This Document will act as a guide for in-game rules and guidelines for use of the mechanics skill in the developing Fallout: Equestria Pen&Paper RPG. Pre-existing rulings on the use of the mechanics skill shall be collected here, but on the whole the uses of this skill need to be expanded upon. Comments, questions & critiques are encouraged.

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<u>**General Overview:**</u>

In the Fallout: Games, Repair is one of the most diverse and adaptable skills a player can have. As such, the mechanics skill in this PnP should be equally versatile. The mechanics skill will determine a player's ability to repair their weapons and armour, disarm traps, build certain things, break others and generally tinker with anything mechanical. Also included is the ability to build custom weapons, modify existing weapons, and to set up traps, turrets and other defensive/offensive implements of your own.

Table 1: General Mechanics Applications

Difficulty	Example	Skill Check	Tools/Workstation Bonus
Very Easy	Repairing a Broken Toaster	Skill+30	+25/+5
Easy	Making a simple gadget	Skill+15	+20/+10
Normal	Striping a Terminal for parts	Skill Only	+15/+15
Hard	Fixing up a Vehicle (Like the *Sky Bandit*)	Skill-15	+10/+20
Very Hard	Rebuilding a trashed robot	Skill-30	+5/+25

Tools and a Proper Workstation used in conjunction always add a cumulative +30 bonus to the check. A full Workstation becomes more pertinent than just tools as difficulty increases. The

related skill book for Mechanics is *TLC Squared: Tender Loving Care for Totally Lost Causes.*

<u>Traps:</u>

Traps are a common hazard in the Equestria Wasteland, especially when travelling through territory controlled by bandits and raiders. Disarming or disabling traps is possible, but first you have to detect them with a successful PER check. If you fail to perceive a trap before you step into it, it's probably gonna hurt. Detecting and disabling traps is subject to scaled difficulty based on what kind of trap and how well it is concealed (Concealment is GM discretion based on environment and cleverness of whoever set up the trap). A disabled trap is considered useless, although sometimes there are components that can be salvaged. The examples provided are not comprehensive, and the GM can invent different variations as they see fit, within reason.

Tables 2: Types of Traps

Type of Trap	Example	Perception Check	Disarm Check	Spoils
Simple	Bear Trap	PER+3	Skill +30	Scrap Metal
Normal	Tripwire	PER+1	+15	Varies
Complex	Rigged Gun	PER	0	Gun in poor condition
Elaborate	Daring Do style death traps	PER-2	-20	You'll get nothing and like it. Also, not dying is nice.
Explosive	Frag Mine	PER+(#of Mines-2)	See Explosives	Disarmed Explosive

If a character attempting to disarm a trap rolls a critical failure, then the trap is immediately set off and the character takes the normal damage or ill effect that the trap would bestow. Any regular failure implies that the trap cannot be disarmed by that character (at present skill level; a player may reattempt a non-critical failed disarm after they level up or read a Mechanics skill book/magazine), but it can still be avoided if it has already been detected. On the plus side, a critical success will allow the character to scavenge the entire trap undamaged, to do with what they will (use for themselves or raid for additional spoils).

<u>Making Traps:</u>

Below will be listed a few crafting recipes so that PCs can build and set up their own traps. Checks for enemies to detect and disarm these traps are the same as for players.

<u>Triggers:</u>

Tripwires (Requirements: Mechanics 30. Components: Length of Wire; hazard) - a tripwire is a taut cable that, when snapped by somepony's leg catching on it, triggers a hazard. The hazard can be anything from a suspended I-Beam to a bouquet of grenades. Damage varies depending on the hazard
Variant: Reverse Tripwire - set up to trigger the trap when the wire is disarmed, rather than when tripped over normally.

Pressure Plate (Requirements: Mechanics 50. Components: Metal or ceramic plate, scrap electronics, spark battery, hazard) - The pressure plate is a metal plate that, when stepped on, closes an electrical (or magical) circuit and triggers an effect. Commonly used effects are rigged firearms and explosives.

Proximity Fuse (Requirements: Mechanics 75 or Explosives 75. Components: 3 Sensor Modules, spark battery, magical conducting array, hazard) - The proximity fuse is extremely dangerous. This trigger activates as soon as anypony comes within the range of the sensor module array, which immediately sends a signal to a trigger on the hazard, causing it to activate. Often disguised as something else, such as the baby carriage that killed Jokeblue. Typically used with high powered explosives.

