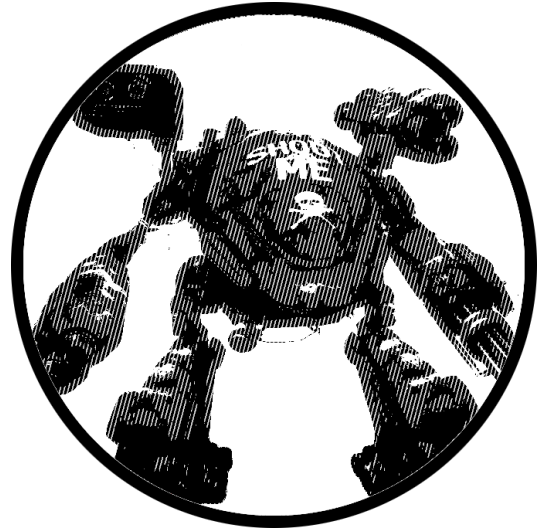


Mecha Pilot

Career Path: Interface/Mettle/Physical

Mind-Machine Interfacing, or Surrogacy, has made great strides possible for piloting complicated machines. Two legs, four legs, more or none, if it walks or crawls, you can make it run and brawl. Once you're in the hot seat, you're as good as gold. Mecha Pilot Explorers are mechanized scouts, capable of traversing rough, mountainous terrain. Starfarer Mecha Pilots bring giant robots to weightless environs. Mecha Pilot Technocrats use their vehicle as an electronic countermeasure suite, wreaking havoc from the comfort of a pilot's chair.



Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

Bring Your Own Battlemech: You've got a machine that's perfect for the occasion.

Alpha Strike: Shoot everything, deal with the heat buildup later.

Sensor Lock: Paint a bullseye on an enemy. They can't hide from what comes next.

Garage Connections: Get a deal on some premium parts and servicing.

Code Duello: Bind an enemy into a fateful duel.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Cocky, Headstrong, Aloof, Cheery, Professional, Sadistic.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.

Mechanics Lab: A place you can tinker with and optimize vehicular modules for later use in the field. A variety of parts for every loadout. Durable walls and industrial-grade machine tools mean everything's under control.

Drop Pod: A reusable module that can launch and deploy your vehicle into any hotspot. Room for two vehicles, and ensures a gentle landing. Retro-thrusters slow the pod on landing, and the doors lower down, forming a ramp.

Mecha Pilot Skills:

Bring Your Own Battlemech: You own a custom Class 3 Walker or Quadwalker Vehicle Asset, with the Armed upgrade for free. Choose one of three armaments:

- Heavy Machinegun (Class 2 Heavy Weapon, Optimal Range: Far/Distant, Destructive, Clumsy, Sustained, Penetrating)
- Seeker Missile Pods (Class 2 Explosive Missile, Optimal Range: Distant/Very Distant, Massive, Impact, Destructive, Seeking, Breaching)
- Beam Sword (Class 2 Melee Weapon, Optimal Range: Melee, Heavy, Energy, Severing)

If that vehicle is ever lost, you can spend an extended period of time claiming a new Walker or Quadwalker as your Battlemech, adding an extra upgrade to it.

"It's a hand-me-down."

Alpha Strike: When attacking with vehicular weapons, roll +Mettle or +Interface.

On a 10+, you are able to fire up to two additional weapons at the same or different targets.

On a 7-9, as with 10+, except you choose one consequence:

- Your systems overheat, giving you, the pilot, a minor debility.
- Your mech overheats, shutting down temporarily. Inertia still applies.
- Your vents overheat, spreading flames around your vehicle at Close Range.
- Your munitions overheat, disabling one weapon until repaired.

On a 6 or below, as with 10+, except the GM chooses two consequences.

"If the gauge isn't red, the target's not dead."

Sensor Lock: You can lock onto a visible target, revealing its location and movement to friendlies that are linked to your vehicle. Conversely, friendlies that are linked to your vehicle can pinpoint targets that then show up on your sensors. When targets are locked, you can lob Artillery or Missiles over intervening terrain at the target, or Heavy Weapons through penetrable cover at the target.

"Teamwork makes the dream work."

Garage Connections: Any time you're in an industrialized society, you may know someone who can help you score spare parts, do repairs, perform maintenance or sell you upgrades for your vehicle. Choose a type of mechanic when you arrive in non-hostile territory:

1. The mechanics are criminal or faction-related, and doing business with them requires the proper connections.
2. The mechanics are foreign, alien, or otherwise do not share a language with you.
3. The mechanics are operating in or around contested or dangerous territory.
4. The mechanics are legal, but require non-negotiable payment up-front and will leave a paper-trail.

"Let's talk shop."

Code Duello: You can force a single enemy vehicle, weapons emplacement, heavy weapons user or group of enemies to focus on you alone. You gain an action to move or attack in direct, immediate response to that enemy's attacks on you.

"You and me, right now, right here!"

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- Armor proves superior.
- Mobility is key to victory.
- A hazard is deflected or dodged.
- A machine is pushed to its limits, and survives.
- An enemy's advance is halted.