widely recognized for it.

Rank 11 and Beyond: Legendary - The character is a genius the kind that is born once every several centuries. If put to use, such a level of ability will earn its owner a place in the history books.

If an Attribute gets to the Legendary level, it should become relevant to the story somehow - The Character is a record-breaking master of their domain after all, that should get them noticed!

Power Levels

Level 0: Faceless (0-30 XP) - Who are you again? Little to nothing sets you apart from the crowds of mooks and extras, and your Mecha is nothing special either.

Level 1: Talented (31-60 XP) - You are full of potential and well on your way to making a name for yourself. You are still getting used to your Mecha, but it is clearly better than the norm.

Level 2: Heroic (61-90 XP) - You have earned a name as someone of considerable skill. Your Mecha has improved its performance cosiderably and, thanks to you, is now showing its true power.

Level 3: Elite (91-120 XP) - You are now a master of your domain or a true jack of all trades, with your Mecha reaching the expected peak of power. A mid-season Upgrade is imminent.

Level 4: Mythical (121-150 XP) - As a mover and shaker yourself, you are admired by allies and feared by enemies. Your Mecha is by now an early next generation model, or at least the practical equivalent.

Level 5: Godly (150+ XP) - You and your giant robot are considered utter badasses and weapons of mass destruction, capable of shutting down entire armies by yourselves.

Tests

A Test is a roll of 1d10 + One of your Attributes against a Difficulty Number. This number can be static, a variable depending on someone else's Attributes, or the result of another Test. If you have appropriate Skills and Traits to the Test, you gain one or more Advantages to it.

Difficulty Benchmarks

DN 5: Easier in Fiction than Real Life - Capturing the attention of a crowd, shooting blanks with a gun accurately, crafting a Molotov cocktail.

DN 10: Leave it to the Experts - Finding shelter in the wild during winter, disarming a bomb, seducing someone for information.

DN 15: Really Impressive Stuff - Kicking open an apartment door, distracting the big bad with a monologue of your own, infiltrating a military prison.

DN 20: Against all Odds - Winning the olympics, restoring data from a formatted hard drive, bringing someone back from the brink of death.

Advantages and Disadvantages

An Advantage lets you roll an additional d10 with your Test and pick the better roll of the two dice. Multiple Advantages let you pick one dice out of three, four or possibly more. A Disadvantage is the inverse, forcing you to pick the worse result of the dice rolled, and they stack in the same way. Advantages and Disadvantages cancel each other out.

Players may trade in their Advantages for a bonus of +2 to the result. The GM may also trade away a single Disadvantage a PC is suffering to raise the DN by 2. You can trade one Advantage or Disadvantage this way or all of them, as you choose.

Contested Tests
Contested Tests are used when you are in a direct competition against another PC or NPC but are not trying to harm each other. Racing each other or trying to win over the same audience, for example, would be Contested Tests. In a Contested Test you both roll at the same time, and **the one who rolls the highest result is the winner.** If you were tied, you might continue Testing until the stalemate breaks. Contested Tests do benefit from Skills, if the participants have any that are applicable. Though do note that generally you both will be using the same Attributes and Skills, you can still try to chase someone on foot while they are riding a vehicle, which both use different Skills. Advantages and Disadvantages should be granted to both participants as appropriate.

Extended Tests
Extended Tests require constant applied work or let you try time and time again to earn a better result. They are much like regular Skill Tests **except you may continue rolling after the first attempt** to reverse a misstep or just to improve your existing success.The GM may impose a **limit on the maximum number of times you may take your chances**, or simply state that every roll takes a considerable amount of time for your character that they cannot quite afford to waste. Extended Tests can carry dangerous consequences just like Skill Tests, and failure in those circumstances will deal Damage to you for each attempt.

1 Minute or less (Simple): You probably shouldn't bother rolling this unless there's a considerable chance of irreparable failure, injury or similar. Examples include picking a lock or driving a vehicle.

1 Hour (Challenging): Tasks like these will usually take an entire day to get them just right, or you can spend a handful of hours to get the gist of it. Researching a tough subject or finding food and shelter in a forest are appropriate examples.

1 Day (Intense): These are tasks you quite simply just can't do without spending considerable time throughout one or more weeks. This could be anything from asking around town for clues about a case to taking part in a continental rally.

1 Week (Exhausting): By this point what you are doing is probably better handled off-screen, such as writing a best seller or building your own house from the ground up.

Mixed Tests

Sometimes what you're trying to do isn't so simple or straightforward to require only a single Skill, or even a single Attribute. Sometimes what you're trying to do even requires multiple different actions in quick succession. These actions are usually unique and fairly different from each other, ranging from trying to shoot pursuers while riding a motorcycle across a chasm, to sneaking your way behind a guard and backstabbing them fatally. During those times what you use are Mixed Tests.

A Mixed Test is, quite simply, **two (or more) Tests rolled at the same time using the same dice, averaging your Ranks in the appropriate Attributes and doing the same for any Advantages or Disadvantages as well**. **The DN to beat** in these instances is **that of the most difficult task of the two**. Remember that any fractions you end up with are always rounded down.

Help Tests

Help Tests take place when you try to aid a friend who is about to perform a Test of their own. Lifting someone up to help them climb a fence and being someone's wingman are both applicable examples.

For a Help Test you Test the corresponding combination of Skill and Attribute of what this help would entail, but don't compare it against the DN itself. Instead you simply try to do your best to help someone else as they contend with the task's DN with your aid. **Your friend will gain an Advantage to their own Test for each multiple of 10 that you meet with your Help Test.** Granting more than one Advantage may overshadow the guy who was supposed to actually get work done.

Healing Tests

Your damaged Layers do not need you to tend to them, but you can still give them a hand to grow back faster. Healing Tests are almost always done through the Medicine Skill. Before the roll you must announce the Layer of Plot Armor you intend to heal, and will only heal that Layer if you succeed. The same Layer may not be treated again by anyone until the Episode Arc is over. **You may heal the first Layer of Plot Armor on a result of 10 or more, the second with a 15 or more, and you need a 20 to heal the third.**

Equipment Tests

You can temporarily obtain Equipment, as in the Traits with the same name, through the Resources Attribute. This will usually require a Scene to go and look for such goods, or at least a break in the action to give you enough time to do so. **You need a result of at least 10 to acquire Equipment with a Cost of 5, and a result of 20 to get Equipment with a Cost of 10.** Your wallet is not bottomless, though! After a successful Equipment Test, **further Resources Tests during the same Episode are at a Disadvantage.** This temporary Equipment lasts only until the end of the current Episode. After that it breaks, you return it to the rental shop, or it just gets lost in your attic.

Defense and Damage

All Pilots have a Defense sub-Attribute that protects them from harm. To strike at a Pilot, you must beat their Defense DN with with your Test. Defense is a combination of reflexes, ability to read the moves of others, and quick thinking. F**or Pilots its value is equal to Awareness plus 5.** If you are lucky, talented, or both then you inflict Damage equal to the amount you passed their Defense DN by.

Plot Armor

Whenever a Pilot suffers Damage, they lose that many points of Plot Armor. Plot Armor is subdivided into three Layers, each with a number of points equal to the Character's Willpower. When you take Damage, the first Layer loses points. When a Layer is empty of points, you lose that Layer and the Layer immediately below it is the one to receive Damage afterwards, and so on.

When losing a Layer, you must Test Willpower against a DN of 10 for losing the first Layer, a DN of 15 for the second layer, and a DN of 20 for the third Layer. Failing any of these Tests means that you are defeated instantly. The first Layer of Plot Armor restores all of its points between Scenes, the second Layer does so between Episodes, and the third Layer heals between Episode Arcs.

Matches

Matches take place when the conflict in a Scene escalates to the point that two or more characters get overtly violent with each other, usually lasting until at least one of them has been rendered unconscious or worse. A Match is subdivided in Rounds that keep track of how long the Match has taken. **Rounds are divided into Turns**, with one Turn per every character involved in the Match. **During their Turn, a Character takes an Action**. Anything of importance that happens during a Turn should be narrated by the player responsible for said event or by the GM.

Tension

Tension is a dynamic number that increases after every Round has passed, starting at 1 for the first Round. Tests made to hurt an Enemy add the current Tension to their Attributes to calculate the result of a Test.

Match Structure

Step 0: Surprise
When a Character gets the jump on another, like during an ambush, there is a Surprise Round with a Tension of 0 before the Match proper begins. The attacking character gets a Turn during this Surprise Round before the defender even gets a chance to roll for Initiative, and they have an Advantage to any Offensive or Disruption Tests against those surprised. If multiple characters benefit from surprise, they go in whichever order they see fit.

Step 1: Establishing Initiative
Determine who goes first with a Mixed Awareness and Fitness Test from each participant. The result will become the Character's Initiative for this Match, and it represents how fast they can act in comparison to other characters. Once everyone's Initiatives are all rolled, order them from highest to lowest and note their order down. Allies may trade their Initiatives with each other at the beginning of a new Round if they both want to do so.

Step 2: Setting Tension
Set Tension to 1 before the beginning of the first Round. Tension rises at the end of each Round by 1. Whenever any Character performs an Offensive Test, they add the current Tension as a bonus to the roll.

Step 3: Starting the Round
Once Round 1 begins, Characters begin taking Turns following the order of Initiative from highest to lowest, and from fastest to slowest. Each Character has a chance to take an Action during their own Turn. Turns are divided into three Phases, so we'll tackle each part of a character's Turn in order.

Step 4.1: Beginning Phase
During the Beginning phase, the Player decides what their Character will do and how. They may also do things that are simple enough to not require using up a whole Turn or roll any Tests. Talking to each other, readying a firearm, and taking a few steps are good examples of things you can do in the Beginning Phase. Once the Player is done with these and has decided on their Action for the Turn, the Action Phase begins. Also any abilities activated during a Player's Turn that have a duration of one Round will end at the beginning of their next Turn.

Step 4.2: Action Phase
As part of taking their Action for the Turn, the PC may Move from one adjacent Zone to another, but the movement takes place before the rest of the Action, not after. Most Actions require you to roll Tests. When all Actions have been resolved by the rules, proceed to the End Phase.

Step 4.3: End Phase
After Characters take their Actions, the effects of said Actions are to be narrated and described. When a Turn ends, the character with the next highest Initiative starts their Turn, and the sequence continues until the Round has ended.

Step 5: Ending the Round
When the Round finishes, Tension increases by 1 and the order of Initiative resets back to the first Character. You do not have to reroll everyone's Initiatives. Repeat Steps 3 through 5 as necessary until the Operation has ended.

Match Actions

These are the special things you can do during a Match, but they are not the *only* things you can do. If you need to do do things that don't involve trying to hurt someone else or defend yourself, you can still do those as normal.

Only Offensive Tests benefit from Tension, the ones **made with the Attack and Disrupt Actions**.

When using an Offensive Test you can Move towards the target or circle around them. You can also stand still, but **they don't let you go backwards or otherwise increase distance between you and your target.**

Attack

Sometimes things inevitably come down to violence, and that's what Offensive Tests are for. **Offensive Tests are used during Matches after Initiative has been rolled**, and are much like a Skill Test except that **the DN to beat is equal to the opponent's Defense**.

If you are lucky, talented, or both then you **inflict Damage and cause them to lose Plot Armor equal to the amount you passed their Defense DN by.**

If you just barely meet the DN, then it does not have a visible effect even though narratively speaking, any onlooker will realize it should have.

Attacks are not always physical, Plot Armor represents physical and mental health after all. A psychic assault will also cause harm. Traumatic experiences may paralyze a character with fear, make them pass out, or worse.

Buildup

You take your time to improve your next Offensive Test. Choose a target, your next Offensive Test against the chosen target **gains two Advantages**.

Even if you continue to Buildup, you will not gain benefit from it after the first time. If you take any other Action before attacking them, you lose the benefits of Buildup.

Delay

Choose any other Action and another Character's Initiative. You take your Action right after that Character's Turn. You don't need to specify how you want to use your Action, you can say you want to Attack but not who you will Attack, for instance.

Disrupt

Instead of trying to overpower your foe from the get go, you interfere with their game plan and make it harder for them to fight back. Pinning someone down or shooting to provide a friend with cover are good examples.

You **make an Offensive Test as normal** but you only deal half the usual Damage you would do. If you at least meet the DN, then **the Enemy suffers a Disadvantage to all Tests for a Round.**

Maneuver

You don't want to hurt anyone... Or at least not right here and right now. For the time being, you'd rather just not get hurt yourself.

Choose an Attribute you could use to Attack in these circumstances. You increase your Defense by an amount equal to that Attribute for a Round. You may give this Defense bonus to an Ally within the same one instead of keeping it for yourself. Multiple Maneuvers do not stack together, using only the highest Defense bonus of the bunch.

Run

You pick up the pace and hustle, moving as fast as you can manage. **Move two Zones instead of just one.** You don't need to roll any Tests, and you don't have to Move in a straight line either.

If what you want is to escape from the Match you should just use a Contested Athletics (or equivalent) Test. Otherwise your pursuers can just Run themselves to keep up forever.

Damage and Defeat

Plot Armor is subdivided into three Layers. **When you take Damage, it goes to the first Layer. When a Layer cannot take any more Damage, you lose that Layer and the Layer immediately below it is the one to receive Damage afterwards**, and so on.

When losing a Layer, you must **Test Willpower against a DN of 10 for losing the first Layer, a DN of 15 for the second layer, and a DN of 20 for the third Layer**. **Failing** any of these Tests **means that you are defeated** instantly.

Should you pass your last Test, you may continue going on until you take Damage again, at which point you will have to make another DN 20 Test. Damage to your Plot Armor heals naturally over time.

The first Layer of Plot Armor restores all of its points between Scenes, the second Layer does so between Episodes, and the third Layer heals between Episode Arcs.

Proxies

Sometimes you don't take the damage, but an object in your possession does, like your car when you're being shot at during a chase scene. In these cases you do battle using Proxies. A Proxy uses your Attributes, Skills, Traits and everything else that could reasonably apply to an object under your control.

You perform the Match just as you would any other, but you don't suffer the effects of damage yourself at first, instead you have a fourth Layer of Plot Armor to represent your Proxy. Damage applies to the Proxy until its single Layer of Plot Armor is destroyed, at which point the object in question remains unusable until the end of the Episode.

Proxies may benefit from Heal Tests (though they use Skills like Craftsmanship instead of Medicine) having a DN of 5 to do so, though fixing up an individual Proxy may only be done once per Episode - More than that is asking for the items to break down for good.

Zones

The areas where the action take place are called Zones; a Zone is essentially a small area people can move in and out of in just a few seconds. For instance a house is broken into individual rooms and hallways, each of which is a different Zone. Characters may only use Tests to attack Characters in the same Zone. Relocating from one Zone to another takes an Action.

Operations

Operations are like Matches that involve giant robots, but with a few special rules of their own. **The term Unit refers to both Pilot and Mecha as one entity during Operations. Player Character Units are usually Allies. All Units that are Allies with each other are collectively called a Squad.**

Mecha are superior to regular characters in almost every way. They can cover multiple Zones per Turn whereas the Pilot can hardly do one in that timeframe, they withstand attacks that would more or less vaporize a regular person, and are generally in a league of their own. This is why they, for the most part, operate on rules that are similar but separate to those of the PCs. A **Pilot's Attributes, Skills and Traits have no bearing on Operations**, the grand majority of the time only their Genre Powers will be relevant.

Operation Structure

Step 0: Choosing Equipment
Units with Combinations or Alternate Forms must choose how they will deploy. This step does not always apply, and it takes place before the Operation proper begins, hence it is "Step 0".

Step 1: Establishing Initiative
Determine who goes first by **having each Unit Test Speed**, and use the result is **the Unit's Initiative. The highest Initiative number goes first, with the order of play progressing to the next highest number and so on.** Units may freely trade their Initiative results with friendlies at the beginning of a new Round.

Step 2: Entering Formation
At the start of an Operation each Unit enters formation, if there is a Base Unit it deploys first, usually at the edge of the battlefield. Other than Base Units, which always receive priority, the Unit that takes its turn first is also the first to enter formation, the same is true for the second Unit, and so on until all Units have taken their place. Squads with a Base Unit may either deploy a number of Zones away from their Base Unit no higher than their Speed or dock inside of it. If there is no Base Unit, each side usually starts at the edge of the battlefield.

Step 3: Setting Tension
Set Tension to 1 before the beginning of the first Round. **Tension rises at the end of each Round by 1.** Whenever a Character performs an Offensive Action that necessitates a Test, **they add the current Tension as a bonus to Might Tests.**

Step 4: Starting the Round
Once Round 1 begins, the Initiative Order proceeds from highest to lowest, giving each Character an Action during their own Turns. Turns are divided into three Phases, so we'll tackle each part of a character's Turn in order.

Step 5.1: Beginning Phase
During the Beginning phase, the Unit refreshes all Energy spent and decides how they will act this turn. This means they decide what they will do and how. They may also use abilities that do not require an Action to be performed, such as the use of Setup Genre Powers. Once the Player is done using abilities and has decided on their Action for the Turn, the phase ends and the Action Phase begins. A Unit with multiple abilities that do things 'at the beginning of a Turn' can choose the order in which they happen. Also any abilities activated during a Player's Turn that have a duration of one Round will end at the beginning of their next Turn.

Step 5.2: Action Phase
As part of taking their Action for the Turn, the PC may Move a number of Zones equal to their Speed Attribute before the Action proper takes place, but not afterwards. Actions generally require Tests, and after resolving the Test you are to proceed to the End Phase.

Step 5.3: End Phase
The Player and GM describe and narrate what has taken place during the Turn. When a Turn ends, the character next in the Initiative order starts their own Turn, and the sequence continues until the Round has ended.

Step 6: Ending the Round
When the Round finishes, Tension increases by 1 and the order of Initiative resets back to the first Unit. You do not have to reroll everyone's Initiatives. Repeat Steps 4 through 6 as necessary until the Operation has ended.

Zones and Ranges

Battle Century G abstracts distances and treats all Mecha as if they were roughly the same size. Very large or very small Mecha are represented through flavorful distribution of Attributes. For example, a small and fast Mecha would have high Guard and Speed but low Threshold and Might.

But back to terrain and movement. Every meaningful lot of Terrain during an Operation is a **Zone,** a designated area with no clearly defined range – it can represent a whole city block or the insides of a warehouse. It only needs to be a distance your Mecha could reasonably cover to strike at someone in melee in a few seconds. This means you do not have to actually measure specific distances in meters.

You *can* do it, but it works better if you leave it to the imagination. If you want to use a map such as a Chess or Hex board, each square or hex is a Zone. If you want to treat them like a fixed distance you should use a number easy to remember, like making each Zone ten square meters or something like that.

Unlike their Pilots, Mecha can move farther than a single Zone every Turn, and Mecha Weapons can strike at targets in Zones reaching far beyond the one they're standing in. A Mecha's movement speed is measured by their Speed, while the reach of their Weapons depends on the Weapon itself and sometimes on the Mecha's Systems.

Mecha can provide cover for each other. This means Weapons **may not target through Zones occupied by Enemies to reach other enemies behind them** (but they can target through Zones occupied by Allies - those just get out of the way). You must make your way around them or try to break through enemy lines by moving into the same Zone as the Unit providing cover, or past it.

Multiple Mecha can occupy the same Zone with no noticeable effects other than being very close to each other.

Actions

There are many types of Actions and most of them are available to everyone, the ones restricted to specific equipment are described later in the corresponding section listing all Mecha abilities. You can only take one Action per Turn. **As part of any Action you may Move a number of Zones equal to your Speed before the rest of its effects.**

Offensive Actions

These are the bread and butter of Mecha combat. Whenever the rules reference attacking someone, they are talking about these, all of which involve a Might Test - except Aiming, that one does not count as an attack. When attacking you can only pick targets within your Weapon's Range. **Offensive Actions only let you Move towards the target or to circle around them, they don't let you go backwards or otherwise increase distance between you two.** Offensive Actions may also be used without making any Movement as well. **Only Offensive Actions benefit from Tension.**

Attack
To Attack you **Test Might against the target's Defense** (or the Defenses of all targets, when you are using something like a Blast weapon). If you pass, then you **deal the amount that exceeds the DN as Damage**, causing the Enemy to lose that much Threshold.

Aim
You take your time to make your next attack more precise. Choose a Weapon and a target, your next Offensive Action **gains an Advantage to the Might Test** with the chosen Weapon against that target. If you continue to take Aim, you will not gain further benefits after the first Aim Action. If the target ever becomes invalid for the chosen Weapon before you make your shot, or you take any Action that is not to continue aiming before the shot is made, then the benefits of Aiming are lost.

Assist
You make someone else's job easier by distracting and meddling with a common foe. Choose a target and an Ally, then **attack the target at a Disadvantage.** Your chosen **Ally gains an Advantage** to their own Might Tests against that target for a Round. If you would not be able to Attack the target with said Weapon, or you would not need to make a Test to do so, you can't Assist with it either. Weapons with the Blast, Burst or Line abilities or that affect Zones cannot Assist.

Suppress
You disrupt the opponent's plan of action by drowning them in covering fire, entering a grapple to pin them down, or otherwise using a Weapon in a non-standard way to provide support rather than going in for the kill. **Attack an Enemy, halving the final amount of Damage you would have dealt.** Suppression attacks are never at risk of hurting a friendly Unit that is in a Duel. If you pass the Might Test, the Enemy will be impaired with **one Disadvantage to all their Offensive Tests for a Round.** Additionally, should the **Enemy Move with their next Action, they take the other half of the Damage you would have dealt to them.** Should you inflict enough Damage to Maim an Area, **you choose which Area is Maimed.** If this would Destroy the Enemy, **you may also choose to spare them and disable their Core instead.**

Engage
You choose one Enemy and attempt to single them out from the battle at large to have a Duel with them. You must **Attack using a Weapon from Range 0,** which is to say, while in the same Zone as the target. You may Move in position first and Engage with the same Action. Whether you actually deal Damage to them or not, **both of you are now engaged in a Duel**. You may not Engage a Base Unit unless you are a Base Unit yourself. **Units in a Duel are locked at range 0 and may not Move with their Actions normally.** At the beginning of their Turn they may make a Contested Speed Test against their opponent. The winner gets to Move both participants in a direction of their choice for a number of Zones equal to the lowest Speed between either of them. **Anyone who tries to attack either of both engaged Units will have to Test Might against both of them at once**, like when using a Blast Weapon. **If the result of the roll is an odd number they hit their Ally, but an even result lets them hit their Enemy.** If the Might Test fails against one duelist but not the other, then the one with the lower Defense is the victim. **Attacking any other target than the one you are locked in a duel with will give your opponent a free Offensive Action against you.** Butting into the Duel is impossible - there is just too much going on. **The only way to help break up the Duel is to destroy one of the participants. Similarly, the only way to break out of a Duel is to Disengage or to see that your opponent is destroyed.**

Utility Actions

Utility Actions let you Move in any direction. Mecha can do a lot more things than just these few Actions presented here, but these are the ones you are more likely to need clear rules for.