Hazards:

Bear Trap (Requirements: Mechanics 20. Components: 2 Scrap Metal) - Simple trap meant to ensnare small game or wound the legs of passers by, either with the intent of capture or easy killing. Deals 2d10 damage to the limb that triggers it and renders the victim prone until it is removed.

Swinging Hazard (Requirements: Mechanics 30. Components: suspension cable, large, heavy object) - The swinging hazard is used with a pressure plate or tripwire, and causes the large, heavy object to detach from a fixed point and swing towards whoever set it off, striking them hard and bluntly. Can be avoided with a successful Agi check.

Rigged Gun (Requirements: Mechanics 50. Components: Firearm (Shotguns are the standard due to spray effect), pressure plate assembly or tripwire assembly) - A Rigged gun is exactly what it sounds like; a gun rigged to fire when an external stimulus is applied. The rigged gun fires any time the stimulus is triggered, so a pressure plate is preferable if you want to take more than one shot. Does damage equal to the firearm used in its construction.

Grenade Bouquet (Requirements: Explosives 50. Components: 3 Grenades) - A grenade bouquet is tied into a pressure plate or tripwire, and concealed out of sight. When the trigger is sent, the grenades tumble towards the players sans-pin and detonate with the same effect as they would normally.

Craftable Items/Recipes:

With the proper schematics or, in some cases, general know how, a player can use their Mechanics skill to construct useful items. These can range from repair kits, to customized weapons, and even, if you're good enough, your own robot! Constructing items requires the player to have the appropriate Mechanics skill level, the required parts, and in most cases, a schematic, much like most alchemical or medicine crafting requires a recipe. Items shown here should be crafted at a workbench. If not, the player must make a Mechanics skill check of (100-Skill requirement) to successfully craft the item. If the character fails this check, then they must go to a workstation, or take the Jury Rigger perk (if they haven't already).

Scrap Gun (Requirements: Mechanics 20. Components: Scrap Metal, Harmonica, Pipe, Hammer.) - Can't find a firearm? Make one! Useful in situations where you've been deprived of your proper equipment, this little mouth held pistol is at least better than nothing. We're not entirely sure how it works; probably something with magnets. Inflicts 8+1d10 damage. Ammunition: Scrap Metal, 4 rounds per load. AP Per Shot: 10. Range: Short
Unique Variant: Oh Scrap!

Dart Gun (Requirements: Mechanics 20, Dart Gun Schematic. Components: Toy Car, Paint Gun, Surgical Tubing, Manticore or Radscorpion venom sac.) - A homemade gun that fires poisoned needles at a target. Silent and crippling, this weapon inflicts 1+1d10 damage to the target, and paralyzes them for 1d6 turns of combat. The dart must strike exposed flesh to be effective. Not effective against Manticores, Radscorpions or Dragons. Ammunition: Darts, 1 round per load. AP per shot: 15. Range: Short
Unique Variant: Pip's Prick

Railway Rifle (Requirements: Mechanics 40, Railway Rifle Schematic. Components: Crutch, Steam Gauge Assembly, Pressure Cooker, Spark battery.) - This homemade rifle is a lot less quiet and a lot more powerful than the Dart Gun, using Railway Spikes as crude flechettes. It inflicts 20+2d10 damage to a target, and a successful called shot to a target's limb will automatically cripple it. If the target is within 2 feet of a wall when this occurs, the crippled limb (tails, legs/arms only) will be pinned to that wall and the target rendered prone. Ammunition: Railway Spikes, 8 rounds per load. AP per shot: 35. Range: Medium
Unique Variant: Railright's Rebuttal

Hellhound Helmet (Requirements: Mechanics 40, Hellhound Helmet Schematic. Components: Hellhound Paw, Wonderglue, Old Helmet, Leather Belt.) - A weapon for use in close combat, the Hellhound Helmet can cut through nearly anything with ridiculous ease. Careful though, botching the construction could result in a lost hoof or tongue. Counts as an unarmed weapon and inflicts 3xStr+2d10 damage. Attacks with the Hellhound Helmet ignore the target's Damage Threshold entirely. AP per attack: 20. Range: Melee
Variants: - Hellhound Knife (substitute knife handle for helmet; Melee)
*   - Hellhound Gauntlet/Leg Brace (substitute medical brace for helmet; Unarmed)*
*   - Hellhound Spear (substitute a wooden pole for helmet; Melee or Thrown)*

