

MECHA SRD

EXTREME

*Requires the use
of the Dungeons
& Dragons®
Player's
Handbook,
Third Edition,
Published by
Wizards of the
Coast®.*



Appendix 2 by
Philip Reed
 Illustrated by
Christopher Shy
 Published by **Ronin Arts**

www.roninarts.com
www.philipjreed.com
www.studioronin.com

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at www.wizards.com/d20.

Dungeons & Dragons and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.

Cover and interior artwork copyright © 2003 Christopher Shy, Appendix 2, layout, and graphic design copyright © 2003 Philip Reed, All Rights Reserved. All Rights Reserved. Used with permission. All text in this book is designated as open game content. You may not distribute this PDF without the permission of Ronin Arts.

Several PDF products are available
 from **www.rpgnow.com**,
www.philipjreed.com, or
www.roninarts.com.

TABLE OF CONTENTS

CHAPTER ONE: THE BASICS.....3

Mecha Pilot Character Class	3
Mecha Commander Character Class	6
Skills and Mecha	8
Feats and Mecha	9

CHAPTER TWO: MECHA DESIGN.....12

What is a Mecha?	12
Mecha Points	13
Mecha Stat Block	13
Designing a Mecha and its Mecha Point Cost	14
Design Checklist	18
Step One: Choose Mecha Type	18
Step Two: Choose Size	18
Step Three: Choose Hit Points	19
Step Four: Choose Occupants and Cargo	20
Step Five: Choose Armor	21
Step Six: Choose Defense	21
Step Seven: Choose Strength	22
Step Eight: Choose Speed	22
Step Nine: Choose Handling	28
Step Ten: Choose Special Abilities	28
Step 11: Choose Exotic Abilities	38
Step 12: Choose Defects	43
Step 13: Design Weapons	48

CHAPTER THREE: MECHA COMBAT61

Running Big Battles	61
Basic Concepts	62
Characters in Mecha	63
Scale	64
Mecha Sizes	64
Facing and Firing Arcs	65
Initiative	65
Movement and Action	65
Moving the Mecha	67
Fighting from Mecha	76

APPENDIX ONE: MECHA AS MAGIC ITEMS82

The Design Process	82
--------------------------	----

APPENDIX TWO: EXTREME EXTRAS....85

New Feats	85
New Mecha Defects	86
New Mecha Exotic Abilities	87
Predator IVX Power Suit	88
Gargexian GR5	89
Energy Absorbing Alien	90

APPENDIX THREE: OPEN GAME LICENSE.....91

APPENDIX 2: EXTREME EXTRAS

When we made the decision to put the Mecha SRD into PDF format, we thought it would be nice if some new open game content was added to the mix.

The information contained within this appendix, just like the Mecha SRD, is presented as open game content. We hope you enjoy using this material in your games and your own projects.

NEW FEATS

The following feats help expand the selection in the Mecha SRD file (see p. 9 for the original feat selection).

Battlefield Tactics

You're combat experience and natural abilities allow you to direct combat operations while in the middle of battle.

Prerequisites: Leadership, Int 13+.

Benefit: When in combat, anyone within communications range who is in the same combat gains a +1 unnamed bonus to all attack rolls. As long as one person in combat with you remains unflanked no one in combat with you can be flanked.

Cold Start (Mecha Type)

You're skilled at starting your mecha quickly when you need to.

Prerequisite: (Mecha) Operation.

Benefit: If your mecha has the defect "start-up time" (see p. 47) you reduce the start-up time by 1/2.

Special: This feat may be taken multiple times, once for each type of (Mecha) Operation.

Electronic Warfare Mastery

Prerequisite: Int 14+; Electronic Warfare.

Benefit: The character gains a +2 competence bonus on Computer Use checks with mecha sensors (such as radar).

Special: If the character takes a full action to monitor a sensor, he or she gets a +4 bonus on Computer Use checks with it.

Elite (Mecha) Operation

This is several different Feats, sometimes known as Elite Aircraft Operation, Elite Spacecraft Operation, Elite Surface

Vehicle Operation, etc. The character is an elite pilot of the chosen mecha type.

