



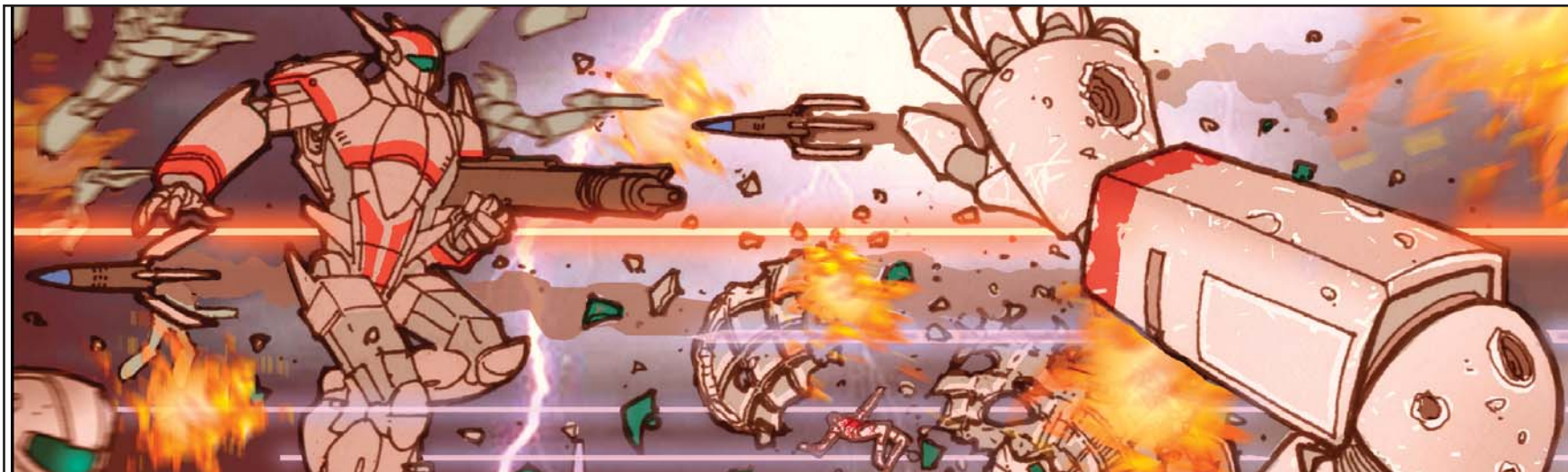
LPJ9946



Devil's Workshop

WEAPONS OF MECHA DESTRUCTION

Requires the use of the d20 Future™ Roleplaying Game, published by Wizards of the Coast, Inc.



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With the advent of D20 Future being released, many individuals have gotten their first real taste of how the d20 engine can be expanded to handle several different types of genres. D20 Future's new rules have added all new types of games that can be played by fans and hardcore gamers. This source-book PDF focuses on the area of giant mechanical robots and battle suits called Mecha and what additional materials can be added to help make your games even more interesting and fun for you and your local gaming groups.

MECHA BODY SIZE

PROTOTYPE

This mecha of this type is normally the first trial of a new type of mecha design and will normally not be as advanced as the standard issue make and model of that same mecha. These types of mecha will have one less equipment slot (player's choices) then other comparative mecha body sizes; so a Large mecha with prototype will only have 6 equipment slots instead of the normal 7 slots.

Base Purchase DC: -5

Equipment Slots: -1 (player's choices)

UNIQUE

This mecha of this type is normally been radically changed from the stand issue mecha that was developed and available. These types of mecha are normally for those mecha jockeys who want to personalize their mecha even more. Due to the customization of this vehicle, these types of mecha will have two more equipment slot (player's choices) then other comparative mecha body sizes; so a Large mecha with prototype will have 9 equipment slots instead of the normal 7 slots.

Base Purchase DC: +10

Equipment Slots: 2 (player's choices)

MECHA SUPER-STRUCTURE

OUTDATED (PL 5)

This mecha is quite outdated, in direct comparison to other mecha of a similar model and make. Normally these mecha have been through several major conflicts and have suffered through them. In gaming terms, all mecha with outdated will have its hardness reduced by 5 points.