Weapon Repair Kit (Requirements: Mechanics 50. Components: 2 Scrap Metal, 1 Wrench, 1 Duct Tape, 1 Wonderglue, 1 Scrap Electronics.) - A handy-dandy kit for making ad-hoc weapon repairs. ((This is more of a flavour thing unless full condition rulings are fleshed out))

Bottlecap Mine (Requirements: Mechanics 50 or Explosives 25, Bottlecap Mine Schematic. Components: Lunchbox, Cherry Bomb, 10 Bottle Caps, Sensor Module.) - A special, homemade mine that is remarkably potent. Invented by none other than the author of the Wasteland Survival Guide, Ditzy Doo herself! Inflicts 80+2d10 damage to a small area. Can be disarmed like a regular mine, and doing so will allow the players to reclaim the caps inside.

Phoenix Talon (Requirements: Mechanics 60, Phoenix Talon Schematic. Components: Mouth-held Sword, Spark Gem or Pilot Light, Flamer Fuel-tank, Gardening Hose.) - Solar flaring orgasms of Celestia, this custom melee weapon is a flaming sword! This weapon inflicts 3xStr+1d10 damage, and inflicts the target with the incendiary status, causing them to take 2d10 burning damage for 3 turns. Targets cannot be set aflame again until the burning effect wears off.Targets killed by the burning damage are reduced to slag or ash. Consumes 2 units of Flamer Fuel with each use. AP per attack: 30. Range: Melee
Unique Variant: Balefire Doombunny

Auto-Axe (Requirements: Mechanics 60, Auto-Axe Schematic. Components: Sawblade, Miniature Spark Engine, Wagon Axle Frame, Enchanted Gem.) - Originally developed by Red Eye's slaver operations in Fillydelphia, the Auto-Axe has become a popular tool and improvised melee weapon throughout the wasteland. The enchantment on the blade makes cutting through metal much easier, and can be used outside of combat for this purpose. A critical hit to the head of a target automatically decapitates them. Inflicts 4xStr+2d10 damage, and ignores 10 points of Damage Threshold. AP per attack: 40. Range: Melee
Unique Variant: Noisy Death

Par-T Cannon (Requirements: Mechanics 80, Par-T Cannon Schematic. Components: Magical Conducting Array, Vacuum Cleaner, Balloon Inflator, Fire hose Nozzle.) - This custom weapon fires whatever you bloody well feel like and makes it hurt. Never leave home without it. WARNING: Do not mix up confetti and cake batter when firing. Inflicts 40+1d10 damage. Additional effects may be applied depending on the type of ammunition used. Ammunition: Anything, 1 shot per load. AP per shot: 40. Range: Varies (Lighter ammo flies farther)
Unique Variant: Pinkie's Party Time

Enhanced 'Bottlecap' Mine (Requirements: Mechanics 80 or Explosives 50. Components: Toolbox, Frag Grenade, 2 Anti-Aircraft Shells or 50 Bottle Caps, Sensor Module.) - A more potent explosive based on the design of Ditzy Doo's Bottlecap Mines. Inflicts 120+3d10 damage to a large area. Can alternatively be built with a remote detonator or a timer instead of a sensor module.

Sparkle~Grenade (Requirements: Mechanics 100 or Explosives 75, Sparkle~Grenade Schematic. Components: Sparkle~Cola RAD!, Detergent, Tin Can, Turpentine.) - It's like a buck to the face, with PAIN! This stuff makes a better explosive than a drink anyways. Smells like Radishes when detonated. Inflicts 120+4d10 damage point blank, 80+3d10 damage within 10 ft radius and 40+2d10 damage within 20 ft radius.