Boost
You accelerate as much as possible in one direction, ideal for charging and pulling back. **Move two times your Speed with this Action instead of the regular movement rate.** Boost **does not require you to Move in a straight line**.

Maneuver
You make yourself a hard target by taking cover, releasing chaff, or launching dummy balloons similar to your Mecha. **Choose one of Systems or Speed. You increase your Defense by an amount equal to that Attribute for a Round.** You may give this Defense bonus to an Ally within 1 Zone of Range from you instead of keeping it for yourself. Multiple Maneuvers do not stack together, using only the highest Defense bonus of the bunch, and Docked Units may not Maneuver for others at all.

Delay
Choose any other Action and another different Unit's Initiative. You take your Action right after that Unit's turn. You don't need to specify how you want to use your Action, you can say you want to Attack but not say which Weapon you will use, for instance. Delaying counts as an Offensive Action if you use it to take an Offensive Action.

Disengage
You can escape from a Duel you're in and return to the main battle, **moving your Speed away in a direction of your choice.**

No Tests are required, but this still uses your Action for the turn, making for a stalling tactic at best against a foe bent on engaging you one to one, unless you have friends to watch your back.

Dock
If your Squad has a Base Unit within Move Distance, you may dock inside it. You may redeploy as a normal Action afterwards coming out within a Zone of the Base. Units will move with the base wherever it goes and they cannot be attacked or damaged until the base has been defeated.

A Docked Unit can expose itself and take Actions, even Offensive Actions, without having to undock first. If they do, they still cannot be targeted but are now vulnerable to Blasts, Bursts, Lines and Extreme Terrain for a Round. Even if they choose not to expose themselves again with their Action afterwards, they will trigger Extreme Terrain at the beginning of their next Turn.

Damage and Maiming

Mecha have a Defense equal to their Guard plus 5. A success with your Might Test will inflict Damage much in the same way that Offensive Tests do during Intermissions. And a Mecha's Threshold works close to how Plot Armor does for the Pilot. **Mecha have four Levels of Threshold,** whereas Pilots have three Layers of Plot Armor.

All Damage that reduces the defender's Threshold down one Level will Maim one of the defender's Areas, disabling any Upgrades and Weapons installed there. The affected Area is dependent of the total amount of Damage that was dealt, where **an odd number of Damage will Maim an Area of the defender's choice**, and **a total that is even will Maim an Area of the attacker's choice.**

Areas that have already been Maimed cannot be chosen twice. In the case that a single instance of Damage would take down multiple Levels of Threshold, the defender and attacker alternate who gets to choose.

When the Damage that causes a Maim is inflicted by the environment or by the damaged Unit themselves, then they choose the Area that will be Maimed.

However, like any good protagonist, they will fight more fiercely the closer they are to defeat. **The first time that a PC loses an individual Level of Threshold during an Operation, they gain a Genre Point.**

When a Mecha loses all four Levels of Threshold and has all of its non-Core Areas Maimed, it is destroyed, and the Core ejects immediately. All Damage taken is repaired away between Operations and Maimed Areas are likewise restored to normal function.

The Core

The Core is what holds the Mecha's critical systems, such as the very Pilot riding it. Generally the Core is a cockpit with jets installed, but the smaller Mecha have a suit of powered armor instead.

Cores lack all Upgrades, even Internal ones, and the Pilot should retreat on the double after ejection because it offers minimum protection from enemies.

The ejected Core still has Attributes, but they are all halved. It has no Threshold and no Weapons. All Damage dealt to the Core is also dealt to the Pilot.

A Pilot may choose to Eject at any time before their Action during their Turn, placing themselves 1 Zone away from their Mecha's location. A Mecha without a Pilot can still operate with its most basic AI, keeping half of its original Attributes, but is automatically disabled the moment it takes a single point of Damage.

Grunt Mecha always fail to eject and their Pilots explode violently with their robots. In the case of a Pilotless Mecha such as an AI Unit or a giant monster there is no Core and they are completely destroyed.

The only way to spare AIs and Monsters would be with the Suppress Action, in which case the creature (or robot) is incapacitated and will not be a threat any further unless somehow repaired or healed.

Characters vs Mecha

The entire point of having Mecha is that trying to match them in power without one of your own is a futile effort. After all, if you didn't need your own giant robot to take out another, the game would not revolve around them.

Using Advantages and Disadvantages is not enough to cover just how overwhelming a Mecha-scale enemy is when you don't have your own. **Mecha trying to shoot hapless humans have it easy**, they Attack as normal but **any Damage they would deal to a Pilot-scale target is doubled**. Characters also make an Offensive Test as normal to strike at Mecha, but **any Damage a Character would do to Mecha is halved**, and furthermore **Deathblows have no effect on Mecha at all.** As you can see, the only hope for Characters lies in not getting hit at all, but Tension will make that race a hard one to win. They should aim to blitz Mecha into submission, or run away and hide before Tension bonuses make that impossible.

Terrain

Operations must take place somewhere, and every locale is different: from flat featureless plains to floors made of lava. Being able to take advantage of the Terrain can change the outcome of a battle before anyone even realizes how important it is, so make sure that you know where it is you are going to be deployed and how it affects your Unit. There are five default types of Terrain, and through modifying and combining them, more can be made.

Plain
The most basic and simple kind of battlefield. Plain Terrain ranges from everyday meadows and outer space to outright Boss Platforms™ . It is best described by its own lack of benefits or hindrances. Plain Terrain has no special rules.

Difficult
Rocky and uneven hills, deserts that clog your Mecha's joints with sand and strong currents that leave your giant robot waist deep in water. These are all good examples of Difficult Terrain, known for how much it complicates the lives of those trying to cross it. **Units Halve their Speed while they are within Difficult Terrain.** This means that for each Zone of Difficult Terrain you attempt to cross, you have to spend two units of movement instead of one.

Defensive
Defensive Terrain is distinguished by having a lot of cover for Units, making it comparable to the Mecha equivalent of war trenches. Examples of Defensive Terrain are most urban settings, deep jungles, and asteroid fields. **Defensive Terrain protects Units in it with a Disadvantage against all Might Tests against them.**

Extreme
Extreme Terrain covers a variety of hazardous environs that are deadly to both people and giant robots. Examples of Extreme Terrain include magnetics storm and erupting volcanoes. A Unit that **begins or ends a Turn within Extreme Terrain must Test either Systems or Speed against a DN of 10 plus the current Tension. Should they fail the Test, they then take the amount they failed it by as Damage.** If they begin *and* end a Turn within Extreme Terrain, each instance threatens them separately.

Impassable
The fifth basic type of Terrain represents things like skyscrapers or asteroids, things that you can use as cover but sometimes are also in the way. **You may not move or shoot through Zones of Impassable Terrain.** Most battlefields have Impassable Terrain around the edges. **If you would ever be forced to move against Impassable Terrain, the movement halts and you take Damage as if you had crashed into another Unit.**

End of Operation

By default an Operation ends when one team has had all of its Units (or its Base Unit) destroyed or Retreat. There can be other, more varied objectives that can mark a mission's success besides destruction of all enemies though. But those are up to the GM.

Players can also end a mission prematurely by retreating (because they think they are going to lose or for some other reason) through Live Another Day or Boosting away until they reach the edge of the battlefield.

In fact, escaping from combat is not difficult at all. PCs can choose between losing face retreating or fighting to the very end. But the same goes for any NPC with Genre Points and high defensive Attributes.

Skirmishes should build up until there is too much at stake for either side to retreat. But it does mean that there should be another incentive for victory other than survival. If your only real objective is to live through today's encounter, then all you have to do to "win" is retreat at the beginning! Ideally a battle would have meaningful consequences whether PCs win or lose.

Character Points

Characters can do anything, but not everything, and each thing they can do has a price in Character Points (CP). **All Player Characters have 100 Character Points to spend improving themselves.** Creating a Character who is average in all matters costs just a few points, but an invincible superhuman needs a lot of CP. **You can spend your CP on three things: Attributes, Skills and Traits.** This chapter will teach you all there is to know about those. Don't worry if you end up with leftover CP, you can spend it later during the course of the game but they don't count towards your Power Level.

Character Attributes

After picking a Concept, it is time to assign Attributes. Your PC may not start as The Very Best At Everything, so you will have to prioritize some Attributes over others. It should be easy as long as you know your PC's strongest and weakest points. Or you can have a character who is decent at everything but they're just not the best at anything either.

Attributes start at Rank 0, but you can increase their Rank by spending CP. But one point does not mean one Attribute, otherwise you could start with 10's in all six. Instead, **each Attribute starts at 0 and to increase its Rank you must spend a number of Character Points equal to the Rank your Attribute will reach**. This means that increasing your Fitness from 0 to 1 costs one Character Point, and it is two Character Points to go from 1 to 2, and so on. And because to get a 2 there you must first earn a 1, the total cost in Character Points is of 3.

Rank	1	2	3	4	5	6	7	8	9	10
Cost	1	3	6	10	15	21	28	36	45	55

Costs get progressively more expensive because being average at most things is easier than being really, really good at any one thing. Having one or more Attributes at 11 or higher is possible but prohibitively pricey and not recommended unless you are sure that you know what you are doing.

You can have one or more Attributes at 0, but that means the character is handicapped in some way. But it does let you play more unique character concepts, such as a brilliant scientist who happens to be blind. If you want characters with big strengths and big weaknesses, there you go.

Skills

Skills are the combination of the knowledge and training in a character has in a specific field. They are more narrow in focus than Attributes and define expertise with more personality. The way Skills work is rather simple, when you make a Test belonging to something covered by one of your Skills **you gain an Advantage to said Test**.

A Specialist Skill is just like a regular one, but it works only for a single subject within the Skill's portfolio. **Specialists only gain an Advantage when using that skill's chosen Specialization**, receiving no benefit from it otherwise. You can be trained in the General or the Specialist version of the same Skill, but not in both. **Learning the ins and outs of any one Skill and training to be a Generalist costs you 10 CP, while training as a Specialist only costs you 5 CP.**

The Resources Attribute is the only one with no Skills. This is because it can be used to replace nearly any Skill you do not have, as long as you have enough money, friends, or political power to back it up. In Rules terms this means **you can Test Resources in place of another Attribute and Skill combination** to have someone else do your work, but **being successful will inflict a Disadvantage to all further Resource Tests for that same Episode**. Resources alone can only get you so far. Money runs dry and friends have problems of their own. The use of Resources depends on having enough time to actually go look for help or to call for it. Some urgencies might place a Disadvantage to the Test, while others make the use of Resources outright impossible. You can use Resources in place of Craftsmanship to have someone else fix your car during the weekend, but you cannot use it to defuse a bomb that is about to go off.

General Skills

Athletics
Encompassing one's physical fitness and training of the body, Athletics applies to all those situations in which a strength and endurance are both required. Characters trained in Athletics can get away from assassins climbing fences, long-distance jumping from one rooftop to the next, or just plain outrunning everyone. Athletics Tests use the **Fitness** Attribute unless the Test is about theoretical knowledge instead, which use **Intellect**.

Possible Specializations: Acrobatics, Climbing, Parkour, Running, Swimming.
Possible Advantages: Stimulants, high performance bike, playing on your 'home turf.'
Possible Disadvantages: Trying to climb a sheer slope, running around debris, swimming against the current.
Sample Tests: Jumping from one rooftop to another (DN 10), a foot chase (DN Contested Athletics), crossing the English Channel (DN 15).

Craftsmanship
The common Skill for painters, masons and engineers. Those with this Craftsmanship are able to create and repair physical objects, knowing how to tackle larger projects like those of architecture or engineering. Craftsmanship Tests are usually Extended. Craftsmanship requires **Charm** when used to create a work of art, uses **Intellect** when planning more complex projects, and **Fitness** when you're just otherwise working with your hands to fix or craft something.

Possible Specializations: Carpentry, Chemistry, Cooking, Demolitions, Poetry.
Possible Advantages: Quality ingredients, a reference library, specialized equipment.
Possible Disadvantages: Distracting noises, an improvised work area, terrible base materials.
Sample Tests: Building a tree house (DN 10), engineering a deep space probe (DN 15), winning a Pulitzer (DN 20).

Combat
Combat represents brute strength, well-honed marksmanship, and practical knowledge of strategy and tactics. Two people engaged in a fisticuff will use Combat to determine the winner, but so will two generals trying to control their troops more effectively than the other. Fighting benefits from **Fitness** rather than **Intellect**, while the more strategic uses of Combat will use the latter instead.

Possible Specializations: Chess, Gentlemen's Duels, Revolvers, Strategy, Swordsmanship.
Possible Advantages: Being on stimulants, attacking from surprise, attacking from the high ground.
Possible Disadvantages: Taking on someone armed while unarmed, shooting targets under cover, fighting with one-hand behind your back.
Sample Tests: Attacking another with a physical weapon (DN Defense), engaging another in a chess duel (DN Contested Combat), breaking down a rotting wooden door (DN 5).

Deception

The art of bluffing, encompassing fast-talk, convincing lies, and a fair degree of acting skill. Note that putting up an act that doesn't actually do anything but get other people's attention is the domain of the Presence skill instead. Deception generally uses **Charm**, though **Intellect** can apply in the case of more technically elaborate and impersonal scams such as forgery.

Possible Specializations: Bluffing, Disguises, Forgery, Intimidation, Seduction.
Possible Advantages: Victim is desperate for what you have to offer, impersonating your identical twin, conning someone full of themselves.
Possible Disadvantages: Your face was on the news recently as that of the culprit, faking an accent in a language you barely know, trying to fool a wide audience.
Sample Tests: Convincing a guard that you just forgot your ID, running a pyramid scheme scam, empty threats and intimidatory bluffs (All DN Contested Awareness).

Diplomacy

Diplomacy expresses a sincere desire to win someone over. It can be used to calm down an angry person, rally a crowd to follow your lead, or seduce someone you fancy, but the interest in doing so must be genuine. Because Diplomacy has the interests of both parties in mind, you should only require a Contested Willpower Test when the other party stubbornly refuses changing their views against all logic. Failing the Willpower Test does not necessarily mean they are convinced, they could just be giving up the discussion temporarily because now they are mad. Diplomacy almost always uses **Charm**, though **Intellect** may be used to drone on about exactly why you are right. You may also use **Fitness** to physically intimidate others, for their own good of course. The first alternative is harder to pull off, however, and the second is just as likely to cause you additional trouble rather than help.

Possible Specializations: Etiquette, Haggling, Intimidation, Peace Talks, Seduction.
Possible Advantages: Target is easily bribed or blackmailed, the other person trusts or fears you.
Possible Disadvantages: Trying to sweet talk multiple people at once, convincing someone who dislikes you, terribly inappropriate clothing.
Sample Tests: Getting a few free drinks from someone you just met, making an emotional appeal to the jury, negotiating for a cease-fire (All DN Contested Willpower).

Finesse

Employing flexibility and hand-eye coordination over muscle power and resilience, Finesse is the Skill for pickpocketing and juggling small objects or for walking on a tightrope. Finesse always is paired with the **Fitness** Attribute since slipping out of manacles or picking a lock demands more physical dexterity than anything else.

Possible Specializations: Balance, Escapism, Juggling, Lockpicking, Pickpocketing.
Possible Advantages: An object easy to palm, quality breaking and entering tools, target is distracted.
Possible Disadvantages: Handling large objects, restrictive clothing, watchful paranoid eyes on object of choice.
Sample Tests: Diving for cover when a firefight breaks out (DN 5), cautiously stealing a purse (DN Contested Awareness) cracking open a state of the art safe (DN 15).

Electronics

This Skill distinguishes those who know how to use electronic gadgets of all sorts.You may use Electronics as a replacement for other Skills when a computer could do all the work for you. This will almost always take more time than if you did so yourself, though. Unless you're using electronic equipment to communicate with someone else - in which case you would Test **Charm** - Electronics is an **Intellect** based Skill.

Possible Specializations: Artificial Intelligence, Communications, Computer Hardware, Hacking, Military Technology.
Possible Advantages: Access to a supercomputer, task is easily automated, excellent internet connection.
Possible Disadvantages: Computer is old or otherwise subpar, the task is tedious and the computer easily screws it up if left on its own, slow internet connection.
Sample Tests: Looking up simple information (DN 5), hacking a system that another is guarding (DN Contested Electronics), programming your own personal assistant NPC (DN 20).

Humanities

The social and behavioural sciences -- Those that study people. Humanities as a Skill is used to research a subject, appraise an antique, and similar tasks that require broad knowledge of such subjects. Training in Humanities does not necessarily make a character older, they just know more. Humanities is only for theoretical knowledge, for example a therapist needs real people skills to go with their book learning, such as Diplomacy. Humanities will use the **Intellect** Attribute for all Tests.

Possible Specializations: Archeology, Economics, History, Law, Psychology.
Possible Advantages: Access to a government database, campus library, or a custom internet search engine.
Possible Disadvantages: Trying to research an unusually obscure topic, uncooperative client or patient, identifying an object in very poor condition.
Sample Tests: Identifying a Picasso original (DN 5), figuring out whether a case has a legal standing or not (DN 5), deciphering an ancient text (DN 15).

Investigation

The investigator gathers information and filters what is true or useful from that which is false or background noise. You may use Investigation to notice a secret passage in the creepy mansion, or to bar-hop and ask if people have seen a missing child. Investigation takes time and is about trial and error, where Diplomacy is more straightforward. Investigation uses **Awareness** at all times, since it is less about finding new information (which you obtain through other Skills) and it is more about interpreting details over a period of time.

Possible Specializations: Contact Calling, Crime Scenes, Dream Analysis, Interrogation, Puzzles & Riddles.
Possible Advantages: Unrestricted access to area, gear and databases, a team to help you notice things or bounce ideas off of.
Possible Disadvantages: Subjects are unwilling to aid you, looking for impossibly small objects or clues, dealing with planted evidence.
Sample Tests: Fishing for information from your contacts (DN 5), following a paper trail (DN 10), reading the body language of a captive enemy (DN Contested Deception).

Presence

Sometimes all you want is to make sure you get people's attention, and Presence does exactly that. When you want to impress others with a performance of song, fast talk, or to make sure people are listening to the elaborate speech you wrote, you use Presence. Presence draws from **Charm** the grand majority of the time. **Intellect** applies when trying to confuse people with jargon or buzzwords. **Fitness** can also apply to do performances with athletic tricks, often paired with Finesse.

Possible Specializations: Carousing, Greek Drama, Playing the Guitar, Speeches, Technobabble.
Possible Advantages: Rehearsed previously, appreciative public, plenty of money to make merry with others.
Possible Disadvantages: Terrible ambience, poor quality microphones or other such equipment, unfriendly public.
Sample Tests: Telling a very good joke (DN 5), Distracting others through fast talk (DN Contested Awareness), performing a very difficult musical piece (DN 15).

Medicine

The old and proud tradition of keeping other people alive and in good health. Medicine also comes with knowledge about the capabilities and limitations of the human body and mind. The most obvious and common use of Medicine is to diagnose and treat illnesses whether they are physical or mental, but you can also combine it with Craftsmanship to do pharmacy work. Medicine needs **Intellect** in both its theoretical and practical applications.

Possible Specializations: Diagnostics, Forensics, Pharmaceutics, Psychotherapy, Veterinary.
Possible Advantages: Helpful assistants, Stable and cooperative patient, Access to family medical histories.
Possible Disadvantages: Treating a patient who is in critical condition, uncooperative, or with multiple contradicting symptoms.
Sample Tests: Diagnosing a patient (DN 5), First aid (DN 10), Eye surgery (DN 15).

Sciences

The scientist is a character who pursues one or more of the "hard sciences". This Skill corresponds to activities like solving a mathematical problem, identifying a rare breed of animal, and reciting the table of elements by memory. Much like with Humanities, Sciences is not necessarily indicative of an older character, though it does cause more eye rolling when given to young characters. Sciences will use the **Intellect** Attribute for all Tests barring the most exceptional and unlikely of circumstances

Possible Specializations: Astronomy, Biology, Chemistry, Mathematics, Physics.
Possible Advantages: Supercomputer on request, Quiet working space, Lots of reference material.
Possible Disadvantages: Subject matter of research is obscure, Analyzing a sample in poor condition or contaminated, Dealing with impossible geometry the human mind cannot comprehend.
Sample Tests: Identifying a strange animal (DN 5), Accurately predicting the weather for the next day (DN 10), Figuring out if and when a meteorite is going to make impact (DN 20),

Stealth

The stealthy character excels both at not being seen *and* at hiding in plain sight. Stealth can be used to camouflage or hide yourself, but also to shadow someone while concealing your presence in a crowd. But before you ask, a character with Stealth cannot just disappear from view without actually hiding first. Stealth is a **Fitness** based Skill, for obvious reasons, and it would require an unusual scenario for that to change. Often Stealth is used in Mixed Tests, along with the action that is attempted to be taken stealthily.

Possible Specializations: Camouflage, Crowds, Shadowing, Silent Movement, Smuggling small objects.
Possible Advantages: Poor lighting, distracted target, soundless environment such as a vacuum.
Possible Disadvantages: Distinguishing clothes, noisy equipment such as body armor, paranoid target.
Sample Tests: Sneaking up on someone (DN Contested Awareness), concealing a gun (DN 5), concealing a gun from a check (DN Contested Awareness).

Survival

Survival is a broad skillset representing the ability to fend for yourself without many of the commodities of modern life. This can cover a wide set of subjects, from knowing what to eat and where to sleep, to guessing the weather for the day, and even staying on the good side of wild beasts. Survival is usually related to **Intellect**, though if it is used to pacify animals will use **Charm**.