Hardness: -5

Base Purchase DC Modifier: -10

MECHA FLIGHT SYSTEMS

JUMP JETS (PL 6)

Jump Jets are normally incorporated with any jetpack flight systems, but not always. This gives any mecha with this modification the ability to instead of a "jump" instead of using normal flight with the jetpack. Jump Jets make it possible for the mecha to leap to 50 feet up and 75 feet across. To land safely the pilot must make a Pilot skill (DC 22) and land from the leap safely. If the pilot fails the roll or lands on something like another mecha, the "attacking" mecha is considered to be Overrun (See Overrun in Chapter 5 of the D20 Modern Roleplaying Game). A jump jet carries enough fuel for a mecha to perform no more than 15 of these "jumps" before needing to refuel the Jump Jets; refueling has a purchase DC of 16.

Equipment Slots: 1 must be boots (*Large or Huge*); 2, must be boots, back or shoulders (*Gargantuan or Colossal*)

Activation: None

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Purchase DC: 10 + one-quarter the mecha's purchase DC

Restriction: None

MECHA DEFENSE SYSTEMS

ABLATIVE ARMOR (PL 6)

An outer hull layer on some mecha is designed to vaporize under weapons fire, thereby dissipating energy and protecting the mecha's interior. Mecha equipped with this modification will gain armor points equal to one-fourth the hit points of the mecha. If a mecha has 200 hit points then it has 50 points of ablative armor. When the mecha is attacked with ablative armor, reduce the first successful attack damage by 50 points; then the second successful attack damage will be reduced by 45 points; then the third successful attack damage will be reduced by 40 points and so forth. When the Ablative Armor damage reduction reached 0 it will no longer function and the mecha will take damage as normal. This defense system cannot be combined with Ceramic Composed Plating or Reactive Armor.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

CERAMIC COMPOSED PLATING (PL 6)

This defense system effectively covers the mecha's outer covering with ceramic composed plating. This type of plating makes the mecha more resistant to heat and fire-based attacks. This type of plating grants the mecha fire resistance 10. This defense system cannot be combined with Ablative Armor or Reactive Armor.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

CHARGED HULL (PL 5)

With this defense system, a mecha is able to electrify the hull of the craft and have it cause 5d6 points of electrical damage in direct contact with it or the hull.

Equipment Slots: None

Activation: Free action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 5

Restriction: None

REACTIVE ARMOR (PL 6)

A mecha with this modification has had small explosive charges bolted to its outer surfaces on the mecha. When the mecha is hit by weapons which use Ballistic type of damage, these explosives detonate in response to disrupt the attack. In gaming terms, the reactive armor gives the mecha a damage reduction of 20 to ballistic damage. This defense system cannot be combined with Ablative Armor or Ceramic Composed Plating.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

MECHA WEAPONS

ION CANNON (PL 8)

Consisting of a cannon that fires a high-energy blast of ions causing 6d6 points of electrical damage with a

successful attack. A successful Reflex save (*DC 17*) reduces the damage by half. The blast from an Ion cannon has the additional effect of an Electromagnetic Pulse to the target hit. In addition, all crew and passengers aboard, and the mecha must make a successful Fortitude save (*DC 15*) or be dazed for 1 round.

Equipment Slots: 1, including hand (*or arm if Large*), arm, or shoulders

Activation: Attack action

Range Increment: 50 feet

Target: Single target within 250 feet

Duration: Instantaneous

Saving Throw: Reflex half (*DC 17*)

Purchase DC: 20

Restriction: Restricted (+2)

ION CANNON, HEAVY (PL 8)

This weapon works on the same Principle as the Ion Cannon but does 10d6 points of electrical damage with a successful attack. A successful Reflex save (*DC 19*) reduces the damage by half. In addition, all crew and passengers aboard, and the mecha must make a successful Fortitude save (*DC 15*) or be dazed for D4-1 rounds (*minimum of 1 round*).

Activation: Attack action

Range Increment: 50 feet

Target: Single target within 500 feet

Duration: Instantaneous

Saving Throw: Reflex half (*DC 19*)

Purchase DC: 23

Restriction: Military (+3)

MECHA MISCELLANEOUS SYSTEMS

ADDITIONAL AMMUNITION

You have extra Ammunition on board for one of your weapon systems. With each purchase of this system,

you will have an additional full amount based on the weapons magazine amount.