Prerequisite: (Mecha) Operation.

Benefit: The character gains a +2 competence bonus on Drive or Pilot checks or attack rolls made when operating a craft of the selected class.

Special: The character can gain this Feat multiple times. Each time the character takes the Feat, the character selects a different class of mecha.

Grizzled Veteran

You've spent years piloting mecha in combat operations.

Prerequisite: Age 35+.

Benefit: You gain a +2 unnamed bonus on all skill checks and attack rolls when piloting a mecha.

Special: This feat may be taken twice; the second time must be no less than 5 years game time after the feat is first taken. The bonus is +4.

TABLE A3-1: ANTIQUATED POINT COSTS

Percentage Chance of Malfunction	MP Cost
10%	-5 MP
20%	-10 MP
40%	-20 MP
60%	-35 MP
75%	-50 MP
Effect of Malfunction	MP Cost
-1 modifier on all attack rolls	-2 MP
-3 modifier on all attack rolls	-3 MP
Speed decreased by 25%	-5 MP
One random exotic ability stops working	-15 MP
Stress in armor, reduce hit points by 20%	-5 MP
Joints locking, Rex saves and Dex checks reduced by 3	-8 MP



Improved Giant Robot Dodge

Prerequisite: Giant Robot Dodge.

Benefit: The dodge bonus is increased to +3.

Improved Vehicle Dodge

Prerequisite: Vehicle Dodge.

Benefit: The dodge bonus is increased to +3.

NEW MECHA DEFECTS

The following defects are useful when constructing mecha. See p. 43 for the original listing of mecha defects.

ALIEN DESIGN

The mecha is of an alien design and is difficult to repair by those without an understanding of its design and construction. The repair time for the mecha is multiplied by the number of MP gained from this defect.

Mecha Point Cost: 2-5 MP.

ANTIQUATED

The mecha's an older model and has all of the problems that age would suggest. There is a percentage chance at the start of any combat that the mecha will have a slight malfunction that decreases its effectiveness. This is something that cannot be

repaired and the problem comes and goes without warning (check at the beginning of each combat).

Mecha Point Cost: See the table, at left, for point costs depending on percentage chance and effect of the problem. You may select only one percentage chance but you may select multiple effects.

EASILY CRIPPLED

The critical range of all attacks against the mecha is doubled.

Mecha Point Cost: -6 MP.

EXOTIC POWER SOURCE

The mecha requires a special type of fuel or power that cannot be easily found and/or is expensive. The exact nature and type of power will be completely dependent upon each individual campaign.

Mecha Point Cost: -10 MP, -15 MP if the mecha also has reduced endurance (see p. 46).

PRONE TO DAMAGE

When hit by any attack that causes damage the mecha has a percentage chance equal to the amount of damage suffered that it will suffer an additional point

of damage per 5 points of damage suffered (round up).

Example: A mecha struck by an energy blast that inflicts 43 points of damage has a 43% chance of suffering an additional 9 points of damage.

Mecha Point Cost: -6 MP.

NEW MECHA EXOTIC ABILITIES

Just as the new defects can come in handy when constructing your mecha, so too can these new exotic abilities. See p. 38 for the original Mecha SRD exotic abilities.



Energy Absorption

Any one type of energy (plasma, electrical, magic) is absorbed by the mecha, powering it. The mecha can use that power in various ways.

Blast: The energy is fired through a specially-constructed port, dealing 1/2 the amount of damage absorbed.

Burst: The energy is released in a burst that affects everything within 20' of the mecha. All objects in the area of effect suffer the full amount of the damage absorbed.

Strength Amplification: The mecha's Strength (or Strength Modifier for suits) is doubled for a number of rounds equal to the number of dice of damage absorbed.

Mecha Point Cost: 20 MP for blast, 30 MP for burst, 15 MP for strength amplification.

Energy Dissipation

Much like energy absorption except that the energy is harmlessly dispersed through the mecha.

Mecha Point Cost: 15 MP per type of energy.