Possible Specializations: Animal Handling, Foraging, Hunting, Meteorology, Navigation.
Possible Advantages: Domesticated animals, camping equipment, personal in-depth knowledge of the area.
Possible Disadvantages: Hungry or scared animals, no equipment whatsoever, unknown area.
Sample Tests: Scavenging food and water (DN 10), getting animals to ignore you (DN 10), using the sky to find the way (5).

Vehicles

This Skill is for operating all sorts of vehicles that *aren't* giant robots. Not only can you sail, fly or drive, but may also perform maintenance on your machines. Vehicles depends on **Fitness** when you are operating the machines to move around, and **Intellect** when you are working in your garage or equivalent.

Possible Specializations: Helicopters, Motorcycles, Planes, Sailboats, Tanks.
Possible Advantages: A top of the line vehicle, luxury or otherwise high quality tools.
Possible Disadvantages: Driving through rocky terrain, toolbox is incomplete or tools are in poor condition.
Sample Tests: Tailing, escaping, or being in pursuit of one or more vehicles (DN Contested Vehicles).

Miracle Skills

Miracles are more or less superpowers. They can be anything from ESP to mutant powers to nanomachines powered by your blood. With them you can change the environment, your own body, and even the minds of others. Their effects range from the subtle pull of gravity to the fiery brutality of pyrokinesis. But power comes at a price. Miracles have a side effect harmful to the user, from a painful headache after trying to read someone's thoughts to your own act of pyrokinesis exploding in your face. **Miracles work like Skills do**, with an exception. **Using a Miracle will deal Damage to your Plot Armor by 1 plus another point of Damage per each multiple of 5 you meet with the result of your Test**.

Miracles are more open ended and broad in what they can do than most Skills. **You may purchase Miracles with CP the same way you do Skills, but a Specialization costs 10 CP and generalist mastery of a Miracle is 20 CP.** A few select Miracles have multiple Specializations, but many only have one. That doesn't mean you can only Specialize one way, it means you should come up with Specializations of your own instead.

The effects of Miracle Skills take an Action to manifest and require another Action every Turn if they are to be maintained at length. Unless otherwise noted, if you are using a Miracle Skill, you cannot be using a mundane one in the same Test. Unlike with regular Skills, if you are not trained in a Miracle, you may not use them at all. You either have superpowers or you don't, there is no middle ground.

Electricity
The Electricity Miracle has both subtlety and raw power. It can recharge a cell phone and operate a computer with a thought, and of course it can zap bad guys left and right. All these uses require the target to be within line of sight. Electricity uses **Fitness** to throw lightning bolts all over the place, and **Intellect** the rest of the time. It may also be used in combination with the Electronics Skill.

Possible Specializations: Fitness Tests, Electronics Tests.
Possible Advantages: Cooperative weather, High-conductivity materials, Anything that would make an Electronics Test easier.
Possible Disadvantages: Target is surrounded with lightning rods, Low-conductivity materials, Anything that would make an Electronics Test harder.
Sample Tests: Recharging a cell phone battery (DN 5), Shooting a lightning bolt ffrom your fingertips at someone else (DN Defense), Charging the local atmosphere with a few hours of lightning (DN 15).

Force
Similar to the psychic power known as Telekinesis, the Force Miracle controls kinetic forces between objects, and essentially controls local gravity. Force may be used to call a weapon to your hand, pin someone against a wall, or even to temporarily fly. Force affects targets within your line of sight. Force has multiple uses, the subtler approaches will use **Intellect,** while throwing objects or people around needs **Fitness** to aim all that kinetic energy properly**.**

Possible Specializations: Fitness Tests, Intellect Tests.
Possible Advantages: Local gravity is in your favor, subject is cooperative, object is very light or has little mass.
Possible Disadvantages: Local gravity is working against you, trying to reflect bullets back to their source, object is heavy or has a large mass.
Sample Tests: Gently moving an object or willing person your size in a single direction (DN 5), Flying freely at your normal speed (DN 10), Lifting someone off the ground and throwing them against the wall (DN Defense).

Fortune
Fortune is the ability to manipulate the threads of fate through good or ill luck. It is a subtle power, making the user seem to have an uncanny intuition for who to ask for assistance or where to look for Macguffins. The blessings of Fortune let you find exactly who or what you need at the perfect time. You will discover rare items on a garage sale, catch people when they would be most desperate to owe you a favor, and run into your biggest fans whom you never even knew until just now. Fortune will **enhance Resources Tests with an Advantage** and makes it a Miracle Test. It does not take an Action to activate. A success earned through Fortune does not make further Resources Tests made during the same Episode to suffer any Disadvantages.

Possible Specializations: Equipment Tests.
Possible Advantages: As regular Resources Tests.
Possible Disadvantages: As regular Resources Tests.
Sample Tests: As regular Resources Tests.

Matter

Through this Miracle a character is able to manipulate solid objects with a touch. They can be anything from complex metallic alloys to a raw chunk of uranium. Doors can be reinforced, swords can be sharpened... And yet turning lead into gold remains impossible. As a general rule doing anything to objects that are large, complex or huge in mass will be ludicrously difficult to achieve. Matter may only reshape things, it cannot create something out of nothing. **Intellect** will let you improve anything of solid substance, break it down or reshape it. It can add an Advantage to uses of the Craftsmanship Skill and reduce the required time for Extended Tests by one category (from one Week to one Day to one Hour to one Minute to Instantaneous) at the cost of one Disadvantage per tier you'd like to decrease. Matter has no effect on living beings, at most it only works on dead tissue, and if you use it on anything electronic the object will break.

Possible Specializations: Craftsmanship Tests.
Possible Advantages: Object to be transformed is similar in function and origin to the one you desire, Object you are trying to break is very light, of simple structure, or has little mass.
Possible Disadvantages: Transforming one object into another that shares little or nothing with it, Trying to break an object that is heavy, of complex structure, or with a large mass.
Sample Tests: Granting any one item an Advantage to all tests made with it for a Scene (DN 5), Breaking down reinforced steel (DN 15), Anything that you could use Craftsmanship for.

Phantasm

You possess the power to craft illusions and mirages that can be just as convincing as the real thing. You must concentrate and visualize what you want - or don't want - others to perceive. Your illusions are no more or less than implanting sensory perception into the victim so thoroughly that the effects might as well be real. Phantasms may be projected within your line of sight. Phantasm Tests make use of **Awareness** and need to beat the Defense of onlookers to be believable. At the cost of suffering a Disadvantage, Phantasm may be used as a mental attack, crafting an illusion so realistic others will feel it real (like shooting someone with an illusionary gun) and they will suffer Damage like with any Offensive Test. **You can also use it defensively, this way you take a Maneuver Action (using Awareness) that inflicts a Disadvantage to anyone who attacks you for each multiple of 5 met with the result.**

Possible Specializations: Offensive Tests, Defensive Tests.
Possible Advantages: Appropriate environment, victim is in a suggestive state, user spends considerable time visualizing the phantasm before manifestation.
Possible Disadvantages: Unbelievable conditions, victim suspects something is wrong, user has difficulty concentrating.
Sample Tests: Imitating another's looks and voice, changing the writing on a letter (Both DN Defense), creating an illusory copy of you to act as a decoy (Special, see above).

Phasing

You can turn yourself partially insubstantial to pass through solid objects like a ghost. This means you can walk through walls or let speeding cars go through you without harm. While in this state you can effectively make yourself nearly immune to anything that threatens you. You can choose which parts of you are substantial and which ones aren't too, so you won't fall through the floor or suffer other side efffects. Phasing requires a **Fitness** Test. No matter the result you can always choose to let things affect you as normal while this Miracle is active. **Defending yourself via Phasing is a Maneuver Action (using Fitness) but then you Test Fitness to inflicts a Disadvantage to anyone who attacks youfor each multiple of 5 met with the result.** You cannot protect allies with a Maneuver enhanced through Phasing.

Possible Specializations: Defensive Tests.
Possible Advantages: Substance is very small, very soft, or not a solid.
Possible Disadvantages: Substance is very hard, a composite material, or moving at fast speeds.
Sample Tests: Passing through objects (DN 10), defending yourself from enemy attacks (Special, see above).

Probing

The most basic use of this Miracle is reading the minds of people and communicating with them telepathically. But it can also manipulate others with the art of suggestion, playing the role of the whispering devil sitting on their shoulder. You must have line of sight with the subject. You can send telepathic messages in the form of a voice, text or images through **Charm**. The next type of Test is one of **Awareness** versus a Willpower Test from the subject to read their surface thoughts. Finally, you may also Test **Charm** against Contested Willpower to plant thoughts inside someone's head. Repeated failed attempts, unsubtle questions, and generally suspicious uses of this Miracle will provoke suspicion on the subject, and once they become paranoid they will start to look for someone to blame. You better be sure they will think it is your fault whether there is any actual evidence to their claims or just a gut feeling.

Possible Specializations: Telepathy, Mind Reading, Suggestion.
Possible Advantages: Subject is unconscious, has good reason to do what you are suggesting or to think about what you want to ask them.
Possible Disadvantages: Subject is very focused on the task at hand, decidedly against the suggestion, or even of exploring a question.
Sample Tests: Reading another's mood, finding out what accomplishment another person is most proud of, giving a sleeping victim nightmares (All DN Contested Willpower).

Sight

Your Extra Sensory Perception provides you with subtle clues about specific things and warns you of impending danger, but it does so in odd manners. Perhaps you feel a certain pressure from important people, or you can hear the ringing of a bell when something is threatening you, or maybe information comes to you during lucid dreams. Sight adds an Advantage to **any Awareness Test** and makes it a Miracle Test. It does not take an Action to activate.

Possible Specializations: Investigation Tests.
Possible Advantages: None.
Possible Disadvantages: None.
Sample Tests: As Help Tests.

Somatics

Somatics strengthens your body with superhuman power for a few moments. With it you will punch holes into concrete, outrun vehicles, and shoot targets blind. The use of Somatics adds an Advantage to **any Fitness Test**. and makes it a Miracle Test. It does not take an Action to activate.

Possible Specializations: Offensive Tests.
Possible Advantages: None.
Possible Disadvantages: None.
Sample Tests: As Help Tests.

Temperature

This Miracle controls the unseen thermal forces around your person, but does so according to your mood. If you are calm, it is easier to make the environment cooler and if you are excited, then heat proves simpler to generate. You need to be within an environment with oxygen in order to use this power, and it will not work even in a partial vacuum. For as long as you are in proper conditions, you may use **Charm** to influence your surroundings, generally no further than your current Zone. This Skill can burn or freeze others, but it will require the environment to provide a bonfire or windy frost to draw power from. Attempting an Offensive Test in an improper environment will be at a Disadvantage. You may create these conditions on your own, but you need to stop maintaining the effects to make your attack, effectively using them up.

Possible Specializations: Cold, Heat.
Possible Advantages: A suitable environment (a sub zero room or one on fire), being in the proper emotional state (soothing or violent) or affecting materials that react easily to temperature (nitrogen or flammables) according to the desired effect.
Possible Disadvantages: Improper environment, emotional state, or materials for the effect you are trying to achieve**.**
Sample Tests: Making people feel uncomfortably hot or cold (DN 10), creating the conditions for an Offensive Temperature Test (DN 15), creating a bridge of ice to cross a lake or melting a steel door (DN 15).

Traits

Further down the customization spectrum you have Traits, representing the PC's natural gifts, personality, or lifestyle. Because some Traits are more useful than others, they have varying CP Costs. **You will find each Trait's CP Cost in parentheses under its name.**

Traits are separated into various categories. The first few you'll see here are General Traits. Later you'll find special Traits with their own rules like Equipment and Deathblows. Some Traits are meant to be used with certain Skills, and cannot be used without being trained in them. If you are only trained in a Specialized verstion of the Skill, it must be a relevant one to its use.

Certain Traits say (Specialist) next to their names, these are very similar to Specialized Skills in that you have to choose a topic of the options presented (or come up with your own). **These Traits may be taken multiple time**s, but every time you must choose a different Specialization.

General Traits

Animal Person
General Trait (5)
Effect: All Charm and Awareness Tests gain two Advantages when dealing with animals friendly to humans and a single Advantage otherwise.
You understand and read animal behavior exceptionally well. This makes handling domesticated (or domesticable) animals a simple task, turning you into an ideal animal trainer. With that said, trying to make friends with a swarm of angry wasps is still a terrible idea .

Common Sense
General Trait (5)
Effect: Once per Episode the GM may discreetly inform you that you are about to act on an idea that is not very well thought-out or give you a clue as to where you should go next if you are stumped for ideas. You should probably pay attention when they do that.
You are fortunate enough to possess that which is the most uncommon of all senses. You question things that other people take for granted and make well-grounded decisions thinking with your feet firmly on the ground.

Danger Instinct
General Trait (5)
Effect: You gain an Advantage to Awareness Tests made to Contest someone else's use of the Deception or Stealth Skills.
Better safe than sorry. Some call it gut instinct, others call it attention to detail, and while there are those that would go as far as to call it paranoia, you don't really care what it's called as long as it continues to keeps you in one piece. Remember your mantra: better safe than sorry.

Entertainer (Specialist)
General Trait (5)
Effect: You gain an Advantage during Craftsmanship, Humanities or Presence Tests about the subject of your chosen type of entertainment.
You are an artist at heart. You can make others experience the full range of emotions between thrill, joy, sadness and fear. Sometimes, you even inspire nothing short of awe.

Possible Specializations: Beethoven, Ice Skating, Landscaping, Murder Mysteries, Stand-Up Comedy.

Gamer (Specialist)
General Trait (5)
Effect: This Trait gives you an Advantage when experience with your obsession of choice would be beneficial. Such as when you're indulging in your hobby.
You're just good enough at playing chess, poker or trading card games to make a living from tournaments, but your talents could be useful elsewhere. Who can say when the President is going to need someone in their cabinet well versed in the strengths and weaknesses of the Manticore?

Possible Specializations: Aegis of the Old Ones, Chess, Go, Super Gear Wars, Texas Hold'em.

Gumshoe
General Trait (5)
Effect: Once per Episode you may turn a failed Humanities, Investigation or Sciences Test into a success.
You always find any information that you need. Or at least, enough clues to point you in the right direction. Maybe you don't get it right out of the gate, but you try hard and that always leaves you with something.

Ingenious
General Trait (5)
Effect: Once per Episode you may gain two Advantages to the use of a Skill that is being applied in a way that is inventive or off the wall.
Creative does not even begin to describe you. You are always doing things that no one else would even consider, because coming up with new solutions to old problems is its own brand of fun!

Intimidating
General Trait (5)
Effect: Attempts to make people afraid of you (generally with the Diplomacy or Deception Skills) are at Advantage.
You're scary. There is something in the way you look at people, and the tone of your voice can send chills down their spines.

Jaded
General Trait (5)
Effect: Once per Episode you may turn a failed Willpower Tests made to resist being frightened or revulsed into a success.
You are largely desensitized to things that others would find shocking or worse, and you've probably had more than your fair share of awful circumstances. Cynicism and a nihilistic outlook on life are complementary but not at all obligatory.

Make Do
General Trait (5)
Effect: You may negate up to one Disadvantage from Tests using improper tools or no tools at all.
You are used to working without all that fancy expensive equipment and can make the best of what you've got, and are better suited to improvising than most.

Polyglot
General Trait (5)
Effect: When presented with a Language other than your mother one for the first time, do a DN 10 Intellect Test. If you pass, you are fluent in that language. This does not work with languages that are supposedly dead or alien.
Though the world at large still uses the English Language, the benefits of being able to speak multiple languages in the age of information should not be underestimated.

Sphere of Influence (Specialist)
General Trait (5)
Effect: Resources Tests made to pull strings or deal with people of the chosen area are at an Advantage.
You have a history with people coming from a certain background or with a specific line of work, and your influence extends further there. They might be friends, associates, or just people you have dirt on. It doesn't matter.

Possible Specializations: Weapons Black Market, High Society, Prosecutor's Office, Pharmaceutical Companies, Professional Translators.

Superior Immune System
General Trait (5)
Effect: Once per Episode you may turn a failed Willpower Tests made to resist diseases or drugs into a success.
You don't remember when was the last time you caught a cold and you're pretty sure you've never had a hangover.

Weapon Expertise (Specialist)
General Trait (5)
Effect: When performing a test relating to knowledge of or combat using the chosen weapon, you gain an Advantage.
There is a single category of weapons that you are a guru in, and you know everything there is to know about their craft, maintenance, use and history.

Possible Specializations: AK-47, Composite Longbow, Chemical Explosives, Katana and Wakizashi, Revolvers.

Attractive
General Trait (10)
Effect: You are at an Advantage when using Diplomacy, Deception or Presence with someone who could be attracted to your character.
A really good fashion sense and a charming personality compliment your natural good looks. Whether you like it or not, people are drawn to you.

Comrade
General Trait (10)
Effect: You know a friendly NPC created using the rules for Rival NPCs - They are like any PC but without Themes.
Comrades represent recurring, named characters willing to help out a a PC, like friends, acquaintances and contacts. Allies are not part of the main group for a reason: They have their own motives and lives, and for every time that they lend you their help they will expect you to give them a hand in turn. They may or may not have their own Mecha. and thus Genre Powers, and both you and the GM should sit down and discuss their Attributes, Skills and Traits. Comrades of your Comrades have no loyalty to you and designing them is entirely up to the GM.

Genius
General Trait (10)
Effect: You may substitute any other Attribute with Intellect for the purposes of a Test, and if successful you may not use this Trait again during the same Episode.
There is no limit to what your cunning is capable of. Through inventiveness and careful analysis, you can quickly find novel approaches to old tasks, allowing you to get the most job done with the least amount of effort.

Hard Work and Guts
General Trait (10)
Effect: Once per Episode you may choose to ignore any and all Disadvantages you would suffer for a single Test.
The power of human determination is a marvel to behold You are at your best under the worst pressure, and rising to meet a challenge when most wouldn't. It is not that you are impervious, but instead you choose to continue fighting.

Living Database
General Trait (10)
Effect: If your character could reasonably have been exposed to some factoid or experienced something in the past that you as the Player don't know about or remember yourself, the GM should refresh your memory about it.
Your memory is a thing of wonder that has been further cultivated by extensive learning. Obscure names, dates and other minutiae rarely escape you and you are able to recall events with near-photographic detail.

I was Here all Along
General Trait (10)
Effect: Once per Episode you may Test either Stealth or Deception against a DN of 15 to reveal that you were present in a Scene that did not include you. You were either in hiding or disguised as an unassuming background character as appropriate to the Test in question.
You are sneaky, everywhere yet nowhere, and generally in places someone else wishes you rather weren't.

Jack of all Trades
General Trait (10)
Effect: Once per Episode you may choose a single Skill and gain training in it until the end of the current Scene.
Maybe you're an exceptionally curious person, a voracious seeker of knowledge, or you've had enough part time jobs you know a little bit of everything. Odds are it is a combination of the three.

Leadership
General Trait (10)
Effect: You may Test Charm and Presence once per Episode to grant a number of other Characters up to your Power Level an Advantage to all Tests until the end of the current Scene, plus another for each multiple of 10 you meet with the Test. Multiple uses of Leadership by different Characters will not stack together, only the highest result will be used.
People look up to you. You can inspire and motivate others even if they barely know you. Maybe you've got a gift for words and a magnetic personality, or maybe you're just plain terrifying and people are more afraid of disappointing you than losing their lives.

Psychic Power
General Trait (10)
Effect: You reduce all Damage taken from using your Miracle Skills by half.
Miracle users are already scary enough, but the ones that have strengthened and honed their talents further - through science, discipline, or stranger means - are closer to monsters than human beings.

Spirit of Steel
General Trait (10)
Effect: You may substitute any other Attribute with Willpower for the purposes of a Test, and if successful you may not use this Trait again during the same Episode.
If you don't succeed at first, try again harder. If it hurts, you get up again and ask for seconds. There is nothing to look forward to but victory, because failure is not an option.

Equipment

A PC with a stable income is assumed to have a dignified way of life, enough to cover their basic needs and splurge on a few luxuries here and there. Unless it is relevant to the plot that they are in financial trouble, they should always have money for food, medicine and the electricity bill.

All tools with similar roles are assumed to be the same for the purposes of the game's rules. All cars drive the same and all guns shoot the same.

A Character trained in a Skill is assumed to have what they need to do their jobs. A nurse should have access to at least a first aid kit, a computer technician to their laptop, and a stunt driver should have one or more things to drive. In case of doubt, address with your GM just what your PC has on hand or can request.

Anything else that you want to have, especially if it would get you out of a jam, requires a Resources Test to see if you either have it on hand or if you can buy it.

Otherwise, the rules here deal with Equipment that is special enough to be worth purchasing it as a Trait. Equipment may also be obtained through roleplaying and creative means such as Resources or borrowing it from an Ally, but it goes away at the end of the Episode. It stops working, goes missing, has to be legally returned to its owner, or something to that effect. **Unless you have purchased your Equipment as a Trait, it is not going to be a permanent feature.** If you do purchase Equipment with CP and the item is consumed on use, breaks down, or has become otherwise useless, it can be replaced with a new one (or repaired back to function) between Episodes.

Multiple Equipment Traits that grant Advantages to the same Skill do not stack. You can still benefit from other secondary effects, but you only get Advantages to Skill Tests from one of them at a time.

Body Suit
Equipment Trait (5)
Effect: You are immune to the harmful effects of vacuums, poison gases and radiation. The Body Suit will also impair any attempts to physically harm you with a Disadvantage, and grants an Advantage to Willpower Tests made when resisting extreme temperatures.
The Body Suit is the name given to the smaller and more practical versions of astronaut suits used these days by workers in the SSA. These are sealed and will protect the wearer from the dangers they face while working outside the colony itself. The Body Suit provides 12 hours' worth of air supply and the obligatory waste disposal system that you need to work in space for any length of time.

Ether Drive (Specialist)
Equipment Trait (5)
Effect: Choose a Miracle Skill and one Specialization when you take this Trait. You may use said Miracle's Specialization, though without any Advantages to Tests. The Ether Drive will act as a Proxy taking the Damage in your stead.
After endless testing, the Clarke Foundation has found a way to weaponize the harvested organs of Cryptids. They will not admit what the items are, but their origin is obvious to anyone who has dealt with the original creature in the past. Its not like they put much effort in trying to disguise alien eyes as 'experimental lenses' anyway.