Equipment Slots: 1

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: Per Weapon type

Restriction: None

ADDITIONAL APPENDAGE

This mecha has been equipped with an additional appendage, whether it is something basic like an additional arm or leg to the extreme of a tail or tentacle. Mecha with an additional appendage will gain additional equipment slots, dependent on its size. Large and Huge Mecha gain 1 additional equipment slot, while Gargantuan and Colossal mecha gain 2 additional equipment slots. This can be taken multiple times.

Equipment Slots: +1 for Large and Huge Mecha; +2 for Gargantuan and Colossal mecha

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: One-quarter the mecha's base purchase DC for Large and Huge Mecha; one-half the mecha's base purchase DC for Gargantuan and Colossal mecha

Restriction: None

ARTIFICIAL INTELLIGENCE COMPUTER SYSTEM (PL 6)

This mecha is equipped with an Artificial Intelligence to help with the common tasks that would be done by a Mecha Jockey. In gaming terms, mecha equipped with this modification gains +2 equipment bonus on the operator's Navigate and Spot checks and a +2 bonus to Defense.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 5 + one-half the mecha's base purchase DC

Restriction: Restricted (+2)

INERTIAL DAMPERS (PL 7)

Inertial dampers are mechanisms aboard mecha to compensate for acceleration forces caused by speed and direction changes at high velocities. Mecha with this system gain a +2 all Reflex saves.

Equipment Slots: 1

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: One-quarter the mecha's base purchase DC

Restriction: None

EMP SHIELDED (PL 8)

Mecha with this device have had its major operation systems protected and reinforced from all various types of electromagnetic pulses (*EMP*) attacks and effects. Mecha with this device gains a +5 to all rolls when dealing with EMP attacks and/or effects.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

ORGANIC TECHNOLOGY (PL 8)

This type of technology is based on the concept of growing and creating organisms to perform the action that would be done by inorganic machines. Mecha created using this concept are completely organic in nature, simply but this type of mecha is a living being. Any mecha with this system gains the following list of abilities:

- The Mecha gains one of the following Mecha feats and it can be used by the operator (*mecha jockey*) of the mecha even though they may not have the prerequisites for the feat: Battle Tested, Hair Trigger, Mecha Crush, Mecha Fling, Mecha Sweep or Mecha Trample,
- The mecha will automatically heal 5 points of damage per round. The organic technology will be considered "death, when it loses all its hit points.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 20 + one-half the mecha's base purchase DC

Restriction: Restricted (+2)

PULSED WEAPON SYSTEM (PL 6)

With this weapon system, one energy-based weapons on the mecha will have their weapon fire rate changed from single to autofire and cause an additional 50% damage to a target, but the range of the weapon is reduce by 50%.

Equipment Slots: None

Activation: Free action.

Range: Per the weapon (*See Above*)

Target: Per the weapon (*See Above*), Autofire

Duration: Per the weapon

Saving Throw: Per the weapon

Purchase DC: One-quarter the mecha's weapon base

purchase DC

Restriction: None

SENTIENT ARTIFICIAL INTELLIGENCE COMPUTER SYSTEM

This mecha is equipped with and Sentient Artificial Intelligence to help with the several task that would be done by a Mecha Jockey. In gaming terms, mecha equipped with this modification gains +4 equipment bonus on the operator's Navigate and Spot checks and a +4 bonus to Defense. In addition one per round, the Sentient Artificial Intelligence is able to attack with one of the weapon systems totally by itself. The Sentient Artificial Intelligence base attack is equal to the mecha jockey's base attack -5.

Equipment Slots: 1

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 15 + one-half the mecha's base purchase DC

Restriction: Military (+3)

SYNTHETIC BIONEURAL CIRCUITRY (PL 8)

Synthetic Bioneural Circuitry adds synthetic bioneural circuitry to a circuitry module, designed to organize information more efficiently and speed up response time for the pilot and mecha. While driving or piloting the mecha, the operator gains a +2 bonus all of the mechas rolls

Equipment Slots: 1

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 + one-half the mecha's base purchase DC

Restriction: Restricted (+2)

MECHA FEATS

BATTLE TESTED

You are very experienced in combat with a mecha.

Prerequisite: Mecha Operation

Benefit: Whenever you are attacked and you or your mecha required to make Fortitude saving throws, the you gain a +2 to all these rolls.

Artwork: *Ryan Bodenheim*

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