PREDATOR IVX POWER SUIT GAME STATISTICS

Type: Suit

Size: Medium (9')

Hit Points: 25 (50 MP)

Occupancy: 1 operator, no cargo (10 MP)

Armor Hardness: 10 (50 MP)

Defense: 10

Strength: +5 (15 MP)

Speed: 60 mph (60 MP)

Combat Speed: 105 5' squares per round

Initiative: +3 (15 MP)

Maneuver: +2 (10 MP)

Total MP Cost: 258 MP (Not counting weapons)

Special Abilities:

Tactical Radio, secure (4 MP)

Basic Navigation (1 MP)

High-resolution radar, 10 mile range (50 MP)

Exotic Abilities:

Force field, 10 HP (30 MP)

Mecha Defects:

Noisy (-5 MP)

No Hands (-5 MP)

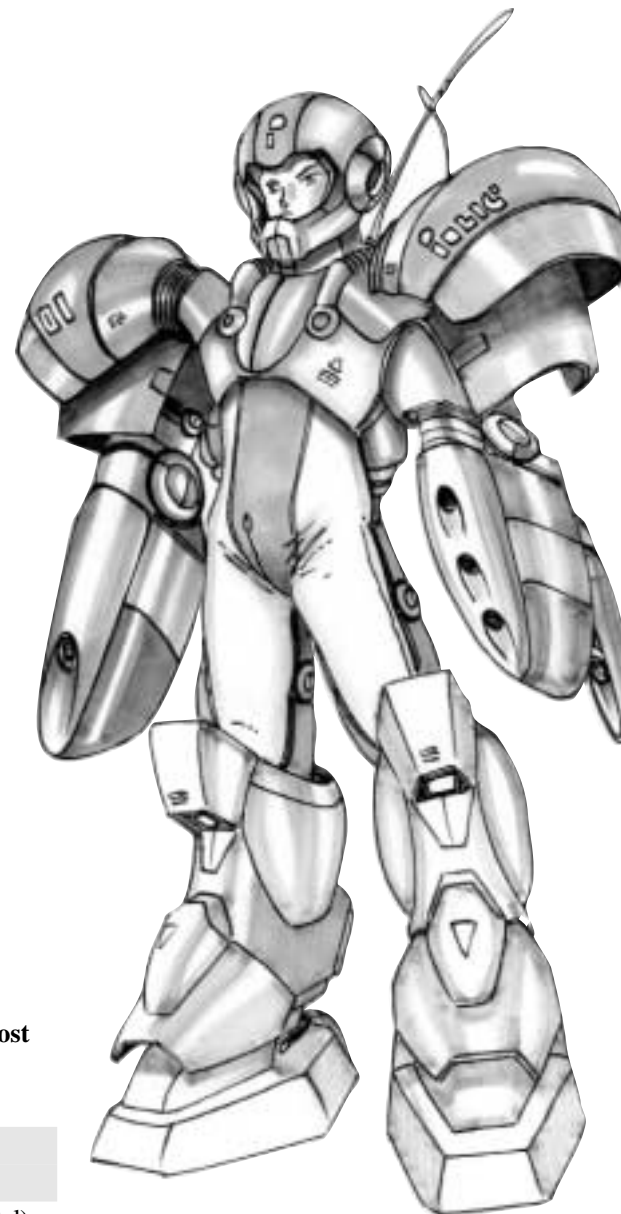
Open (-20 MP)

Reduced Endurance, 2 weeks (-5 MP)

Start-Up Time, one minute (-2 MP)

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Harbinger Gun*	2d10	A	30m	100	2xAutomatic, 2x Extra Ammo, Hardpoint	–	110
Harbinger Gun*	2d10	A	30m	100	2xAutomatic, 2x Extra Ammo, Hardpoint	–	110
Spider Missiles (3)	10d8	SS	45m	1	Armor Penetrating, 5xLess Ammo, Blast (3 m)	Short Range	3 (9 total)

* Ballistic weapon



MECHA SRD EXTREME

GARGEXIAN GR5 GAME STATISTICS

Type: Giant Robot

Size: Huge (22')

Hit Points: 45 (50 MP)

Occupancy: 1 operator, no cargo (10 MP)

Armor Hardness: 15 (75 MP)