Possible Specializations: Force (Offensive Tests), Phantasm (Invisibility), Somatics (Healing), Temperature (Offensive Tests: Fire), Temperature (Disruption Tests: Freezing)

Masterwork Tool (Specialist)
Equipment Trait (5)
Effect: Choose a General Skill when you take this Trait. All Tests made to perform the chosen Skill with this item on hand are at an Advantage.
You are usually considered to have what you need to use your Skills, but it is possible to acquire inherently superior equipment that makes things so much easier.

Possible Specializations: Performance-enhancing drugs (Athletics), Damascus Sword (Combat), Surveillance Bugs (Investigation), First Aid Kit (Medicine), Survival Kit (Survival).

Backup Bodies
Equipment Trait (10)
Effect: Once per Episode Arc you may wipe all Damage to your Plot Armor in between Scenes, or devoting a Scene specifically to doing so. If you died, this creates a clone of yourself from before you got hurt.
A highly experimental and morally shady device nicknamed 'The Cloneforge' by Clarke technicians. Eligible operatives are installed with a memory chip that records their digitized DNA, knowledge bases and personalities. This data can be used to restore a dead or missing Operative to life with a copy of their original body. Through weekly data dumps, valuable Operatives can be restored to life even if their chips are lost. All backups think that they are the original, unless the original chip containing memories of their death is used. A Cloneforge is not actually all that difficult to use, it can even be set to create a new backup using stored memory chip data should the user fail to come back after a while. Provided you have a sufficiently large basement and ludicrous amounts of money to pay the preposterous power bills, you could have your own - not that the Foundation would willingly allow it.

Flight Pack
Equipment Trait (10)
Effect: Once per Episode you can fly with complete freedom of movement until the end of the current Scene. You fly at the same speed you can move on the ground and can reach an altitude of up to 1 Zone from ground level.
A winged jetpack that lets you move in three dimensions without requiring a running start or the favor of the winds. Verne's Military Police uses the Icarus-Class suits of power armor with these installed.

Miniature Chemical Weapon
Equipment Trait (10)
Effect: Activate this item to make everyone within the Zone Test Willpower against a DN of 20. Should they fail the Test, they then take the amount they failed it by as Damage. If they don't escape the Zone before a Round passes, they will have to Test again. You can throw this and immediately flee in the same Action. The gas lasts a Scene.
One of the most dangerous and illegal things a character could carry on themselves. These Miniaturized and super-concentrated breakable orbs pack enough nerve gas to kill an entire apartment room in seconds. The containers are small enough to fit within an earring, a watch, or other similar innocuous object. Anybody who is not careful when buying -let alone using -this will be paid a visit by a number of very nice people dressed in black.

Personal Facility (Specialist)
Equipment Trait (10)
Effect: Choose two General Skills when you take this Trait. For as long as you are within this Facility, any Tests related to the task it was designed to facilitate involving said Skills gain two Advantages.
Now you too can have your own office staffed with competent assistants or secret basement laboratory. You are free to design what this Facility is for and what it contains, within reason. Skull-shaped fortresses are rarely available.

Possible Specializations: Library (Humanities and Sciences), Workshop (Craftsmanship and Vehicles), Artificial Intelligence Research Laboratory (Electronics and Investigation).

Range Booster (Specialist)
Equipment Trait (10)
Effect: Choose a Skill you can use to make Offensive Tests when you take this Trait. You can now make Offensive Tests against targets up to two Zones away from you. If you have another piece of Equipment to boost the corresponding Skill, both are combined into a single item.
Bringing a gun to a knifefight might tarnish your reputation but it might also save your life.

Possible Specializations: Sniper Scope (Combat), Drone Control System (Vehicles),Psychowave Amplifier (Miracles)

Superior Proxy (Specialist)
Equipment Trait (10)
Effect: Choose a General Skill when you take this Trait. This Proxy is applicable when using the chosen Skill. A Superior Proxy also grants an Advantage to all Tests using it and imparts a Disadvantage to all Tests trying to damage it.
You've got a toy that is waaay better than the norm. Maybe it is a highly customized motorcycle with integrated weapons, a suit of powered armor. Maybe it is an AI Sidekick inside an USB drive who does all the hacking and snooping into other people's files you could ever need.

Possible Specializations: Combat Armor (Combat), Hacking Laptop (Electronics), Battle Tank (Vehicles)

Deathblows

How a Charcacter fights is not really all that important to the game's rules. You can use a gun, or whack people with a war fan, or use electric yo-yos and it all means the same thing. Most of the time, anyway. Deathblows are the thing that spices up combat, they are special techniques that add unique effects to the results your regular Combat Test. **Before rolling an Offensive Test, you may call out a Deathblow to grant the Test in question its effects.** Deathblows usually apply to Combat Tests, but you can make use of them with anything that intends to take out someone else's Plot Armor.

A Deathblow represents you putting extra effort into your assault to make it more effective. It can be can be anything from deciding you want to unload your whole cartridge at once to chucking your melee weapons at some poor sap. The first time you use an individual Deathblow during an Episode, it works normally. **After their first use, the Test suffers a Disadvantage for each time the Deathblow was used that Episode.** You may apply multiple Deathblows to one Test, but Disadvantages will stack. Mecha are immune to Deathblows, they just have no effect on giant robots.

Called Shot
Deathblow Trait (5)
Effect: Passing the Offensive Test inflicts that Enemy a Disadvantage to all Tests for a Round.
Hit them where it hurts and make it harder for them to hit you back. Blow that sword off their hands, sweep their legs to knock them down, or throw sand in their in the eyes.

Distraction Move
Deathblow Trait (5)
Effect: Passing this Offensive Tests will grant your Allies an Advantage to all further Offensive Tests against the same Enemy for a Round.
Nets, chains, and flashbangs all are good ways to serve as both a distraction and enabler for others.

Finishing Blow
Deathblow Trait (5)
Effect: If your Offensive Test would force the Enemy to Test Willpower in order to avoid defeat, they suffer a Disadvantage to said Test for each Layer of Plot Armor they've lost.
You strike vital areas with the intent to end the battle right now. This turns otherwise debilitating blows into lethal ones.

Forbidden Secret Art
Deathblow Trait (10)
Effect: Passing this Offensive Test will deal the Enemy an additional amount of Damage equal to the current Tension.
A favorite of swordmasters worldwide. No combat style is complete without a move so lethal it causes foes to collapse just when they thought they survived the worst.

Sweeping Assault
Deathblow Trait (10)
Effect: Your Offensive Test may target all Enemies in the same Zone instead of just one.
You attack multiple enemies at once, switching your rifle into the good old spray n' pray mode, or maybe you get fed up of playing nice and resort to explosives.

True Strike
Deathblow Trait (10)
Effect: Your Offensive Test does not suffer from any Disadvantages that would aplly from internal or external reasons, except those from repeating your Deathblows.
You have learned to focus your mind's eye, using your sixth sense to find an opening where the other five can't.

Anomalies

In a similar vein to Miracles, Anomalies are Traits for those characters who can do things that should by all means be impossible. Unlike other Traits, Anomalies do not cost any CP, but they have a hefty downside to them.

Cyborg
Anomaly Trait (0)
Effect: You are immune to damage from of vacuums, and most toxins or illnesses. plus you do not need to eat or sleep - though doing so does helps you keep your sanity. You suffer a Disadvantage to the use of Charm with any Test, as well as to any Awareness Test made to contest Diplomacy or Deceit.
Despite being part machine, you pass off as a regular human pretty well. You have a solid edge over regular fleshfolk as far as survivability is concerned. Unfortunately, your augmentations have the unintended side effect of making you both less able to connect to others, and more vulnerable to emotional manipulation.

Nightmare
Anomaly Trait (0)
Effect: As an Action, you may make an Offensive Charm and Presence Test against the Defense of any number of characters in your presence. Any one character may not be affected by this more than once per Episode Arc. Any uses of Charm for purposes other than intimidation are at a Disadvantage.
There is something terrifying about you, a combination of unsightly deformities and being really creepy. Whatever the reason, you can strike fear into the hearts of children and adults alike. All it takes is a very suggestive look, but flashing a smile with two rows of pointy teeth will work too, should you have those.

Undying
Anomaly Trait (0)
Effect: At the end of a Scene in which you took Damage past your first Layer of Plot Armor, you are fully healed back to normal. But for each Layer beyond the first healed this way you suffer a Disadvantage to all Tests for the rest of the Episode.
You are more than just difficult to put down, coming back from the dead and regenerating all your wounds within minutes of them happening. Sadly, this is an extremely painful process, and the bigger the wounds you have to heal the more you will wish that you didn't have this 'gift'.

Technobane
Anomaly Trait (0)
Effect: Once per Episode you may disable any modern piece of machinery or electronics no larger than yourself in your presence, causing it to malfunction or outright breaking it for the duration of a Scene. All Tests using the Electronics or Vehicles Skills, or those involving Equipment Traits are at a Disadvantage.
Gygravagnite reacts to your presence, and it does not like you. Simple modern appliances tend to malfunction around you, and you have a small degree of control over your 'power'. You can release the Element G equivalent of a short-lived EMP by concentrating on doing so. Thankfully, you do not have any effect on anything bigger than yourself, such as a Gear.

Wild
Anomaly Trait (0)
Effect: You gain an Advantage to all Awareness Tests and uses of the Survival Skill in the wild. You may speak with Earth animals, translating sounds they make into simple and short sentences in your head - think "Master is angry" or "Timmy fell down the well". This grants you an Advantage to interactions with them. All Tests using either of Intellect or Resources that don't fit the previously mentioned criteria are at a Disadvantage.
Ever since the first Cryptid sightings, there have been reports of 'wild childs' in some of the lesser populated islands of the Far West. They are said to have an uncanny ability to survive in the wild, in spite of radiation, and communicate with the little wildlife that remains in the area.

Genre Themes

Now that you know what your character is like and what they can do from spending all that CP, you need to take a step back. Look at who they are, who they have been until now, and who they want to be in the future - or who they don't want to be. Through the following section you will need to figure out what defines your character, their wants and failings, their relationships and beliefs.

If you're making a character by yourself, then you should consider halting the process right now. The next step will be at the very least difficult to do without knowing what kind of game you will be in and what group of characters you'll play with. A lot of the fun in this step is figuring out what will make for the most fun group dynamics.

Genre Themes, or just Themes, are the core of what your PC's life revolves around when off the battlefield. They're the patterns, cliches, or leitmotifs that your PC will explore through the course of the Season, willingly or not. Genre Themes come in three kinds: **Reasons are the PC's personal motivation**, **Typecasts are how your PC acts within their group**, and **Banes represent your PC's most fatal flaw**. You need one of each for your PC.

Whenever you roleplay in a way according to your PC's Genre Themes and it advances the plot, makes scenes more interesting, or doing so puts you in trouble you gain a Genre Point. The more a character struggles to overcome the trials and tribulations in their way, the more Genre Points you get. Themes are a treat for you, the Player, even if they tend to be a complication for the Characters themselves.

Genre Reason
Every hero has their quest, every champion has their cause, and every PC have has their Reason. PCs must have something that they care deeply about and strive hard to preserve, maintain, or change. A Reason is the thing that comes to mind when things look bleak and makes PCs grit their teeth and stand up one last time to keep fighting. Maybe they fight for Love, maybe it is for Money, maybe even for Kittens.

Point is, a PC has something that keeps them going and drives them forward. It can be a tangible goal (To avenge their family) or something abstract like a personal code (To uphold the truth over all else) Discuss your idea for a Reason with the GM and make sure it has a place in the game. A PC will earn Genre Points from their Reason generally through their own actions in standing up for what they believe in. Or failing to stand up if it is one of the less honorable Reasons.

Genre Typecast
Typecasts are what a PC brings to their Squad. The role they play in the team. The components that make up the dynamics of the group as a whole. Is the PC friendly to and attentive of allies? Would they rather be left alone? Do they assertively establish themselves as de facto leaders and demand respect?

The Typecast can be a general attitude with the entire group ("I am your leader") or a specific relationship with one member of the group (Being in love with another PC). Consult with the other Players to see whether the Theme will be effective or not. As long as a Theme causes interesting things to happen, you still get a Genre Point. They don't need to have happy endings, either.

Genre Bane
Achilles' Heel is more infamous than Achilles' own deeds. Much like Achilles himself, all PCs too have a fatal flaw that threatens to be their end. This is their Bane. A Bane can be a flaw of character (Drinking addict) a medical condition (Terminally ill), or an external factor (Hated by the repair teams). Keep in mind that this is something you want brought up, so choose a Bane you are comfortable roleplaying a number of times.

Consider what you think The PC's worst problem could be, and maybe even think about what is the worst ending their story could have, then discuss it with your GM to agree on how they will make your PC's life that much harder. Since Banes are generally brought up by the GM and not the player, whatever the Bane is, it should get the better of the PC whenever it comes up during an important situation. If it does not, the PC does not get a Genre Point. By the same logic, the Bane should only come into the story when it would be meaningful. Otherwise it is just a repetitive annoyance and it is less fun to roleplay.

Genre Powers

Genre Powers are some of your character's most powerful abilities, and they are fueled by Genre Points. The use of a Genre Power is a tilt in the balance of the fight, such as an improvised new technique to overcome enemy defenses, a hidden shield that stopped what would have been a lethal blow, or even a dramatic speech that encourages battered allies to rise and keep fighting.

Genre Powers come in two types, each of which may be used at different times. **Setup Powers can only be used during your own Turn and before you take your Action**, while **Reaction Powers can be used any time**. Reaction Powers may be used in response to an enemy's Actions or even to Powers, and take effect before the thing to which you are responding. Some are so powerful and represent tricks so difficult to pull off that you can only use them once per Operation.

All Genre Powers require you to spend one of your Genre Points to activate them. Remember that **you start the each Episode with a number of Genre Points equal to your Power Level.** All PCs **have the six Default Genre Powers**, **plus you can pick and choose a number of additional Genre Powers equal to your Power Level when you create a Character.** These bonus Powers can be from any of the three Power Categories.

You can't take a Power multiple times unless it is marked with (Specialist) next to the name. If you make a different choice each time, you can have multiple versions of that Power, similarily to Specialist Traits.

Using Powers with Style

Here are a few ideas to get you started on fancy ways to spice up narration when you're about to use Genre Powers

Cutscene: Your attack stands out because you narrate it in down to every detail, from how your bullets pierce the enemy's own in mid-air to the sequence of punches you deal and combining multiple weapons into one attack for a particularly flashy move. Don't forget the speed lines in the background.

Technobabble: You explain, with all the pseudoscience and made up words necessary, exactly why your super move is incredible and no one could possibly have seen it coming. Sometimes it is okay to tell rather than show.

Flashback: You build up your badassery by remembering at that exact moment a particular training lesson, emotive moment, or other such memory that could be that extra oomph to overcome a greater foe.

New Move: You did not wish for it to come to this, but it has, and now you must unveil the forbidden secrets of your Mecha. Alternatively, you come up with a new way to use your old weaponry that the Enemy just cannot escape because they cannot improvise like you do.

Rousing Speech: There is too much at stake to let hardships overpower you. And you are going to make sure those that would like to stop you know why it is not going to work. Feel free to elaborate about the meaning of love, courage, hard work, memories, songs, or whatever it is that fancies you best as a leitmotif.

One Liner: Anything you do is automatically more awesome if it is accompanied by a catchphrase, witty retort, or bad pun. If you've got the advantage then you may also engage in more traditional trash talking. But that is a thing that suits villains more; You don't want to be caught saying that your rival is ten years too early to defeat you, no?

Default Powers

These are the Powers that every PC gets for free, and they're some of the most useful. Make sure you familiarize yourself with them and keep them in mind at all times, because they will save you more often than you imagine.

Knowledge is Power
Reaction Power
Effect: Choose one Enemy. You learn that Enemy's Attributes, Upgrades, Weapons and Genre Powers.
The enemy's new mobile weapon was tearing through their defense lines. But Hilda knew she recognized the pattern in that barrier. "It is a Friction Field, of course! Everyone, use your Beam Sabers!"

Live Another Day
Reaction Power
Effect: You automatically retreat from the battlefield. This prevents any Damage that would have been dealt to you if used as a response to an attack.
All the sensors were in the red, things didn't look good and Matt knew he had to bail out or die. The Penderecki hid behind an abandoned building and detonated all it had left, toppling the building and halting the pursuers' advance. When the dust settled, he was long gone.

Mid-Scene Upgrade
Reaction Power
Effect: Gain a new Upgrade or Weapon, you must pay its MP Cost at the earliest opportunity after the Operation ends. Setting aside your current MP for a later purchase if necessary. If you would not be able to make the purchase in the future, for whichever reason, the GM may rule that you cannot gain that Upgrade or Weapon.
The engineers said it wasn't ready, but Darren's hand reaches for the small switch of the experimental anti-air weaponry. The formation of enemy Majesty planes never saw it coming.

Not so Fast
Reaction Power
Effect: Force an Enemy's Might Test against an Ally of yours to be rerolled inflicting it with two Disadvantages, keeping the new result. This may not be used on Tests that attack you, even if you are just one of multiple targets. You can use this Power once per Test.
A split second before the Justice struck Owen's cockpit, it was knocked off balance by swift kick to its metallic gut. Sia got there in the nick of time to save the day, her Gear proudly standing defiant between the enemy and her friend.

Synchro Attack
Setup Power
Effect: Choose at least one willing Ally to make a combination attack with, you gain two Advantages to your next Offensive Action for each Ally that helps you out this way. This uses up an Action and a Genre Point from every other participant and everyone must Delay their Actions until they can actually attack at the same time. Units may participate in one Synchro Attack per Operation.
"SYNCHRONISE CHRONOMETERS!" Charlie bellowed. "Check!" Came three replies. "SYNCHRONISE DRIFT SPEED!" "Check!" The dull throb of altitude thrusters firing nearby within the vacuum sounded as well. "SYNCHRONISE OBJECTIVE!" "DELTA FORMATION!"

Try Again
Reaction Power
Effect: Reroll one of your Might Tests gaining an Advantage to it, keeping the new result. You can use this Power once per Test.
Takashi thrusts with the Gran Sword, but the Outsider simply moves aside, eager to punish Takashi's mistake That's when the thrusters in the arm of the Gear kick in and transform the sword thrust into a mighty side swing. The monster was cut in half by the waist.

Champion Powers

Champion Powers make the user an offensive and defensive powerhouse, and are thus useful to pretty much all PCs. A good number of them are so powerful they may only be used once per Operation, so don't plan to rely too much on them and consider diversifying a little into other Power types.

Believe in Myself
Reaction Power
Effect: Restore 5 points to your Threshold and treat all Maimed Areas as normal for three Rounds. You can use this Power once per Operation.
Sarah's gear stands back up again. Its one intact arm stuffs the loose cabling back inside the hole in its hull. "Impossible!" Says her mechanic. "There's no way Kagutsuchi can continue functioning after that kind of damage, it should be out of power!" Sarah just laughed, making a dash for her enemy once again, "I told you, it runs on guts!"

I Cannot be Defeated
Reaction Power
Effect: The next time that you would be destroyed during this Operation, you remain functional with a Threshold of 1 instead. You can use this Power once per Round and against any source of Damage except Techniques.
The Sunbuster got hit by several kilotons worth in missiles, but mere seconds after the blast, the Gear was walking through the flames like nothing happened. "I told you, you cannot touch the sun!" Sunbuster was engulfed in fire once again, but this time by its own power creating a blazing pillar reaching all the way to the clouds. "My burning flames of justice shall purge the world of your evil!"

I'm Breaking Through
Reaction Power
Effect: Your current Offensive Action is immune to the effects of Active Defenses.
Mahzun thrust his G-Lance one more time against the giant monster's Gravagne Field. Just like last time, his strike was stopped cold against a wall of repulsive force, but now he was prepared. "TAKE THIS! MAHZUN SPECIAL!" he overloaded the weapon, redirecting more power to it than it was made to hold. The tip of the weapon exploded inside the field, scorching the face of the Cryptid with green flames.

My Defense is Impregnable
Reaction Power
Effect: Halve the next instance of Damage you would take. You can use this Power once per Operation.
Both Gears crashed into each other, breaking into pieces. Everyone sighed in relief at last, now that the psychopath was out... That's when they heard her Meister laughing and shouting over a public channel "I haven't had this much fun in years!" as if it was nothing. Slowly, the pieces of the giant robot started to pull themselves together.

My Style is Impetuous
Setup Power
Effect: Treat Tension as if it were 4 points higher for your next Offensive Action. You can use this Power once per Operation.
Thomas was forced to admit, as the enormous tentacle immobilized him one more time, that there was a certain something about the alien thing. A sheer singlemindedness so simple and chaotic in its ways that even his well-honed senses were defenseless against it.

Signature Weapon (Specialist)
Setup Power
Effect: Choose any one of your Weapons when you take this Power. Activate Signature Weapon to make your next Offensive Action using the chosen Weapon immune to the effects of Active Defenses and increase the result of its Might Test by 5. You can use this Power once per Operation, but if you have multiple Signature Weapons each can be used once.
"FINAL ATTACK, SKULL COLLECTOR!" The Demiurge violently tore off the head of the alien monster, and impaled it along the other 49 on its crystalline back. "YESSS, I AM THE BEST AT SKULLS!"

Trickster Powers

Trickster Genre Powers are a toolbox for special circumstances where you just need a very specific effect that is completely outside the reach of other Characters. They might not seem like much at times, but they can prove vital in overcoming unexpected complications.

Come at Me Bro
Setup Power
Effect: For the next three Rounds, when an Enemy within 5 Zones from you makes an Offensive Test against another Ally, you may Attack that individual Enemy once after their own Action has finished. If an Ally uses this Power while your own is active, the effects of their Power replace yours.
Miguel's Gear planted himself in front of the group. With a metal hand, it pointed at the enemy squad and made a throat slitting motion. These goons would surely fall for the trick, buying the Wagner some time... Now he only had to hang in there.

Gotta go Fast
Setup Power
Effect: You or an Ally may Move an additional 5 Zones with their next Action this Round. You can use this Power once per Round.
"Hey, hey, hey!" Jason quipped, speeding past the defense lines and throwing the enemy formation into chaos "I'll show you why they call me the Metal Sonic Boom!"

My Pain is your Pain
Reaction Power
Effect: The next time an Enemy would deal Damage to you this Round, you deal half that much Damage back to them. You can use this Power once per Operation.
Hassan's heavy weapons were out of ammo, and the Outsider was still standing strong. He drew his sword and made a suicidal rush against the giant monster. A giant tentacle pierced his Gear through the chest, but Hassan just chuckled "Gotcha!" he pulled from the limb and drew the beast closer, so he could cut off its head.