Build Your Own Robot (Requirements: Mechanics 100 or Science 80. Components: Sprite-Bot frame or hovering spiderbot frame or mechanical owl frame, 2 Spark Batteries, 4 Scrap Electronics, 4 Scrap Metal, 1 Magical Conducting Array, 1 Robot Spell Matrix.) - Building your own robot from scratch lets you effectively add a companion to the party.
The frame of the robot to be built includes the following weapon(s): Sprite-bot/Mechanical Owl; Magical Energy Weapon (as pistol), Hoverbot; Flamethrower and Buzzsaw (as Str 4 Balanced Melee Weapon).
The Robot is treated as having the following combat statistics: DT 6, Sequence 5+1d10, AP 70, HP 80 for Sprite-bot and Mechanical Owl, HP 100 for Spiderbot. Alternatively, the robot can take its action(s) on the same turn of combat as its owner.
Each different kind of robot has its own unique benefit. Sprite-bots have built in radios and a camera, and make a great tool for surveillance. Hoverbots can be reprogrammed into a medical assistant by a character with Science 100 or Medicine 60. Robotic Owl's are effective as combat assistants, and attacks against them suffer a -20% chance to hit because they're agile.

Repairing Misc. Machinery (Jury-Rigging):

There is all kinds of stuff out there in the Equestrian Wasteland (and beyond) that could be working again and used to your advantage, if only you gave it some tender loving care. Or a few good whacks with a wrench, close enough. Alternatively, you can use the skill to modify existing gizmos, gadgets or other devices to be more effective or more suited to a different purpose. It is always easier to repair something if you have the right parts for it (GM Discretion as to what those parts are).

Table 3: Fixing/Modifying Things

Difficulty	Example	Skill Check	Parts Bonus	Workstation Bonus
Very Easy	Adding a quick-release bit to a harness	Skill+10	+20	+10
Easy	Fixing an Elevator	+0	+20	+10

Normal	Modifying a weapon in an unconventional manner	-10	+15	+15
Hard	Making Power Armour that can function without a helmet	-30	+10	+20
Very Hard		-50	+10	+20

Jury Rigging (Perk): Taking the jury rigging perk allows a character to substitute the use of miscellaneous parts in a mechanics job instead of the proper ones, and still obtain the full parts bonus. Very Easy and Easy tasks require no parts at all, you're just that good. Additionally, this perk grants a +20 bonus to skill checks for making craftable items away from a proper workstation.

Weapon Mods

Modifying existing weapons is a way to get more out of your combat abilities without having to rely on finding new, potentially better weapons than the ones you already have. In general, weapons mods are used to:
- Increase Weapon Damage
- Increase rate of fire (Lower AP Cost)
- Increase Accuracy (Scopes, +% to hit)
- Reduce Weight (Lower Str requirements?)
- Increase Durability (Mostly Fluff unless Condition rules are developed)
- Reduce Noise (Silencers/Suppressors)
- Increase Ammunition Capacity (Firearms holding more ammo, Magical Energy Weapons Recycling)

(A comprehensive list of weapon mods can be found here:
http://fallout.wikia.com/wiki/Fallout:_New_Vegas_Weapons_Mods This document will eventually incorporate all available mods, as applicable to ponies)

Perks & Traits

There are a number of perks and traits that can augment a character's Mechanics skill, or that the mechanics skill contributes to:

Gun Nut (Requirements: Level 2, Int 4, Agi 4) - Immediately adds 5 points to both the firearms

and mechanics skills.

Ammo Crafter (Requirements: Level 6, Mechanics 70) - Increases chance of recovering hulls and casings after discharging a weapon. All ammo crafting recipes become available.

Clever Prancer (Requirements: Level 10, Mechanics 45, Agi 6) - 2% more likely to score a critical hit against an opponent, half as likely to take a critical hit from an enemy.

Jury Rigging (Requirements: Level 14, Mechanics 90) - +20 to crafting skill checks when constructing a craftable item away from a workbench. Can apply parts bonus to a mechanics check with similar or (in some cases) no parts at all.

Ah Fixed It! (Requirements: Earth Pony, Level 4, Mechanics 30) - Improve the general condition of an item by combining it with a similar item. Grants +2 DT on armour or +2 base Damage on weapons.

Gears of Harmony (Requirements: Earth Pony, Level 6, Mechanics 30, Science 30) - Knowledge of robotic mechanics allow you to obtain more valuable loot from destroyed robots