Defense: 8

Strength: 25 (45 MP)

Speed: 30 mph land (45 MP)

Combat Speed: 53 5' squares per round

Initiative: 0 (10 MP)

Maneuver: -2 (0 MP)

Total MP Cost: 223 MP (Not counting weapon)

Special Abilities:

Tactical Radio (2 MP)

Long-Range Radio (2 MP)

Climate Control (3 MP)

RWR (2 MP)

Searchlight (2 MP)

Jump, x3 (3 MP)

Basic Navigation (1 MP)

Optics, 2 miles (3 MP)

Exotic Abilities:

None

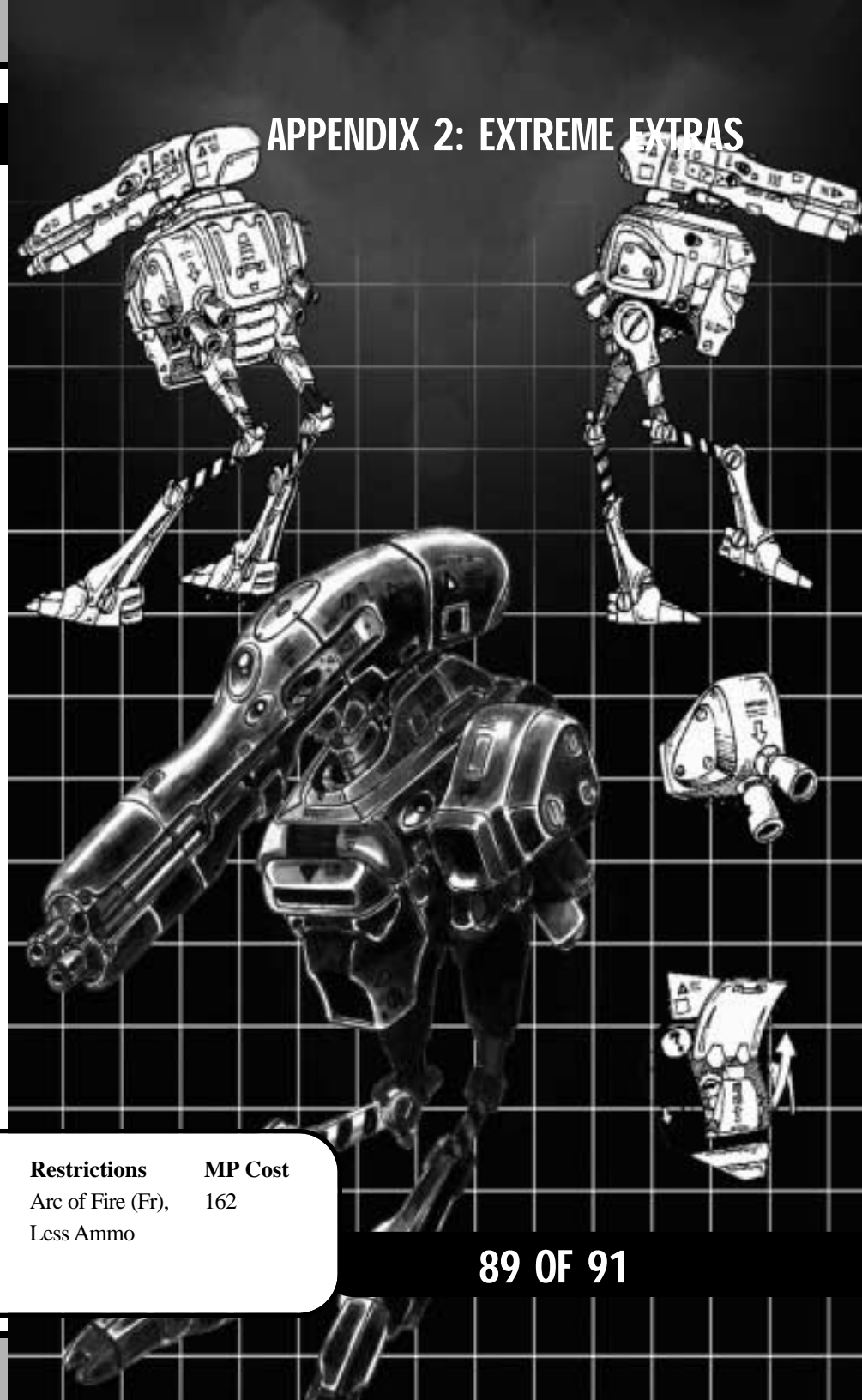
Mecha Defects:

Noisy (-5 MP)

No Hands (-25 MP)

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
Particle Blaster	5d12	SS	80m	12	2x Long Range, Increased Threat (18-20)	Arc of Fire (Fr), Less Ammo	162

APPENDIX 2: EXTREME EXTRAS



ENERGY-ABSORBING ALIEN

Large Aberration

Hit Dice: 6d8 (27 hp)

Initiative: 0

Speed: 5 ft., fly 10 ft. (poor)

Armor Class: 12 (+2 natural)

Attacks: 3 tentacles, 1 bite

Damage: 1d6 tentacles, 1d4 bite

Face/Reach: 5 ft./10 ft.

Special Attacks: Energy Drain

Special Qualities: Blindsight, Flight,

Hive Mind

Saves: Fort +4, Ref +4, Will +6

Abilities: Str 15, Dex 11, Con 20, Int 13, Wis 11, Cha 8

Skills: Intimidate +8, Listen +2, Search +4

Feats: Iron Will, Power Attack

Climate/Terrain: Any land

Organization: Team (2-4) or platoon (12-24)

Challenge Rating: 5

Treasure: None

Alignment: Neutral Evil

Advancement: 7-12 HD (large), 13-18 HD (huge)

One cold winter night, a meteor crashed to the Earth. Over the next few days dark, twisted creatures emerged from the crater. Within a matter of weeks these terrible, octopus-like invaders had seized

hundreds of miles of territory. Thousands were killed in these first few weeks.

Now it's time to fight back.

COMBAT

These aliens attack in groups, tearing at mecha or people with their tentacles and biting when possible. These creatures are drawn to energy sources and must consume at least one large-size source of power each week or else they die.

While their bites cannot hurt mecha, their tentacles can.

Energy Drain (Su): By plunging their tentacles into a power source, these creatures can drain it completely. For every round a tentacle remains in contact with an energy source the creature drains one day of power. To get to the source the creature must either decrease the hit points of the target by 50% or score a critical on the target.

Blindsight (Su): The large, black eyes of these creatures are completely worthless. These twisted aliens “see” much like bats. Using this ability is a free action and gives them the ability to “see” in a 360° arc.

Flight (Ex): These bizarre aliens fly by inflating their bodies with a natural gas created within themselves. They appear to levitate and may hover in a single position if desired.

Hive Mind (Ex): All aliens within 20 miles of each other share a constant link. If one creature in the group is not flat-footed than none of them are. They cannot be flanked unless they are all flanked.

USE IN CAMPAIGNS

DMs could design a complete campaign around these strange creatures or use them as a change of pace. The invading alien is a common element in many sci-fi stories and mecha are no stranger to battling creatures from the stars.

The CR of these monsters could make it difficult for low-level characters to deal with them. Luckily, the army is usually close behind.

Note: Much of this work is based on *Possessors: Children of the Outer Gods* by Philip Reed and Christopher Shy. *Possessors* can be found at www.rpgnow.com. There's a very good chance that these creatures are an advanced form of possessor that, through exposure to technology, lost their dominating powers and gaining energy absorbing ones.

An idea from *Possessors* that would work well in a mecha campaign is the creatures' queen, an alien monster that orbits the Earth. The chance to fly into space and blast the queen should not be overlooked.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as

described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

D20 Mecha Copyright 2003, Guardians of Order, Inc.

Mecha Compendium Copyright 2003, Dream Pod 9, Inc.

Mecha SRD Extreme Appendix 2 Copyright 2003, Philip Reed. Published by Ronin Arts, www.roninarts.com.

Possessors: Children of the Outer Gods Copyright 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studio.ronin.com.

Vilstrak from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.