Take One for the Team
Reaction Power
Effect: You may have the next instance of Damage that would be dealt to an Ally within a number of Zones equal to or lower than your Speed be dealt to you in their place instead. After that, all Offensive Actions made against the chosen Ally suffer a Disadvantage to their Might Tests for a Round.
Shin was nervous to say the least, the waves of enemies just kept coming and there was no sign of reinforcements arriving in the immediate future. He gulped, "We might die here." But Reina would have none of that. "You will not die." Shin blinked and turned to look at her resolute face in the comm screen, as she spoke, "I will protect you."

The Tacticool Approach
Setup Power
Effect: If your Systems is higher than your Might or your Guard, you may replace one or both with your Systems for a Round.
They both knew there was no way their flimsy weapons would overwhelm the Cryptid's forcefield, but Jo kept typing madly as a dutiful operator "I am done redirecting all power to the Helix Cannon." Harry gulped in response "So this is it. Win big or go home." his trigger finger sweaty and itchy. Jo just chuckled "My suggestion? Hold on to your butt."

Trump Card
Setup Power
Effect: Choose any two Weapons you don't already own. You gain the chosen Weapons until end of Operation and they cannot be Maimed by Enemy Attacks. You can use this Power once per Operation.
"Give up, you're out of ammunition and surrounded, be reasonable!" The enemy shouted. "NO, I REFUSE!" Came the reply from the silver-coloured Gear. It flew into the air and began bombarding its enemies with a rain of fireballs. "I TOTALLY HAVE ICE MISSILES TOO!"

Tactician Powers

Tactician Powers help you control how the battle is going. They keep friends in top fighting condition and weaken your foes to make them easy pickings. You can mess with the battle plan of enemy forces, disable special abilities or just turn the tide by empowering your weakened friends.

Can't let you do That
Reaction Power
Effect: Any one Enemy loses the benefit of Tension to their Might Tests for a Round. You can use this Power once per Operation.
Brandon shot several pods from his Mecha that latched to the enemy and he pushed an ominous button. No one exploded. Instead the injected computer virus caused something that no one had seen for years - The legendary Blue Screen of Death.

Don't Give Up
Setup Power
Effect: Restore your Threshold or that of an Ally by an amount equal to your Systems. You can use this Power once per Operation.
"Listen, to the will of those sleeping under the soil, to the voices of those lost in the sea, to the dying wish of those who became stars in the sky. The time has come to bring this dream of freedom to fruition. Rise, young men and women of Hiryu, and become legends!"

Mind Over Matter
Reaction Power
Effect: You and all Allies within 5 Zones treat halved Attributes as normal for one Round. Mind over Matter will also stop effects that halve your available Energy, even if the base Attribute itself remais untouched.
The Cryptids netted another ally with their labryinthine restraints, capturing the Paladin much like a spider would web a fly. Russell drawled "You know what I call people who rely on all this fancy bullshit instead of giving their enemy a good scrap?" After a short wait, he spilled the punchline: "Cowards." With a flex of their synthmuscles, he and his comrades broke free.

This is my Battlefield
Setup Power
Effect: Choose one type of Terrain (other than Plain) when you take this Power. Activate it to turn a Blast (1) area of Zones into that type of Terrain for three Rounds. If you create Impassable Terrain below other Units, they will get pushed out of the way in a direction of your choice. You can use this Power once per Operation.
Lulu's team was outnumbered and slowly being pushed back by the GAF's surprise attack. What they did not suspect was that the entire battlefield was mined beforehand and ready to detonate at a moment's notice. She gave the order to blow them up and cackled to herself, this was so much more fun than chess!

You are Going Down
Setup Power
Effect: Choose one Enemy. All attacks against that Enemy from Units within 5 Zones of you gain an Advantage to their Might Tests for one Round. This includes your own attacks. You can use this Power once per Operation.
"The enemy took out the auxiliary plates to reduce energy consumption and amplify their shield. I am running interference on their barriers, everyone aim for the abdomen!"

You can do Better than That
Reaction Power
Effect: You turn a failed Might Test of yours or an Ally is an automatic success, using the current Tension as the amount it bypassed the target's Defense. This ignores Advantages and Disadvantages entirely, but not modifiers to Tension. You can use this Power once per Operation.
"Adjust your laser focus for 300m engagement." "Oh I leave the targeting corrections to the computer." "Well now I'm your copilot, and I am telling you that you should adjust them. " "...Yes dear"

Mecha Points

Much like with the Character, you can create a Mecha to your liking**.** The process is exactly the same as the one for the pilot, but using Mecha Points (MP) instead of Character Points. Y**ou get 100 MP to spend on Attributes, Upgrades and Weapons** all three of which are explained in this same chapter. Remember that if you end up with leftover MP you can still spend them later during the game, they just won't count towards your Power Level

Mecha Attributes

Mecha Attributes are assigned exactly the same way you do Character Attributes, the only difference is that the Attributes themselves are different. To refresh your memory, all Mecha Attributes start at Rank 0, but you can increase them with MP.

Rank	1	2	3	4	5	6	7	8	9	10
Cost	1	3	6	10	15	21	28	36	45	55

Your Mecha's first Guard increase will boost the Attribute from 0 to 1 for a cost of 1 MP. Enhancing their Energy from 0 to 4 will cost 10 MP because you have to pay for four individual increases of 1, 2, 3 and 4 MP.

You can try to take Mecha Attributes to Rank 11 and beyond if you want to, but much like with Character Attributes it will be very costly and probably not worth the sacrifice. An Attribute at 0 represents a glaring weak point in the Mecha, either as a design flaw or as a calculated risk. Certain Mecha might not need any Might or Energy at all, while others could get by with low Systems or Speed. Having no Guard or Threshold is suicidal though. Don't do that.

Areas

Mecha are a lot more resilient than people. They can lose one or more limbs and keep fighting, then spend a few days at the workshop and return good as new. In fact Mecha do get beat up and lose functionality of their equipment quite often during battle. Bullets pierce a joint and the limb begins to malfunction. Sensors are burnt out rendering guns that relied on them unusable. And of course sometimes a giant beam sword chops off your arms and legs. It just happens.

The Upgrades and Weapons of Mecha are very similar to the Skills and Traits of Pilots, but there is one key difference: **Most Upgrades and Weapons must be allocated to one of your unit's External Areas** (The Mecha's Torso, Arms, Head or Legs) and **should that Area be Maimed as a result of Damage, any Upgrades and Weapons equipped there will stop to function for the remainder of the Operation**. If you restore enough lost Threshold to bring you back to a previous Level, the corresponding Area is restored to normal.

There is also a fifth Area, called the Core, which is a llittle different because **the Core is Internal and thus cannot be Maimed**. Internal Upgrades always go in the Core, while External Upgrades can't be placed there.

Lastly, **some Upgrades and Weapons are labeled as Separate.** These **don't go into any Areas**, and represent a myriad of things that your Mecha does not carry themselves. Sometimes they're sidekicks, sometimes they're autonomous Weapons, sometimes they're backpacks that represent a whole new External Area.

When allocating External Upgrades and Weapons, you are free to place them wherever you wish. You should try to distribute them somewhat evenly and not place everything in one Area, or a lucky shot that takes it out can leave you naked.

Core
The Core is the cockpit of the Mecha, functioning as both the brain and heart of the mechanical body. Many of the more powerful Upgrades can only be allocated to the Core, but no Weapons may be installed on it.

Head
Serving thematically as a secondary Core of sorts, the Head is usually for utility systems, like sensors or jammers. It is also a good location for cool but impractical weapons like eye beams or mouth flamethrowers.

Torso
This Area often carries the bulk of the Mecha's defensive Upgrades, like forcefields and thrusters. These tend to be rather large and make sense here rather than anywhere else. Certain Weapons also fit this criteria, being mounted into the chest or shoulders.

Arms
Like a soldier needs hands to use its equipment, Mecha need Arms to use most of their stuff. Although Weapons can be equipped anywhere, the Arms are the only place where a lot of them actually make sense.

Legs
The Legs are unsung heroes of mobility without the prestige that most other Areas get. Many veterans favor them to carry spare caches of ammo or other emergency supplies, while mounting an extra gun or drill there just in case.

Upgrades

Upgrades distinguish Mecha by representing all sorts of technology, from flight capability to forcefields to AI system enhancements. All **Upgrades will be marked as either Internal, External or Separate**. You can only have multiple instances of the same Upgrade if they are (Specialist) Upgrades and you make a different choice with each new purchase.

General Upgrades

Commander Type
Internal Upgrade (10)
Effect: At the beginning of your Turn you may spend 1 Energy to use a single Support Upgrade you own without having to spend an Action.
You've got a special neural interface for a more precise and faster manipulation of all AI Units directly under your command.

Early Warning and Control
Internal Upgrade (10)
Effect: When you use a Support Upgrade with a Cost of 5 you may spend 4 Energy to restore said Upgrade after use.
The Early Warning and Control links your Mecha to the rest of your team, feeding you information on everything they can detect. An onboard AI processes and relays this information to give your squadmates battlefield support and improve their performance.

Expert Support
Internal Upgrade (10)
Effect: You may always Attack Enemies in the middle of a Duel without running the risk of hitting your Ally as long as it is with a Weapon that hits single targets. When using any area of effect Weapon, you may choose any Zones within their area of influence to be safe from the attack and from any secondary effects the Weapon may carry.
Your Mecha is equipped with the cutting edge in targeting systems. This makes you the very best there is when it comes to providing support fire.

Slippery Chassis
Internal Upgrade (10)
Effect: You don't need to Disengage to move away from a Duel, and don't take Damage when you Move after being Suppressed.
Your body type has superior mobility and is small enough to make stealth possible as a giant robot. This makes you ideal candidate for reconnaissance duty and covert operations in general.

Stealth Field
Internal Upgrade (10)
Effect: When Maneuvering any Might Tests against you suffer two Disadvantages unless the attack is made with Weapons that have the Blast, Burst or Line abilities.
An array of intelligent Gygravagnite emitters that block all known methods of detection outside of the naked senses. Mantaining this field takes a lot of effort and energy from the user, but that is the price of being untouchable.

Artillery Frame
Internal Upgrade (15)
Effect: All your Blast, Burst and Line Weapons gain an Advantage to their Might Tests and you increase the radius of your Blasts by 1 additional Zone. This includes your Blast effects from Powers or Upgrades.
You pack bigger weapons than everyone else. Beams are wider, missiles make bigger explosions, and you chew through magazines like candy.

Assistant (Specialist)
Internal Upgrade (15)
Effect: You gain a Subpilot, who grants you any one Genre Power from the available lists to your character and another Genre Point to use during Operations.
You get a second pair of hands to help you out in the battlefield. The know-how and support from this subpilot will improve your Gear's efficiency beyond what you could manage on your own.

Duelist Model
Internal Upgrade (15)
Effect: When an Enemy uses the Disengage Action to get away from you, you get a free Offensive Action using a Melee Weapon against them. Your Melee Weapons gain an Advantage to Might Tests.
Your Mecha was engineered to corner foes and force them to face you, punishing all that dare turn their backs on you with extreme prejudice.

Integrated Weapons
Internal Upgrade (15)
Effect: You may use your Weapons even if the Area they were allocated to has been Maimed.
Your Weapons are integrated to the Mecha's frame. Cannons are mounted to the shoulders, blades attached to the hands and knees. You are now effectively immune to disarming.

Sniper Model
Internal Upgrade (15)
Effect: Increase the Maximum Range of your Long Range Shooting Weapons by twice your Systems instead of just your Systems. All your Shooting Weapons gain an Advantage to Might Tests against targets at Range 1 or higher.
Equipped with very expensive and sensitive targeting systems, your Mecha could hit a target beyond the horizon with enough force for strategic bombing of key targets.

Experimental Reactor
Internal Upgrade (20)
Effect: Your Beam Weapons have their base Energy cost (but not the Boost cost) reduced to 0 and gain an Advantage to all Might Tests.
Your Mecha has a greater energy output, maximizing the efficiency of Element G for maximum destructive power.

Guardian of Steel
Internal Upgrade (20)
Effect: When Maneuvering you may spend 5 Energy to share the Defense bonus with any Allies within 1 Zone. You do not have to give up your benefits from Maneuvering to share them this way.
Your Gear is enhanced and optimized to protect your team. This can be in the form of large clouds of chaff, or as something more complex like projecting multiple holograms in the form of your allies.

Invincible Alloy
Internal Upgrade (20)
Effect: At the beginning of your Turn you may spend 2 Energy to ignore the effects of Maiming for a Round. The first time that you would be destroyed during an Operation, you remain functional with a Threshold of 1 instead. This works against any source of Damage except Techniques.
Your giant robot dons a new composite alloy of Element G, reinforced to withstand the rigors of battle better than most others. Even your internals are reinforced, making your equipment that much harder to disable.

Superior Morphing
Internal Upgrade (20)
Effect: You may switch between equipment Frames at the beginning of your Turn instead of using an Action, and may Transform for 1 Energy instead of 2. When you purchase this Upgrade, make two sets of Features, External Upgrades or Weapons with a total cost of 10 MP for each set. Assign each set to a different Form, but all in the same Areas. The Cost in MP of these sets is already paid by this Upgrade.
Your internal framework has been modified to allow for faster and more versatile changes between equipment. Your jets can turn into cannons and your wheels into shields.

The Beast
Internal Upgrade (20)
Effect: Your Default Weapons don't suffer an innate Disadvantage to their use and gain an Advantage to Might Tests for each Level of Threshold you are missing. After attacking with a Default Weapon, you might spend 2 Energy to make your attack immune to the effects of Active Defenses.
In place of giant robots, some organizations chose to tame giant monsters. They eschew most equipment, relying on their natural weapons instead, and are at their fiercest when cornered.

Active Defenses

Active Defenses give your unit a chance to evade or shrug off attacks that should have by all regards hurt them, at the cost of Energy. Only one Active Defense may be used at a time.

Absorbing Armor (Specialist)
External Upgrade (5)
Effect: Choose one of Melee, Shooting, Beam or non-Beam when you take this Upgrade. In response to the results of an Enemy Might Test against you using a Weapon of the chosen type, you may spend 1 Energy to increase your Defense by 3 against it, and if that is enough to block all the Damage you would have taken from the Might Test it costs no Energy instead.
Gygravagnite can be used to strengthen composite alloys without the need of a real forcefield, being more efficient on energy reserves than the real thing. A neat side effect is how the rapid energy fluctuations through the length of the body will make even the dullest of giant robots look fabulously colorful.

Custom Defense (Specialist)
External Upgrade (5)
Effect: Choose one of Melee, Shooting, Beam or non-Beam when you take this Upgrade. In response to the results of an Enemy Might Test against you using a Weapon of the chosen type, you may spend 1 Energy to increase your Defense by 3 against it, or 2 Energy to increase your Defense by 5 against it instead.
You can equip a variety of defensive mechanisms. Examples include attaching small forcefields to your arms as shields, nanomachine bubbles that stop or slow down high velocity physical weapons, and a variety of chaff dispensers or jamming devices. You just need to know what it is you want to be protected from.

Reactive Booster
External Upgrade (5)
Effect: In response to the results of an Enemy Might Test against you, you may spend 1 Energy to increase your Defense by an amount equal to half your Speed against it.
Reactive Boosters read specific patterns and automatically move the Gear in response to even the fastest of attacks. Custom variants include CQC footwork and anti-missile cartwheels, among others.

Absolute Barrier
External Upgrade (10)
Effect: At the beginning of your Turn you may spend any amount of Energy to create a shield that blocks an amount of Damage equal to twice the amount of Energy spent and lasts one Round. An active Absolute Barrier means you can't use other Active Defenses.
An extremely powerful barrier that repels things through a constant series of violent explosions. It blocks nearly everything you can throw at it this way, while glowing like it is on fire. The Gravagne Field is one of Hiryu's most famous successes, and the UEF would love to get their hands on its technology.

Electronic Cloaking System
External Upgrade (10)
Effect: In response to the results of an Enemy Might Test against you, you may spend 2 Energy to increase your Defense by an amount equal to your Systems against it. The Electronic Cloaking System does not work against Weapons with the Blast, Burst or Line abilities.
An advanced array of rapidly oscillating lasers used to foil most conventional sensing equipment, from infrared to common optics. This proves to be a much better idea on paper than it is in practice, as giant robots still leave giant footprints and produce tremendous noise, but it is a great help for emergency evasive maneuvers.

Shielding Aura
External Upgrade (10)
Effect: In response to the results of an Enemy Might Test against you, you may spend 1 Energy to increase your Defense by 3 against it. You may also use this Upgrade to protect an Ally within a number of Zones equal to your Systems. This will not stack with Active Defenses of said Allies.
The Clarke Foundation's biomechanical Gears produce their own innate forcefields from their Organic Energy. Adaptable and easy to sustain, they can even be extended remotely to shield a friend in need. Too bad no human scientist can claim them as their own work.

Restoration

Restoration Upgrades enable your unit to support others in the battlefield by performing quick repairs and handing off extra ammunition during a battle.

You may use Restoration Upgrades a number of times equal to your Systems per Operation. This limitation is for all Restoration Upgrades you own as a whole, not for each of them individually.

Jury Rig
External Upgrade (10)
Effect: As a Utility Action, you may spend any amount of Energy to restore that much Threshold to yourself or to any one Ally within 5 Zones.
You carry a dispenser of fast-repair nanomachines and enough metaphorical (or literal) duct tape to keep allies from falling apart.

Regenerative
External Upgrade (10)
Effect: At the beginning of your Turn you may spend any amount of Energy to restore that much Threshold to yourself. This Upgrade uses two of your available Restorations per Operation instead of just one.
Your Gear integrates all sorts of nanomachines into its own frame, letting it draw from them to repair as necessary. This is much faster than others who have to lug equipment around, though of course it cannot protect allies.

Resupply
External Upgrade (10)
Effect: As a Utility Action, you may restock any number of One Shot Weapons or Support Upgrades that have been spent, spending that many of your available Restorations per Operation instead of just one. You may use Resupply on yourself or an Ally within 5 Zones, but all Weapons and Upgrades must belong to the same Unit.
You have a comically big backpack with all the supplies you and your team could ever need to keep their weapons functional. It does not slow you down much, but it does stick out like a sore thumb so be careful to not letting it get caught in the crossfire.

Mobility

Mobility Upgrades enhance your... well, your mobility. They let you bypass difficult environmental conditions, move around in ways you normally wouldn't be able to, or just bump up your speed considerably.

Antigravity
External Upgrade (10)
Effect: At the beginning of your Turn, you may spend 2 Energy to ignore the effects of Terrain in your Zone and be able to shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. These benefits last for a Round. This Upgrade has no effect underwater or in space.
Even though many Gears can jump inordinarily high or carry Long Range Weapons to make up the difference, the ability to fly and move in three dimensions provides a lot of advantages that can easily turn the tide of a battle. Do not underestimate it.

Overbooster
External Upgrade (10)
Effect: At the beginning of your Turn, you may spend 1 Energy to Move up to 3 extra Zones with your next Action this Round, or 2 Energy Move up to 5 extra Zones instead.
Originally part of the Helios Project and meant to help with travel times for space exploration and colonization, but repurposed for war since then. The Overbooster improves acceleration times considerably for any Gear that installs it, and in any kind of environment - not just space.

Reversible Thrusters
External Upgrade (10)
Effect: Anytime you take an Offensive Action, you may Move backwards during it. The target must remain within a valid range after moving.
These let you move at full speed to get away from the enemy without having to turn your back on them.

Support

Support Upgrades represent helping hands that are separate from your own Mecha, yet they are under your control. Supports can come in the form of remote operated weapons, sidekick Mecha buddies or more traditional mechanized forces. Each Support Upgrade may be used as an Utility Action once per Operation, with an effective range in Zones equal to your Systems. Artillery Frame and Expert Support can be applied to the use of Support Upgrades. The use of a Support Upgrade is considered an Utility Action even when used to damage or otherwise harm Enemies. You can Resupply them, but that will cost precious Actions, so use them with forethought.

Assisted Targeting
Separate Upgrade (5)
Effect: You or an Ally gain the benefits of the Aim Action to their next Offensive Action this Round.
With some help from your friends on the sidelines working the supercomputers, you can mark and track targets in a fraction of the time it would usually take for you to pull it off.

Overcharge
Separate Upgrade (5)
Effect: Increase the Energy available to yourself or an Ally by 4 during their next Turn. Multiple Overcharges on the same Unit do not stack.
The Overcharger looks like a lightning gun that would make Tesla proud, but actually shoots a stream of nanobots carrying Gygravagnite crystals. These crystals will essentially overclock a Gear temporarily, making it run at 200% power for a very brief period of time.

Support Fire
Separate Upgrade (5)
Effect: You can grant the Crippling ability to one of your Weapons or that of an ally for their next Offensive Action.
Your sidekicks aren't all that great at shooting down enemies. But they are pretty good at providing cover fire and flanking the foes you've got covered.

Supply Delivery
Separate Upgrade (5)
Effect: You or an Ally restock a single One Shot Weapon that has been spent during this Operation.
You can request supplies in the middle of a battle. Planes can drop crates full of ammo, VTOLs deliver replacement guns to your giant robot hands, and sometimes cannons just plain shoot spare parts at you.

Surprise Minefield
Separate Upgrade (5)
Effect: A single Zone turns into Extreme Terrain for a Round.
Just look at them, with that confident stride of assumed superiority. They have the numbers on their side, but they don't have the brains that you do. Soon enough that confident stride will be the last they ever walked.

Airstrike

Separate Upgrade (10)

Effect: All Units within a target area the size of a Blast (3) suffer an amount of Damage equal half your Systems.

A heavy bombardment run on a designated area with a specially prepared payload. There is just so much firepower spread out that forcefields are essentially useless against it.

Electromagnetic Detonator

Separate Upgrade (10)

Effect: One Enemy has their available Energy halved and will suffer 2 points of Damage per Energy point they spend for a Round.

Most Gears these days are shielded from electromagnetic pulses, and trying to disable them that way is usually a fruitless effort. But that does not mean they are immune, and a well-placed EMP can still ruin their battle plan.

Ensnaring Trap

Separate Upgrade (10)

Effect: One Enemy has their Guard and Speed halved for a Round. If they are using Anti-Gravity or another ability that grants them flight, it stops working for that duration as well.

The overconfident always walk into their doom. The problem is that they usually don't stay there waiting for it to come and get them. Enter this entrapment system, thinly disguised as part of the background, webbing down and trapping foes with wires made of reinforced Element G. With any luck it will hold them in place just long enough to fall prey to whatever other devious ploy you have in mind.

Fire at Will

Separate Upgrade (10)

Effect: One Enemy Tests Speed against a DN of 10 plus your Systems and if they fail suffer the amount that they missed the DN by as Damage.

Friendly battleships, VTOLs, and tanks are no replacement for giant robots, but their sheer volume of fire should not be underestimated.

Jamming Barrage

Separate Upgrade (10)

Effect: All Units within a target area the size of a Blast (3) have their Might halved for a Round.

A series of missiles that explode into a short lived cloud of particles that confuse the targeting systems of all enemies in the vicinity, causing them to be unable to distinguish friend from foe temporarily.

Extra Areas

Extra Areas don't benefit your unit directly but instead provide you with additional space for External Upgrades and Weapons. The main draw of Extra Areas is that your Enemy cannot Maim them and thus everything they hold is safe.

Expansion Pack
Separate Upgrade (20)
Effect: An Expansion Pack is a separate Area that can hold up to 30 MP in External Upgrades or Weapons and it cannot be Maimed by Enemy attacks. Whenever you would be destroyed during an Operation, you can purge your Expansion Pack and remain functional with a Threshold of 1 instead. Doing so will render the Pack and its contents unusable for the rest of the Operation. Purging works against any source of Damage except Techniques.
A set of external armor or a giant backpack with its own equipment. These effectively provide an extra limb of sorts, and should you ever be pushed to the limit, you can even eject it in the way of an incoming attack to soften the blow.

Secret Equipment
Separate Upgrade (20)
Effect: When you purchase this Upgrade make a set of External Upgrades or Weapons worth 30 MP in total. You can use these Upgrades and Weapons only when Tension is of 5 or higher, but they cannot be Maimed by Enemy attacks. The Cost in MP of the set is already paid by this Upgrade.
Your Mecha has a very advanced AI and is something of a black box, to the point that it seemingly has a will of its own. A good portion of its equipment is hidden and locked away from use until the AI determines the battle has gone for long enough and needs to end now.

Alternate Forms

Alternate Forms let you shuffle your Attributes around at your convenience, making you a lot more versatile than other Mecha. All Alternate Forms with the same owner count as one Unit. You may only have one type of Alternate Form.

Frame
Internal Upgrade (5)
Effect: Choose two of Might, Guard, Systems or Speed when you take this Upgrade. You switch the value of the chosen Attributes around when you Equip this Frame. You may equip or unequip this Frame before deployment or as an Action while Docked inside your Base.
You have modular equipment that you can switch around between missions to sport a stronger or sleeker build when it is necessary to do so.

Transformation
Internal Upgrade (10)
Effect: Choose two of Might, Guard, Systems or Speed when you take this Upgrade. You switch the value of the chosen Attributes around when you Transform. You may switch back and forth from this Transformation at the beginning of your Turn by spending 2 Energy or as an Action.
Your Mecha is a transformer, going from flying robot to a faster plane form, retaining all your equipment and abilities between forms.

Optimizing Transformers

To get the most bang for your buck when using Alternate Forms you want to grab Superior Morphing and give at least one of your Alternate Forms a Feature. Features are a couple of pages later, but they represent things like plane, animal or maritime Mecha for a cost of 0 MP, and instead have a downside like not being able to move on land. They are a match made in heaven with Alternate Forms, just turn them 'on' when you need them and off when they would get in the way.

By default you can only have two forms, but you can obtain more by spending extra MP. You basically just buy multiples of the same Alternate Form and choose one of them to be the Default one. When you switch Attributes around, you are always using those of the Default Form as a baseline. If you have Superior Morphing, then your extra Transformations also benefit from the 10 MP granted by that Upgrade, but you will have to spend another 5 MP to grant bonus Frames this extra MP. This is entirely a balance mechanism so that Mecha with many Frames don't end up receiving 'free' MP from Superior Morphing, since it would be spending 5 MP to earn 10 MP with each new Frame.

Combination

This is the Upgrade line that enables multiple PC Mecha to crash together in a way that defies normal science to make a Mecha stronger than the sum of its parts. Combined Units may even be capable of switching between multiple forms, as many as the number of individual Mecha that made it. Combination Upgrades are meant for PC Units that want to join together. If a character would like to have an NPC buddy, they should use Assistants instead. When purchasing Combinations you need to designate the friendly Units you want to combine with. All Units must purchase the same type of Combination to be compatible together. While Combined, all the Units are treated as one and the same. Combiners usually deploy to battle precombined and may not decombine into their individual component parts until the Operation is over.

Super Combination
Internal Upgrade (10)
Effect: All components must choose one of them to be the Lead Unit when they take this Upgrade. All Subpilots then choose one of the four External Areas belonging to the Lead. After Combination, the lead Unit gains all the Upgrades and Weapons of the other components, assigning the External ones to their chosen Area. The Attributes of the Combined Unit are the averaged values of all the components together. When an External Area of the combined Unit is Maimed, the Lead Unit loses Upgrades and Weapons held there as normal but it does not lose a Subpilot or recalculate its Attributes.
Parts of these Mecha have been designed from the start to create something greater than the sum of its parts after combination. With each part of the body having assigned its own pilot, there is no greater manifestation of teamwork.

Unison Combination
Internal Upgrade (10)
Effect: After Combination the new Unit has a number of forms equal to its number of component Mecha, with each one having a different component as the Lead Unit. Each of these forms has the External Upgrades, Weapons, Might, Guard, Systems and Speed of the current Lead. Its Internal Upgrades, Threshold and Energy are shared, using the average values of all the components together. All Pilots of a Unison Combiner may freely share their Genre Points with each other and do not need to spend Actions to participate in Synchro Attacks with each other.
Multiple Mecha designed from the start as compatible with each other can crash together in an orgy of steel and speed lines. This combined Mecha has multiple forms that rapidly switch between each other, allowing every participant a chance at being the one in control.

The Way of the Subpilot

PCs that become Subpilots can still take Actions during their Turns, but they can only be Utility Actions and the Subpilot may not Move the Unit along with it. They will have to Boost if they want to make any Movement at all. Actions from specific Upgrades like Restoration or Support Upgrades may be used this way, whether they belong to the Unit in the lead or to a component. Pilots of Unison Combiners may give up the chance to take the lead during their own Turn to instead act as Subpilots for the current form, without transforming the Mecha to their corresponding form. Note that because you are now a single Unit, the Pilot in the lead does benefit from Genre Powers that you use as a Subpilot to power yourself up. You may be the same Unit, but you are still different Pilots, so Powers with a limited number of uses are counted separately for each Pilot.

Mid-Scene Combination

Combining in the middle of an Operation takes an Action from only one of the participants but needs them all to be within a Zone from at least one of the other components. Should any of the combining Units have taken Damage or spent Energy before Combination, the Combined Unit has the average available Energy and remaining Threshold of all the Units that just combined. For other abilities spent, things work differently for Super Combination and Unison Combination.

Unison Combination: Each form has its own other separate resources. A Subpilot that assists the lead Unit with their Restoration Upgrades will use up their own rather than those belonging to the lead Unit, if they would have any.

Super Combination: Anything spent by the components other than the Lead is restored. This means Restoration Upgrades, One Shot and Technique Weapons are treated as if they had not been used at all. On the other hand, resources lost or spent by the Lead Unit will carry over to the combined form. The Combined Unit may have multiples of the same Upgrade or Weapon, but they are redundant backups and don't provide twice the benefit. Restoration Upgrades may still only be used a number of times equal to their averaged Systems no matter how many extra copies you've got, and will use up the Combiner's shared Energy.

Features

Mecha are assumed to be bipedal humanoids that work somewhat like giant suits of powered armor. But Mecha has so much more to offer. Features let you represent other things, such as giant spaceships and animal Mecha. They are unique abilities with both an upside and a downside, like Anomalies, and like them cost no MP.

Keep in mind some Features make sense when combined, such as Extreme Fortification and Terrain Specialist. A lot of the time though, combining Features together doesn't quite make sense, but there is nothing stopping you from doing so if you can think of a cool enough justification.

Some Features might be available to take as temporary equipment in a manner similar to Frames through the Mid-Scene Upgrade Genre Power for that one Operation.

Base Unit
Internal Upgrade (0)
Effect: Any allied Unit within Move Distance may choose to Dock inside you as an Action. They may redeploy outside with another Action, launching a single Zone away from you. If you are ever destroyed, your Squad is defeated. Base Units cannot Engage in or be Engaged into a duel.
Congratulations, every one of your enemies is going to try and shoot you down. You are the VIP. Try to be careful.

Extreme Fortification
Internal Upgrade (0)
Effect: You halve all Damage you would usually take from any source that isn't a Might Test, but your available Energy is halved. This also works for abilties that are a secondary effect of using a Weapon but separate from the Might Test itself.
You are reinforced internally and externally, at the price of having to use smaller and less powerful energy reactors. Through this method, you can survive in the most inhospitable places known to mankind and weather some pretty heavy attacks as a bonus. Just mind your reserves.

Flyer
Internal Upgrade (0)
Effect: You ignore the effects of Terrain in your Zone and can shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there, but neither provide cover for your Allies nor can they provide cover for you. You may not Move as part of your Actions while underwater or after being forced to land.
You are capable of atmospheric flight, but it is the only way you can get around. This can be used to represent any method of flight as long as it is the only way the machine is capable of moving.

Power Suit
Internal Upgrade (0)
Effect: This Unit does not lose any abilities allocated to its Areas from Maiming. Instead each Area lost to damage halves one of your Attributes. Losing the Head halves your Systems, the Torso halves your Guard, the Arms halve your Might and the Legs your Speed.
Instead of a giant robot you have a suit of mechanized armor. It is powerful enough to stand up to the big kids, but it is much more susceptible to direct hits.

Terrain Specialist
Internal Upgrade (0)
Effect: Choose one of underwater, space, or land when you take this Feature. While you are in said environment you gain the benefit of Defensive Terrain, ignore the effects of Difficult Terrain, and may shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. Other environments count as Difficult Terrain for you.
A lot of machines derived from the technology that is used for Gears are not humanoid. You can find anything from mecha mermen to fearsome beastly robots resembling mammals or arthropods, adapted for ground combat.

Weapons

All giant robots need appropriately-sized implements of death and destruction, from giant cannons to giant swords to energy versions of those two. **You start with the two Default Weapons for free. All Weapons purchased with MP must be allocated to any of the four External Areas.** You may not own multiples of the same Weapon. What Weapons do is spice up your Might Tests with special abilities, like granting Advantages or increasing the Range in Zones you can reach.

Every Weapon is unique, but they all share certain qualities. All Weapons are at the very least Melee or Shooting, because they're either meant for use at close or long range. Then there's the other qualities that show up often, like Beam, Blast or Technique, which Weapons may or may not have, which are described ater this paragraph. Many Weapons have abilities unique to themselves wthout special names. These will be described in the Effect section of the Weapon.

Melee
Cold weapons in giant robot form. their name is something of a misnomer, because plenty of them can be used to strike foes at a distance, like the Rocket Punch. **Melee Weapons gain an Advantage when used to Engage in a Duel or against a target that is in one**. They have a **minimum Range of 0** and a **Maximum Range of 1**.

Shooting
Encompassing all sorts of firearms as well as missile launchers and artillery devices, Shooting Weapons are the best at striking from a distance taking a moment to adjust your sights. These Weapons have a **Minimum Range of 0** and a **Maximum Range of 5. When using the Aim Action with a Shooting Weapon, it gains an additional Advantage to the Might Test.**

Beam (Boost X)
The energy-based equivalent of either of the above, Beam Weapons can be laser cannons or blades made of heated particles. All **Beam Weapons cost 1 point of Energy to use and can be Boosted by spending an optional Energy cost between parentheses. When you Boost a Beam Weapon it gains an Advantage to its Might Test.** Sometimes, Boosting them also grants another special ability. You can Boost a Beam Weapon once per Action.

Blast (X)
Some Weapons make really big explosions. Some Weapons make really big explosions. **Blast Weapons target an individual Zone or an Enemy. They make a single Might Test against all units within X Zones from the target.** Blasts do not differentiate between friend or foe, but will not cause you to attack yourself should you be within their blast radius. You still have to deal with any potential secondary effects.

Burst
Burst Weapons have a long and wide reach around the user. They **target an individual Zone or an Enemy. They make a single Might Test against all units within Range in a circle around you as far as they can reach**. You can attack targets within your same Zone with them, but will not attack yourself. Unlike Blasts or Lines, Bursts don't attack Allies positioned within the area of effect.

Crippling
These Weapons add insult to injury restraining the enemy on hit or are outright designed to damage their internal systems. **Crippling Weapons always have the benefits of the Suppress Action but without the penalty to Damage. Instead, if the Enemy chooses to Move, they will suffer Damage equal to the distance Moved.**

Line
These are short range crowd control tools, like shotguns or flamethrowers. **Line Weapons target an individual Zone or an Enemy. They make a single Might Test against all units in a line extending from you towards the target until the end of Weapon's Range.** Lines do not differentiate between friend or foe and attack enemies within the same Zone as you too, but will not attack you.

Long Range
Long Range Weapons strike much farther than others. **Increase the Weapon's Maximum Range by an amount equal to your Systems beyond the norm for other Melee or Shooting Weapons.** When you **take the Aim Action** with one of these Weapons, their **Maximum Range increases by an additional 5 Zones.**

Technique

Techniques are special attacks that are stronger, but are difficult to pull off and push the machine to its limits. Mecha simply cannot handle using them often at full power, and most Enemies will see them coming after the first time they fell for it. **The first time you use a Technique during an Operation, it gains double the benefit from Tension to its Might Test. All Techniques used beyond the first will treat Tension as 0 until the Operation is over.**

One Shot

Many Weapons have limited uses. Maybe they chew through ammo too fast or perhaps they break on use. **One Shot Weapons may be only fired once per Operation.**

Slow

This Weapon cannot be fired continuously, maybe it is a thrown weapon that takes a while to return or it just reloads very slowly. **A Slow Weapon can only be fired once every two Rounds.** That means it cannot be used two Turns in a row, but may alternate firing between every other Turn.

Overheating

The gun is unstable. It will not explode, but its harmful radiation will interfere with your fragile systems. **If you keep a die roll that results in an odd number when using this Weapon, you take an amount of Damage yourself equal to the current Tension** after using it.

Unreliable

This Weapon is inaccurate, prone to misfiring, or jams more often than you'd like. **If you keep a die roll that results in an odd number when using this Weapon, you lose the benefit of Tension to the Might Test.**

Default Weapons

CQC
Melee Weapon (0)
Effect: This Weapon suffers an innate Disadvantage to its use, but cannot be disabled through Maiming.
Mecha often carry small weapons like daggers as a last-ditch measure. Others mount small blades and drills into the frame to give your unit something to use when all other options are out. Even Mecha that cannot punch or kick can still ram themselves into the enemy as a last resort.

Vulcans
Shooting Weapon (0)
Effect: This Weapon suffers an innate Disadvantage to its use, but cannot be disabled through Maiming.
Most giant robots these days come with a variety of ranged weapons integrated into the frame. Even those who don't can improvise by picking up vehicles or even buildings to toss. Necessity is the mother of invention, after all.

Equippable Melee Weapons

Arm Guardian
Melee Weapon (5)
Effect: Passing the Might Test with this Weapon increases your Defense by 3 against any Might Tests from the Enemy you just attacked for a Round.
A giant shoulder guard with pointy ends might not sound like much. It is pretty useful for pointmen trying to draw the heat away from the rest of their team, though.

Boosted Lance
Melee Weapon (5)
Effect: Passing the Might Test with this Weapon while charging in a straight line deals that Enemy an additional amount of Damage equal to half the amount of Zones you Moved during the same Offensive Action. You may keep going in the same direction if you have any remaining Zones of movement left and it adds to the Damage dealt. If you end the charge in the same Zone as the Enemy you may Engage them. Boosted Lance cannot be used to escape from a Duel.
This rocket-powered lance with a detachable, explosive tip is a favorite of high-speed shock troops all over the world. Ideal for hit and run tactics, or just for pretend-jousting.

Chainblade
Melee Weapon (5)
Effect: Unreliable. Passing the Might Test with this Weapon deals that Enemy an additional amount of Damage equal to the current Tension.
Giant chainsaws are clumsy and jam in the middle of the action way too often. And yet, they are terrifyingly devastating when everything works out just fine, making this a weapon favored most often by those who feel lucky or simply have no idea what they're doing.

Dueling Blade
Melee Weapon (5)
Effect: If at the beginning of your Turn you are in a Duel with an Enemy, Dueling Blade gains an Advantage against that Enemy for this Turn.
While not as generally useful as other melee equipment, fencing weapons remain a formidable threat in the hands of those that know how to keep their enemies pinned.

Stun Rod
Melee Weapon (5)
Effect: This Weapon inflicts an additional Disadvantage when using the Suppress Action.
Employed by Hiryu Gears to subdue Outsiders, rather than to kill them. Multiple units equipped with Stun Rods can render the fearsome giant monsters largely ineffectual.

Finger Net
Melee Weapon (5)
Effect: Long Range, Blast (2), One Shot. All Units within the Weapon's area of effect have their Guard and Speed halved until the end of your next Turn.
A giant net made of Type-W Gygravagnite, made to restrain the speedier Cryptids. By installing them in a Gear's finger-tips they can be shot as a surprise in the middle of close quarters combat, making sure they will snare their prey.

Jackhammer Stake
Melee Weapon (5)
Effect: You may choose to spend this Weapon when using it, as though it were a One Shot would be. If you do, it gains two Advantages to its Might Test. Effects that restore the function of One Shot Weapons can be used to grant additional uses of this ability.
Bayonets haven't lost their use in this day and age, and they're even better when you use it to repeatedly pummel a foe with firepower as they're stuck to it.

Rocket Punch
Melee Weapon (5)
Effect: Long Range. This Weapon's maximum Range is your Systems plus three instead of your Systems plus one.
The Rocket Punch is a staple for those that like keeping to their fists even at range, even if it is understandably harder to aim than shooting a proper gun.

Whirlwind Attack
Melee Weapon (5)
Effect: Burst, Slow, Unreliable. This Weapon benefits from an additional Advantage to its Might Test.
A favorite of close combat specialists for crowd control, this special move looks rather silly, but is downright terrifying in the hands of an experienced ace.

Zweihander
Melee Weapon (5)
Effect: Technique. Enemies attacked with this Weapon gain two Advantages to Might Tests against you for a Round.
Sheer size is the name of the game with some Weapons. From giant tomahawks to enormous spears, there is a lot of variety out there for Gears who want to just destroy whatever is on their way without having to resort to energy-based equipment. The downside is that they are unwieldy and often leave you open to counterattacks.

Equippable Shooting Weapons

Anti-Air Missiles
Shooting Weapon (5)
Effect: This Weapon gains two Advantages when used against targets with Flyer or using Antigravity.
Air dominance is still very much a factor even in this new era of Gears. Everyone on Earth understands this, and provides their troops with necessary countermeasures against their enemies. The RUF has to be careful of those pesky Majesty types, Hiryu has to worry about flying Outsiders taking advantage of how complicated it is to fight giant monsters in the middle of the ocean, and the GAF wants the Wagner destroyed by yesterday.

Assault Rifle
Shooting Weapon (5)
Effect: Long Range. You choose Areas Maimed and will not attack your Allies in a Duel when using this Weapon.
The standard issue in today's day and age, useful in all situations thanks to its solid accuracy and reliable range.

Bombardment
Shooting Weapon (5)
Effect: Blast (2), One Shot. This Weapon deals an additional amount of Damage equal to the current Tension to everything inside its area of effect. This happens even if the attack otherwise misses.
For those times when you have to pull out all the stops, just point your massive armaments at the center of the enemy forces and watch everything go up in flames.

Electro-Sapper Pods
Shooting Weapon (5)
Effect: One Shot. Passing the Might Test with this Weapon will deal that Enemy an additional amount of Damage equal to your Systems.
You launch miniaturized combat drones that will attach to a target and proceed to interfere with the Gear's internals. They don't last very long, but in their short lifespan they will cause lasting damage.

Missile Massacre
Shooting Weapon (5)
Effect: Technique. After attacking an Enemy with this Weapon, you suffer a Disadvantage to all further Might Tests against that Enemy for the rest of the Operation.
A figurative circus display of missiles shot in a pattern that makes trying to evade them nearly futile. This advanced maneuver impacts from multiple angles at once to increase the chances of a direct hit. But savvy foes will learn your patterns from this move, and will have a much easier time avoiding you afterwards.

Rail Bazooka
Shooting Weapon (5)
Effect: Long Range, Blast (2), Slow.
Designed to make big explosions at a distance, it is not exactly a sniper's dream weapon but it is very fun to use. The auto-loading mechanism is a piece of work though, and it takes its sweet time getting ready.

Resonance Cannon
Shooting Weapon (5)
Effect: Slow, Unreliable. Passing the Might Test with this Weapon will destroy that Enemy's current Level of Threshold. This happens after the Weapon deals its regular Damage.
This cannon fires sonic bursts that shatter enemies at the structural level. It is unwieldy and uses up all of its ammunition with each shot, but a mere graze can be as damaging as a direct hit.

Riot Weapon
Shooting Weapon (5)
Effect: Line.
Sometimes you just want to blow holes in everything nearby. Claymore launchers or an upsized shotgun will do that job just fine. Just don't point it near your friends.

Sniper Rifle
Shooting Weapon (5)
Effect: Long Range. This Weapon cannot be fired without first taking the Aim Action with it, but gains a third Advantage from doing so.
The Weapon of choice for the Gear-scale sharpshooter. The only issue is that it performs terribly when unscoped, which is to say, it does not perform at all.

Superheavy Machinegun
Shooting Weapon (5)
Effect: Line, Long Range, Unreliable. This Weapon inflicts an additional Disadvantage when using the Suppress Action but you may not Move as part of your Actions when using it. If you're unable to Move for whatever reason, you cannot use it.
An oversized firearm that lends itself to accusations about trying to overcompensate for something. The recoil is terrible, forcing the Gear to brace itself and remain immobile. Even then most of the shots go in the wrong direction anyway, but after all is said and done there is no better gun for providing suppressive fire.

Equippable Beam Weapons

Beam Saber
Melee Weapon (5)
Effect: Beam (Boost 1).
A favorite for its low energy consumption, solid armor-piercing power, compact size and overall practicality. Mass produced and made standard issue for most factions.

Beam Ripper
Melee Weapon (5)
Effect: Beam (Boost 2). When you Boost this Weapon it gains the Crippling and Slow abilities.
The Foundation's 'Beam Rippers' are giant beam weapons taking the shape of axes, scythes or other similar blades. They are unwieldy devices that eat Element G like breakfast, but prove invaluable when it comes to subduing Cryptids. Chopping the key body parts of giant regenerating monsters turns out to be pretty useful when you're trying to subdue and capture them alive.

Extending Blade
Melee Weapon (5)
Effect: Beam (Boost 3). When you Boost this Weapon its Maximum Range becomes 10.
This weapon's length is theoretically infinite. The only reason it doesn't go farther than it currently does is because they just haven't figured out how to keep the excessive output from breaking the device itself.

Incinerator
Melee Weapon (5)
Effect: Beam (Boost 4), Line, Long Range, Overheating. When you Boost Incinerator, all Zones affected become Extreme Terrain for a Round. You can spare your own Zone from its effects.
Someone just had to devise the equivalent of a giant flamethrower, giving birth to the best friend of terrorist organizations that own giant robots.

Radiant Fist
Melee Weapon (5)
Effect: Beam (Boost 4), Technique, Overheating. When you Boost this Weapon it gains a second Advantage to its Might Test from doing so.
The ultimate in close range finishers. The unit is equipped with an extremely damaging radiation pulse that makes its hands glow with an awesome power.

Beam Rifle
Shooting Weapon (5)
Effect: Beam (Boost 1).
Cheap to produce and easy to use, it makes a great all-purpose Weapon if you can get around its craving for energy.

Powered Rifle
Shooting Weapon (5)
Effect: Beam (Boost 2), Long Range. When you Boost this Weapon its Maximum Range increases by 5. Powered Rifle can target only Enemies that are at Range 5 or higher.
A Weapon for providing support fire at long distances, combining accuracy with penetration power. It can pierce through all but the most heavily armored of foes if you take a moment to align the sights.

Charge Cannon
Shooting Weapon (5)
Effect: Beam (Boost 3). When you Boost this Weapon it gains the Blast (2) and Slow abilites.
A portable, pistol-shaped beam cannon with two different firing modes: Continuous and Charged. Continuous fire provides an accurate, consistent supply of firepower. The Charged mode can blast multiple targets with one pull of the trigger but will force the weapon to cool down.

Double Blaster
Shooting Weapon (5)
Effect: Beam (Boost 4). When you Boost this Weapon you may choose to have either a second Advantage to the Might Test or to attack two Enemies instead of one. You gain the chosen Boost plus the Overheating ability.
A double barreled beam weapon that can be split into two separate rifles, making it as good as two guns in one. It is not just versatile but powerful, perhaps too powerful for its own stability, tending to overload and self destruct after consecutive uses.

Reactor Overdrive
Shooting Weapon (5)
Effect: Beam (Boost 4), Technique, Overheating. When Boosted this Weapon gains the Line and Long Range abilities.
You overload and expose the Gear's generators redirecting the power surge towards outside rather than your own systems. The brutal energy blast might cause lasting damage to your machine, but is much more certain to do even worse for whoever is on the receiving end of it.

Enemy Tiers

Tier 1: Grunts
These are the nameless extras, the hapless bystanders, the rank and file mooks. Their only strength lies in numbers, and that is if they have them. As Non-Combatants, they are the forgettable NPCs that get a quirk or two at most but are there mostly to fulfill a purpose like shopkeepers or civilian witnesses. As Enemies, they often are nameless soldiers or AIs with little to no self-preservation instinct. Two Grunts are roughly equivalent to a PC of the same Power Level.

Grunts start with only 50 CP and MP to spend and have no Genre Points or Powers to speak of. Grunts keep up with the XP that the PCs earn, gaining the same amount as they do, but they may never have more than 50 CP spent on Skills and Traits or 50 MP on Upgrades and Weapons. Essentially, they can get up to 50 points of special abilities and the rest all goes to Attributes. They also have access to the Paired Attack Action.

Paired Attack
Grunts fight very well in numbers, making up for being weaker with superior teamwork. A Grunt can spend an Action to **give another identical Grunt Unit within 1 Zone two Advantages to Might Tests** during their next Turn. Pairing up with another Grunt counts as an Offensive Action. Teamwork has its limits though, two is company, but three is a crowd. The same Unit cannot be Paired with more than one another each Round.

Tier 2: Rivals
Virtually equals to the PCs in all but ownership, a Rival is a recurring NPC that is more often than not an Enemy. Some of them are allies, very few of them are non-Combatants, and even less of them serve as Allies during Operations. A Rival is a fair match for one PC of the same Power Level. Rivals are created and augmented the same ways that PCs are in nearly all respects. They take a bit more effort to prepare than the other Tiers for that reason.

Tier 3: Bosses

The toughest of the tough, Bosses are the movers and shakers of the setting as Non-Combatants and fearsome Enemies in the battlefield. Bosses generally fight until they die in battle, and are meant to be rare sights that should not be fought more than once or twice. A Boss is more or less comparable in power to two PCs of the same Power Level.

Because Bosses are so powerful, the process to create them is slightly different from that of other NPCs. They start with the same CP and MP as PCs. Non-Combatants also get one Boss Trait or bonus Skills/Traits each Power Level. Bosses start off with the same Genre Points that PCs do, and earn more when losing Threshold Levels just like them. They have the six Default Powers, but after that pick Powers from a selection that is exclusive to them. Boss Mecha are entirely different from those of PCs. They use Boss Upgrades and Boss Weapons instead of the regular ones, earning more with every Power Level. Bosses gain 15 XP per Power Level, though they may only spend it on Attributes. They do get several freebies each Power Level though.

Boss Characters
Level 0: 50 CP to spend on Skills and Traits.
Level 1: One Boss Trait.
Level 2: 30 CP to spend on Skills and Traits.
Level 3: One Boss Trait.
Level 4: 30 CP to spend on Skills and Traits.
Level 5: One Boss Trait.

Boss Mecha
Level 0: One Boss Power and Weapon.
Level 1: One Boss Upgrade.
Level 2: One Boss Weapon.
Level 3: One Boss Power.
Level 4: One Boss Upgrade.
Level 5: One Boss Capstone.

Higher Levels have everything from the lower ones, so for example a Level 2 Boss Mecha has two Weapons, one Power and one Upgrade plus 130 MP to spend on Attributes, while a Level 5 Boss Mecha has two Powers, Upgrades and Weapons plus a Capstone in addition to a whooping 175 MP to spend on Attributes.

Squad Power Ratings

If you would like to have more but weaker Grunts per PC, or to throw a single Boss at a group of Characters, then this section can help you out.

We'll need to assign each PC a Power Rating (based on their Power Level) and add it up with the Power Ratings of the group as a whole to get the Squad Power Rating. Then we proceed to create the opposition, aiming to meet the NPC's Squad Power Rating with that of the PCs. We distribute Power Ratings between Grunt, Rival and Boss Enemies in a way similar to spending Experience Points to create a character.

A PC's Power Rating is equal to their Power Level times two, plus four. A Grunt is their Power Level plus two, and a Boss is Power Level times four plus eight. Rivals have the same Power Rating as PCs. Use the table below for ease of reference.

Power Level	PC Rating	Grunt Rating	Rival Rating	Boss Rating
0	4	2	4	8
1	6	3	6	12
2	8	4	8	16
3	10	5	10	20
4	12	6	12	24
5	14	7	14	28

Enemy Features

Some enemies use Mecha rules but cannot be Mecha. They might actually be giant monsters, stationary buildings armed to the teeth, or perhaps squadrons of conventional mechanized weaponry. Features can be used to represent all these various enemies, and you can mix and match them with the ones available to PCs to make some interesting foes.

These are special Features that just like those available to PCs but for one or more reasons are better reserved for the use of Enemies. At the GM's prerogative, some of these Features might be available to PCs.

Biological
Internal Upgrade (0)
Effect: At the beginning of your Turn you may spend any amount of Energy to restore half that much Threshold to yourself. Whenever one of your Areas gets Maimed, one of your Attributes is halved. Losing the Head halves your Systems, the Torso halves your Guard, the Arms halve your Might and the Legs your Speed.You ignore the Ejection rules, and losing the fourth Level of Threshold kills you.
Both Outsiders and Cryptids have very unique physiologies. The bad news is that they are relentless and will heal any wound that is not fatal in time. The good news is that their bodies are unstable, paradoxically reacting the most violently to Element G, the substance they seem to be made from.

Fortress
Internal Upgrade (0)
Effect: You can not Move as part of your Actions or be Moved by other abilities, but you increase the Maximum Range of all your Weapons by your Speed Attribute. This only counts your base Attribute, ignoring any modifiers that increase or decrease it.
You are a big, stationary target, either a literal building or you are so slow that it might as well be the case. On the plus side, you make for a fantastic artillery platform.

Invasive
Internal Upgrade (0)
Effect: Halve all Damage you would do to Enemy Mecha, but for each 5 Damage you manage to deal this way the Pilot inside loses one Layer of Plot Armor. Pilots damaged this way Test Systems instead of Willpower to avoid defeat. Should this ability trigger against a Pilot who has already lost all three Layers, they are automatically defeated instead.
Cryptids are known for their ability to kill or cripple Meisters before the Gear itself is done fighting, whether through insanity-inducing beams, half-leech half-spore parasites, or just plain opening the cockpit and eating the person within.

Squadron
Internal Upgrade (0)
Effect: You are immune to Maiming. All Blast, Burst and Line Weapons gain two Advantages to their Might Tests against you.
You're not one unit but a group of them acting in unison, most often of four. Said units are quite weak by themselves, having no choice but to emphasize quantity over quality.

Boss Traits

Boss Traits are abilities that go way beyond those of other Characters, be they PC or NPC. Some Boss Traits represent extraordinary levels of skill or talent, but several only make sense for NPCs that are also Miracle or Anomaly users.

Combat Profiling
Boss Trait
Effect: At the beginning of your Turn you may ask one Player a single yes or no question about what their PC will be doing during their next Turn. If the Player abides by their answer, you also gain double benefit from Tension against them for a Round. If they do not, they lose a Genre Point. You can use this ability three times per Episode.
You have magnificent observation skills and put them to use during battle, and can read movement patterns from your enemies like they're an open book. Just stay away from reckless savages who act crazy and break their mold.

Elusive Form
Boss Trait
Effect: Once per Episode you may slip in or out of any one Scene no questions asked. If used to enter a Match, you roll Initiative and arrive at the beginning of your Turn. If used to escape a Match, it requires an Action.
You could turn into a fast moving cloud, step into a shadow and emerge from another, or just plain vanish in a puff of smoke to reappear the next block over. Perfect for daring escapes and infiltrating enemy fortresses.

Giant Slayer
Boss Trait
Effect: You do not halve the Damage you would deal against Mecha while on foot and they no longer deal double Damage against you. You increase your Defense by 5 against Mecha and may use Deathblows against them.
You can fight toe to toe with giant robots, which is every bit as superhuman as it sounds. Enemies regard you as more monster than human, and they might even be right.

Homunculus Vessel (Specialist)
Boss Trait
Effect: You have a fiercely loyal minion NPC created using the rules for Rivals - much like Comrades for PCs. Anytime you are Defeated, you gain control of your minion until your recover your body. If you die, you carry over this Trait to the new body, creating yet another minion.
You have created true, sentient and self-aware life and indoctrinated it into absolute loyalty to your cause like any good parent expects of their children.

Living Weapon (Specialist)
Boss Trait
Effect: Choose a number of Deathblows worth a total of 15 CP or less. You do not suffer Disadvantages from using the chosen Deathblows multiple times per Episode.
You have weapons installed into a body created to spill the blood of others, and can use all sorts of weapons and combat maneuvers relentlessly until the opposition drops.

Mundanity Field
Boss Trait
Effect: Other Characters may not use any Miracle Skills as long as they are in the same Zone as you. Not even those from Ether Drives.
It is said that the Foundation's top operatives have special "Ether Cancellers" installed as part of their nanomachine treatments to counteract rogue Children who use their Ether Drives recklessly and need to be stopped.

Overwhelming Pressure
Boss Trait
Effect: Once per Episode you may spend an Action to have all other Characters in the same Zone lose a Layer of Plot Armor for each Power Level you have in excess of theirs.
The puny minds of mere normals cannot fathom what it is like to be in your presence. With the snap of a finger you can bring them all to their kness - as it should be.

Skill Master (Specialist)
Boss Trait
Effect: Choose any two Skills you are trained in. Whenever you would perform a Test using the chosen Skills, you may choose to automatically roll a 10.
There's being skilled enough to stand out, and then there's blowing the minds of everyone around you on a daily basis. This is the latter, in case you were wondering.

Spectral Body
Boss Trait
Effect: Once per Episode you may turn partly immaterial for three Rounds. While in this state you can selectively allow objects or substances to pass through your body, effectively rendering you invincible for its duration and immune to all terrain effects that you choose to ignore. You can still hurt or affect other characters or your surroundings.
You are a thing that was originally born in the empty space between dimensions, and can halfway slip back to that place temporarily without fading away. While in this state you can walk through walls and hails of bullets, while still being corporeal enough to punch a guy in the face just fine.

Viral Touch
Boss Trait
Effect: Any Enemies that you deal Damage to while on foot become infected for the rest of the Episode Arc. Infected Characters must Test Willpower against a DN of 15 at the beginning of every Scene they are in or lose a Layer of Plot Armor. A result of 20 or higher will immunize them for the rest of the Episode Arc, and your death outright cures them.
Your touch infects others with a highly lethal sickness of strange properties. The virus will slowly but surely kill all but the strongest of people, forcing folks to stay home and take it easy just to prevent the worst of its effects.

Boss Powers

Characters have a versatile assortment of Genre Powers at their disposal, and Bosses have their own special Genre Powers on top of that. Boss Powers are very powerful, and can disable certain strategies entirely, punishing PCs that specialize too much and don't cover their weaknesses.

Behold my True Power
Setup Power
Effect: Double your available Energy for a Round. You can use this Power once per Round.
The Maxwell collapsed in flames, crushing a ten story building as it did so. Its regenerative powers finally outdone, and everyone breathed a sigh of relief when the flames died down and it was still immobile. That was all the time it needed to reactivate itself by absorbing the toppled building, with a bellow that froze the hearts of the crew.

Do you Desire the Power?
Setup Power
Effect: Choose one Enemy. That Enemy makes a choice, between losing one Genre Point and taking 1d10 Damage or gaining a Genre Point but dealing 1d10 Damage to any two Allies of their choice. If they have no Genre Points left, they must take the second option. If they have no Allies alive, they hurt themselves instead. You can use this Power once per Enemy each Round.
The Outsider was intruding in the mind of Tao's Gear, and it was so difficult to resist its commands when its movements were linked to one's own brain! Asking for forgiveness with a whisper, he raised the barrel of his gun and shot Jenna on her exposed back.

Die for Me!
Setup Power
Effect: Any one Enemy suffers an amount of Damage equal to half your Systems. You can use this Power once per Enemy each Round.
The Gravagne did not play fair. That was something everyone already was too familiar with for their liking. But the fact that it could simply wave its hands and everyone's equipment would start to malfunction and then explode was not a trick they had expected.

I Accept your Offering

Setup Power

Effect: Sacrifice a single Allied Grunt to restore your Threshold by an amount equal to the Grunt's Power Level plus the number of Levels of Threshold it had intact. After that you deal the same amount of Damage to one Enemy of your choice. You can use this Power once per Round.

Gravagne extended an arm in the direction of its minions, and they proceeded to disintegrate. The entities just dissolved into a thin, green smoke that would be absorbed by Gravagne's right hand. The energy nourished and revitalized the Cryptid, enough that it could then shoot another energy blast from its left hand.

I Believe This is Yours (Specialist)

Reaction Power

Effect: Choose Melee, Shooting, Beam or non-Beam when taking this Power. Activate it to increase your Defense by half your Systems against a single Might Test. If the Might Test was made using the chosen type of Weapon you also deal that much Damage back to its source. You can use this Power once per Offensive Action.

Wigner opened one of her palms towards the pink-colored beam going her way, which promptly curved around her. "That's impossible! It is bending the pathways created by Gygravagnite particles to deflect our attacks!"

Make my Monster Grow

Setup Power

Effect: Restore the Threshold of another Ally by an amount equal to your Systems and grant them the Colossus Cap-stone until they are destroyed. You can use this Power once per Ally during the same Operation.

The mad scientist continued to laugh, watching the corpses of the defeated Cryptids rise once again. "My Power over the specimens is absolute! Behold!" In a swirl of energy, they began to absorb the remains of the defeated Nautilus Boards to regenerate their wounds.

That will not Work Again

Reaction Power

Effect: Increase your Defense by 3 against a single Might Test. If the source was a Weapon you've already been Dam-aged by previously during this Operation then restore your Threshold by an amount equal to half your Systems after calculating the Damage taken. You can use this Power once per Offensive Action.

They really should have seen it coming. It was only obvious that at some point a Cryptid would develop the ability to im-munize itself to weapons it has previously encountered.

Useless!

Setup Power

Effect: This Power prevents an amount of Damage equal to 5 plus the current Tension for one Round. You can use this Power once per Round.

The enemy platoon fired again and again, sending Will's flying Gear back to the ground. Each time it stood back up again, and would walk through the flames. "GLORY TO THE FEDERATION!"

You are too Slow

Reaction Power

Effect: Force an Enemy to reroll an Offensive Action they took against you and impart a Disadvantage to its Might Test. After that you may Move a number of Zones up to your Speed in a direction of your choice. You can Disengage from a Duel this way.

The maniacal laughter of the Glory's pilot just kept going, and Yuji was sick of it. "Shut up! Shut up already!" He raised his arm to fire the beam rifle, but Jonah simply vanished from his sights. Inconveniently enough, he also chose that precise moment to stop laughing. Now where did that jerk go?

Your Fate is Sealed

Setup Power

Effect: One Enemy loses the benefits of Tension and may not restore their Threshold for a Round.

Her Gear was unresponsive no matter how much she tried to steer it out of the monster's way. It wasn't until Bunny looked into the Cryptid's piercing eyes for herself that she realized her Gear had frozen in terror. And so had she.

Boss Upgrades

Boss Upgrades are substantially more powerful than most abilities the PCs have at their disposal. Their one drawback is that they are not always active. Instead they provide a base ability that 'Levels Up' as the Boss takes Damage and loses Threshold Levels.

Boss Upgrades have no regular effect while a Boss is in the First Level of Threshold, but after entering further Levels (and for as long as they stay in those Levels) they activate and will likely only get more powerful from there. These abilities trigger immediately after taking enough Damage, using the new Level instead of the old one.

Most of them provide a passive bonus, but some will cause an effect the moment their Threshold Levels are breached. They will not trigger multiple times if a Boss regenerates health causing it to enter the Level more than once.

Adaptive Morphology
Internal Upgrade
Level 2: Choose one of Beam or non-Beam when taking this Upgrade. Increase your Defense against Might Tests made with Weapons that are the chosen Type by 5. This counts as an Active Defense.
Level 3: As above, but you increase your Defense by 10 instead.
Level 4: As above, but you may change the chosen Weapon Type at the beginning of your Turn.
Your body is more like an amorphous blob than anything resembling a giant robot, making you intrinsically resistant to many forms of attack. Because that obviously is not unfair enough, you can also shapeshift to change that weakness in the middle of battle.

Afterimages
Internal Upgrade
Level 2: In response to the results of an Enemy Might Test against you, you may spend 1 Energy to force them to reroll the Test while imparting a Disadvantage to them. You may only do this once per Might Test and it counts as an Active Defense.
Level 3: As above, but with two Disadvantages instead.
Level 4: As above, but with three Disadvantages instead.
A technique favored by experienced warriors. You move with superior speed and grace around your opponents, faster than the eye can see, tricking them into seeing you in multiple places at the same time.

Bloodlust
Internal Upgrade
Level 2: Increase the result of your Might Tests by 5 when Engaging in a Duel or against a target that is in one.
Level 3: As above, but you also increase your Defense by 5 against targets Engaged in a Duel with you.
Level 4: As above, but you increase both values by 10 instead.
An enemy with little to no self preservation instinct will always go all out. At some point you will make a mistake and let them get too close, that's when they will capitalize on and exploit it mercilessly.

Bullet Hell
Internal Upgrade
Level 2: When you enter this Level, Enemies within 5 Zones suffer an amount of Damage equal to half your Systems.
Level 3: As above, but using the current Tension plus half your Systems as Damage instead.
Level 4: As above, but using the current Tension plus your Systems as Damage instead.
When you've got more enemies than limbs, it is a good idea to pack several dozen energy cannons. A neat bonus is that your ever-growing colorful patterns of destruction are almost hypnotic to look at.

Eye for an Eye
Internal Upgrade
Level 2: When you enter this Level, you deal an amount of Damage to an Enemy of your choice equal to the current Tension plus 3.
Level 3: As above, but using the current Tension plus 5 instead.
Level 4: As above, but using the current Tension plus 7 instead.
A sadomasochistic fighting style if there was one, turning the user into both the bait and the trap. All who dare lay a hand on you are to be destroyed with extreme prejudice.

It Keeps Coming Back
Internal Upgrade
Level 2: At the beginning of your Turn you restore 3 points to your Threshold.
Level 3: As above, but you restore 5 points instead.
Level 4: As above, but the first time that you would be destroyed during an Operation, you remain functional with your full fourth Level of Threshold instead.
Lots of baddies can regenerate their wounds to the point it is easy to see it as a repetitive gimmick. A true devil will completely heal nearly all of them with alarming speed. It takes one overpowering strike to bring them down, because several lesser blows will just fail.

Nanoskin Shell
Internal Upgrade
Level 2: When you enter this Level, you create a shield that negates an amount of Damage equal to your Power Level plus 3 and lasts until destroyed.
Level 3: As above, but the shield negates your Power Level plus 5 points in Damage instead.
Level 4: As above, but the shield negates your Power Level plus 7 points in Damage instead.
Coated in layers of self-repairing nanites, this is not an actual repair or regeneration system. Instead, it is a sandwich of armor plating that keeps coming back to protect you.

Phantom Predator
Internal Upgrade
Level 2: At the beginning of your Turn you may spend 5 Energy to gain the benefits of Maneuvering at no Action cost.
Level 3: As above, but after Maneuvering your next Offensive Action this Turn is immune to the effects of Active Defenses.
Level 4: As above, but any Might Tests against you suffers two Disadvantages unless the attack is made with Weapons that have the Blast, Burst or Line abilities.
You can pull off something that most giant robots can only dream of doing - stealth against nearly all methods of detection. You cannot be seen or heard and most sensors will have a tough time locating you. Not only will this do wonders for your survivability, it also makes your attacks nearly impossible to defend against.

Three Times Faster
Internal Upgrade
Level 2: At the beginning of your Turn you may choose one Enemy to increase the result of your Might Tests by half your Speed against them for a Round.
Level 3: As above, but you also increase your Defense by half your Speed against said Enemy for a Round.
Level 4: As above, but you increase both values by your Speed instead.
You triple your energy output to maximize your speed. Often this makes your figure glow bright red. You move so fast that you leave afterimages in your wake, and to the untrained eye it even seems that the afterimages have mass.

We are Many (Specialist)
Internal Upgrade
Level 2: Create a Power Level 0 Grunt according to the NPC creation rules when you take this Upgrade. This Grunt is deployed one Zone away from you when you enter this Level, sharing your Initiative. These Grunts count as a single Unit for the purpose of abilities with limited use like Restoration Upgrades and Make my Monster Grow.
Level 3: As above, but you deploy two Grunts instead.
Level 4: As above, but you deploy three Grunts instead.
You embody the idea of strength in numbers, able to spawn minions from your own body. They could be automated machines built from scraps or your own flesh and blood given autonomous form. Regardless of origin, they are suicidally loyal - You are Legion.

Boss Weapons

Boss Weapons are nasty, and in more ways than one. Some disrupt the opposition's game plan, while others are just plain overwhelmingly powerful. **All Boss Weapons are immune to the effects of Maiming.**

Constrict
Melee Weapon
Effect: This Weapon gains an additional Advantage when used to Engage in a Duel or against a target you are Dueling. After passing the Might Test with this Weapon, the target has their Speed halved for a Round.
You have more appendages than most people can count or even identify. Any enemies caught won't be able to escape their combined might.

Merge
Melee Weapon
Effect: After passing the Might Test with this Weapon you restore 5 points to your Threshold.
The Cryptid latches on to an unsuspecting target, dissolving its own limb into a single chunk of gooish mass. It proceeds to eat away at the bodywork of the Gear itself, absorbing the bodywork into something it can use.

Tentacle Lash
Melee Weapon
Effect: Burst, Long Range.
There is nowhere safe against this monster other than very, very far away. And that is only until it catches up to you.

Suicide Swarm
Melee Weapon
Effect: Beam (Boost 1), Blast (3), Long Range. When you Boost this Weapon it destroys your current Level of Threshold. You increase the result of the Might Test by the number of Threshold points lost this way.
Small grotesque abominations the size of a human hand that latch on to their targets and explode causing a chain reaction to any Gygravagnite-based targets.

Telekinetic Strike
Melee Weapon
Effect: Beam (Boost Special), Long Range. Spend any amount of Energy when you Boost this Weapon. When you do and pass the Might Test with it, you slide the target up to 5 Zones in a direction of your choice. Should the target be sent in the direction of another Enemy whose Defense you've also beat, they both crash and suffer an additional amount of Damage equal to the Energy you spent Boosting it, then the movement from this Weapon halts. Targets that share an occupied Zone may still crash into each other but may not be moved to another Zone this way.
Actually having to punch other guys or stab them with swords is so passe. It is much more fun to throw them around with your mind powers and have them crash against each other like you're playing bowling with robots.

Needle Storm
Shooting Weapon
Effect: Long Range, Crippling. This Weapon inflicts an additional Disadvantage to Offensive Actions on passing the Might Test.
A rush of syringe-like projectiles that disrupt and incapacitate movement and weapons systems.

Technoleeches
Shooting Weapon
Effect: Blast (2). This Weapon will cause everyone within the area of effect to halve their available Energy for a Round, even if the attack otherwise misses.
Half manufactured ordinance, half intelligent Cryptid. These creatures are suicidal, vampiric extensions of their master. They latch on to Gears and drain them of Gygravagnite, then releasing that energy as a toxic gas into the air.

Ultimate Bomb
Shooting Weapon
Effect: Blast (5), Long Range. This Weapon benefits from two additional Advantages to its Might Test and will cause you to attack yourself if you are within the area of effect.
The UEF's mighty 3G-Bomb is one of the most fearsome tools of mass destruction ever devised. Preferably do not launch it against anything less than a dozen kilometers away. In fact just do not launch it.

Overfreeze
Shooting Weapon
Effect: Beam (Boost 3), Line. When you Boost this Weapon it turns the affected Zones into Difficult and Extreme Terrain for a Round. You can spare your own Zone from its effects.
A freezing blizzard strong enough to affect a Mecha's internals while also keeping them locked in place.

Final Beam
Shooting Weapon
Effect: Beam (Boost Special). This Weapon always gets a result of 10 when Testing Might and targets the entire battlefield, though it does not directly attack the user. To Boost it you must spend all your remaining Energy dealing that much additional Damage to all Units, even to yourself, and even if the rest of the attack misses. Final Beam requires one Action be spent charging it, and its successful use will automatically make you lose your next Action afterwards.
The Kuzuryusen is likely the most lethal weapon in the Earth sphere outside of massed 3G-Bombs. There is a reason it has only been fired once. Extreme caution is advised.

Boss Capstones

These are the big abilities. If Bosses are relatively rare, Bosses with Capstone abilities are the most rare of them all. A Boss with any of these abilities is the single most powerful entity that PCs will likely ever see. A good number of them have descriptions that cross the line separating technology from magic, because their power simply defies all reasonable explanation. Bosses of Power Level 5 or higher are Enemies with powers vast and unknowable, or so inordinarily powerful that they are on a league of their own. Use Capstones with care, both because they are very powerful, and because you don't want your PCs to treat them like a routine challenge.

Aura of Misfortune
Internal Upgrade
Effect: All Enemy Weapons gain the Overheating ability if they're Beams or the Unreliable ability if they're not. Weapons that already have one of these abilities will gain the other instead. This effect lasts until you are destroyed.
Your mere presence causes equipment to malfunction in horrible ways, always to your benefit. There has to be some explanation for this, possibly related to Element G. But the odds are that your enemies will be too busy having their guns blowing up in their faces and watching their blades slip from their grasp to worry about the details.

Colossus
Internal Upgrade
Effect: You occupy 9 Zones in a shape of your choice, chosen when you take this Capstone. All Zones occupied by your body count as Extreme Terrain for Enemies in them. You cannot Engage or be Engaged in a Duel, but all your Melee Weapons gain an Advantage to their use, and Shooting Weapons used against you suffer a Disadvantage to their Might Tests. Abilities that can usually ignore the effects of Extreme Terrain will not help against you if you have a similar ability that works in the same kind of Terrain.
Giant robots are huge, yet you make them look like ants. You could raze a city to the ground in minutes just moving around, and without having to fire any of your Weapons.

Embodiment of Evil
Internal Upgrade
Effect: Enemies must spend two Genre Points instead of one to activate Genre Powers. This effect lasts until you are destroyed.
Your hatred for everything that lives is pure and relentless, flowing through all of your being. The heroes think they can face you with their clever plans, dramatic speeches, and great sacrifices. But you hate them so much that none of those things will matter. In the end, there is only hate.

Energy Drain
Internal Upgrade
Effect: At the beginning of your Turn choose an Enemy. That enemy loses one half of their available Energy and you increase your available Energy by that much.
Your dominion over Element G is such that you can harness crystals rightfully belonging to any other Gear. Barriers go down, rifles stop working, and boosters halt with a mere command from you.

Hypersonic Striker
Internal Upgrade
Effect: Anytime you take an Offensive Action, you may also Move backwards during it. The target must remain within a valid range after moving. You also increase the Maximum Range of all your Weapons by 5.
The big flaw of most big bads is that they play fair. You don't. You are an infuriating marksman that will do everything in your power to attack with impunity. Because playing fair is for those who want to lose.

Possession
Internal Upgrade
Effect: At the beginning of your Turn you may spend 5 Energy and choose one Enemy. The Enemy must use an Offensive Action against one of their Allies using one of their Default Weapons. You make all corresponding choices and may force the target to Move as part of this attack, but not to spend Genre Points. This takes place immediately and does not use up the chosen Enemy's next Turn.
You emit a pulse of strange energy that engulfs an enemy temporarily in what can only be described as a shifting pattern of colors. Victims will temporarily lose control of themselves while they feel they are being watched by an uncountable number of presences, all yearning to keep their new toys for a little while longer.

Allied Reinforcements

Sometimes you want to have allied NPCs helping the PCs out. Maybe you want a large battle with several Grunt and Rival NPCs on both sides. Or maybe you just want to have a safety blanket in case the PCs need are near defeat and in need of assistance. But you don't want to have to write up a bunch of NPC statblocks and much less want to give them all individual Turns. That's Reinforcements.

Reinforcements are not individual NPCs of their own. Think of Support Upgrades and you have the right idea. There is only one Reinforcement Unit, and it represent all sidekicks and allies of the PCs at a single time. If there are multiple NPCs helping the cast of PCs out, they'll have to take turns sharing the narrative spotlight.

A Reinforcement Unit has a Reinforcement Level that is essentially its equivalent of Power Level for PCs. Reinforcement Units have Reinforcement Points to spend on Reinforcement Powers during battle.

Because they are not proper NPCs, Reinforcements are not deployed in the battlefield. **They have their own Initiative always set at 10.** This makes them faster than most Grunts and some Rivals, but slower than Bosses and the faster Rivals or even Grunts. **Reinforcements cannot have a negative number of Reinforcement Points. Any time they would go under 0, they are defeated.**

The PCs are priority for all Enemies, and Reinforcements won't be attacked as long as there are any of them left. Usually. **If the PCs have all been defeated or they have retreated, Enemies can attack Reinforcements to remove Points from their reserve. Grunts will remove 1 Point, Rivals 2 and Bosses 4.** Reinforcement Powers are very strong, but the Reinforcement Units themselves are fragile. Reinforcements are always in valid range for attack.

Reinforcements in Operations

Reinforcements have one Action to use during their Turn from the three Actions below**.** They may also use any of their Reinforcement Powers, though those have a cost in Reinforcement Points. **Reinforcements restore one spent Point at the beginning of their Turn**, so they won't run out if they can pace themselves. They may use more than one Power or the same Power multiple times each Turn, if they have the Points for it.

Barrage
The Reinforcements open fire on a single Enemy. **One Enemy takes an amount of Damage equal to the current Tension.**

Overwhelm
In an emergency, Reinforcements can also choose to take some heat in place of the PCs. During their Turn, instead of using a Power, they may choose to **draw the attention of one Enemy**. That **Enemy takes Damage as if attacked with Barrage but is also forced to use their next Action, against the Reinforcements**. This is very likely to end in suicide.

Analyze
Intel wins battles, but studying your foe in the middle of battle is no easy feat. Reinforcements can assist the PCs with enemy scans in the middle of battle to give them precious information. **Choose one Enemy. You learn that Enemy's Attributes, Upgrades, Weapons and Genre Powers.**

Creating Reinforcements

The amount of Points they have depends on their Reinforcement Level. Reinforcements have one Power at Level 0, and they learn another Power for each Level they have. A Reinforcement Unit's Power Rating is equal to that of PCs.

Level 0: Protect the VIP (1 RP)
Reinforcements of this level might be trying to help but their assistance is minimal. They're easy pickings for anyone who looks at them funny.
Level 1: Insignificant (2 RP)
Lacking in power and versatility, these Reinforcements are better than nothing and can come useful every now and then, but aren't anything to write home about.
Level 2: Elite Mook (3 RP)
The Reinforcements are strong enough to make the difference between otherwise matched opponents, and are equivalent to a powerful Enemy Grunt.
Level 3: Friendly Rival (4 RP)
As the equivalent of facing another full-blown Rival NPC, these Reinforcements make great companions out there in the front lines.
Level 4: The Cavalry (5 RP)
The Reinforcements are powerful and have a deadly variety in what they can do, making them genuinely fearsome and the equivalent of having powerful Rivals, an army of Grunts, or even your own Boss NPC as an Ally.
Level 5: Deus Ex Machina (6 RP)
The Reinforcements are overwhelmingly powerful and victory is all but assured to the Squad that benefits from them.

At Level 2, Reinforcements would have three Powers and three Points to use them. At Levels 0 and 1 they won't have enough Points to use some of the Powers they can get, so they should stick to the more basic ones.

Reinforcement Powers

Formation G
Reinforcement Power (1)
Effect: One Ally gains the benefit of the Aim Action and their Weapon gains the Crippling ability for their next Offensive Action.
You have attack drones with a support oriented AI. They help flank single targets and corner them under the direct line of fire of your allies.

I'll Grant you Power
Reinforcement Power (1)
Effect: One Ally gains a single Genre Point.
An experimental Overcharger variant with several experimental modes of function to suit potentially any purpose. The problem is that it sometimes fails to work entirely.

Raise the Shields
Reinforcement Power (2)
Effect: Increase an Ally's Defense by 10 for a Round.
You have scattered a multitde of portable barriers around the battlefield and can activate them at a moment's notice. Try not to spring them where the enemy can use them.

Focus Fire
Reinforcement Power (2)
Effect: One Enemy takes an amount of Damage equal to two times the current Tension.
You carry a number of mass produced units with you piloted by fresh recruits. They may not amount to much individually, but just try withstanding a dozen of them shooting at once.

Carry our Hopes
Reinforcement Power (3)
Effect: One Ally can take an additional Action during their next Turn.
You can link up allied Mecha to your supercomputer AI. They effectively gain temporary digital subpilot, overclocking the unit to double its speed.

Live!
Reinforcement Power (3)
Effect: Restore an Ally's Threshold by 15.
You deploy a large crowd of repair drones by the name of "The Engineers" . They will zip around the battlefield, fixing up damaged Mecha, before coming back to you.

Troubleshooting

Straight Lines
If you're using a hex board or treating Zones as a fixed distance in meters you should have no problem with the few Weapons that shoot in straight lines. If you are using a chess board then shooting in a diagonal line is more debatable. In the interest of not breaking immersion, the line does not need to be perfectly horizontal, vertical or diagonal - just trace a line between you and the target to affect all touched Zones.

The Beginning of a Turn
Abilities that have an effect at the Beginning of a Turn only happen once each Turn, thus Commander Type may be activated only once per Turn. If there are multiple effects about to happen, the order is decided by the owner of the Unit whose Turn it is. You can use Regenerative before Extreme Terrain kicks in, for example.

Weapon Types
Melee Weapons are stronger while Dueling, but they also gain an extra Advantage when someone else is dueling the target. Aiming with a Shooting Weapon will grant two Advantages and an increase to Range, but aiming for multiple turns will not stack with previous bonuses.

Weapon Effects
When Weapons cause special effects, these always take place after the Might Test itself. That means Finger Net lowers Guard and Speed after its attack resolves and after calculating whether it deals Damage or not. Chainblade resolves its Might Test first then creates another instance of Damage. Some of these abilities will affect targets whether they are hit or not (Like Bombardment) but others need to at least match the target's Defense with their Might Test, though they don't need to deal Damage.

Maiming Exceptions
When an ability changes the way the Maim rules work for you, it only does so for your regular Areas. Expansion Packs remain broken even if you have Invincible Alloy or Power Suit. Speaking of which, Invincible Alloy works fine with Power Suit, but Integrated Weapons does nothing.

Escaping from Duelists
With Duelist Model you get a free attack against Enemies that use the Disengage Action, but not if they use other methods to escape. Slippery Chassis lets them just walk away, since they don't have to Disengage at all. Units forced to move (such as those hit with Telekinetic Strike) don't trigger the free attack either. If you have Slippery Chassis, you can also use Boosted Lance to charge out of a Duel.

Tension Modifiers
Abilities that modify Tension temporarily will affect the whole Offensive Action. Impetuous Style will boost the Damage from Chainblade but also make Overheating Weapons more dangerous. Multiple Tension modifiers are applied consecutively to the previous total, so if you are using a Technique and my Style is Impetuous, you treat Tension as if it were 8 points higher. But be careful, because if you get hit with Can't let you do That, it gets reduced all the way to 0 and no other modifiers can change that.

Damage Modifiers
Like with Tension, multiple modifiers will stack together. Unlike with Tension, abilities that halve Damage always apply at the end of a calculation (and state this much). So if you get hit for 1 Damage with a Resonance Cannon and then take 3 Bonus Damage from its ability (Because you have a Threshold of 4) then the total Damage dealt gets halved to 2. Absolute Barrier and Extreme Fortification are the only Upgrades that block Damage not part of a Might Test. They let you reduce Damage from abilities like Bombardment and Die for Me! - other than not getting hit in the first place.

Attribute Modifiers
Attribute modifiers are why averages are rounded down after halving (to reward higher Attributes) and why halving is usually the first step of an Operation. This way getting one or more Attributes halved is painful but not crippling.

Movement and Suppression
Units hit with the Suppression Action or a Crippling Weapon will take extra Damage if they willingly Move during their Turn. Subpilots using the Boost Action will trigger it, being forced to Move while in a Duel will not.

Terrain Modifiers
Abilities that turn existing Zones into a specific Terrain type don't override its current properties. This means that if you aim Incinerator at Defensive Terrain, the result will be a Zone that is both Defensive and Extreme Terrain. Also do remember that multiple instances of the same Terrain type can stack.

Blasts and Friendly Fire
Allies caught in the area of effect of a Blast or a similar Weapon will always be attacked. Even with Suppression or Expert Support. The only way to spare them is to exclude the Zone they are occupying from the area of effect.

Blasts and Targeting
You can target empty Zones as the center of your area of effect Weapons if you so wish, in case that makes it easier for you to avoid friendly fire or maximize the amount of Enemies hit. When you Aim with an area of effect Weapon, you can focus on one Unit or you can aim it at a set of Zones as well, either works, but do keep in mind that the latter basically tells all Enemies to get out of the area ASAP. If you are in a Duel, you must target your Duel opponent directly (or their Zone) or they will get a chance to attack you.

Component Units with Upgrades
As a component in a Super Combination you grant both your Internal and External Upgrades to the lead Unit, while also benefitting from the lead's Internal Upgrades. Supports work as normal for their owner, because they are Separate Upgrades, while Extra Areas grant their effects to the Lead.

Surviving Lethal Damage
Abilities that let you survive lethal Damage don't block the special effects of Weapons. This is especially important for Weapons like Chainblade and Bombardment, because even if I Cannot be Defeated lets you survive the Might Test, the bonus Damage they do will defeat you.

Using Genre Points at the same time you lose their Threshold Level
You can use the Genre Point you get from losing your last Level of Threshold to activate a Power that has an effect in response to taking said Damage, but not to prevent said Damage from happening. This means you can use Live Another Day or I Cannot be Defeated (but not My Defense is Impregnable or Can't Let you Do That) even if you are out of Genre Points and an Enemy blows past your last two Levels all at once.

Rerolling with Advantages and Disadvantages
There are several abilities that grant or force rerolls (often involving Might Tests) with either am Advantage or a Disadvantage to the Test. When more than one of these apply to the same roll, the final Test applies all of the Advantages and Disadvantages together, not just the Advantages or Disadvantages from the last ability. So if you use Try Again on your Might Test and then an Enemy cuts into it with Not so Fast, the last roll would have one Disadvantage, not two, since Try Again cancels out the first Disadvantage from Not so Fast.

When your Threshold is 0
Having a Threshold Attribute of 0 means you're defeated the moment you take Damage, period. No amount of Invincible Alloys can save you by making you stay alive at 1 point of Threshold left, because you can't have any points of Threshold at all. A base Threshold of 0 is the only way to have a functioning Unit with 0 points of Threshold left, because anyone else who has 0 points left has all of their Areas Maimed and is defeated.

Riding Base Units with Terrain Adaptation
While you are Docked within a Base Unit, you are considered to have all the benefits of Terrain adaptation that they also have. If the Base Unit is flying, you can shoot over enemies providing cover. If the Base Unit has the benefits of Defensive Terrain from Terrain Specialist, then you also get said benefit. The only exception is Extreme Terrain, so if you take an Action that exposes yourself while in Extreme Terrain, you're going to take Damage at the end of your Turn and at the beginning of the next one.

Halved Resources
When your Energy or Systems are halved, and you have spent Energy this Turn or Restorations this Operation, the resources that you have spent are the first to go away. This means that if you have 6 Systems and Power Suit, use two Restorations and then your Systems is halved from a Head Maim, you still have 3 Restorations left. Likewise, if you have 4 Energy and Transform (using 2 Energy) to a Form with Extreme Fortification, your available Energy is 2 - you did not actually lose anything!

BATTLE CENTURY G

Character Name		Power Level	
Concept		Character Points	

Attributes

Themes

☝ Fitness	👁 Awareness	★ Reason
🌐 Intellect	❤ Willpower	💬 Typecast
💬 Charm	$ Resources	💀 Bane

Status

🛡 Defense	✚ Layer 1	✚ Layer 2	✚ Layer 3	🔥 Genre

📖 Skills

Name	Specialization	Name	Specialization

💡 Traits

Name	Effect	Name	Effect

⚡ Powers

Name	Speed	Effect

BATTLE CENTURY G

Mecha Name		Power Level	
Concept		Mecha Points	

Attributes

⚔ Might	⚒ Guard	⚙ Threshold	◈ Energy	⚲ Systems	⧗ Speed

Status

🛡 Defense	🔧 Level 1	🔧 Level 2	🔧 Level 3	🔧 Level 4	👤 Pilot
◎ Tension	⊘ Maim	⊘ Maim	⊘ Maim	⊘ Maim	🔥 Genre

Areas

⎍ Core	☻ Head	🛡 Torso	✊ Arms	👢 Legs	⁇ Other

⬆ Upgrades

Name	Type	Effect

🔫 Weapons

Name	Type	Effect